```
Private Sub <u>ButtoonUpdateMorkstationAssignedUser Click</u>(ByVal sender As System.Object, ByVal e As System.EventArgs) Handles ButtonUpdateWorkstationAssignedUser.Click
                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                MessageBoxUtilities.NyMessageBox("Region must be selected from the drop down list.", MsgBoxStyle.OkOnly, "Unrecognized Region")
                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                           MessageBoxUtilities.MyMessageBox("User must be selected from the drop down list.", MsgBoxStyle.OkOnly, "Unrecognized User")
                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                          If SQLNonQueryBactesRequest("Update tb1_BactesComputers set Region = '" & ComboBoxAssignedRegion.Text & "' " &
                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                             "where computername = "" & ListBoxComputers.Items(ListBoxComputers.SelectedIndex).ToString & "" ") = 0 Then
                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                            "where computername = '" & ListBoxComputers.Items(ListBoxComputers.SelectedIndex).ToString & "' ") = 0 Then
                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                 If SQLNonQueryBactesRequest("Update tbl_BactesComputers set UserID = '" & ComboBoxAssignedUser.Text & "' " &
make sure that the entry in the text portion exists in the drop down list of the combobox
                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                               make sure that the entry in the text portion exists in the drop down list of the combobox
                                                                                                                                                                        If ComboBoxAssignedRegion.Text = ComboBoxAssignedRegion.Items(i).ToString Then
                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                   If ComboBoxAssignedUser.Text = ComboBoxAssignedUser.Items(i).ToString Then
                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                MessageBoxUtilities.MyMessageBox("Please select a PC first.")
                                                                                                                 For i As Integer = 0 To ComboBoxAssignedRegion.Items.Count - 1
                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                            For i As Integer = 0 To ComboBoxAssignedUser.Items.Count - 1
                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                  If ListBoxComputers.SelectedIndex = -1 Then
                                                               Dim found As Boolean = False
                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                          Dim found As Boolean = False
                                                                                                                                                                                                                                   found = True
                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                              found = True
                                                                                                                                                                                                                                                                                                                                                                                                                                                              If Not found Then
                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                         If Not found Then
                                                                                                                                                                                                                                                                                              Exit For
                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                     Exit For
                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                Exit Sub
                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                               Exit Sub
                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                          Exit Sub
                                                                                                                                                                                                                                                                                                                                                End If
                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                           End If
                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                  End If
                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                 End If
                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                        End If
                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                  End If
                                                                                                                                                                                                                                                                                                                                                                                                                Next
                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                              End Sub
```

End Sub

```
Try
    cnLocations.Open()
    Dim sdrLocations As SqlDataReader = cmLocations.ExecuteReader
   With sdrLocations
        If .HasRows Then
            While .Read()
                Dim SelectedClinic As String = .GetString(0).ToUpper()
                For i As Integer = 0 To CheckedListBoxDistroLocations.Items.Count - 1
                    If CheckedListBoxDistroLocations.Items(i).ToString = SelectedClinic Then
                        CheckedListBoxDistroLocations.SetItemChecked(i, True)
                    End If
                Next
            End While
        End If
    End With
Catch ex As Exception
    Logger.Warning(ex)
End Try
cnLocations.Close()
'Update checks in Worrkstations
Dim cnWorkstations As New SqlConnection(SessionDBs.BIMRequestConnectionString)
strsql = "Select WorkstationName " &
"from tbl_distroWorkstations a inner join tbl_distroheader b on a.distroid = b.distroid " & _
"where name = '" & DistroGroup & "'" &
"order by WorkstationName"
Dim cmWorkstations As New SqlCommand(strsql, cnWorkstations)
Try
    cnWorkstations.Open()
    Dim sdrWorkstations As SqlDataReader = cmWorkstations.ExecuteReader
    With sdrWorkstations
        If .HasRows Then
            While .Read()
                Dim SelectedLocation As String = .GetString(0).ToUpper()
                For i As Integer = 0 To CheckedListBoxDistroWorkstations.Items.Count - 1
                    If CheckedListBoxDistroWorkstations.Items(i).ToString = SelectedLocation Then
                        CheckedListBoxDistroWorkstations.SetItemChecked(i, True)
                    End If
                Next
            End While
        End If
    End With
Catch ex As Exception
    Logger.Warning(ex)
End Try
cnWorkstations.Close()
```

```
For i As Integer = 0 To CheckedListBoxDistroLocations.CheckedItems.Count - 1
    'Check if there is already a match... if not add
   If ReturnSQLStringBR("select clinicid from tbl_distroclinics where clinicid = '" & CheckedListBo
       "and distroid = " & DistroID & "") <> CheckedListBoxDistroLocations.CheckedItems(i).ToString 1
        If SQLNonQueryBactesRequest("Insert into tbl_distroclinics (Distroid, ClinicID) " & _
         "Values ( " & _
        "" & DistroID & "" &
        ",'" & CheckedListBoxDistroLocations.CheckedItems(i).ToString & "')") = 0 Then
        End If
   End If 'if it's already there... ignore the entry
Next
'Item is not checked so delete it from the db.
If SQLNonQueryBactesRequest("delete tbl_distroclinics where " & _
"Distroid = " & DistroID & " and " &
 "ClinicID in " & UnCheckedLocationsList & "") = 0 Then
End If
'Update Workstations
Dim UnCheckedWorkstationsList As String = "('"
For i As Integer = 0 To CheckedListBoxDistroWorkstations.Items.Count - 1
   If Not CheckedListBoxDistroWorkstations.GetItemChecked(i) Then
       UnCheckedWorkstationsList = UnCheckedWorkstationsList & CheckedListBoxDistroWorkstations.Iter
   End If
UnCheckedWorkstationsList = UnCheckedWorkstationsList & "')"
For i As Integer = 0 To CheckedListBoxDistroWorkstations.CheckedItems.Count - 1
    'Check if there is already a match... if not add
   If ReturnSQLStringBR("select workstationName from tbl_distroWorkstations where workstationName =
       "and distroid = " & DistroID & "") <> CheckedListBoxDistroWorkstations.CheckedItems(i).ToStrin
        If SQLNonQueryBactesRequest("Insert into tbl_distroWorkstations (Distroid, workstationName) '
         "Values ( " &
        "" & DistroID & "" &
        ",'" & CheckedListBoxDistroWorkstations.CheckedItems(i).ToString & "')") = 0 Then
        End If
   End If 'if it's already there... ignore the entry
Next
'Item is not checked so delete it from the db.
If SQLNonQueryBactesRequest("delete tbl distroWorkstations where " &
 "Distroid = " & DistroID & " and " & _
 "workstationName in " & UnCheckedWorkstationsList & "") = 0 Then
End If
```

If SQLNonQueryBactesRequest("delete tbl_distroWorkstations where Distroid = " & DistroID & " ") = 0 Then If SQLNonQueryBactesRequest("delete tbl_DistroHeader where Distroid = " & DistroID & " ") = 0 Then End If

If SQLNonQueryBactesRequest("delete tbl_DistroClinics where Distroid = " & DistroID & " ") = 0 Then End If

End If

Try cnDistroGroup.Open() Dim sdrDistroGroup As SqlDataReader = cmDistroGroup.ExecuteReader With sdrDistroGroup If .HasRows Then While .Read() ComboBoxDistroGroups.Items.Add(.GetString(0).ToUpper()) ComboBoxDistroGroupsMaster.Items.Add(.GetString(0).ToUpper()) End While End If End With Catch ex As Exception Logger.Warning(ex) End Try cnDistroGroup.Close() PopulateDistroCheckedLists() LabelDistroGroupDescription.Text = "Description: " Private Sub PopulateDistroCheckedLists() 'Populate Locations CheckedListBoxDistroLocations.Items.Clear() Dim cnLocations As New SqlConnection(SessionDBs.BIMReportConnectionString) Dim strsql As String = "Select locationName " & __ "from tbl Locations order by locationname " Dim cmLocations As New SqlCommand(strsql, cnLocations) Try cnLocations.Open() Dim sdrLocations As SqlDataReader = cmLocations.ExecuteReader With sdrLocations If .HasRows Then While .Read() CheckedListBoxDistroLocations.Items.Add(.GetString(0).ToUpper(), False) End While End If End With Catch ex As Exception Logger.Warning(ex)

End Try

```
Log.Assert(classicStructure.Diagrams.Count() == nextGenStructure.NestedDiagrams.Count(), "Classic and NextGen versions of the same structure have di
                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                              Log.Assert(classicFlatSequence.Sequences.Count() == nextGenFlatSequence.NestedDiagrams.Count(), "Classic and NextGen versions of the same structure
                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                              private void FinishFlatSequence(CurrentGenHeap.FlatSequence classicFlatSequence, NextGenVIModel.FlatSequence nextGenFlatSequence)
                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                        var nextGenDiagram = nextGenFlatSequence.NestedDiagrams.ElementAt(i);
                                                                                                                                                                                                                                                                                                                                                                           var nextGenDiagram = nextGenStructure.NestedDiagrams.ElementAt(i);
                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                          var classicDiagram = classicFlatSequence.Sequences.ElementAt(i);
                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                for (int i = 0; i < nextGenFlatSequence.NestedDiagrams.Count(); ++i)</pre>
                                                                                                                                                                                   for (int i = 0; i < nextGenStructure.NestedDiagrams.Count(); ++i)</pre>
                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                        // Confirm that the current and next gen structures have
// Confirm that the current and next gen structures have
                                                                                                                                                                                                                                                                                                             var classicDiagram = classicStructure.Diagrams[i];
                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                        // Pop the next gen diagram that you pushed above.
                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                 // Pop the next gen diagram that you pushed above.
                                                                                                                                                                                                                                                                                                                                                                                                                                                                                            virtualInstrument.PushDiagram(nextGenDiagram);
                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                     _virtualInstrument.PushDiagram(nextGenDiagram);
                                                                                                                                                                                                                                                                                                                                                                                                                                   // make this the new next gen diagram
                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                // make this the new next gen diagram
                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                           classicDiagram.AcceptVisitor(this);
                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                        classicDiagram.AcceptVisitor(this);
                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                              // Visit the classic gen diagram.
                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                      // Visit the classic gen diagram.
                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                 virtualInstrument.PopDiagram();
                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                              _virtualInstrument.PopDiagram();
                                                        // the same number of diagrams.
                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                          // the same number of diagrams.
```

private void FinishStructure(CurrentGenHeap.Structure classicStructure, NextGenSourceModel.Structure nextGenStructure)

```
nFANTOW100_iNXT_sendDirectCommand(nxtObject.NXTHandle, 1, inputBufferPtr, (UInt32)inputBuffer.Length, outputBufferPtr, (UInt32)outputBuffer.Length,
                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                            nFANTOW100_iNXT_sendDirectCommand(nxtObject.NXTHandle, 1, inputBufferPtr, (UInt32)inputBuffer.Length, outputBufferPtr, (UInt32)outputBuffer.Length,
private unsafe void DirectCommand_LSGetStatus(ref NXTObject nxtObject, PortId port, ref bool idleFlag, ref bool fatalErrorFlag, Int32* error)
                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                        private unsafe byte[] DirectCommand LSRead(ref NXTObject nxtObject, PortId port, ref int bytesRead, ref bool lsErrorFlag, Int32* status)
                                                                                                                                    // josh.todo: The requestResponseFlag is currently not used.
                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                        // josh.todo: The requestResponseFlag is currently not used.
                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                           fixed (byte* outputBufferPtr = &outputBuffer[0])
                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                 fixed (byte* outputBufferPtr = &outputBuffer[0])
                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                      fixed (byte* inputBufferPtr = &inputBuffer[0])
                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                          fixed (byte* inputBufferPtr = &inputBuffer[0])
                                                                                                                                                                                                                                                                                                                                                                                                inputBuffer[0] = (byte)NXTOpcode.LSGetStatus;
                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                  fatalErrorFlag = status < 0 ? true : false;
                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                          inputBuffer[0] = (byte)NXTOpcode.LSRead;
                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                       sbyte status = (sbyte)outputBuffer[1];
                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                  idleFlag = status == 0 ? true : false;
                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                   byte[] outputBuffer = new byte[19];
                                                                                                                                                                                                                                                                byte[] outputBuffer = new byte[3];
                                                                                                                                                                                                byte[] inputBuffer = new byte[2];
                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                   byte[] inputBuffer = new byte[2];
                                                                                                                                                                                                                                                                                                                                                                                                                                                           inputBuffer[1] = (byte)port;
                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                               inputBuffer[1] = (byte)port;
```

```
if (PollingBrickTimer != null)
{
    PollingBrickTimer.Dispose();
    PollingBrickTimer = null;
}

if (_dataLogTimer != null)
{
    _dataLogTimer.Dispose();
    _dataLogTimer = null;
}
```

```
if (lineSegment.GenerationPoint.Y = point.Y && point.X >= lineSegment.StartPoint.X && point.X <= lineSegment.EndPoint.X)
{</pre>
                                                                                                                                                                                        if (lineSegment.GenerationPoint.X == point.X && point.Y >= lineSegment.StartPoint.Y && point.Y <= lineSegment.EndPoint.Y)
if (listType == LineListType.SourceHorizontal || listType == LineListType.DestinationHorizontal)
{
                                                                 for (int i = 0; i < lineSegments.Count; ++i)
{</pre>
                                                                                                                                                                                                                                                                                                                                                                                                                                                                         for (int i = 0; i < lineSegments.Count; ++i)
{</pre>
                                                                                                                                                         var lineSegment = lineSegments[i];
                                                                                                                                                                                                                                                      segmentIndex = i;
                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                   segmentIndex = i;
                                                                                                                                                                                                                                                                                    break;
                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                  break;
                                                                                                                                                                                                                                                                                                                                                                                                            else
```

```
Dim strsql As String = "Select distinct FA_Region " & _
"from tbl FieldAgents order by FA region "
Dim cmRegions As New SqlCommand(strsql, cnRegions)
Try
    cnRegions.Open()
    Dim sdrRegion As SqlDataReader = cmRegions.ExecuteReader
    With sdrRegion
        If .HasRows Then
            While .Read()
                ComboBoxRegion.Items.Add(.GetString(0).ToUpper())
            End While
        End If
    End With
Catch ex As Exception
    Logger.Warning(ex)
End Try
cnRegions.Close()
Dim cnUsers As New SqlConnection(SessionDBs.BIMReportConnectionString)
strsql = "Select distinct FA_UserID " & _
"from tbl FieldAgents order by FA UserID "
Dim cmUsers As New SqlCommand(strsql, cnUsers)
Try
    cnUsers.Open()
    Dim sdrUsers As SqlDataReader = cmUsers.ExecuteReader
    With sdrUsers
        If .HasRows Then
            While .Read()
                ComboBoxUser.Items.Add(.GetString(0).ToUpper())
            End While
        End If
    End With
Catch ex As Exception
    Logger.Warning(ex)
End Try
cnUsers.Close()
```