

# Dialog Editor

The following topics are covered below:

- General Information
- The Dialog Editor Window
- Editing Dialogs
- Dialog Wizard
- Creating Dialog Elements
- Importing Data Fields
- Editing Dialog Elements
- Organizing An Application's Help File
- Setting Editor Options
- Attributes Windows for Dialogs and Dialog Elements
- Dialog Boxes

See also:

- Dialog Editor Accelerators
- 

## General Information

A single dialog is not only an isolated Natural object like a map or a program but can also represent an entire event-driven application. The dialog editor can be used to create an application with the following basic components:

- Dialog(s)
- Dialog elements
- Attributes
- Event handlers
- Data areas (local and parameter); global data areas can be referenced
- Inline subroutines

For a reference description of dialogs, dialog elements, attributes and event handlers, see the Dialog Components documentation.

For an overview of dialog editor terminology, see Introduction to Event-Driven Programming.

You can open a new dialog editor window from the Natural base window by choosing "Object > New > Dialog". Alternatively, you can edit an existing dialog by selecting it from the "Library Workspace" window.

Menus, toolbar buttons, and commands available with the dialog editor can be used to create the components of an event-driven application and edit them in various editor windows. You can create or edit another dialog, or invoke a different editor and create or edit a different type of object (for example, program, DDM or data area).

## Dialog Editor Window

- Changing the Initial Position of the Dialog
- Changing the Initial Size of the Dialog
- Selecting/Deselecting Dialog Elements
- Aborting Mouse Operations
- Creation Mode in Map Editor and Dialog Editor
- Changing the Position of a Dialog Element
- Changing the Size of a Dialog Element
- Moving the Pointer
- Simulating the Mouse with the Spacebar
- Opening Windows and Dialog Boxes Using The Keyboard
- Scrolling in a Dialog
- Using the Clipboard

The dialog editor window includes a title bar, an information bar below the title bar, and a status line.

The title bar includes the name of the dialog (or "Untitled" if the dialog and the library have not been named). For example:

### MYDIALOG [MYLIB] - Dialog

The information bar below the title bar contains the following information:

Item	Explanation
<b>Status</b>	Indicates whether the dialog has been modified since it was saved.
<b>Selected (handle)</b>	Indicates the handle name of the currently selected dialog element; the selection box displays the handle names of all dialog elements in the dialog together with their level number in the dialog element hierarchy. You can select another dialog element in the selection box.
<b>x</b>	X axis position of the currently selected dialog element relative to the upper left corner of the client area of the parent dialog element (or dialog, for top-level dialog elements). Equivalent to the current value of the RECTANGLE-X attribute.
<b>y</b>	Y axis position of the currently selected dialog element relative to the upper left corner of the client area of the parent dialog element (or dialog, for top-level dialog elements). Equivalent to the current value of the RECTANGLE-Y attribute.
<b>w</b>	Width of the currently selected dialog element. Equivalent to the current value of the RECTANGLE-W attribute.
<b>h</b>	Height of the currently selected dialog element. Equivalent to the current value of the RECTANGLE-H attribute.

Dialogs that are larger than the area shown in the dialog editor window can be scrolled using the scroll bars on the right and at the bottom of the dialog editor window.

## Changing the Initial Position of the Dialog

### ▶ To change the initial position of the dialog

1. Either click in its title bar and drag it to the desired location.  
Or open its attributes window and type in the new coordinates (in pixels) in the "X" and "Y" fields.

### ▶ To open the attributes window

1. From the "Dialog" menu or from the dialog's context menu, choose "Attributes" or select the dialog and press ENTER.

## Changing the Initial Size of the Dialog

### ▶ To change the initial size of the dialog

1. Either use the sizing border of the dialog.  
Or open its attributes window and type in the new size (in pixels) in the "W" and "H" fields.

## Selecting/Deselecting Dialog Elements

It is possible to select multiple dialog elements, but only one can be active at any time. The active selection is delineated by black selection marks using which the control can be resized. The inactive selection is delineated by grey selection marks.

Dialog Editor commands which are based on a single dialog element use the active selection, whereas other (such as 'Delete') use both the active and inactive selection. Clicking on a dialog element which is part of the inactive selection makes it the active selection without deselecting any other dialog element.

### ▶ To select a dialog element

1. Click on an unselected dialog element, which becomes selected, while all other dialog elements become deselected. To select an additional dialog element, hold down SHIFT and click on the dialog element. The dialog element selected last becomes the active selection, the ones selected before are the inactive selection. To deselect the dialog element(s), click on the blank space in the dialog window.
2. Or point to the background in the dialog window and then drag the pointer to enclose or partially enclose the elements you want to select. To deselect or select additional elements, do the same as above while pressing SHIFT.
3. Or press TAB to select the next dialog element in the control sequence.
4. Or press SHIFT+TAB to select the previous dialog element in the control sequence.
5. Or select a dialog element from the drop-down list in the status bar. You can do this by using the mouse or by pressing F6 to switch to the drop-down list box and then using the arrow keys to select the dialog element. To drop down the list and view the dialog elements to choose from, press F4. To deselect the drop-down list box, press ESC or ENTER.

#### **Note:**

If one or more dialog elements are already selected, you can only additionally select other controls with the same parent.

## Aborting Mouse Operations

Any operation that is completed by releasing the left mouse button may be aborted by pressing the ESC key before releasing the left mouse button.

## Creation Mode in Map Editor and Dialog Editor

If you create a dialog element by selecting "Insert" plus the dialog element type, the dialog editor is in "creation mode". After creation, the dialog editor is no longer in creation mode; that is, you do not have to switch off creation mode by clicking on the dialog element as you would in the map editor.

## Changing the Position of a Dialog Element

To change the position of one or more dialog elements, select the dialog element(s). The name of the dialog element selected first will be displayed in the status bar, together with its current position.

 **To change position, you can use one of the following options:**

1. Drag the dialog element to its new location using the mouse.
2. For each selected dialog element, open its attributes window and type in the new coordinates (in pixels) in the "X" and "Y" fields.
3. Hold down SHIFT and press any arrow to move the selected dialog element(s) the number of pixels specified in the "Tools Dialog Editor Grid Settings" dialog box.
4. Hold down SHIFT+CTRL and press any arrow to move the selected dialog element(s) by one pixel.

## Changing the Size of a Dialog Element

 **To change the size of one or more dialog elements, select the dialog element(s). You then have the following options:**

1. Point to one of the eight small black squares (the selection mark of the last selected dialog element). The mouse pointer now indicates the direction into which you can resize the dialog element. Hold down the left mouse button and drag (one of) the dialog element(s) to the desired size. If more than one dialog element is selected, the other dialog elements selected are resized proportionally.
2. Open the dialog element's attributes window and type in the new size (in pixels) in the "W" and "H" fields.
3. Choose "Control > Stretch", then the direction into which you can resize the dialog element. Then use the mouse or the keyboard to continue the operation.

## Moving the Pointer

 **To move the pointer, you have three options:**

1. Move the mouse; or
2. Press any arrow key to move the pointer by the number of pixels specified in the "Options Dialog Editor Grid Settings" dialog box; or
3. Hold down CTRL and press any arrow key to move the pointer by one pixel.

## Simulating the Mouse with the Spacebar

You can simulate mouse operations with the spacebar as described in the following table. Note that the pointer must lie on the element to be manipulated.

<b>Mouse Operation</b>	<b>Keyboard Operation</b>
Press left mouse button	Press and hold down the spacebar.
Release left mouse button	Release the spacebar.
Click mouse	Press and release the spacebar.
Double-click mouse	Press and release the spacebar twice.
Move dialog element	Move pointer to element, press and hold down the spacebar, press the appropriate arrow key(s).
Select several dialog elements	Move pointer to background, press and hold down the spacebar, press the appropriate arrow key(s).
Resize dialog element	Move pointer to any black square of selected element, press and hold down the spacebar, press the appropriate arrow key(s), release the spacebar.

Simulating a mouse double-click with the spacebar opens the attributes window for the dialog element on which the pointer is positioned; if the pointer is not positioned on any dialog element, the dialog attributes window is opened.

## Opening Windows and Dialog Boxes Using The Keyboard

Key (Combination)	Opens
<b>ENTER</b>	Attributes window of the selected dialog element or of the dialog, if no dialog element is selected.
<b>CTRL+ALT+E</b>	"Event Handlers" dialog box for the dialog.
<b>CTRL+SHIFT+E</b>	"Event Handlers" dialog box for the selected dialog element.
<b>SHIFT+ENTER</b>	"Event Handlers" dialog box for the selected dialog element or for the dialog, if no dialog element is selected.
<b>CTRL+ALT+S</b>	The dialog's "Subroutines" dialog box.
<b>CTRL+ALT+M</b>	Menu bar attributes window.
<b>CTRL+ALT+T</b>	Toolbar attributes window.
<b>CTRL+ALT+I</b>	Timer attributes window.
<b>CTRL+ALT+L</b>	The dialog's "Local Data Area" dialog box.
<b>CTRL+ALT+P</b>	The dialog's "Parameter Data Area" dialog box.
<b>CTRL+ALT+G</b>	The dialog's "Global Data Area" dialog box.

## Scrolling in a Dialog

You can scroll in a dialog window if at least one dialog element is outside its scroll range. For you to be able to scroll in a dialog, the dialog scroll bars must be active. To activate the dialog scroll bars, open the dialog attributes window either by pressing ENTER or by double-clicking in the dialog. Then click either the "Horizontal Scrollbar" or "Vertical Scrollbar" entry.

### To scroll with the mouse, you either:

1. Point to the scroll-bar slider and drag the slider in the desired direction; or
2. Point to the scroll-bar shaft and click; or
3. Point to one of the scroll-bar arrow buttons and hold down the left mouse button.

To scroll with the keyboard, you do not need a scroll bar. You have four options:

1. To simulate clicking into a vertical scroll bar, press the PAGE UP or PAGE DOWN keys; or
2. To simulate clicking into a horizontal scroll bar, press SHIFT+PAGE UP or SHIFT+PAGE DOWN; or
3. To simulate clicking on the corresponding vertical arrow button, press CTRL+PAGE UP or CTRL+PAGE DOWN; or
4. To simulate clicking on the corresponding horizontal arrow button, press CTRL+SHIFT+PAGE UP or CTRL+SHIFT+PAGE DOWN.

## Using the Clipboard

Key (Combination)	Function
<b>DEL</b>	Delete the selected dialog element
<b>CTRL+C</b>	Copy
<b>CTRL+V</b>	Paste

## Editing Dialogs

- Editing a Dialog's Source Code
- Editing a Dialog's Attributes
- Editing a Dialog's Event Handlers
- Defining a Dialog's Menu Bar
- Defining a Dialog's Toolbar
- Creating and Maintaining Timers for a Dialog
- Adding a Comment Section to a Dialog
- Defining a Parameter or Local Data Area for a Dialog
- Selecting a Global Data Area for a Dialog
- Defining an Inline Subroutine for a Dialog
- Defining the Control Sequence in a Dialog

### Editing a Dialog's Source Code

#### To edit a dialog's source code

1. Load the dialog into the editor.
2. From the "Dialog" menu, choose "Source Code...".  
Or press CTRL+ALT+C.

The dialog's source code window appears and the program editor is loaded. This editor enables you to scan for text strings, replace them, and so on. For more information on how to use the program editor, see *The Program Editor*.

You can switch between the dialog editor and the program editor by selecting the source code window or the dialog window. If you edit in either window, you need to synchronize your updates: (graphically) modifying the dialog locks the source code window and you may not make changes there. Correspondingly, if you change the source code, you may not make changes in the dialog window, which is locked. If your editor is locked, its status bar displays "Locked".

If a source code window is open, but not active, you can activate it by choosing "Source Code..." from the "Dialog" menu.

When you issue a command from the program editor window that affects the source code, such as "Save" or "Run", the dialog editor updates itself automatically by scanning the source code, displaying the modified dialog, and then regenerating the source code. When you issue a command from the dialog editor window after you have modified the code in the source code window, you are prompted whether you want to update the source code or not.

3. To stow any modified source code: from the program editor's "Object" menu, choose "Stow".

Whenever you want to save a dialog under a new name, select "Save as" from the "Object" menu, where for the "Save dialog as" dialog box appears.

## Editing a Dialog's Attributes

### To edit a dialog's attributes

1. Load the dialog into the editor.
2. From the "Dialog" menu or from the dialog's context menu, choose "Attributes...".  
Or double-click on the dialog.  
Or press ENTER.  
The dialog's attributes window appears. To find out what the entries in the attributes window mean, choose "Help". For context-sensitive help, select the attribute entry and press F1.
3. Enter the desired attribute values.
4. Choose OK to confirm your changes.

## Editing a Dialog's Event Handlers

### To edit a dialog's event handlers

1. Load the dialog into the editor.
2. From the "Dialog" menu or from the dialog's context menu, choose "Event handlers...".  
Or press CTRL+ALT+E or SHIFT+ENTER.  
The dialog's event handler section appears.
3. Select the type of event (such as BEFORE-OPEN or ERROR).  
Or choose "New" to enter a user-defined event.  
Or choose "Rename" to save a user-defined event with a new name.
4. Enter the desired event code in free form either in the edit window in the "Dialog Event Handler" window itself, or using the Program Editor. To use the Program Editor, click the "Editor" push button, then close the "Dialog Event Handler" window using the "OK" push button. This code will be executed when the event occurs for the dialog. Note that if you have specified code in the before-any and after-any event sections, this will be triggered before and after the code entered here. So if you need common event code, you only have to enter it once in your dialog's before-any and after-any event section.
5. Choose OK to save your code, if using the "Dialog Event Handler" window. If using the Program Editor, the code can be saved by choosing "Save" from the "Object" menu, or by closing the Program Editor and electing to save the changes when prompted.

## Defining a Dialog's Menu Bar

### To define a dialog's menu bar

1. Load the dialog into the editor.
2. From the "Dialog" menu, choose "Menu bar...".  
Or press CTRL+ALT+M.  
A dialog box appears asking you whether you want to turn the dialog's menu bar setting on.
3. Choose "Yes".  
A blank default menu bar is added to the dialog and the menu bar's attributes window appears. For more information on the attributes window, see the section Menu Editor Window.
4. Choose OK to confirm your changes.

## Defining a Dialog's Toolbar

### To define a dialog's toolbar

1. Load the dialog into the editor.
2. From the "Dialog" menu, choose "Toolbar...".  
Or press CTRL+ALT+T.  
A dialog box appears asking you whether you want to turn the dialog's toolbar setting on.
3. Choose "Yes".  
A blank default toolbar is added to the dialog and the toolbar's attributes window appears. For more information on the attributes window, see the section Toolbar Control Attributes Window. In this section you will also find information on new toolbar control features.
4. Choose OK to confirm your changes.

## Creating and Maintaining Timers for a Dialog

You use timers to trigger a dialog event periodically.

### To create and maintain a timer for a dialog

1. Load the dialog into the editor.
2. From the "Dialog" menu, choose "Timers...".  
Or press CTRL+ALT+I.  
The timer's attributes window appears. For more information on the attributes window, see the section Timer Attributes Window.
3. Choose OK to confirm your changes.

## Adding a Comment Section to a Dialog

### To add a comment section to a dialog

1. From the "Dialog" menu, choose "Dialog comment...".  
Or press CTRL+ALT+O.  
The dialog comment section appears where you can enter your comments in free form. Please note that you do not have to use the "/\*" notation when entering comments in the text area. If you are listing your dialog code, you will find your comment at the beginning.
2. Choose OK to save your comment.

## Defining a Parameter or Local Data Area for a Dialog

### To define a local data area for a dialog

1. From the "Dialog" menu or from the dialog's context menu, choose "Local Data Area...".  
Or press CTRL+ALT+L.  
The definition section for the local data area appears. In a local data area, you must include all the user-defined variables or other variables that you want to use in an event handler code section or a subroutine of the current dialog. Note that the dialog editor automatically generates the data definitions for the dialog elements.  
The "Using" button opens a dialog box that enables you to include existing inline data definitions.
2. Choose OK to save your data definition.

### To define a parameter data area for a dialog

1. From the "Dialog" menu, choose "Parameter Data Area...".  
Or press CTRL+ALT+P.  
The definition section for the parameter data area appears. In a parameter data area, you must include all the parameters that you want to be passed on to the current dialog in an OPEN DIALOG or SEND EVENT statement.  
The "Using" button opens a dialog box that enables you to include existing inline data definitions.
2. Choose OK to save your data definition.

## Selecting a Global Data Area for a Dialog

### To select a global data area for a dialog

1. From the "Dialog" menu, choose "Global Data Area...".  
Or press CTRL+ALT+G.  
A dialog box appears where you can select a global data area for the dialog.
2. Select an entry in the "Available Global Data Areas" list box.
3. Choose OK.

## Defining an Inline Subroutine for a Dialog

### To define an inline subroutine for a dialog

1. Load the dialog into the editor.
2. From the "Dialog" menu or from the dialog's context menu, choose "Inline Subroutines...".  
Or press CTRL+ALT+S.  
The "Dialog inline subroutines" code section appears.
3. Choose "New" to enter a new subroutine.  
Or select the name of an existing subroutine you want to edit.  
If you have chosen "New", a dialog box prompts you for a name.
4. Enter the name of the new subroutine.
5. Choose OK.
6. Enter the desired subroutine code in free form, either directly in the window itself or using the Program Editor by clicking the 'Editor' push button, then close the window using the 'OK' push button.
7. Choose OK to save your code.

## Defining the Control Sequence in a Dialog

The control sequence is the keyboard navigation sequence in which the end user will go through the dialog elements.

### To define the control sequence of a dialog

1. From the "Dialog" menu, choose "Control sequence", or press CTRL+ALT+Q  
The control sequence is displayed as a number at the top left corner of each dialog element. The editor is now in navigation sequence definition mode.
2. Use the mouse to select the dialog elements in the desired sequence.

If you *do not* select a dialog element before enabling navigation sequence definition mode, the next dialog element that you select will be the first in the navigation sequence. Its number is greyed and you can select the next dialog element in the sequence, and so on.

If you *do* select a dialog element, you can redefine the sequence from this element onwards. You can also select a dialog element when in control sequence editing mode without resequencing it by holding down the SHIFT key whilst making the selection. This is especially useful if the selected dialog element is one of the last elements in the sequence - you do not have to redefine the sequence of all preceding dialog elements. Note that instead of selecting each dialog element with the mouse, you can also select them from the selection box in the status bar of the dialog editor. This selection box always shows the dialog elements in their control sequence.

You can exit control sequence editing mode implicitly, by selecting another command (e.g. 'Insert Push Button') or explicitly by selecting the 'control sequence' menu of this again, or simply by pressing ESC.

#### **Note:**

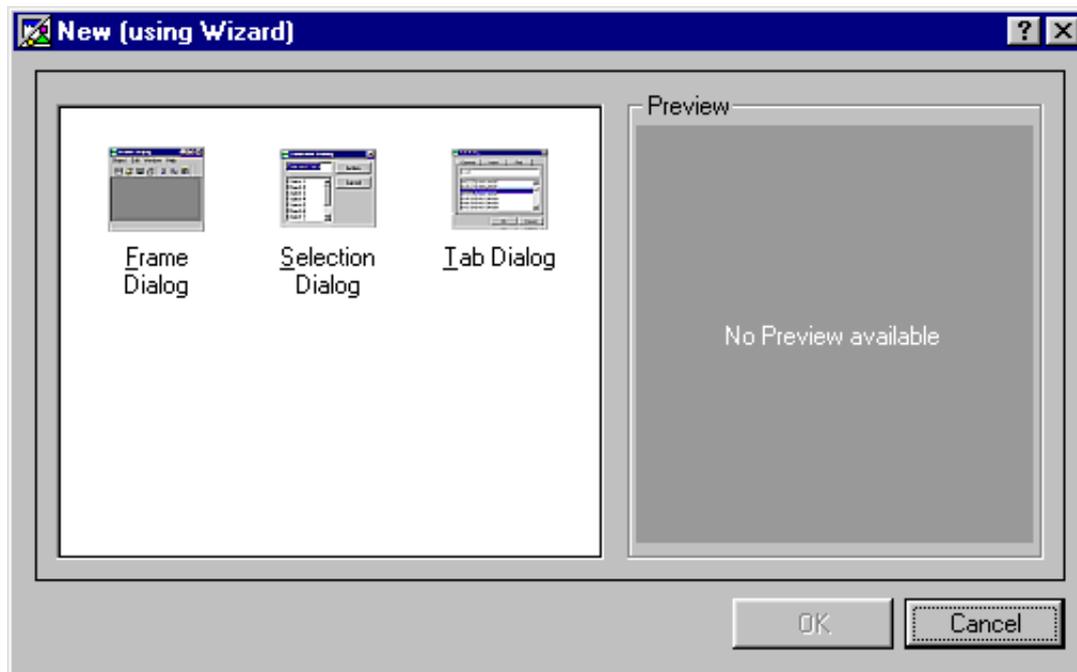
The control sequence also decides the order in which the dialog elements overlap.

## Dialog Wizard

The Dialog Wizard is a tool for creating dialogs for specific purposes. The defined dialogs can have several layouts that adapt to desired requirements.

The generated dialog can be modified with the dialog editor. In the dialog there are User Code Sections with sample coding for data retrieval and result flagging. These sections should be replaced by user-specific requirements.

▶ To activate the Wizard:



- From the "Menu Bar" select "Object" > "New" > "Dialog Wizard".

### **Frame Dialog**

In the Frame Dialog Wizard a new dialog can be created in a Frame Layout. The structure of the Frame Dialog for example is applicable in an application frame.

A default Frame Dialog is generated if you define nothing in the wizard.

### **Selection Dialog**

In the Selection Dialog Wizard a new dialog can be created in a Selection Layout. The structure of a Selection Dialog for example is applicable for reading, saving or opening objects.

A default Selection Dialog is generated if you define nothing in the wizard.

### **Tab Dialog**

In the Tab Dialog Wizard a new dialog can be created in a Tab Layout. The structure of a Tab Dialog for example is applicable in a help dialog or for option settings.

A default Tab Dialog is generated if you define nothing in the wizard.

## Creating Dialog Elements

### To create a dialog element

1. From the "Insert" menu, choose one of the following entries, depending on which dialog element type you wish to create:  
"ActiveX control", "Bitmap", "Canvas", "Control Box", "Edit area", "Group frame", "Input field", "List box", "OLE container", "Push button", "Radio button", "Scroll bar", "Selection box", "Table", "Text constant", "Toggle button".  
After one of these items has been selected, you are in creation mode. If you move the mouse within the dialog window, the cursor shape is a cross with a minimized graphical representation of the dialog element to be created.
2. Move the cursor to the desired upper left position of the dialog element.
3. Either hold down the left mouse button, drag the cursor until you have created the desired outline of the new dialog element and release the mouse button.  
Or click or press ENTER.  
This creates a dialog element with a default size.

The control sequence is the keyboard navigation sequence in which the end user will go through the dialog elements. It is decided by the order in which you create the dialog elements. When you create a new dialog element, it is inserted after the active selection and any of its successive direct and indirect children if the active selection shares the same parent as the newly-inserted control. If not, the insertion point is based on the last dialog element with the same parent which precedes the active selection in the control sequence. If there is no such control, or if no controls are selected, the new control is inserted immediately before the first control with the same parent, or immediately after its container if no such control exists. You can modify this default sequence by choosing "Dialog > Control Sequence". For more information, see the section Defining the Control Sequence in a Dialog.

#### **Note:**

The same rules apply to dialog elements created by pasting them from the clipboard.

If you insert a new dialog element dynamically by using the PROCESS GUI statement action ADD, you decide its position in the navigation sequence by creating the dialog element and setting the SUCCESSOR attribute to the handle value of its successor.

## Importing Data Fields

You can import a data field from an object in your Natural environment into an input field control or a selection box control which you create at the same time.

### To import data fields

1. From the "Insert" menu, choose "Import".
2. From the "Import" submenu, choose "Input field" or "Selection box".  
The "Import Data Field" dialog box appears.
3. Enter the library and the Natural object type.  
A list of objects appears.
4. Choose an object.  
A list of data fields appears.
5. Choose the data field(s) you want to use for creating a dialog element.
6. Choose "Import".

The selection box control or the input field control is created with the selected data field(s). Note that the fields themselves are not imported.

## Editing Dialog Elements

- Cutting a Dialog Element
- Copying a Dialog Element
- Pasting a Dialog Element from the Clipboard
- Deleting a Dialog Element
- Selecting all Dialog Elements with the same Parent in a Dialog
- Editing a Dialog Element's Attributes
- Editing a Dialog Element's Event Handlers
- Unifying the Size of Several Dialog Elements
- Aligning the Position of Several Dialog Elements
- Unifying the Spacing Between Several Dialog Elements
- Stretching a Dialog Element

To edit one or several dialog elements as a whole, you can use the entries provided in the "Edit menu". These entries enable you to reuse dialog elements for similar contexts instead of creating them from scratch.

### Cutting a Dialog Element

#### To cut a dialog element

1. Select the dialog element.
2. From the "Edit" menu or from the dialog element's context menu, choose "Cut".  
Or click the "Cut" toolbar button.  
Or press SHIFT+DEL or CTRL+X.  
The selected dialog element and any of its child dialog elements is cut to the clipboard for pasting elsewhere, for example into other dialogs.

**Note:**

You can also select several or all dialog elements in a dialog and cut them all at once.

### Copying a Dialog Element

#### To copy a dialog element

1. Select the dialog element.
2. From the "Edit" menu or from the dialog element's context menu, choose "Copy".  
Or click the "Copy" toolbar button.  
Or press CTRL+INS or CTRL+C.

The selected dialog element is copied to the clipboard for pasting elsewhere. If the selected dialog element has child dialog elements you will be prompted as to whether these should also be copied or not.

**Note:**

You can also select several or all dialog elements in a dialog and copy them all at once.

### Pasting a Dialog Element from the Clipboard

#### To paste a dialog element from the clipboard

- From the "Edit" menu or from the dialog element's context menu, choose "Paste".  
Or click the "Paste" toolbar button.  
Or press SHIFT+INS or CTRL+V.

The dialog element in the clipboard is pasted into the current container in the current dialog. The current container is the lowest level dialog element containing the selected dialog elements which is not the selected dialog element itself. If you are pasting a dialog element back into the same container from which it was copied, the original dialog element is overlaid by the copy. You then have to move the pasted dialog element to its new location. (The pasted dialog element is preselected by default.) Note that if it is desired to paste dialog elements into an empty container, a dummy child dialog element must be created and selected first.

**Note:**

You can paste several or all dialog elements in a dialog if you have cut or copied them to the clipboard at once.

## Deleting a Dialog Element

### To delete a dialog element

1. Select the dialog element.
2. From the "Edit" menu or from the dialog element's context menu, choose "Delete".  
Or click the "Delete" toolbar button.  
Or press DEL.  
A dialog box appears asking you to confirm the deletion.
3. Choose "Yes".

The selected dialog element is deleted, together with any of its child dialog elements.

**Note:**

You can also select several or all dialog elements in a dialog and delete them all at once.

## Selecting all Dialog Elements with the same Parent in a Dialog

### To select all dialog elements in a dialog

- From the "Edit" menu or from the dialog element's context menu, choose "Select all".  
If a dialog element is selected, all unselected dialog elements with the same parent become selected. If no dialog element is selected, all top-level dialog elements become selected.

## Editing a Dialog Element's Attributes

### To edit a dialog element's attributes

1. Select the dialog element.
2. From the "Control" menu or from the dialog element's context menu, choose "Attributes...".  
Or double-click on the dialog element.  
Or press ENTER.  
The dialog element's attributes window appears. To find out what the entries in the attributes window mean, choose "Help". For context-sensitive help, select the attribute entry and press F1.
3. Enter the desired attribute values.
4. Choose OK to confirm your changes.

## Editing a Dialog Element's Event Handlers

### To edit a dialog element's event handlers

1. Select the dialog element.
2. From the "Control" menu or from the dialog element's context menu, choose "Event handlers...".  
Or press SHIFT+ENTER.  
The dialog element's event handler section appears.
3. Select the event (such as click or double-click).
4. To view the event parameters of an ActiveX control, click the "Event Info..." button.
5. Enter the desired event code in free form, either directly in the window itself or by using the Program Editor by clicking the 'Editor' push button, then closing the window with the 'OK' push button.  
Or choose "Use" to enter a user-defined event.  
This code will be executed when the event occurs for the dialog element. Note that if you have specified code in the before-any and after-any event sections, this will be triggered before and after the code entered in Step 4. So if you need common event code, you only have to enter it once in your dialog's before-any and after-any event section.
6. Choose OK to save your code.

## Unifying the Size of Several Dialog Elements

### To unify the size of several dialog elements

1. Select all dialog elements whose size is to be unified.
2. Select the dialog element that has the reference width or height.
3. From the "Control" menu, choose "Unify size".
4. From the "Unify size" submenu, choose "Width". Or choose "Height".  
The dialog elements are aligned to the width or height of the reference dialog element.

## Aligning the Position of Several Dialog Elements

### To align the position of several dialog elements

1. Select all dialog elements whose position is to be aligned.
2. Select the dialog element that has the reference position.
3. From the "Control" menu, choose "Align position".
4. From the "Align position" submenu, choose "Left".  
Or choose "Center (horizontal)".  
Or choose "Right".  
Or choose "Top".  
Or choose "Center (vertical)".  
Or choose "Bottom".

The dialog elements are aligned to the position of the reference dialog element.

## Unifying the Spacing Between Several Dialog Elements

### To unify the spacing between several dialog elements

1. Select all dialog elements between which you want to unify spacing.
2. From the "Control" menu, choose "Unify spacing".
3. From the "Unify spacing" submenu, choose "Horizontal".  
Or choose "Vertical".  
The spaces between the dialog elements are now distributed evenly.

## Stretching a Dialog Element

### To stretch a dialog element in a particular direction

1. Select the dialog element to be stretched.
2. From the "Control" menu, choose "Stretch".
3. From the "Stretch" submenu, choose a direction, for example "North west".  
A cursor appears indicating that you can stretch the dialog element.
4. Drag the cursor with the mouse until your dialog element has the desired size.
5. Click with the left mouse button to fix the dialog element's size.  
The dialog element is now resized; as it is still selected, you can edit it further.

**Note:**

You can also select several dialog elements and stretch them all at the same time.

## Organizing An Application's Help File

- Using The Help Organizer's Main Dialog
- Generating Help IDs
- Extending A Help ID Definition
- Editing The Global Topic List

Help files provide online information about an application's functions.

Whenever an end user must be given general information on how your application is structured, a help text is needed that can be invoked from within the application.

Whenever an end user must be given specific information on what may be entered in an input field control, for example, a short text is needed that can be accessed from the input field control.

To keep an overview of all the different help sections in an application, Natural provides you with the help organizer. With this organizer,

- you assign a help ID (HELP-ID attribute value) to a specific dialog element;
- you write the help text for this help topic; this text is converted to a .rtf file to be processed by the help compiler;
- you optionally define the help topic's keywords;
- you optionally assign a help compiler macro to the help topic;
- and you optionally add a comment for your internal documentation purposes.

It is also possible to use several help files for one application. In this case, you must specify the help file in the dialog's attributes window. You can also use the same help file for more than one dialog.

The .rtf file and the corresponding help topic information created with the help organizer must be converted to a .hlp file. In this way, your end user can retrieve help information from the Natural application. This conversion into a .hlp file is done with the help compiler.

The Natural installation procedure also installs a version of the Microsoft help compiler on your disk. You will find the help compiler in a subdirectory of *drive-letter:\SAG\product-acronym\version-number\Natural* which is called HC*n* where *n* depends on the operating system on which Natural has been installed.

For more information on how to use the help compiler and on how to create the .hlp file from your .rtf file, please refer to the READ*n*.TXT file in this directory where *n* is depending on the operating system.

There is also an example of a small help file which was generated with the help organizer.

This example help file is called BROWHLP.HLP and is located in the directory referred to by the environment variable NATGUI\_BMP. You can find the files BROWHLP.RTF, BROWHLP.HPJ and README.TXT in the following directory:

*drive-letter:\SAG\product-acronym\version-number\Natural\SAMPLES\HELP\*

▶ **To see a demonstration of the example help file**

1. Go to library SYSEXEV.T.  
This library contains a browse application with a dialog called BROWSE1.
2. Start the SAG-DEMO-DB database. This is a prerequisite to running the browse application.
3. Start dialog BROWSE1 to run the application.
4. Press F1 with the focus being on various elements of the application.

▶ **To see a demonstration of the help organizer (looking at the contents of BROWHLP.RTF)**

- Follow the instructions in the README.TXT file.

▶ **For each help topic you create, you can in general follow this sequence of steps**

1. Invoke the help organizer's main dialog.
2. Select a dialog element.
3. Generate a new help topic ID or enter the ID of your choice. To generate a help topic ID automatically, the help ID must be "0" (default). To enter a help topic ID, either you fill in the "Help ID" entry of the dialog or dialog element, or you fill in the help topic ID in the "Online Help Organizer" main dialog.
4. Return to the "Online Help Organizer" dialog.
5. Assign the help topic ID.
6. Enter the external definitions for the help topic ID, such as the help text and the topic.
7. Return to the "Online Help Organizer" dialog.
8. Go to the topic list and see whether this new help topic fits your general organization of the help file to be created.
9. Return to the "Online Help Organizer" dialog.
10. Save everything.

These steps are described in detail in the following sections.

## Using The Help Organizer's Main Dialog

### ▶ To invoke the "Online Help Organizer" dialog

- From the "Dialog" menu, choose "Help organizer..."  
Or press CTRL+ALT+H.

The main dialog appears. It contains the following:

Entry	Meaning
<b>Caption</b>	Online Help Organizer - <i>pathname</i> (location of the .rtf file to be generated from a help topic text).
<b>Help IDs in Dialog</b>	Name of the current dialog. You organize your Help IDs dialog by dialog.
<b>Control Name</b>	The handle name or the handle names of all dialog elements inside the dialog. You can not change these handle names here.
<b>Help ID</b>	The Help ID attribute value for the dialog or dialog element. You may assign several Help ID values to one dialog element. If there are several Help IDs, you can view them by pulling down the drop-down list box. If you select a Help ID, either you can extend its definition or you can enter a new Help ID of your choice.
<b>Topic</b>	The name of the help topic. You can not edit this name here, but in the help topic's extended definition dialog box.
<b>Help text</b>	The help text. You can edit this text here or in the help topic's Extended Definition dialog box. <b>Note:</b> It is possible to enter RTF formatting commands if the help text begins with a "{" and ends with a "}". This signifies "raw mode". In raw mode, special RTF characters ('{', '}' and '\') must be escaped by a preceding backslash if they are to be treated as literal characters. However, even in raw mode, it is not necessary to enter line feed (\line) commands explicitly.
<b>Action:</b>	
<b>New ID...</b>	Invokes the "Help ID Generation" dialog where you can generate a Help ID for those dialogs or dialog elements for which the Help ID is still "0" (default).
<b>Ext Def...</b>	Invokes the "Extended Definitions - (...)" dialog.
<b>Clear</b>	Resets the currently selected Help ID to zero and clears the help topic text that was associated to the Help ID.
<b>Topic List</b>	Invokes the "Global Topic List" dialog.
<b>OK</b>	Saves your settings, exits the dialog and generates the necessary help files. These files include a " <i>helpfilename.rtf</i> " help topic file, a " <i>helpfilename.hpj</i> " help project file, a " <i>helpfilename.cnt</i> " contents file, a " <i>helpfilename.hm</i> " Help ID mapping file and a " <i>helpfilename.cshelp.cnt</i> " contents include file. The help project and contents files are only generated if they do not already exist, ensuring that any changes made directly to these files (e.g. via a text editor) are not lost.
<b>Apply</b>	Saves your settings and generates the help files (as for the OK pushbutton) without exiting the dialog. Allows you to save the changes and switch to and from the help compiler without having to leave and re-enter the help organizer.
<b>Cancel</b>	Exits the dialog without saving the settings.
<b>Help</b>	Provides online help on the dialog.

The Online Help Organizer dialog may be re-sized. The position and dimensions are saved between sessions in the user profile (.PRU).

## Generating Help IDs

### ▶ To generate a new help topic ID

1. From the "Help Organizer Main" dialog, select a dialog or dialog element and choose the "New ID" button. The "Help ID Generation" dialog appears.
2. (Optional) Enter a starting value which Natural will use to generate the next new ID. This Help ID is valid only for the current dialog. To avoid duplicate Help IDs in the same Natural application, you define exclusive numerical ranges for the help topic IDs of a dialog. The starting value enables you start off the Help IDs at the beginning of the numerical range. You can, for example, decide that your dialog uses the range of 50 to 60. You enter "50" as the starting base and your first generated ID will be 50.
3. Choose OK to generate the Help ID.  
Or choose "Cancel" to exit the dialog without generating.

#### Note:

You can also generate Help IDs for several dialogs/dialog elements at once. To do so, you must select several dialogs/dialog elements in the "Online Help Organizer" dialog. The IDs are then generated sequentially starting from the lowest ID available.

## Extending A Help ID Definition

### ▶ To extend a help topic ID's definition

- From the "Help Organizer Main" dialog, select a Help ID and choose the "Ext Def" button.

The "Extended Definitions" dialog appears. It contains the following:

Entry	Meaning
<b>Caption</b>	Extended Definitions - [ <i>current HELP-ID</i> ]
<b>Topic:</b>	Enter the heading of the help topic here.
<b>Help Text:</b>	Enter the text of the help topic here.
<b>Keywords:</b>	Enter the keywords of your help topic here. Keywords enable the end user of your Natural application to find the topic by selecting the "Search" button in the "Help" window.
<b>Browse sequences:</b>	Enter your browse sequences here. A browse sequence is useful if you want to group your help topics by subject. Browse sequences can also consist of an optional alphanumeric sort key, separated from the browse sequence name by a colon (e.g. <i>mysequence:sort_key</i> ).
<b>Macro:</b>	Enter the name of your help macro here. Help macros enable you to customize your help.
<b>Comment:</b>	This section is for your internal help project documentation.
<b>OK</b>	Saves your settings and exits the dialog.
<b>Cancel</b>	Exits the dialog without saving the settings.
<b>Help</b>	Provides online help on the dialog.

This information will be part of the .rtf file to be generated and will be interpreted by the help compiler.

The Extended Definitions dialog may be resized. The position and dimensions are saved between sessions in the user profile (.PRU).

## Editing The Global Topic List

### To edit the global topic list

- From the "Help Organizer Main" dialog, choose the "Topic List" button.

The "Global Topic List" dialog appears. It contains the following:

Entry	Meaning
<b>Caption</b>	Global Topic List - [File: <i>selectedfilepath</i> ]
<b>Line in the table</b>	Each line in the table represents a help topic. It lists its Help ID, the topic name and the extended definitions associated with it.
<b>Action:</b>	
<b>Undo</b>	Undoes the last editing action, especially deletion.
<b>Delete</b>	If a help topic is selected, this topic is deleted.
<b>Ext Def...</b>	Invokes the "Extended Definitions" dialog for the selected help topic.
<b>Move Entry</b>	Allows you to change the sequence of help topic entries.
<b>MoveUp</b>	Moves the selected help topic upwards within a browse sequence of help topic entries.
<b>MoveDown</b>	Moves the selected help topic downwards within a browse sequence of help topic entries.
<b>OK</b>	Saves your settings and exits the dialog.
<b>Cancel</b>	Exits the dialog without saving the settings.
<b>Help</b>	Provides online help on the dialog.

This list contains all of the topics in the help file. Note that the topics are always maintained in browse sequence order.

The Global Topic List dialog may be resized. The position and dimensions are saved between sessions in the user profile (.PRU).

## Setting Editor Options

You can set preferences for various editor options. These settings are taken as default values each time you start the Dialog Editor.

The following options are available:

- Enabling The Enhanced Listing Option
- Displaying Or Hiding The Status Bar
- Turning The Crosshair Cursor On And Off
- Turning Autoscroll On And Off
- Displaying The Dialog Inside Or Outside The Editor
- Displaying Bitmaps
- Displaying Or Hiding The Grid
- Customizing The Grid
- Saving Editor Options With A Particular Dialog

You can adapt several editor options to your personal requirements. These options regulate how the editor appears and reacts to various types of input. For example, you can specify whether or not you want your editor window to display a status bar.

### Enabling The Enhanced Listing Option

The enhanced listing option of a dialog enables you to view the dialog source in a format that is more readable than the traditional Natural source code. If you choose to display the code listing after receiving a compiler error, you will get the code generated for the compiler. By default, the dialog editor enables enhanced list mode.

#### **Note:**

Enabling this option is only meaningful if you list or print "non-enhanced" dialog sources, not for the new dialog source format. Note also that if you have saved your dialog sources in non-enhanced format and the enhanced listing option is enabled, any Natural runtime error message will contain an incorrect line number. To ensure that you get the correct line number, disable the enhanced listing option. As under Natural for Windows and Unix/OpenVMS Version 4.1, dialog sources are always saved in enhanced format, this line number inconsistency does not exist, and the older ('22C') format is only seen if old dialogs in this format are listed or printed outside of the dialog editor.

#### **To view the enhanced listing**

- From the "Object" menu, choose "List".

#### **To enable enhanced dialog list mode**

1. From the "Options" dialog, check the "Dialog Editor" tab.
2. Check the "Enhanced dialog list mode" toggle button.

## Displaying Or Hiding The Status Bar

By default, the dialog editor displays the status bar.

### To display or hide the status bar

1. From the "Options" dialog, choose "Dialog Editor" tab.
2. Check or uncheck the "Status Bar" toggle button.

Either the toggle button now has a check mark to indicate display, or the check mark is no longer displayed to indicate hiding.

## Turning The Crosshair Cursor On And Off

By default, the dialog editor displays the system cursor. If the crosshair is turned on, and you create or move dialog elements, lines appear that extend to the window borders.

### To display or hide the cross-hair cursor

1. From the "Options" dialog, choose "Dialog Editor" tab.
2. Check or uncheck the "Crosshair" toggle button.

Either the toggle button now has a check mark to indicate display, or the check mark is no longer displayed to indicate hiding.

## Turning Autoscroll On And Off

If the toggle button is checked, the Dialog Editor window is automatically scrolled to make the dialog visible if the dialog is moved wholly or partially outside the current visible range.

1. From the "Options" dialog, choose "Dialog Editor" tab.
2. Check or uncheck the "Autoscroll" toggle button.

Either the toggle button now has a check mark to indicate display, or the check mark is no longer displayed to indicate hiding.

## Displaying The Dialog Inside Or Outside The Editor

The dialog editor allows you to specify whether the current dialog is displayed inside the dialog editor window (default). Displaying the dialog outside enables more space for editing. Please be careful when setting this option to "off". Your dialog may disappear from view if its RECTANGLE-X and RECTANGLE-Y values denote a position outside the screen. Another consequence is that the dialog will overlap any code listing window that appears.

### To display the dialog inside or outside the editor

1. From the "Options" dialog, choose "Dialog Editor" tab.
2. Check or uncheck the "Display dialog inside editor" toggle button.

Either the toggle button now has a check mark to indicate display inside, or the check mark is no longer displayed to indicate display outside.

## Displaying Bitmaps

By default, the dialog editor loads and displays the bitmaps in the dialog elements to show how they appear at runtime. If you switch this option off, the dialog element displays the bitmap name only, which improves editing performance.

### To turn the bitmap display on or off

1. From the "Options" dialog, choose "Dialog Editor" tab.
2. Check or uncheck the "Display bitmaps" toggle button.

Either the check box now has a check mark to indicate display, or the check mark is no longer displayed to indicate unloading of bitmaps.

## Displaying Or Hiding The Grid

The dialog editor enables you to display a grid to help align dialog elements. By default, the grid is not displayed.

### To display the grid

1. From the "Options" dialog, choose "Dialog Editor" tab.
2. Check or uncheck the "Display Grid" toggle button.

Either the check box now has a check mark to indicate display, or the check mark is no longer displayed to indicate hiding.

## Customizing The Grid

### To customize the grid

1. From the "Options" dialog, choose "Dialog Editor" tab.
2. Choose the "Lines" option button (which will result in a classical grid).  
Or choose the "Dots" option button (which will result in a dots pattern).
3. Choose the "Color" command button.  
The operating system's "Color" dialog box is displayed.
4. Select a color.  
Or define a custom color.
5. Choose OK. A sample rectangle of the chosen colour is displayed.
6. For the horizontal grid (X) axis, enter the number of pixels (steps) between two lines or dots.
7. For the x axis, enter a numerical starting value for the grid.
8. Choose the "Snap to Grid" check box if you want the dialog elements to snap to the grid.
9. Repeat Steps 7 to 9 for the y axis.
10. Choose OK to save the grid settings and return to the dialog editor.

## Saving Editor Options With A Particular Dialog

The dialog editor enables you to save the option settings with the dialog in order to customize editor usage to individual dialogs.

### To save the editor options with the current dialog

1. From the "Options" dialog, choose "Dialog Editor" tab.
2. Check the "Save settings with dialog..." check box.

The options will be saved together with the dialog itself whenever any dialog is saved. Dialogs saved whilst this option was inactive will continue to use the current option settings.

## Attributes Windows for Dialogs and Dialog Elements

This section explains the editing options in the attributes windows for dialogs and dialog elements.

- ActiveX Control Attributes Window
- ActiveX Control Property Pages
- Bitmap Control Attributes Window
- Canvas Control Attributes Window
- Control Box Control Attributes Window
- Dialog Attributes Window
- Dialog Context Menus Window
- Edit Area Control Attributes Window
- Group Frame Control Attributes Window
- Input Field Control Attributes Window
- List Box Control Attributes Window
- Menu Editor Window
- OLE Container Control Attributes Window
- Push Button Control Attributes Window
- Radio Button Control Attributes Window
- Scrollbar Control Attributes Window
- Selection Box Control Attributes Window
- Signal Attributes Window
- Status Bar Control Attributes Window
- Status Bar Control Attributes Subwindow
- Table Attributes Window
- Text Constant Control Attributes Window
- Timer Attributes Window
- Toggle Button Control Attributes Window
- Toolbar Attributes Window
- Toolbar Control Attributes Window
- Toolbar Control Attributes Subwindow

### ActiveX Control Attributes Window

#### Accessible Using

1. Double-click on the ActiveX control; or
2. if selected: "Control > Attributes" or by selecting 'Attributes...' from the control's context menu or
3. if selected: ENTER.

## Entries

### Note:

For context-sensitive help on attribute entries, select the entry so it has the focus, and press F1.

<b>Entry in Attributes Window</b>	<b>Represents</b>
<b>Name</b>	Handle name of the ActiveX control (may be overwritten with another name).
<b>Control</b>	Name of the ActiveX control.
<b>DIL Text</b>	DIL-TEXT attribute value (string).
<b>. . .</b>	Dialog box for determining sources of DIL-TEXT attribute values.
<b>Help ID</b>	HELP-ID attribute value. You must use the help topic's .h file to map the numerical ID that you enter here to the corresponding help topic ID (created by a markup in the .hlp file).
<b>Context Menu</b>	CONTEXT-MENU attribute value. Specifies the context menu (if any) associated with the control.
<b><u>Style:</u></b>	
<b>OK Button</b>	STYLE attribute value: if the end user presses ENTER, this button is pushed. This attribute is only available for ActiveX controls that behave like buttons. These ActiveX controls are marked with the style OLEMISC_ACTSLIKEBUTTON in the system registry.
<b>Cancel Button</b>	STYLE attribute value: if the end user presses ESC, this button is pushed. This attribute is only available for ActiveX controls that behave like buttons. These ActiveX controls are marked with the style OLEMISC_ACTSLIKEBUTTON in the system registry.
<b><u>State:</u></b>	
<b>Visible</b>	VISIBLE attribute value.
<b>Enabled</b>	ENABLED attribute value.
<b><u>Rectangle:</u></b>	The following four attributes decide the ActiveX control's x and y axis position, its height and its width on the screen. <b>X</b> - RECTANGLE-X attribute value. <b>Y</b> - RECTANGLE-Y attribute value. <b>W</b> - RECTANGLE-W attribute value. <b>H</b> - RECTANGLE-H attribute value.

<b>Entry in Attributes Window</b>	<b>Represents</b>
<b>Properties...</b>	<p>Displays a dialog box for editing the properties provided with the selected ActiveX control. To enable editing a property, select it from the "Properties" list box.</p> <p>Only simple properties are displayed in this list box. Other properties (for example parameterized properties) can be configured using the ActiveX control's property pages. See ActiveX Control Property Pages.</p> <p>The current value of the selected property is displayed in the "Value" field. If the ActiveX control does not allow reading of the current value, the field is captioned "Value (write-only)" and the value is not displayed. The "Value" field appears as a text box or a combo box, depending on the type of property.</p> <p>There are three ways to edit a property:</p> <ol style="list-style-type: none"> <li>1. If "Value" appears as a text box, type in the value and use the "Apply" button to indicate that you have finished editing.</li> <li>2. If "Value" appears as a combo box, you must pull down the combo box and select an entry.</li> <li>3. If an additional dialog box is provided to select a value for the property, the "Select..." button is enabled. Choose the "Select..." button. In the dialog box that appears, select a value. Return to the "Properties" dialog box. To confirm, choose the "Apply" button.</li> </ol> <p>To reset a property to its initial value, use the "Reset" button.</p> <p><b>Note:</b> The initial value is not displayed as long as the "Properties" dialog box is still open. It is valid, though, after the dialog box has been closed.</p> <p>If you can edit the value of the property directly, the default value is displayed in the "Value" field. To select a value other than the default value, overwrite it.</p> <p>For help on the selected property, click the "Help" button. (The help file for the ActiveX control must have been installed).</p> <p>To confirm the property settings, choose "Close".</p>
<b>About...</b>	Dialog box with information on the ActiveX control.
<b>OK</b>	Save settings and exit the window.
<b>Cancel</b>	Exit the window without saving the settings.
<b>Help</b>	Provides online help on the attributes window.

## ActiveX Control Property Pages

### ▶ Accessible Using

1. if selected: "Control > Property Pages..."; or
2. "Property Pages..." from the context menu.

Property pages are available with most ActiveX controls. They are used to configure the attributes of the ActiveX control in an individual way. After an ActiveX control in a dialog has been configured using its property pages, Natural stores the result of the configuration in binary form in the private resource file associated with the dialog. For more information on resources see the Programming Guide - Object Types - Resource.

## Bitmap Control Attributes Window

### ▶ Accessible Using

1. Double-click on the bitmap control; or
2. if selected: "Control > Attributes" or by selecting 'Attributes...' from the control's context menu or
3. if selected: ENTER.

## Entries

### Note:

For context-sensitive help on attribute entries, select the entry so it has the focus, and press F1.

Entry in Attributes Window	Represents
<b>Name</b>	Handle name of the bitmap control (may be overwritten with another name).
<b>Array...</b>	"Array" dialog box for defining an array of bitmap controls.
<b>Bitmap</b>	BITMAP-FILE-NAME attribute value. If you pull down the selection box, you can choose from the existing set of .bmp files.
...	"Source" dialog box for determining sources of BITMAP-FILE-NAME attribute values. Also provides a list of all available bitmaps to be used.
<b>DIL Text</b>	DIL-TEXT attribute value (string).
...	"Source" dialog box for determining sources of DIL-TEXT attribute values.
<b>Accelerator</b>	ACCELERATOR attribute value.
...	Dialog box for determining sources of ACCELERATOR attribute values.
<b>State:</b>	
<b>Visible</b>	VISIBLE attribute value.
<b>Draggable</b>	DRAGGABLE attribute value. If you check this item, the end user may drag the bitmap control and drop it onto another bitmap control.
<b>Enabled</b>	ENABLED attribute value.
<b>Help ID</b>	HELP-ID attribute value. You must use the help topic's .h file to map the numerical ID that you enter here to the corresponding help topic ID (created by a markup in the .hlpfile).
<b>Command ID</b>	CLIENT-KEY attribute value (used in this context for associating a command ID).

<b>Entry in Attributes Window</b>	<b>Represents</b>
<b>Context Menu</b>	CONTEXT-MENU attribute value. Specifies the context menu (if any) associated with the control.
<b><u>Background Color:</u></b>	
<b>Selection box</b>	BACKGROUND-COLOUR-NAME attribute value. If 'default' is specified, the color of the first (top-left) pixel in the bitmap determines the background color.
<b>. . .</b>	Dialog box for editing BACKGROUND-COLOUR-VALUE attribute value.
<b><u>Rectangle:</u></b>	The following four attributes decide the bitmap control's x and y axis position, its height and its width on the screen. <b>X</b> - RECTANGLE-X attribute value. <b>Y</b> - RECTANGLE-Y attribute value. <b>W</b> - RECTANGLE-W attribute value. <b>H</b> - RECTANGLE-H attribute value.
<b><u>Style:</u></b>	
<b><u>Vertical Justification:</u></b>	
<b>Top / Center / Bottom</b>	Mutually exclusive STYLE attribute values: align to the bottom, the vertical center, the top.
<b><u>Horizontal Justification:</u></b>	
<b>Left / Center / Right</b>	Mutually exclusive STYLE attribute values: align the bitmap to the left (of the rectangle), the horizontal center, the right.
<b>Framed</b>	STYLE attribute value: three-dimensional frame.
<b>Scaled</b>	STYLE attribute value: scale the bitmap to fit into the underlying bitmap control's rectangle.
<b>Transparent</b>	STYLE attribute value: bitmap pixels in the background color do not change the state of the screen.
<b>OK</b>	Save settings and exit the window.
<b>Cancel</b>	Exit the window without saving the settings.
<b>Help</b>	Provides online help on the attributes window.

## Canvas Control Attributes Window

### Accessible Using

1. Double-click on the canvas control; or
2. if selected: "Control > Attributes" or by selecting 'Attributes...' from the control's context menu or
3. if selected: ENTER.

### Entries

#### Note:

For context-sensitive help on attribute entries, select the entry so it has the focus, and press F1.

Entry in Attributes Window	Represents
<b>Name</b>	Handle name of the canvas control (may be overwritten with another name).
<b>Array...</b>	"Array" dialog box for defining an array of canvas controls.
<b>Font</b>	Output field where the font currently selected is displayed.
<b>...</b>	Dialog box for selecting fonts.
<b>DIL Text</b>	DIL-TEXT attribute value (string).
<b>...</b>	"Source" dialog box for determining sources of DIL-TEXT attribute values.
<b>Help ID</b>	HELP-ID attribute value. You must use the help topic's .h file to map the numerical ID that you enter here to the corresponding help topic ID (created by a markup in the .hlp file).
<b>Context Menu</b>	CONTEXT-MENU attribute value. Specifies the context menu (if any) associated with the control.
<b><u>Style:</u></b>	
<b>Frame</b>	STYLE attribute value: creates a frame around the canvas control.
<b><u>State:</u></b>	
<b>Visible</b>	VISIBLE attribute value.
<b>Enabled</b>	ENABLED attribute value.
<b><u>Rectangle:</u></b>	The following four attributes decide the canvas control's x and y axis position, its height and its width on the screen. <b>X</b> - RECTANGLE-X attribute value. <b>Y</b> - RECTANGLE-Y attribute value. <b>W</b> - RECTANGLE-W attribute value. <b>H</b> - RECTANGLE-H attribute value.
<b><u>Foreground Color:</u></b>	
<b>Selection box</b>	FOREGROUND-COLOUR-NAME attribute value.
<b>...</b>	Dialog box for editing FOREGROUND-COLOUR-VALUE attribute value.
<b>OK</b>	Save settings and exit the window.
<b>Cancel</b>	Exit the window without saving the settings.
<b>Help</b>	Provides online help on the attributes window.

## Control Box Control Attributes Window

### ▶ Accessible Using

1. Double-click on the control box control; or
2. if selected: "Control > Attributes" or by selecting 'Attributes...' from the control's context menu or
3. if selected: ENTER.

### Entries

#### Note:

For context-sensitive help on attribute entries, select the entry so it has the focus, and press F1.

Entry in Attributes Window	Represents
<b>Name</b>	Handle name of the control box control.
<b>State</b>	
<b>Visible</b>	VISIBLE attribute value.
<b>Enabled</b>	ENABLED attribute value.
<b>Style:</b>	
<b>Framed</b>	STYLE attribute value; creates a simple frame around the control box control.
<b>Lowered</b>	STYLE attribute value; creates a 3-D border with a sunken appearance.
<b>Exclusive</b>	STYLE attribute value; marks the control box as exclusive. Amongst any set of sibling controls (i.e., controls with the same parent), only one control box marked as exclusive can be visible at any one time. This applies both in the Dialog Editor and at run-time.
<b>Transparent</b>	STYLE attribute value; creates a transparent control box. Allows the control box itself to be invisible without making the child controls it contains invisible.
<b>Size to parent</b>	STYLE attribute value; control boxes with this style are resized to fill the entire client area of their parent whenever the parent control is resized, or when this style is initially set in the Dialog Editor.
<b>Rectangle:</b>	The following four attributes decide the control box control's x and y axis position, its height and its width on the screen. <b>X</b> - RECTANGLE-X attribute value. <b>Y</b> - RECTANGLE-Y attribute value. <b>W</b> - RECTANGLE-W attribute value. <b>H</b> - RECTANGLE-H attribute value.
<b>Background color:</b>	
<b>Selection box</b>	BACKGROUND-COLOUR-NAME attribute value.
<b>...</b>	Invokes dialog box for editing BACKGROUND-COLOUR-VALUE attribute value.
<b>OK</b>	Save settings and exit the window.
<b>Cancel</b>	Exit the window without saving the settings.
<b>Help</b>	Provides online help on the attributes window.

## Dialog Attributes Window

### ▶ Accessible Using

1. Double-click on the dialog background; or
2. "Dialog > Attributes"; or by selecting 'Attributes...' from the dialog's context menu or
3. ENTER.

### Entries

#### Note:

For context-sensitive help on attribute entries, select the entry so it has the focus, and press F1.

Entry in Attributes Window	Represents
<b>Name</b>	Handle name of the dialog window (may be overwritten with another name).
<b>Type</b>	TYPE attribute value. Allows you to decide whether the dialog provides a Multiple Document Interface (MDI frame or MDI child) or not (standard).
<b>String</b>	STRING attribute value (title of the "Dialog" window).
...	"Source" dialog box for determining sources of STRING attribute values. For more information on the "Source" dialog box, see Source.
<b>Font</b>	Value of the FONT-STRING attribute. Decides the font for all dialog elements in this dialog except for the system-supplied window decorations and the dialog elements for which a font has been chosen explicitly.
...	"Font" dialog box for determining sources of STRING attribute values. For more information on the "Font" dialog box, see Source.
<b>Context Menu</b>	CONTEXT-MENU attribute value. Specifies the context menu (if any) associated with the dialog itself.
<b>Icon</b>	BITMAP-FILE-NAME attribute value. Also provides a list of all available icons to be used.
<b>Help file</b>	HELP-FILE-NAME attribute value. Decides a dialog's help file name (without extension).
<b>Default button</b>	DEFAULT-BUTTON attribute value: type in or select the handle name of the push-button control for which you want to assign this attribute.
<b>Help ID</b>	HELP-ID attribute value. You must use the help topic's .h file to map the numerical ID that you enter here to the corresponding help topic ID (created by a markup in the .hlp file).
<b>Docking</b>	DOCKING attribute value. Determines the sides of the dialog (if any) on which tool bars are allowed to dock.
<b><u>Background Color:</u></b>	
<b>Selection box</b>	BACKGROUND-COLOUR-NAME attribute value. Choose a predefined color.
...	"Custom" dialog box for editing BACKGROUND-COLOUR-VALUE attribute value.
<b><u>Style:</u></b>	
<b>Modeless (Popup) /Modal /Dialog box</b>	Mutually exclusive values for the STYLE attribute.
<b>Centered position</b>	STYLE attribute value. Dialog will be centered on screen.

<b>Entry in Attributes Window</b>	<b>Represents</b>
<b>Default position</b>	STYLE attribute value. If set, the initial position (but not size) of the dialog is determined by the windowing system. The setting will be ignored if "Dialog box" is set. This option is especially useful for MDI child dialogs.
<b>Default rectangle</b>	Value of the STYLE attribute. If set, the initial position and size of the dialog are decided by the windowing system. The setting will be ignored if "Dialog box" is set.
<b>Control clipping</b>	Value of the STYLE attribute. If set, dialog elements are not allowed to overpaint other dialog elements with the same parent which occur later in the control sequence.
<b>3-D client window</b>	STYLE attribute value. If set, the dialog interior is drawn with a sunken 3-D appearance.
<b>State:</b>	
<b>Visible</b>	VISIBLE attribute value. If you check this entry, the dialog is visible.
<b>Enabled</b>	ENABLED attribute value. If you check this entry, the end user may interact with the dialog.
<b>Maximized</b>	MAXIMIZED attribute value. If you check this entry, the dialog is maximized to fill the entire screen.
<b>Minimized</b>	MINIMIZED attribute value. If you check this entry, the dialog is minimized to icon size. The end user then will have to double-click on the icon to restore the dialog to its default size.
<b>Save layout</b>	If checked, the tool and status bar control layout will be automatically saved and restored on a per-user basis between sessions at run-time. This option is only available if the dialog contains at least one tool bar or status bar control.
<b>Popup help</b>	POPUP-HELP attribute value. Help for this dialog or any of its controls will be displayed in a popup window.
<b>Auto-adjust</b>	AUTOADJUST attribute value. If you check this entry, the dialog will be scaled at run time according to the current system font size (i.e. "large fonts"/"small fonts" setting).
<b>Event queuing</b>	EVENT-QUEUEING attribute value. If you check this entry, messages for this dialog are queued instead of being processed immediately.
<b>Background color:</b>	
<b>Selection box</b>	BACKGROUND-COLOUR-NAME attribute value. Choose a predefined color.
<b>...</b>	"Custom" dialog box for editing
	BACKGROUND-COLOUR-VALUE attribute value.
<b>Components:</b>	
<b>Menu bar</b>	MENU-HANDLE attribute value: if checked, the dialog editor will assign the handle value specified in the menu bar attributes window.
<b>Toolbar</b>	HAS-TOOLBAR attribute value: if checked, the dialog editor will assign the handle value specified in the toolbar attributes window and set HAS-TOOLBAR to TRUE.
<b>Status bar</b>	HAS-STATUS-BAR attribute value. If you check this entry, the dialog has a status bar.
<b>Dynamic info line</b>	HAS-DIL attribute value. If you check this entry, the dialog has a dynamic information line.

<b>Entry in Attributes Window</b>	<b>Represents</b>
<b>System button</b>	HAS-SYSTEM-BUTTON attribute value. If you check this entry, the dialog has a system button.
<b>Size modifiable</b>	SIZE-MODIFIABLE attribute value. If you check this entry, the dialog's size may be modified.
<b>Maximizable</b>	MAXIMIZABLE attributes value. If you check this entry, the dialog may be maximized.
<b>Minimizable</b>	MINIMIZABLE attribute value. If you check this entry, the dialog may be minimized.
<b>Horizontal scroll bar</b>	HORIZ-SCROLLABLE attribute value. If you check this entry, the dialog has a horizontal scroll bar.
<b>Vertical scroll bar</b>	VERT-SCROLLABLE attribute value. If you check this entry, the dialog has a vertical scroll bar.
<b>Help button</b>	HAS-HELP-BUTTON attribute value. If you check this entry, the dialog title bar contains a help button. Note: Windows does not display the help button if minimize and maximize buttons are present.
<b><u>Rectangle:</u></b>	The following four attributes decide the dialog's x and y axis position, its height and its width on the screen. <b>X</b> - RECTANGLE-X attribute value. <b>Y</b> - RECTANGLE-Y attribute value. <b>W</b> - RECTANGLE-W attribute value. <b>H</b> - RECTANGLE-H attribute value.
<b>OK</b>	Save settings and exit the window.
<b>Cancel</b>	Exit the window without saving the settings.
<b>Subroutines</b>	Dialog box for editing subroutines.
<b>Help</b>	Provides online help on the attributes window.

## Dialog Context Menus Window

### Accessible Using

1. "Dialog > Context Menus"; or
2. CTRL+ALT+X.

### Entries

#### Note:

For context-sensitive help on attribute entries, select the entry so it has the focus, and press F1.

Entry in Attributes Window	Represents
<b>Available Context Menus</b>	Shows the context menus currently defined for this dialog. One or more context menus can be selected from this list.
<b>New</b>	Creates a new, empty, context menu with a default name. The new context menu is inserted into the list immediately after the selected context menu(s).
<b>Cut</b>	Cuts the selected context menu(s) to the clipboard.
<b>Paste</b>	Pastes context menu(s) from the clipboard, which are inserted into the list immediately after the selected context menu(s).
<b>Selected Context Menu</b>	Shows information relating to the currently selected context menu. If multiple context menus are selected, this section is disabled.
<b>Name</b>	Displays the name of the currently selected context menu, which can be modified here or in the Menu Editor Window itself.
<b>Enabled</b>	The initial ENABLED attribute state for the context menu. A disabled context menu is suppressed at run-time.
<b>Edit</b>	Invokes the menu editor for the selected context menu, where the menu items themselves can be defined.
<b>Events</b>	Invokes the event handler window for editing the events for the context menu itself. (The events for the menu items and any submenus are accessed using the Menu Editor Window).
<b>OK</b>	Save settings and exit the window.
<b>Cancel</b>	Exit the window without saving the settings.
<b>Help</b>	Provides online help on the attributes window.

## Edit Area Control Attributes Window

### Accessible Using

1. Double-click on the edit area control; or
2. if selected: "Control > Attributes" or by selecting 'Attributes...' from the control's context menu or
3. if selected: ENTER.

### Entries

#### Note:

For context-sensitive help on attribute entries, select the entry so it has the focus, and press F1.

Entry in Attributes Window	Represents
<b>Name</b>	Handle name of the edit area control (may be overwritten with another name).
<b>Array...</b>	"Array" dialog box for defining an array of edit area controls.
<b>String</b>	STRING attribute value.
<b>...</b>	"Source" dialog box for determining sources of STRING attribute values.
<b>Font</b>	Output field where the font currently selected is displayed.
<b>...</b>	Dialog box for selecting fonts.
<b>DIL Text</b>	DIL-TEXT attribute value (string).
<b>...</b>	"Source" dialog box for determining sources of DIL-TEXT attribute values.
<b>Context Menu</b>	CONTEXT-MENU attribute value. Specifies the context menu (if any) associated with the control.
<b>State:</b>	
<b>Visible</b>	VISIBLE attribute value.
<b>Enabled</b>	ENABLED attribute value.
<b>Modifiable</b>	MODIFIABLE attribute value. If this entry is checked, the end user may edit the text.
<b>Horizontal scroll bar</b>	HORIZ-SCROLLABLE attribute value.
<b>Vertical scroll bar</b>	VERT-SCROLLABLE attribute value.
<b>Help ID</b>	HELP-ID attribute value. You must use the help topic's .h file to map the numerical ID that you enter here to the corresponding help topic ID (created by a markup in the .hlp file).
<b>Length</b>	LENGTH attribute value. Specifies the maximum number of characters which can be entered into the edit area control. <b>Note:</b> Each line break consumes two characters (carriage return / line feed). This applies regardless of whether the line break was explicitly entered by the user or implicitly inserted due to word wrapping.
<b>Style:</b>	
<b>Framed</b>	STYLE attribute value: creates a frame around the edit area control.

<b>Entry in Attributes Window</b>	<b>Represents</b>
<b>Wordwrapped</b>	STYLE attribute value: when text exceeds the width of the edit area control, it is automatically wrapped to the next line. <b>Note:</b> When you set the STYLE attribute value to "WORDWRAP", you cannot set the HORIZ-SCROLLABLE attribute value to "TRUE" and vice versa.
<b>Autoscroll</b>	STYLE attribute value: Text is vertically scrollable and is automatically scrolled upwards when the ENTER key is pressed on the last displayed line. <b>Note:</b> This option only has an effect if the edit area control does not have a vertical scroll bar. Otherwise, the text is implicitly autoscrollable.
<b><u>Rectangle:</u></b>	The following four attributes decide the edit area control's x and y axis position, its height and its width on the screen. <b>X</b> - RECTANGLE-X attribute value. <b>Y</b> - RECTANGLE-Y attribute value. <b>W</b> - RECTANGLE-W attribute value. <b>H</b> - RECTANGLE-H attribute value.
<b><u>Foreground color:</u></b>	
<b>Selection box</b>	BACKGROUND-COLOUR-NAME attribute value.
<b>...</b>	Dialog box for editing BACKGROUND-COLOUR-VALUE attribute value.
<b><u>Background color:</u></b>	
<b>Selection box</b>	BACKGROUND-COLOUR-NAME attribute value.
<b>...</b>	Dialog box for editing BACKGROUND-COLOUR-VALUE attribute value.
<b>OK</b>	Save settings and exit the window.
<b>Cancel</b>	Exit the window without saving the settings.
<b>Help</b>	Provides online help on the attributes window.

## Group Frame Control Attributes Window

### Accessible Using

1. Double-click on the group frame control; or
2. if selected: "Control > Attributes" or by selecting 'Attributes...' from the control's context menu or
3. if selected: ENTER.

### Entries

#### Note:

For context-sensitive help on attribute entries, select the entry so it has the focus, and press F1.

Entry in Attributes Window	Represents
<b>Name</b>	Handle name of the group frame control (may be overwritten with another name).
<b>Array...</b>	Dialog box for defining an array of group frame controls.
<b>String</b>	STRING attribute value.
<b>...</b>	"Source" dialog box for determining sources of STRING attribute values.
<b>Font</b>	Output field where the font currently selected is displayed.
<b>...</b>	Dialog box for selecting fonts.
<b><u>Style:</u></b>	
<b>Container</b>	STYLE attribute value. If checked, all existing controls within the group frame, and any controls created within it, become children of the group frame.
<b><u>State:</u></b>	
<b>Visible</b>	VISIBLE attribute value.
<b>Enabled</b>	ENABLED attribute value.
<b><u>Foreground color:</u></b>	
<b>Selection box</b>	FOREGROUND-COLOUR-NAME attribute value.
<b>...</b>	"Custom" dialog box for editing FOREGROUND-COLOUR-VALUE attribute value.
<b><u>Background color:</u></b>	
<b>Selection box</b>	BACKGROUND-COLOUR-NAME attribute value.
<b>...</b>	"Custom" dialog box for editing BACKGROUND-COLOUR-VALUE attribute value.
<b><u>Rectangle:</u></b>	The following four attributes decide the group frame control's x and y axis position, its height and its width on the screen. <b>X</b> - RECTANGLE-X attribute value. <b>Y</b> - RECTANGLE-Y attribute value. <b>W</b> - RECTANGLE-W attribute value. <b>H</b> - RECTANGLE-H attribute value.
<b>OK</b>	Save settings and exit the window.
<b>Cancel</b>	Exit the window without saving the settings.
<b>Help</b>	Provides online help on the attributes window.

## Input Field Control Attributes Window

### ▶ Accessible Using

1. Double-click on the input field control; or
2. if selected: "Control > Attributes" or by selecting 'Attributes...' from the control's context menu.
3. if selected: ENTER.

### Entries

#### Note:

For context-sensitive help on attribute entries, select the entry so it has the focus, and press F1.

Entry in Attributes Window	Represents
<b>Name</b>	Handle name of the input field control (may be overwritten with another name).
<b>Array...</b>	Dialog box for defining an array of input field controls.
<b>String</b>	STRING attribute value.
<b>...</b>	"Source" dialog box for determining sources of STRING attribute values.
<b>Font</b>	Output field where the font currently selected is displayed.
<b>...</b>	Dialog box for selecting fonts.
<b>DIL text</b>	DIL-TEXT attribute value (string).
<b>...</b>	Dialog box for determining sources of DIL-TEXT attribute values.
<b>Context Menu</b>	CONTEXT-MENU attribute value. Specifies the context menu (if any) associated with the control.
<b><u>State:</u></b>	
<b>Visible</b>	VISIBLE attribute value.
<b>Enabled</b>	ENABLED attribute value.
<b>Modifiable</b>	MODIFIABLE attribute value. If this entry is checked, the end user may edit the text.
<b>Help ID</b>	HELP-ID attribute value. You must use the help topic's .h file to map the numerical ID that you enter here to the corresponding help topic ID (created by a markup in the .hlp file).
<b>Edit mask</b>	EDIT-MASK attribute value (only enabled if STRING source is a linked variable).
<b>Length</b>	LENGTH attribute value.
<b>Left / Center / Right</b>	Mutually exclusive STYLE attribute values: align input to the left, the center, the right. <b>Note:</b> When you create an input field control, and you assign it a STYLE value of "Center" or "Right", the input field control must be higher than the font. Otherwise, the STRING will not be displayed.
<b>Mandatory</b>	STYLE attribute value: input is mandatory.
<b>Upper case</b>	STYLE attribute value: input will be converted to UPPERCASE letters.
<b>Nondisplay</b>	STYLE attribute value: input is displayed as a series of asterisks (for example, for passwords).
<b><u>Foreground color:</u></b>	

<b>Entry in Attributes Window</b>	<b>Represents</b>
<b>Selection box</b>	FOREGROUND-COLOUR-NAME attribute value.
<b>...</b>	Dialog box for editing FOREGROUND-COLOUR-VALUE attribute value.
<b><u>Background color:</u></b>	
<b>Selection box</b>	BACKGROUND-COLOUR-NAME attribute value.
<b>...</b>	Dialog box for editing BACKGROUND-COLOUR-VALUE attribute value.
<b><u>Rectangle:</u></b>	The following four attributes decide the input field control's x and y axis position, its height and its width on the screen. <b>X</b> - RECTANGLE-X attribute value. <b>Y</b> - RECTANGLE-Y attribute value. <b>W</b> - RECTANGLE-W attribute value. <b>H</b> - RECTANGLE-H attribute value.
<b>OK</b>	Save settings and exit the window.
<b>Cancel</b>	Exit the window without saving the settings.
<b>Help</b>	Provides online help on the attributes window.

## List Box Control Attributes Window

### Accessible Using

1. Double-click on the list box control; or
2. if selected: "Control > Attributes" or by selecting 'Attributes...' from the control's context menu or
3. if selected: ENTER.

### Entries

#### Note:

For context-sensitive help on attribute entries, select the entry so it has the focus, and press F1.

Entry in Attributes Window	Represents
<b>Name</b>	Handle name of the list box control (may be overwritten with another name).
<b>Items</b>	Input field where you can specify the number of list box items in the list box control. When you enter a number here, the dialog editor generates the corresponding list box items and the "Source" dialog box becomes enabled.
...	Dialog box for determining sources of the list box items' STRING attribute values.
<b>Font</b>	Output field where the font currently selected is displayed.
...	Dialog box for selecting fonts.
<b>DIL text</b>	DIL-TEXT attribute value (string).
...	Dialog box for determining sources of DIL-TEXT attribute values.
<b>Accelerator</b>	ACCELERATOR attribute value.
<b>Context Menu</b>	CONTEXT-MENU attribute value. Specifies the context menu (if any) associated with the control.
...	Dialog box for determining sources of ACCELERATOR attribute values.
<b>Help ID</b>	HELP-ID attribute value. You must use the help topic's .h file to map the numerical ID that you enter here to the corresponding help topic ID (created by a markup in the .hlp file).
<b>State:</b>	
<b>Visible</b>	VISIBLE attribute value.
<b>Enabled</b>	ENABLED attribute value.
<b>Multiple selection</b>	MULTI-SELECTION attribute value. If you check this entry, the end user may select several list box items at a time.
<b>Sorted</b>	SORTED attribute value. If you check this entry, the items are sorted and you cannot modify them.
<b>Autoselect</b>	AUTOSELECT attribute value. If you check this entry, Natural automatically updates the selection in response to a right mouse button click before displaying a context menu.
<b>Style:</b>	
<b>3-D Border</b>	STYLE attribute value: list box has sunken appearance.
<b>Integral height</b>	STYLE attribute value: partial rows are not displayed.

<b>Entry in Attributes Window</b>	<b>Represents</b>
<b><u>Rectangle:</u></b>	The following four attributes decide the list box control's x and y axis position, its height and its width on the screen. <b>X</b> - RECTANGLE-X attribute value. <b>Y</b> - RECTANGLE-Y attribute value. <b>W</b> - RECTANGLE-W attribute value. <b>H</b> - RECTANGLE-H attribute value.
<b><u>Foreground color:</u></b>	
<b>Selection box</b>	FOREGROUND-COLOUR-NAME attribute value.
<b>...</b>	"Custom" dialog box for editing FOREGROUND-COLOUR-VALUE attribute value.
<b><u>Background color:</u></b>	
<b>Selection box</b>	BACKGROUND-COLOUR-NAME attribute value.
<b>...</b>	"Custom" dialog box for editing BACKGROUND-COLOUR-VALUE attribute value.
<b>OK</b>	Save settings and exit the window.
<b>Cancel</b>	Exit the window without saving the settings.
<b>Help</b>	Provides online help on the attributes window.

## Menu Editor Window

### Accessible Using

1. First check the "Menu Bar" field in the "Dialog Attributes" window, then double-click on the dummy menu bar in the dialog; or
2. "Dialog > Menu Bar" or by selecting 'Menu Bar...' from the menu bar's context menu or
3. CTRL+ALT+M.

### Entries

#### Note:

For context-sensitive help on attribute entries, select the entry so it has the focus, and press F1.

Entry in Attributes Window	Represents
<b><u>Menu:</u></b>	
<b>Name</b>	Handle name of the menu (may be overwritten with another name).
<b>Submenus</b>	Lists the menu's handle name and all of the menu items of MENU-ITEM-TYPE "Submenu" defined so far. This list is indented, that is, the menu structure becomes visible. If you select an entry, its <i>children</i> menu items or submenu controls appear in the "Selected Submenu" group frame.
<b><u>Selected submenu:</u></b>	Displays the STRING attribute values of the menu items or submenu controls which have been created as child of the "Submenus". You can edit the attributes of the currently "Selected Submenu" in the "Selected Menu Item" group frame. The entries marked ">" are submenus. (You can also select several menu items for cutting and pasting.)
<b>Cool menu</b>	Enables the display of bitmaps within a menu. If not checked, no menu bitmaps will be displayed, even if the menu items themselves have a bitmap assigned to them.
<b>Image width</b>	The width of images to be displayed alongside the menu items. Menu item bitmaps with a different width will be scaled, or truncated or extended (in the background color) to fit, depending on the value of the menu item's 'scaled' attribute.
<b>Image height</b>	The height of images to be displayed alongside the menu items. Menu item bitmaps with a different height will be scaled, or truncated or extended (in the background color) to fit, depending on the value of the menu item's 'scaled' attribute. The specified image height may determine the menu item height if larger than the standard menu item height will allow.
<b><u>Menu items:</u></b>	Displays the STRING attribute values of the menu items or submenu controls which have been created as child of the "Submenus". You can edit the attributes of the currently "Selected Submenu" in the "Selected Menu Item" group frame. The entries marked ">" are submenus. (You can also select several menu items for cutting and pasting.)

<b>Entry in Attributes Window</b>	<b>Represents</b>
<b>&lt;&lt; Parent menu Submenu &gt;&gt;</b>	When you are creating a menu hierarchy, these two push buttons enable you to navigate to the next higher level (<< Parent Menu) or the next lower level (Submenu >>) of the existing branches.
<b><u>Selected menu item:</u></b>	Displays the attribute values of the selected submenu for editing. For editing, it is necessary that one menu item be selected.
<b>Name</b>	Handle name of the menu item or submenu control (may be overwritten with another name starting with the # sign).
<b>Type</b>	MENU-ITEM-TYPE attribute value for the selected menu item. If the type is "Submenu" or "Window submenu", this item is automatically changed into a submenu control.
<b>Same as</b>	SAME-AS attribute value (only available for MENU-ITEM-TYPE "Normal"); the selection box displays the signals available. If this field is filled, the fields for the attributes which are inherited from the referenced signal are disabled, and can only be re-enabled if the link is broken again by deleting the "Same as" field contents.
<b>OLE</b>	MENU-ITEM-OLE attribute value. If a dialog has a menu bar and an OLE container control is being edited in-place, this attribute decides whether a top-level menu item or a submenu control is not an OLE menu item, or whether it is an item that represents the OLE Container or File or Window group.
<b>String</b>	STRING attribute value.
<b>...</b>	Dialog box for determining sources of STRING attribute values.
<b>Bitmap</b>	BITMAP-FILE-NAME attribute value.
<b>...</b>	Dialog box for determining sources of BITMAP-FILE-NAME attribute values. Also provides a list of all available bitmaps to be used.
<b>DIL text</b>	DIL-TEXT attribute value (string).
<b>...</b>	Dialog box for determining sources of DIL-TEXT attribute values.
<b>Accelerator</b>	ACCELERATOR attribute value.
<b>...</b>	Dialog box for determining sources of ACCELERATOR attribute values.
<b>Command ID</b>	CLIENT-KEY attribute value (used in this context for associating a command ID).
<b><u>Background Color:</u></b>	
<b>Selection box</b>	BACKGROUND-COLOUR-NAME attribute value to be used for display of the menu item's bitmap (if any). If 'default' is specified, the color of the first (top-left) pixel in the bitmap determines the background color.
<b>...</b>	Dialog box for editing BACKGROUND-COLOUR-VALUE attribute value.
<b><u>State:</u></b>	
<b>Enabled</b>	ENABLED attribute value.
<b>Shared</b>	SHARED attribute value. CLICK events for this menu item will be forwarded to the active MDI child dialog (if any). This attribute is ignored for non-MDI dialogs.
<b>Checked</b>	CHECKED attribute value (not applicable to submenu controls).

<b>Entry in Attributes Window</b>	<b>Represents</b>
<b>Style:</b>	
<b>Scaled</b>	STYLE attribute value: scale the menu item's bitmap to fit the image height and width specified for the submenu.
<b>Transparent</b>	STYLE attribute value: menu item bitmap pixels in the background color do not change the state of the screen.
<b>Events</b>	Dialog box for editing event handlers; may only be used with the appropriate "Type" field.
<b>New</b>	Creates a new submenu control or menu item. If you change the type in the "Type" field of the "Selected Menu Item" group frame, it creates a menu item with a corresponding MENU-ITEM-TYPE attribute value. Within a submenu, it creates a menu item.
<b>Cut</b>	Cuts the selected menu item(s) and copies it (them) to the clipboard.
<b>Copy</b>	Copies the selected menu item(s) to the clipboard.
<b>Paste</b>	Pastes menu item(s) from the clipboard.  <b>Note:</b> The "New" and "Paste" entries insert menu items behind the currently selected item, or, if no items are selected, at the top of the list. You deselect items by holding down CTRL while clicking on the selected items.
<b>OK</b>	Save settings and exit the window.
<b>Cancel</b>	Exit the window without saving the settings.
<b>Help</b>	Provides online help on the attributes window.

## OLE Container Control Attributes Window

### Accessible Using

1. Double-click on the OLE container control; or
2. if selected: "Control > Attributes"; or
3. if selected: ENTER.

### Entries

#### Note:

For context-sensitive help on attribute entries, select the entry so it has the focus, and press F1.

Entry in Attributes Window	Represents
<b>Name</b>	Handle name of the OLE container control (may be overwritten with another name).
<b>DIL text</b>	DIL-TEXT attribute value (string).
...	Dialog box for determining sources of DIL-TEXT attribute values.
<b>Accelerator</b>	ACCELERATOR attribute value.
...	Dialog box for determining sources of ACCELERATOR attribute values.
<b>Help ID</b>	HELP-ID attribute value. You must use the help topic's .h file to map the numerical ID that you enter here to the corresponding help topic ID (created by a markup in the .hlp file).
<b><u>Object Information:</u></b>	
	In this group box, you decide the OLE object's type whose name is then displayed.
<b>Type</b>	Decides whether the OLE container control contains an OLE server, a new OLE object, an existing OLE object, or none of all. For more information on these three types, see <i>Selecting an OLE Server or Document</i> .  <b>Note:</b> This is not a value of the TYPE attribute.
...	Dialog box for selecting a particular OLEserver, a new OLE object, or an existing Natural embedded OLE object.  EMBEDDED-OBJECT, SERVER-OBJECT and SERVER-PROGID attribute values.
<b>Name</b>	Displays the name of the selected item. You cannot edit this entry.
<b>Framed</b>	STYLE attribute value: draw a frame around the OLE container control.
<b>Zoom (%)</b>	ZOOM-FACTOR attribute value: magnify or reduce the default representation of an OLE server application that has become visible in an OLE container control.
<b><u>Status:</u></b>	
<b>Visible</b>	VISIBLE attribute value.
<b>Enabled</b>	ENABLED attribute value.
<b>Modifiable</b>	MODIFIABLE attribute value. If this entry is checked, the end user may modify the OLE object in-place.

<b>Entry in Attributes Window</b>	<b>Represents</b>
<b><u>Rectangle:</u></b>	The following four attributes decide the OLE container control's x and y axis position, its height and its width on the screen. <b>X</b> - RECTANGLE-X attribute value. <b>Y</b> - RECTANGLE-Y attribute value. <b>W</b> - RECTANGLE-W attribute value. <b>H</b> - RECTANGLE-H attribute value.
<b><u>Background color:</u></b>	
<b>Selection box</b>	BACKGROUND-COLOUR-NAME attribute value.
<b>. . .</b>	Dialog box for editing BACKGROUND-COLOUR-VALUE attribute value.
<b>OK &amp; Start Server</b>	Save settings, start the OLE server and exit the window.
<b>OK</b>	Save settings and exit the window.
<b>Cancel</b>	Exit the window without saving the settings.
<b>Help</b>	Provides online help on the attributes window.

## Selecting an OLE Server or Document

If you select an OLE server or document, the three options "OLE server", "OLE object" and "Existing OLE object" imply a number of restrictions when using Natural and when using the server application.

### Differences Between OLE Server, New OLE Object and Existing OLE Object

Before you select an entry, decide if this is what you need.

<b>Type</b>	<b>Characteristics</b>
<b>OLE Server</b>	Creates an OLE object in its native form. Either server with no content ("Create New") or server with existing file as content ("Create from File").
<b>New OLE Object</b>	Creates a new OLE embedded object to be stored within the Natural environment (default file extension ".neo"). Only "Create New" allowed.
<b>Existing OLE Object</b>	Creates an existing OLE embedded object that has been stored within the Natural environment (default file extension ".neo"). Only "Create from File" allowed.

## OLE Server

If you have selected the "OLE server" entry

1. Select the "... " button to the right of the drop-down combo box.  
The "Select OLE Server or Document" dialog box appears. Here you have two options:
  - The "Create New" radio button enables you to select a server application to be started when the end user activates the OLE container control at runtime. The server application is started as such, with no file loaded into it.
  - The "Create from File" radio button enables you to insert the contents of a file as an OLE object. You can browse for the file. When the end user activates the OLE container control at runtime, the application used to create the file is started as a server application, with the content being the selected file.
2. Either select "Create New".  
Or select "Create from File".  
If you have selected "Create New", proceed with 3a.  
If you have selected "Create from File", proceed with 3b.
3. 3a. - From the "Object Type" list box, select an application, for example "Microsoft Word 6.0 Document".  
3b. - In the file text box, enter the path of the file you want to select.  
Or, if you are not sure where the file is, choose the "Browse" button to search in your environment.
4. Select the "Display as Icon" check box or not. This lets you decide whether you want to display your application or file as an application icon inside the OLE container control or whether you want your application or file to appear as a text string called <<*applicationname*>> or <<*pathname*>>. Both act as a placeholder for the server application.  
If you choose to display the application or file as an icon, you can customize the icon by selecting the "Change Icon..." button.
5. To save your settings and quit the dialog box, select OK.  
Or select "Cancel" to quit without saving.

### To edit an OLE object inside an OLE container control at runtime

Prerequisite: you have selected "OLE server".

1. Click and hold down the right mouse button inside the OLE container control's rectangle.  
The pop-up menu specific to your server application appears, saying for example:  
Edit *object-type*Object; or  
*object-type* Object with the submenus "Edit" and "Open".  
"Open" activates the server application in a separate window and enables you to edit and save the object. You can then quit the server application and return to Natural. "Edit" lets you activate the server application inside your Natural dialog.
2. Make your selection in the pop-up menu.
3. Edit (and save) your object using the menu entries provided by the OLE server application.

### To quit the OLE server application at runtime

If you have chosen "Edit":

- Click outside the OLE container control's rectangle.  
The OLE server application is deactivated in the Natural dialog, but the object is still displayed inside the OLE container control.

If you have chosen "Open":

- From the OLE server application's menu, select "File", then "Close and Return to *container-application-name*".  
The object is unloaded from the OLE server application in the separate window, but the object is still displayed inside the OLE container control.

## ▶ New OLE Object

If you have selected the "New OLE object" entry, do the following:

1. Select the "..." button to the right of the drop-down combo box.  
The "Select OLE Server or Document" dialog box appears. Important: Here you may only select "Create New", even though the other option is not disabled.
2. Select "Create New".
3. From the "Object Type" list box, select an application, for example "Microsoft Word 6.0 Document".
4. Select the "Display as Icon" check box or not. This lets you decide whether you want to display your object as an application icon inside the OLE container control or whether you want your object to appear as a text string called <<*applicationname*>>.  
If you choose to display the application or file as an icon, you can customize the icon by selecting the "Change Icon..." button.
5. To save your settings and quit the dialog box, select OK.  
Or select "Cancel" to quit without saving.  
You have returned to the attributes window. Note that your server's name now appears in the "Name" text box, prepended by an "@". This is the current value of the "SERVER-PROGID" attribute. The OK button is disabled. Instead, the "OK & Start Server" button is enabled.
6. Ensure you have made all choices in the attributes window.
7. Choose "OK & Start Server".  
Your attributes window settings are saved and the server application is started.
8. Create your OLE object.
9. Quit the server application. The server application usually provides the menu entries "File", then "Close and Return to *container-application-name*".  
A file list box called "Save As" appears.
10. Save the file as a Natural embedded object with the default file extension ".neo".

## ▶ If your end user has edited your new OLE object at runtime

1. To edit it in-place, the server application provides additional entries to the Natural application's menu bar.
2. To quit the server application, the server application usually provides the menu entries "File", then "Close and Return to *container-application-name*".  
**Note:**  
Depending on the server application, you might have to set the focus back to Natural as the server applications usually remain active.  
A file list box called "Save As" appears.
3. The end user must save the file as a Natural embedded object with the default file extension ".neo".

## ▶ Existing OLE Object

If you have selected the "Existing OLE object" entry:

1. Select the "..." button to the right of the drop-down combo box.  
The "Select existing Natural Embedded Object" dialog box appears. It displays all Natural embedded objects with the default file extension ".neo" in the default directory.
2. Select a file.  
Both the OK and the "OK & Start Server" buttons are enabled. You now have two options:
  - If you quit the attributes window by selecting OK, the embedded object will be shown in the container, but cannot be modified (read-only).
  - If you quit the attributes window by selecting "OK & Start Server", the corresponding server application is started and the chosen object can be modified (read-write).
3. Choose "OK & Start Server".  
Or choose OK.  
Your attributes window settings are saved and the server application is started.

4. Modify your OLE object (if you have chosen "OK & Start Server" and the object is read-write).  
Or look at your OLE object (if you have chosen OK and the object is read-only).
5. Quit the server application. The server application usually provides the menu entries "File", then "Close and Return to *container-application-name*".  
A file list box called "Save As" appears.
6. If you confirm the default, the file is automatically saved as a Natural embedded object with the default file extension ".neo".

## Push Button Control Attributes Window

### Accessible Using

1. Double-click on the push-button control; or
2. if selected: "Control > Attributes" or by selecting 'Attributes...' from the control's context menu or
3. if selected: ENTER.

### Entries

#### **Note:**

For context-sensitive help on attribute entries, select the entry so it has the focus, and press F1.

<b>Entry in Attributes Window</b>	<b>Represents</b>
<b>Name</b>	Handle name of the push-button control (may be overwritten with another name).
<b>Array...</b>	Dialog box for defining an array of push-button controls.
<b>String</b>	STRING attribute value.
<b>...</b>	Dialog box for determining sources of STRING attribute values.
<b>Font</b>	Output field where the font currently selected is displayed.
<b>...</b>	Dialog box for selecting fonts.
<b>DIL text</b>	DIL-TEXT attribute value (string).
<b>...</b>	Dialog box for determining sources of DIL-TEXT attribute values.
<b>Accelerator</b>	ACCELERATOR attribute value.
<b>...</b>	Dialog box for determining sources of ACCELERATOR attribute values.
<b>Context Menu</b>	CONTEXT-MENU attribute value. Specifies the context menu (if any) associated with the control.
<b><u>State:</u></b>	
<b>Visible</b>	VISIBLE attribute value.
<b>Enabled</b>	ENABLED attribute value.
<b>Help ID</b>	HELP-ID attribute value. You must use the help topic's .h file to map the numerical ID that you enter here to the corresponding help topic ID (created by a markup in the .hlp file).
<b><u>Style:</u></b>	
<b>OK Button</b>	STYLE attribute value: if the end user presses ENTER, this button is pushed.
<b>Cancel Button</b>	STYLE attribute value: if the end user presses ESC, this button is pushed.
<b>Command ID</b>	CLIENT-KEY attribute value (used in this context for associating a command ID).
<b><u>Rectangle:</u></b>	The following four attributes decide the push button control's x and y axis position, its height and its width on the screen. <b>X</b> - RECTANGLE-X attribute value. <b>Y</b> - RECTANGLE-Y attribute value. <b>W</b> - RECTANGLE-W attribute value. <b>H</b> - RECTANGLE-H attribute value.
<b>OK</b>	Save settings and exit the window.
<b>Cancel</b>	Exit the window without saving the settings.
<b>Help</b>	Provides online help on the attributes window.

## Radio Button Control Attributes Window

### Accessible Using

1. Double-click on the radio-button control; or
2. if selected: "Control > Attributes" or by selecting 'Attributes...' from the control's context menu or
3. if selected:ENTER.

### Entries

#### **Note:**

For context-sensitive help on attribute entries, select the entry so it has the focus, and press F1.

<b>Entry in Attributes Window</b>	<b>Represents</b>
<b>Name</b>	Handle name of the radio-button control (may be overwritten with another name).
<b>Array...</b>	Dialog box for defining an array of radio-button controls.
<b>String</b>	STRING attribute value.
<b>...</b>	Dialog box for determining sources of STRING attribute values.
<b>Font</b>	Output field where the font currently selected is displayed.
<b>...</b>	Dialog box for selecting fonts.
<b>DIL text</b>	DIL-TEXT attribute value (string).
<b>...</b>	Dialog box for determining sources of DIL-TEXT attribute values.
<b>Accelerator</b>	ACCELERATOR attribute value.
<b>...</b>	Dialog box for determining sources of ACCELERATOR attribute values.
<b>Context Menu</b>	CONTEXT-MENU attribute value. Specifies the context menu (if any) associated with the control.
<b><u>State:</u></b>	
<b>Visible</b>	VISIBLE attribute value.
<b>Enabled</b>	ENABLED attribute value.
<b>Checked</b>	CHECKED attribute value.
<b>Help ID</b>	HELP-ID attribute value. You must use the help topic's .h file to map the numerical ID that you enter here to the corresponding help topic ID (created by a markup in the .hlp file).
<b>Group ID</b>	GROUP-ID attribute value (means this radio-button control belongs to the group of radio buttons with this ID).
<b><u>Rectangle:</u></b>	The following four attributes decide the radio-button control's x and y axis position, its height and its width on the screen. <b>X</b> - RECTANGLE-X attribute value. <b>Y</b> - RECTANGLE-Y attribute value. <b>W</b> - RECTANGLE-W attribute value. <b>H</b> - RECTANGLE-H attribute value.
<b><u>Foreground color:</u></b>	
<b>Selection box</b>	FOREGROUND-COLOUR-NAME attribute value.
<b>...</b>	Dialog box for editing FOREGROUND-COLOUR-VALUE attribute value.
<b><u>Background color:</u></b>	
<b>Selection box</b>	BACKGROUND-COLOUR-NAME attribute value.
<b>...</b>	Dialog box for editing BACKGROUND-COLOUR-VALUE attribute value.
<b>OK</b>	Save settings and exit the window.
<b>Cancel</b>	Exit the window without saving the settings.
<b>Help</b>	Provides online help on the attributes window.

## Scrollbar Control Attributes Window

### Accessible Using

1. Double-click on the scroll-bar control; or
2. if selected: "Control > Attributes" or by selecting 'Attributes...' from the control's context menu or
3. if selected:ENTER

### Entries

#### Note:

For context-sensitive help on attribute entries, select the entry so it has the focus, and press F1.

Entry in Attributes Window	Represents
<b>Name</b>	Handle name of the scroll-bar control (may be overwritten with another name starting with the # sign).
<b>Array...</b>	Dialog box for defining an array of scroll-bar controls.
<b>DIL text</b>	DIL-TEXT attribute value (string).
<b>...</b>	Dialog box for determining sources of DIL-TEXT attribute values.
<b>Help ID</b>	HELP-ID attribute value. You must use the help topic's .h file to map the numerical ID that you enter here to the corresponding help topic ID (created by a markup in the .hlp file).
<b>Context Menu</b>	CONTEXT-MENU attribute value. Specifies the context menu (if any) associated with the control.
<b>State:</b>	
<b>Visible</b>	VISIBLE attribute value.
<b>Enabled</b>	ENABLED attribute value.
<b>Values:</b>	
<b>Minimum</b>	MIN attribute value (minimum numerical value on the scale).
<b>Maximum</b>	MAX attribute value (maximum numerical value on the scale).
<b>Line</b>	LINE attribute value (number of logical units by which the slider moves if the end user presses the up and down arrow buttons).
<b>Page</b>	PAGE attribute value (number of logical units by which the slider moves if the end user clicks on the scroll-bar control's shaft).
<b>Slider</b>	SLIDER attribute value (position of the slider in between the MIN and MAX values).
<b>Rectangle:</b>	The following four attributes decide the scroll-bar control's x and y axis position, its height and its width on the screen. <b>X</b> - RECTANGLE-X attribute value. <b>Y</b> - RECTANGLE-Y attribute value. <b>W</b> - RECTANGLE-W attribute value. <b>H</b> - RECTANGLE-H attribute value.

<b>Entry in Attributes Window</b>	<b>Represents</b>
<b>Horizontal / Vertical</b>	Mutually exclusive STYLE attribute values: slider will scroll horizontally or vertically. <b>Note:</b> When you edit the STYLE attribute value in the scroll-bar control attributes window, setting "h" instead of "v" and vice versa, the RECTANGLE-H and RECTANGLE-W attribute values are exchanged. The dialog editor thus ensures that the scroll-bar control will not provide for vertical scrolling in a horizontal shape and vice versa.
<b><u>Background color:</u></b>	
<b>Selection box</b>	BACKGROUND-COLOUR-NAME attribute value.
<b>. . .</b>	Dialog box for editing BACKGROUND-COLOUR-VALUE attribute value.
<b>OK</b>	Save settings and exit the window.
<b>Cancel</b>	Exit the window without saving the settings.
<b>Help</b>	Provides online help on the attributes window.

## Selection Box Control Attributes Window

### Accessible Using

1. Double-click on the selection box control; or
2. if selected: "Control > Attributes" or by selecting 'Attributes...' from the control's context menu or
3. if selected: ENTER.

### Entries

#### Note:

For context-sensitive help on attribute entries, select the entry so it has the focus, and press F1.

Entry in Attributes Window	Represents
<b>Name</b>	Handle name of the selection box control (may be overwritten with another name).
<b>String</b>	STRING attribute value.
...	Dialog box for determining sources of STRING attribute values.
<b>Items</b>	Input field where you can specify the number of selection box items in the selection box control. When you enter a number here, the dialog editor generates the corresponding selection box items and the corresponding "Source" dialog box becomes enabled.
...	Dialog box for determining sources of the selection box items' STRING attribute values.
<b>Font</b>	Output field where the font currently selected is displayed.
...	Dialog box for selecting fonts.
<b>DIL text</b>	DIL-TEXT attribute value (string).
...	Dialog box for determining sources of DIL-TEXT attribute values.
<b>Context Menu</b>	CONTEXT-MENU attribute value. Specifies the context menu (if any) associated with the control.
<b>State:</b>	
<b>Visible</b>	VISIBLE attribute value.
<b>Enabled</b>	ENABLED attribute value.
<b>Modifiable</b>	MODIFIABLE attribute value.
<b>Sorted</b>	SORTED attribute value. If you check this entry, the items are sorted and you cannot modify them.
<b>Help ID</b>	HELP-ID attribute value. You must use the help topic's .h file to map the numerical ID that you enter here to the corresponding help topic ID (created by a markup in the .hlp file).
<b>Edit mask</b>	EDIT-MASK attribute value.
<b>Length</b>	LENGTH attribute value.

<b>Entry in Attributes Window</b>	<b>Represents</b>
<b><u>Rectangle:</u></b>	The following four attributes decide the selection box control's x and y axis position, its height and its width on the screen. <b>X</b> - RECTANGLE-X attribute value. <b>Y</b> - RECTANGLE-Y attribute value. <b>W</b> - RECTANGLE-W attribute value. <b>H</b> - RECTANGLE-H attribute value.
<b><u>Foreground color:</u></b>	
<b>Selection box</b>	FOREGROUND-COLOUR-NAME attribute value.
<b>. . .</b>	Dialog box for editing FOREGROUND-COLOUR-VALUE attribute value.
<b><u>Background color:</u></b>	
<b>Selection box</b>	BACKGROUND-COLOUR-NAME attribute value.
<b>. . .</b>	Dialog box for editing BACKGROUND-COLOUR-VALUE attribute value.
<b>Mandatory</b>	STYLE attribute value: input in the selection box control's input field is mandatory.
<b>Box dropped down</b>	STYLE attribute value: the box stays dropped down all the time.
<b>OK</b>	Save settings and exit the window.
<b>Cancel</b>	Exit the window without saving the settings.
<b>Help</b>	Provides online help on the attributes window.

## Signal Attributes Window

### Accessible Using

1. "Dialog> Signals"; or
2. CTRL+ALT+N.

### Entries

**Note:**

For context-sensitive help on attribute entries, select the entry so it has the focus, and press F1.

Entry in Attributes Window	Represents
<b>Signals:</b>	Displays the handle name of the signals already created. If you click on a signal in the list, its attributes are displayed for editing. You can also select several signals for cutting and pasting.
<b>New</b>	Creates a new signal.
<b>Cut</b>	Cuts the selected signal and copies it to the clipboard. You can also cut and paste several signals at once.
<b>Copy</b>	Copies the selected signal(s) to the clipboard.
<b>Paste</b>	Pastes a signal from the clipboard. <b>Note:</b> The "New" and "Paste" entries insert signals behind the currently selected signal, or, if no signals are selected, at the top of the list. You deselect items by holding down CTRL while clicking on the selected items.
<b>Selected signal:</b>	In this group frame, you assign attribute values to the signals selected in the "Signals" list box on the left.
<b>Name</b>	Handle name of the signal (may be overwritten with another name).
<b>Type</b>	MENU-ITEM-TYPE attribute value for the selected signal.
<b>Bitmap</b>	BITMAP-FILE-NAME attribute value.
...	Dialog box for determining sources of BITMAP-FILE-NAME attribute values. Also provides a list of all available bitmaps to be used.
<b>DIL text</b>	DIL-TEXT attribute value (string).
...	Dialog box for determining sources of DIL-TEXT attribute values.
<b>Accelerator</b>	ACCELERATOR attribute value.
...	Dialog box for determining sources of ACCELERATOR attribute values.
<b>Tooltip</b>	TOOLTIP attribute value.
...	Dialog box for determining sources of TOOLTIP attribute values.
<b>Command ID</b>	CLIENT-KEY attribute value (used in this context for associating a command ID).
<b>Background Color:</b>	

<b>Entry in Attributes Window</b>	<b>Represents</b>
<b>Selection box</b>	BACKGROUND-COLOUR-NAME attribute value to be used for display of the signal's bitmap (if any). If 'default' is specified, the color of the first (top-left) pixel in the bitmap determines the background color.
...	Dialog box for editing BACKGROUND-COLOUR-VALUE attribute value.
<b>State:</b>	
<b>Visible</b>	VISIBLE attribute value.
<b>Enabled</b>	ENABLED attribute value.
<b>Checked</b>	CHECKED attribute value.
<b>Shared</b>	SHARED attribute value. If checked, CLICK events for this signal will be forwarded to the active MDI child dialog (if any). This attribute is ignored for non-MDI dialogs.
<b>Events</b>	Dialog box for editing event handlers; may only be used with the appropriate "Type" entry.
<b>OK</b>	Save settings and exit the window.
<b>Cancel</b>	Exit the window without saving the settings.
<b>Help</b>	Provides online help on the attributes window.

## Status Bar Control Attributes Window

### ▶ Accessible Using

1. Double-click on the status bar control; or
2. if selected: "Control>Attributes " or by selecting 'Attributes...' from the control's context menu or
3. if selected: ENTER.

### Entries

#### Note:

For context-sensitive help on attribute entries, select the entry so it has the focus, and press F1.

Entry in Attributes Window	Represents
<b>Name</b>	Handle name of the status bar control (may be overwritten with another name)
<b>Attributes...</b>	Subordinate window for editing the status bar control's attribute values. For more information, see Status Bar Control Attributes Subwindow. (Normally, all attributes of a dialog element can be edited in the attributes window. Instead, the attributes of each pane in the status bar control can be edited here. For reasons of space, the status bar control's attributes are edited in a separate subwindow).
<b><u>Status-bar panes:</u></b>	Displays the handle name of the panes already created. If you click on a pane in this list, its attributes are displayed for editing. You can also select several panes for cutting and pasting.
<b>New</b>	Creates a new pane.
<b>Cut</b>	Cuts the selected pane and copies it to the clipboard. You can also cut and paste several panes at once.
<b>Paste</b>	Pastes a pane from the clipboard. <b>Note:</b> The "New" and "Paste" entries insert panes behind the currently selected item, or, if no items are selected, at the top of the list. You deselect items by holding down CTRL while clicking on the selected items.
<b><u>Selected status bar pane:</u></b>	In this group frame, you assign attribute values to the panes selected in the "Status bar panes" list box on the left.
<b>Name</b>	Handle name of the pane (may be overwritten with another name).
<b>Width</b>	ITEM-W attribute value. Specifies the width of the pane in pixels. <b>Note:</b> If 0, the pane does not have a fixed width, but is instead automatically sized to fill the space available ("stretchy pane").
<b>String</b>	STRING attribute value. Specifies the initial pane text.
<b>...</b>	Dialog box for determining sources of STRING attribute values.
<b>Icon</b>	BITMAP-FILE-NAME attribute value. Species the icon (if any) to be displayed alongside the pane text. <b>Note:</b> Natural attempts to extract the small (16x16 pixel) icon (if any) from the specified icon file. If only a large (32x32 pixel) icon is present, Windows will automatically synthesize a small icon from it, which may lead to undesirable scaling effects.

<b>Entry in Attributes Window</b>	<b>Represents</b>
...	Dialog box for determining sources of BITMAP-FILE-NAME attribute values. Also provides a list of all available icons to be used.
<b>Tooltip</b>	TOOLTIP attribute value.
...	Dialog box for determining sources of TOOLTIP attribute values.
<b>Command ID</b>	CLIENT-KEY attribute value (used in this context for associating a command ID).
<b>State:</b>	
<b>Visible</b>	VISIBLE attribute value.
<b>Enabled</b>	ENABLED attribute value.
<b>Shared</b>	SHARED attribute value. If checked, CLICK events for this pane will be forwarded to the active MDI child dialog (if any). This attribute is ignored for non-MDI dialogs.
<b>Style:</b>	
<b>Centered</b>	STYLE attribute value. If set, text will be horizontally centered within the pane.
<b>Hide disabled</b>	STYLE attribute value. If set, the pane text and icon (if any) will be hidden (instead of being grayed out) when the pane is disabled.
<b>Raised</b>	STYLE attribute value. If set, the pane appears to "pop out".
<b>No borders</b>	STYLE attribute value. If set, the pane borders are not drawn. This style is typically applied to stretchy panes.
<b>OK</b>	Save settings and exit the window.
<b>Cancel</b>	Exit the window without saving the settings.
<b>Help</b>	Provides online help on the attributes window.

## Status Bar Control Attributes Subwindow

### Accessible Using

1. Click on the "Attributes..." button in the status bar control attributes window

### Entries

#### **Note:**

For context-sensitive help on attribute entries, select the entry so it has the focus, and press F1.

<b>Entry in Attrib. Subwindow</b>	<b>Represents</b>
<b>Control ID</b>	CLIENT-KEY attribute value (used in this context for associating a user-defined ID).
<b>Context Menu</b>	CONTEXT-MENU attribute value. Specifies the context menu (if any) associated with the control.
<b>Location</b>	LOCATION attribute value. Determines the side of the dialog on which the status bar control is initially positioned.
<b><u>Internal Metrics:</u></b>	
<b>Minimum height</b>	ITEM-H attribute value. Specifies the <i>minimum</i> height of the status bar panes (in pixels). This is particularly useful for status bar controls which display icons. By default, the minimum height of a status bar control depends on the font used to draw the text.
<b>Margin-X</b>	MARGIN-X attribute value. Specifies the margin (in pixels) to the left and right of the status bar panes.
<b>Margin-Y</b>	MARGIN-Y attribute value. Specifies the margin (in pixels) above and below the status bar panes.
<b><u>Borders:</u></b>	
<b>Top</b>	STYLE attribute value. Species whether a border should be displayed at the top of the control.
<b>Bottom</b>	STYLE attribute value. Species whether a border should be displayed at the bottom of the control.
<b>3-D</b>	STYLE attribute value. If set, the status bar control borders (if any) are drawn with a 3-D appearance.
<b><u>Style:</u></b>	
<b>Gripper</b>	STYLE attribute value. Determines whether a sizing gripper is displayed within the status bar control.
<b><u>State:</u></b>	
<b>Visible</b>	VISIBLE attribute value.
<b>Enabled</b>	ENABLED attribute value.
<b>Tooltips</b>	HAS-TOOLTIP attribute value. If not set, display of the tool tip text (if any) for the status bar panes will be suppressed.
<b>OK</b>	Save settings and exit the window.
<b>Cancel</b>	Exit the window without saving the settings.
<b>Help</b>	Provides online help on the attributes window.

## Table Attributes Window

### Accessible Using

1. Double-click on the table; or
2. if selected: "Control > Attributes" or by selecting 'Attributes...' from the control's context menu or
3. if selected: ENTER.

### Entries

#### Note:

For context-sensitive help on attribute entries, select the entry so it has the focus, and press F1.

Entry in Attributes Window	Represents
<b>Table:</b>	
<b>Name</b>	Handle name of the table (may be overwritten with another name)
<b>Attributes...</b>	Subordinate window for editing the table's attribute values. For more information, see Table Attributes Subwindow. (Normally, all attributes of a dialog element can be edited in the attributes window. Instead, the attributes of each column specification control in the table can be edited here. For reasons of space, the table's attributes are edited in a separate subwindow).
<b>Columns:</b>	Displays the handle name, the COLUMN-TYPE and the STRING attribute values of the column specification controls already created. If you click on a column specification control, its attributes are displayed for editing. You can also select several column specifications for cutting and pasting.
<b>Selected Column Specification:</b>	In this group frame, you assign attribute values to the column specification controls selected in the "Columns" list box on the left.
<b>Name</b>	Handle name of the column specification control (may be overwritten with another name).
<b>Type</b>	COLUMN-TYPE attribute value for the selected column specification control. If the type is "Selection Box", the "Items" entry is enabled and enables you to define the number of selection box items and the source of their values.
<b>String</b>	STRING attribute value.
<b>...</b>	Dialog box for determining sources of STRING attribute values.
<b>DIL text</b>	DIL-TEXT attribute value (string).
<b>...</b>	Dialog box for determining sources of DIL-TEXT attribute values.
<b>Items</b>	If the "Type" entry is set to "Selection Box", this entry is enabled and allows you to enter the number of selection box items.
<b>...</b>	Dialog box for determining sources of selection box item values.
<b>Help ID</b>	HELP-ID attribute value. You must use the help topic's .h file to map the numerical ID that you enter here to the corresponding help topic ID (created by a markup in the .hlp file).
<b>Width</b>	RECTANGLE-W attribute value.
<b>Length</b>	LENGTH attribute value.
<b>State:</b>	
<b>Modifiable</b>	MODIFIABLE attribute value.

<b>Entry in Attributes Window</b>	<b>Represents</b>
<b>New</b>	Creates a new column specification control. If you change the type in the "Type" field of the "Selected Column Specification" group frame, it creates a column specification control with a corresponding COLUMN-TYPE attribute value.
<b>Cut</b>	Cuts the selected column specification control(s) and copies it (them) to the clipboard.
<b>Paste</b>	Pastes the selected column specification control(s) from the clipboard. <b>Note:</b> The "New" and "Paste" entries insert column specification controls behind the currently selected control, or, if no controls are selected, at the top of the list. You deselect controls by holding down CTRL while clicking on the selected controls.
<b>OK</b>	Save settings and exit the window.
<b>Cancel</b>	Exit the window without saving the settings.
<b>Help</b>	Provides online help on the attributes window.

## Table Attributes Subwindow

### Accessible Using

- Click on the "Attributes..." button in the table attributes window.

### Entries

#### Note:

For context-sensitive help on attribute entries, select the entry so it has the focus, and press F1.

Entry in Attrib. Subwindow	Represents
<b>Name</b>	Handle name of the table (may be overwritten with another name).
<b>Font</b>	Output field where the font currently selected is displayed.
...	Dialog box for selecting fonts.
<b>Header font</b>	Output field where the font currently selected for the table header is displayed.
...	Dialog box for selecting fonts.
<b>DIL text</b>	DIL-TEXT attribute value (string).
...	Dialog box for determining sources of DIL-TEXT attribute values.
<b>Context Menu</b>	CONTEXT-MENU attribute value. Specifies the context menu (if any) associated with the control.
<b>Rectangle:</b>	The following four attributes decide the table's x and y axis position, its height and its width on the screen. <b>X</b> - RECTANGLE-X attribute value. <b>Y</b> - RECTANGLE-Y attribute value. <b>W</b> - RECTANGLE-W attribute value. <b>H</b> - RECTANGLE-H attribute value.
<b>Row count</b>	ROW-COUNT attribute value.
<b>Row height</b>	ROW-HEIGHT attribute value.
<b>Header height</b>	HEADER-HEIGHT attribute value.
<b>Width 1st col.</b>	FIRST-COLUMN-WIDTH attribute value.
<b>Frozen cols.</b>	FROZEN-COLUMNS attribute value.
<b>Help ID</b>	HELP-ID attribute value. You must use the help topic's .h file to map the numerical ID that you enter here to the corresponding help topic ID (created by a markup in the .hlp file).
<b>First visible col.</b>	FIRST-VISIBLE-COLUMN attribute value.
<b>First visible row</b>	FIRST-VISIBLE-ROW attribute value.
<b>Columns header</b>	STYLE attribute value: buttons with field names are displayed at the top of each column.
<b>Extendable</b>	STYLE attribute value: end users can delete and insert rows using DEL and INS.
<b>No lines</b>	STYLE attribute value: the table control is displayed without the lines that normally separate the cells.
<b>Resize columns</b>	STYLE attribute value: end users may resize the columns horizontally.

<b>Single cell selection</b>	STYLE attribute value: if set, end users may only select single cells. If not set, end users may select ranges of cells.
<b>Resize rows</b>	STYLE attribute value: end users may resize the rows vertically.
<b>Whole row selection</b>	STYLE attribute value: selecting an individual cell sets the selection to the entire row.
<b>Draggable columns</b>	STYLE attribute value: if set, end users may drag the columns.
<b>Integral height</b>	STYLE attribute value: partial rows are not displayed.
<b><u>Foreground color:</u></b>	
<b>Selection box</b>	FOREGROUND-COLOUR-NAME attribute value.
<b>...</b>	Dialog box for editing FOREGROUND-COLOUR-VALUE attribute value.
<b><u>Background color:</u></b>	
<b>Selection box</b>	BACKGROUND-COLOUR-NAME attribute value.
<b>...</b>	Dialog box for editing BACKGROUND-COLOUR-VALUE attribute value.
<b><u>State:</u></b>	
<b>Visible</b>	VISIBLE attribute value.
<b>Enabled</b>	ENABLED attribute value.
<b>Modifiable</b>	MODIFIABLE attribute value.
<b>Has first column</b>	HAS-FIRST-COLUMN attribute value.
<b>Horizontal scroll bar</b>	HORIZ-SCROLLABLE attribute value.
<b>Vertical scroll bar</b>	VERT-SCROLLABLE attribute value.
<b>OK</b>	Save settings and exit the window.
<b>Cancel</b>	Exit the window without saving the settings.
<b>Help</b>	Provides online help on the attributes window.

## Text Constant Control Attributes Window

### Accessible Using

1. Double-click on the text constant control; or
2. if selected: "Control > Attributes" or by selecting 'Attributes...' from the control's context menu or
3. if selected: ENTER.

### Entries

#### Note:

For context-sensitive help on attribute entries, select the entry so it has the focus, and press F1.

Entry in Attributes Window	Represents
<b>Name</b>	Handle name of the text constant control (may be overwritten with another name).
<b>Array...</b>	Dialog box for defining an array of text constant controls.
<b>String</b>	STRING attribute value.
<b>...</b>	Dialog box for determining sources of STRING attribute values.
<b>Font</b>	Output field where the font currently selected is displayed.
<b>...</b>	Dialog box for selecting fonts.
<b>Style:</b>	
<b>Left / Centered / Right</b>	Mutually exclusive STYLE attribute values: align output to the left, the center, the right.
<b>Framed</b>	STYLE attribute value: draw a frame around the text constant control.
<b>State:</b>	
<b>Visible</b>	VISIBLE attribute value.
<b>Enabled</b>	ENABLED attribute value.
<b>Rectangle:</b>	The following four attributes decide the text constant control's x and y axis position, its height and its width on the screen. <b>X</b> - RECTANGLE-X attribute value. <b>Y</b> - RECTANGLE-Y attribute value. <b>W</b> - RECTANGLE-W attribute value. <b>H</b> - RECTANGLE-H attribute value.
<b>Foreground color:</b>	
<b>Selection box</b>	FOREGROUND-COLOUR-NAME attribute value.
<b>...</b>	Dialog box for editing FOREGROUND-COLOUR-VALUE attribute value.
<b>Background color:</b>	
<b>Selection box</b>	BACKGROUND-COLOUR-NAME attribute value.
<b>...</b>	Dialog box for editing BACKGROUND-COLOUR-VALUE attribute value.
<b>OK</b>	Save settings and exit the window.
<b>Cancel</b>	Exit the window without saving the settings.
<b>Help</b>	Provides online help on the attributes window.

## Timer Attributes Window

### Accessible Using

1. "Dialog > Timers"; or
2. CTRL+ALT+I.

### Entries

#### Note:

For context-sensitive help on attribute entries, select the entry so it has the focus, and press F1.

Entry in Attributes Window	Represents
<b><u>Timer:</u></b>	Displays the handle names and the TIMER-INTERVAL attribute values of the timers already created. (You may create up to 16 timers per dialog).
<b><u>Selected Timer:</u></b>	In this group frame, you assign attribute values to the timer selected in the "Timers" list box on the left.
<b>Name</b>	Handle name of the timer (may be overwritten with another name starting with the # sign).
<b>Interval</b>	TIMER-INTERVAL attribute value.
<b>Events</b>	Dialog box for editing event handlers.
<b>New</b>	Creates a new timer.
<b>Cut</b>	Cuts the selected timer and copies it to the clipboard. (You can cut and paste one or several timers).
<b>Paste</b>	Pastes timer(s) from the clipboard.  <b>Note:</b> The "New" and "Paste" entries insert timers behind the currently selected timer, or, if none is selected, at the top of the list. You deselect timers by holding down CTRL while clicking on the selected timers.
<b>OK</b>	Save settings and exit the window.
<b>Cancel</b>	Exit the window without saving the settings.
<b>Help</b>	Provides online help on the attributes window.

## Toggle Button Control Attributes Window

### Accessible Using

1. Double-click on the toggle-button control; or
2. if selected: "Control > Attributes" or by selecting 'Attributes...' from the control's context menu or
3. if selected: ENTER.

### Entries

#### **Note:**

For context-sensitive help on attribute entries, select the entry so it has the focus, and press F1.

<b>Entry in Attributes Window</b>	<b>Represents</b>
<b>Name</b>	Handle name of the toggle-button control (may be overwritten with another name).
<b>Array...</b>	Dialog box for defining an array of toggle-button controls.
<b>String</b>	STRING attribute value.
<b>...</b>	Dialog box for determining sources of STRING attribute values.
<b>Font</b>	Output field where the font currently selected is displayed.
<b>...</b>	Dialog box for selecting fonts.
<b>DIL text</b>	DIL-TEXT attribute value (string).
<b>...</b>	Dialog box for determining sources of DIL-TEXT attribute values.
<b>Accelerator</b>	ACCELERATOR attribute value.
<b>...</b>	Dialog box for determining sources of ACCELERATOR attribute values.
<b>Context Menu</b>	CONTEXT-MENU attribute value. Specifies the context menu (if any) associated with the control.
<b>Help ID</b>	HELP-ID attribute value. You must use the help topic's .h file to map the numerical ID that you enter to the corresponding help topic ID (created by a markup in the .hlp file).
<b>State:</b>	
<b>Visible</b>	VISIBLE attribute value.
<b>Enabled</b>	ENABLED attribute value.
<b>Checked</b>	CHECKED attribute value.
<b>Foreground color:</b>	
<b>Selection box</b>	FOREGROUND-COLOUR-NAME attribute value.
<b>...</b>	Dialog box for editing FOREGROUND-COLOUR-VALUE attribute value.
<b>Background color:</b>	
<b>Selection box</b>	BACKGROUND-COLOUR-NAME attribute value.
<b>...</b>	Dialog box for editing BACKGROUND-COLOUR-VALUE attribute value.
<b>Rectangle:</b>	The following four attributes decide the toggle-button control's x and y axis position, its height and its width on the screen. <b>X</b> - RECTANGLE-X attribute value. <b>Y</b> - RECTANGLE-Y attribute value. <b>W</b> - RECTANGLE-W attribute value. <b>H</b> - RECTANGLE-H attribute value.
<b>OK</b>	Save settings and exit the window.
<b>Cancel</b>	Exit the window without saving the settings.
<b>Help</b>	Provides online help on the attributes window.

## Toolbar Attributes Window

### ▶ Accessible Using

1. "Dialog > Toolbar"; or
2. first check the "Toolbar" entry in the dialog attributes window, then double-click on the dummy toolbar in the dialog; or select 'Toolbar...' from the toolbar's context menu.
3. CTRL+ALT+T.

### Entries

#### Note:

For context-sensitive help on attribute entries, select the entry so it has the focus, and press F1.

Entry in Attributes Window	Represents
<b>Name</b>	Handle name of the toolbar (may be overwritten with another name).
<b>Position</b>	TOOLBAR-POS attribute values.
<b>Wrapped</b>	STYLE attribute value: if set and there are more toolbar items than can be displayed on the top of the dialog, the toolbar wraps around to a new line. (The default: the toolbar can be scrolled with the two small arrow push buttons on the left of the toolbar.)
<b>Margin-X</b>	MARGIN-X attribute value (specifies which margin to the left, to the right and above the bitmaps is displayed in the toolbar area. This attribute only applies if TOOLBAR-POS is set to TB-LEFT or TB-RIGHT).
<b>Margin-Y</b>	MARGIN-Y attribute value (specifies which margin to the left, above and below the bitmaps is displayed in the toolbar area. This attribute only applies if TOOLBAR-POS is set to TB-TOP or TB-BOTTOM).
<b>Item width</b>	ITEM-W attribute value (specifies the width of all items in the toolbar).
<b>Item height</b>	ITEM-H attribute value (specifies the height of all items in the toolbar).
<b>Toolbar</b>	Displays the handle name and the BITMAP-FILE-NAME of the existing toolbar items.
<b><u>Selected toolbar item:</u></b>	In this group frame, you assign attribute values to the toolbar item selected in the "Toolbar items" group frame on the left.
<b>Name</b>	Handle name of the toolbar item (may be overwritten with another name).
<b>Type</b>	MENU-ITEM-TYPE attribute value for the selected toolbar item.
<b>Same as</b>	SAME-AS attribute value (not for MENU-ITEM-TYPE "Separator"); the selection box displays the menu items available.
<b>Bitmap</b>	BITMAP-FILE-NAME attribute value.
...	Dialog box for determining sources of BITMAP-FILE-NAME attribute values. Also provides a list of all available bitmaps to be used.
<b>DIL text</b>	DIL-TEXT attribute value (string).
...	Dialog box for determining sources of DIL-TEXT attribute values (not for MENU-ITEM-TYPE "Separator").
<b>Accelerator</b>	ACCELERATOR attribute value.
...	Dialog box for determining sources of ACCELERATOR attribute values.

<b>Entry in Attributes Window</b>	<b>Represents</b>
<b>Command ID</b>	CLIENT-KEY attribute value (used in this context for associating a command ID).
<b><u>Background Color:</u></b>	
<b>Selection box</b>	BACKGROUND-COLOUR-NAME attribute value to be used for display of the item's bitmap (if any). If 'default' is specified, the color of the first (top-left) pixel in the bitmap determines the background color.
<b>...</b>	Dialog box for editing BACKGROUND-COLOUR-VALUE attribute value.
<b><u>State:</u></b>	
<b>Visible</b>	VISIBLE attribute value.
<b>Enabled</b>	ENABLED attribute value (not for MENU-ITEM-TYPE "Separator").
<b>Checked</b>	CHECKED attribute value (not for MENU-ITEM-TYPE "Separator").
<b>Shared</b>	SHARED attribute value. CLICK events for this item will be forwarded to the active MDI child dialog (if any). This attribute is ignored for non-MDI dialogs.
<b><u>Style:</u></b>	
<b>Scaled</b>	STYLE attribute value: allows for stretched bitmaps to be displayed on the toolbar items.
<b>Transparent</b>	STYLE attribute value: bitmap pixels in the background color do not change the state of the screen.
<b>Events</b>	Dialog box for editing event handlers; may only be used with the appropriate "Type" entry; may not be used if the toolbar item is associated with a menu item using the SAME-AS attribute.
<b>New</b>	Creates a new toolbar item.
<b>Cut</b>	Cuts a selected toolbar item and copies it to the clipboard. You can also cut and paste several toolbar items at once.
<b>Paste</b>	Pastes a toolbar item from the clipboard. <b>Note:</b> The "New" and "Paste" entries insert toolbar items behind the currently selected item, or, if no items are selected, at the top of the list. You deselect items by holding down CTRL while clicking on the selected items.
<b>OK</b>	Save settings and exit the window.
<b>Cancel</b>	Exit the window without saving the settings.
<b>Help</b>	Provides online help on the attributes window.

## Tool Bar Control Attributes Window

### Accessible Using

1. Double-click on the tool bar control; or
2. if selected: "Control > Attributes" or by selecting 'Attributes...' from the control's context menu or
3. if selected: ENTER.

## Entries

### Note:

For context-sensitive help on attribute entries, select the entry so it has the focus, and press F1.

Entry in Attributes Window	Represents
<b>Name</b>	Handle name of the tool bar control (may be overwritten with another name).
<b>Attributes...</b>	Subordinate window for editing the tool bar control's attribute values. For more information, see Tool Bar Control Attributes Subwindow. (Normally, all attributes of a dialog element can be edited in the attributes window. Instead, the attributes of each tool bar item in the tool bar control can be edited here. For reasons of space, the tool bar control's attributes are edited in a separate subwindow).
<b><u>Tool bar items:</u></b>	Displays the handle name and the BITMAP-FILE-NAME attribute values of the tool bar items already created. If you click on a tool bar item, its attributes are displayed for editing. You can also select several tool bar items for cutting and pasting.
<b>New</b>	Creates a new tool bar item.
<b>Cut</b>	Cuts a selected tool bar item and copies it to the clipboard. You can also cut and paste several tool bar items at once.
<b>Paste</b>	Pastes a tool bar item from the clipboard. <b>Note:</b> The "New" and "Paste" entries insert tool bar items behind the currently selected item, or, if no items are selected, at the top of the list. You deselect items by holding down CTRL while clicking on the selected items.
<b><u>Selected tool bar item:</u></b>	In this group frame, you assign attribute values to the tool bar items selected in the "Tool bar items" list box on the left.
<b>Name</b>	Handle name of the tool bar item (may be overwritten with another name).
<b>Type</b>	MENU-ITEM-TYPE attribute value for the selected tool bar item.
<b>Width</b>	RECTANGLE-W attribute value. This is only available for MENU-ITEM-TYPE "Separator" and specifies the separator width (0 = default separator width).
<b>Same as</b>	SAME-AS attribute value (only available for MENU-ITEM-TYPE "Normal"); the selection box displays the signals and menu items available.
<b>Bitmap</b>	BITMAP-FILE-NAME attribute value.
<b>...</b>	Dialog box for determining sources of BITMAP-FILE-NAME attribute values. Also provides a list of all available bitmaps to be used.
<b>DIL text</b>	DIL-TEXT attribute value (string).
<b>...</b>	Dialog box for determining sources of DIL-TEXT attribute values (not for MENU-ITEM-TYPE "Separator").
<b>Accelerator</b>	ACCELERATOR attribute value.
<b>...</b>	Dialog box for determining sources of ACCELERATOR attribute values.

<b>Entry in Attributes Window</b>	<b>Represents</b>
<b>Tooltip</b>	TOOLTIP attribute value.
...	Dialog box for determining sources of TOOLTIP attribute values.
<b>Command ID</b>	CLIENT-KEY attribute value (used in this context for associating a command ID).
<b><u>Background Color:</u></b>	
<b>Selection box</b>	BACKGROUND-COLOUR-NAME attribute value to be used for display of the item's bitmap (if any). If 'default' is specified, the color of the first (top-left) pixel in the bitmap determines the background color.
...	Dialog box for editing BACKGROUND-COLOUR-VALUE attribute value.
<b><u>State:</u></b>	
<b>Visible</b>	VISIBLE attribute value.
<b>Enabled</b>	ENABLED attribute value (not for MENU-ITEM-TYPE "Separator").
<b>Checked</b>	CHECKED attribute value (not for MENU-ITEM-TYPE "Separator").
<b>Shared</b>	SHARED attribute value. CLICK events for this item will be forwarded to the active MDI child dialog (if any). This attribute is ignored for non-MDI dialogs.
<b><u>Style:</u></b>	
<b>Scaled</b>	STYLE attribute value: allows for stretched bitmaps to be displayed on the toolbar items.
<b>Wrapped</b>	STYLE attribute value: if set, tool bar item is started on a new row.
<b>Transparent</b>	STYLE attribute value: bitmap pixels in the background color do not change the state of the screen.
<b>Events</b>	Dialog box for editing event handlers; may only be used with the appropriate "Type" entry; may not be used if the toolbar item is associated with a menu item using the SAME-AS attribute.
<b>OK</b>	Save settings and exit the window.
<b>Cancel</b>	Exit the window without saving the settings.
<b>Help</b>	Provides online help on the attributes window.

## Tool Bar Control Attributes Subwindow

### Accessible Using

1. · Click on the "Attributes..." button in the tool bar control attributes window.

### Entries

#### Note:

For context-sensitive help on attribute entries, select the entry so it has the focus, and press F1.

<b>Entry in Attributes Subwindow</b>	<b>Represents</b>
<b>String</b>	STRING attribute value. This is the text displayed in the window caption when a dockable tool bar control is floated.
...	Dialog box for determining sources of STRING attribute values.
<b>Control ID</b>	CLIENT-KEY attribute value (used in this context for associating a user-defined ID).
<b>Context Menu</b>	CONTEXT-MENU attribute value. Specifies the context menu (if any) associated with the control.
<b>Docking</b>	DOCKING attribute value. Determines the sides of the dialog (if any) on which this tool bar is allowed to dock (if dockable). Note: The dialog itself must also support docking on the specified side(s).
<b>Location</b>	LOCATION attribute value. Determines the side of the dialog on which the tool bar control is initially positioned, or whether the tool bar control is floated in a separate window (if dockable).
<b><u>Internal Metrics:</u></b>	
<b>Item width</b>	ITEM-W attribute value (specifies the width of all items in the toolbar).
<b>Item height</b>	ITEM-H attribute value (specifies the height of all items in the toolbar).
<b>Margin-X</b>	MARGIN-X attribute value. Specifies the margin (in pixels) to the left and right of the tool bar items (for horizontal tool bars) or above and below the tool bar items (for vertical tool bars).
<b>Margin-Y</b>	MARGIN-Y attribute value. Specifies the margin (in pixels) above and below the tool bar items (for horizontal tool bars) or to the left and right of the tool bar items (for vertical tool bars).
<b><u>Borders:</u></b>	
<b>Left</b>	STYLE attribute value. Species whether a border should be displayed on the left side of the control. This option is not available for dockable tool bars.
<b>Top</b>	STYLE attribute value. Species whether a border should be displayed at the top of the control. This option is not available for dockable tool bars.
<b>Right</b>	STYLE attribute value. Species whether a border should be displayed on the right side of the control. This option is not available for dockable tool bars.
<b>Bottom</b>	STYLE attribute value. Species whether a border should be displayed at the bottom of the control. This option is not available for dockable tool bars.

Entry in Attributes Subwindow	Represents
<b>Rectangle:</b>	The following four attributes decide the tool bar control's x and y axis position, its height and its width on the screen. <b>X</b> - RECTANGLE-X attribute value. <b>Y</b> - RECTANGLE-Y attribute value. <b>W</b> - RECTANGLE-W attribute value. <b>H</b> - RECTANGLE-H attribute value. <b>Note:</b> the positions are relative to the dialog window.
<b>Style:</b>	
<b>Gripper</b>	STYLE attribute value. Determines whether a gripper bar is displayed within the tool bar control. Note: the gripper bar does not appear if the tool bar is floated.
<b>Flat</b>	STYLE attribute value. Indicates that the tool bar items should be displayed with a flat appearance.
<b>Dynamic</b>	STYLE attribute value. Indicates that the tool bar control can be resized when floated. Note: dynamic tool bars cannot contain any child controls.
<b>3-D border</b>	STYLE attribute value. If set, the tool bar control's border (if any) is drawn with a 3-D appearance.
<b>State:</b>	
<b>Visible</b>	VISIBLE attribute value.
<b>Enabled</b>	ENABLED attribute value (not for MENU-ITEM-TYPE "Separator").
<b>Dockable</b>	DRAGGABLE attribute value. If set, the tool bar control may be docked and/or floated in its own separate window.
<b>Tooltips</b>	HAS-TOOLTIP attribute value. If not set, display of the tool tip text (if any) for the tool bar items will be suppressed.
<b>Flyby text</b>	HAS-DIL attribute value. If not set, display of the DIL text (if any) for the tool bar items will be suppressed.
<b>OK</b>	Save settings and exit the window.
<b>Cancel</b>	Exit the window without saving the settings.
<b>Help</b>	Provides online help on the attributes window.

## Dialog Boxes

- Array
- Data Area - Local, Parameter
- Data Area - Global
- Dialog Compile Error
- Events
- Import Data Field
- Font
- Source
- Subroutines

### Array

#### Accessible Using

1. First open the attributes window of a dialog or dialog element by double-clicking on it or by pressing ENTER or by selecting 'Attributes...' from the dialog or dialog element's context menu.
2. Then click on the "Array..." push button.

### Purpose

Define an array of dialog elements of the same type. This is especially useful for quickly creating a layout for end user input. An array of dialog elements will be treated as an entity by the dialog editor, that is, you can edit the entire array (move, resize, etc.). For example, you can create a column of evenly spaced input field controls plus a column of corresponding text constant controls.

### Entries

Entry	Function
<b>Dimensions</b>	None means there will be no array, one means there will be a row or a column, two means there will be an array with both an x and a y axis.
<b>Bounds</b>	Dialog elements on the first and second axis from occurrence to occurrence.
<b>Spacing</b>	Number of pixels between occurrences aligned on the x and y axis.
<b>Arrangement</b>	Mutually exclusive options of how to arrange the dialog elements; the last axis is either the horizontal or the vertical one.

### Data Area - Local, Parameter

#### Accessible Using

- "Dialog > Parameter Data Area/Local Data Area"; or
- CTRL+ALT+P/L, or (for LDA's) by selecting 'Local Data Area...' from the dialog's context menu.

### Purpose

Enter inline data definitions for a dialog. In a parameter data area, you must include all the parameters that you want to be passed on to the current dialog in an OPEN DIALOG or SEND EVENT statement. In a local data area, you must include all the user-defined variables or other variables that you want to use in an event handler code section or a subroutine of the current dialog. Note that the dialog editor automatically generates the data definitions for the dialog elements.

The "Using" button opens a dialog box that allows you to include existing inline data definitions.

## Data Area - Global

### Accessible Using

1. "Dialog > Global Data Area"; or
2. CTRL+ALT+G.

### Purpose

Select an existing global data area from a list of available global data areas. To select, click on the entry in the list box. The data area is then displayed in the input field. To select, you can also enter the name of a global data area in the input field.

To create a new global data area, you use the data area editor.

## Dialog Compile Error

### Appears When

You check/run/stow a dialog, the compiler finds an error in the dialog's generated code, and you select "Edit" in the "Error" dialog box.

### Purpose

Describes the error and lists the line of generated code together with the line number. If you press the OK push button, the section of the dialog appears where the compiler has located the error.

If you have saved your dialog sources in non-enhanced format and the enhanced listing option is enabled, any Natural error message will contain an incorrect line number. To ensure that you get the correct line number, disable the enhanced listing option. As under Natural for Windows and Unix/OpenVMS Version 4.1, dialog sources are always saved in enhanced format, this line number inconsistency does not exist.

### To disable enhanced dialog list mode

- From the "Options" menu, choose "Enhanced dialog list mode".  
The menu item no longer has a check mark. This indicates the option is disabled.

## Events

### Accessible Using

1. Click on the "Events..." push button in an attributes window; or
2. "Dialog > Event Handlers" for dialog events; or
3. CTRL+ALT+E or SHIFT+ENTER for dialog events; or
4. "Control > Event Handlers" for a selected dialog element; or
5. CTRL+SHIFT+E or SHIFT+ENTER for a selected dialog element.

### Purpose

Enter Natural event handler code for those events that are provided for the dialog or dialog element; also allows you to enter event handler code for user-defined SEND EVENTS.

## Entries

Entry	Function
<b>Event Name</b>	This selection box lists the names of the system-provided events, such as the click event; it also lists the names of the user-written events that can be triggered by specifying SEND EVENT <i>user-written-event-name</i> . Please note that <i>user-written-event-names</i> are limited to 32 characters and that the option only applies to dialog events.
<b>Editor</b>	Invokes the program editor for the currently displayed event. Before using the program editor the dialog box must be closed using the 'OK' push button.
<b>Rename</b>	(Only applies to dialog events). This push button opens a dialog box where you can rename a user-written event.
<b>New</b>	(Only applies to dialog events). This push button opens a dialog box where you can enter the name of a new, user-written event.
<b>Clear</b>	(Only applies to dialog events). This push button opens a message box where you can specify whether you want to delete the code of a system-provided event or the code and the name of a user-written event.
<b>Use</b>	This push button opens a dialog box where you can select a subprogram or a subroutine by choosing an item from a list of objects or by entering the object name in the input field. Depending on whether it is a subprogram or a subroutine, you get a display of whether the CALLNAT or the PERFORM statement will be used. After having selected the subprogram or subroutine, you leave the dialog box by choosing OK. The subprogram or subroutine will be used by your current event handler code section. At the position where you left the event handler section, you will find the CALLNAT or PERFORM statement with the name of the object.
<b>Suppress</b>	Suppresses an event for which a corresponding SUPPRESS- <i>eventname</i> -EVENT attribute exists. The event is also suppressed if you leave the event handler section empty.
<b>Event Info...</b>	(Only applies to ActiveX control events): Provides information on the parameters of each event.
<b>(Edit area)</b>	Here you enter your Natural code that you want to be triggered when the event occurs.
<b>OK</b>	Saves the code (and name) of the event handler section and exits the dialog box.
<b>Cancel</b>	Exits the dialog box without saving the settings.
<b>Help</b>	Provides online help.

## Import Data Field

### Accessible Using

- "Insert > Import > Input Field/Selection Box".

### Purpose

Create an input field control or a selection box control based on a data field from another Natural object in another Natural library. The dialog element is created with a linked variable as the source of its STRING attribute value. You must declare this linked variable in a data area of the dialog.

### Entries

Entry	Function
<b>Library</b>	Selection box where you can select the library containing the Natural object with the data field of your choice.
<b>Type</b>	Mutually exclusive options for Natural object types.
<b>Object List</b>	Once you have chosen a library and an object type, all objects with these criteria will be displayed here.
<b>Data fields</b>	Once you have chosen an object from the object list, all data fields defined in this object will be displayed.
<b>Import</b>	Once you have chosen one or several data field(s), you push this button and its content will be imported into your input field control or selection box control.
<b>Cancel</b>	Exits the dialog box without saving the settings.
<b>Help</b>	Provides online help.

### Font

#### Accessible Using

1. First open the attributes window of a dialog or dialog element by double-clicking on it or by pressing ENTER.
2. Then click on the "..." push button next to the font selection box.

### Purpose

Select a font type, such as "Times New Roman", a font face, such as "bold", and a font size, such as "10". After selecting your font, a sample is displayed. When you choose OK, a font control is generated and assigned to the FONT-HANDLE attribute of the dialog element you are currently editing.

## Source

### Accessible Using

1. First open the attributes window of a dialog or dialog element by double-clicking on it or by pressing ENTER.
2. Then click on the "..." push button to the left of an attribute entry.

## Purpose

Define the source of attribute values, for example for the STRING attribute.

Entry	Function
<b>Value</b>	Current attribute value; the name of this entry varies depending on the attribute source.
<b><u>Attribute Source:</u></b>	
<b>Constant</b>	Text string.
<b>Message file</b>	Number of the string in the message file. If you have specified an array of dialog elements, the number of the first string appears here. The number of the string for each occurrence in the array is generated in ascending order from the first string number onwards.
<b>Variable</b>	When a dialog is opened with an OPEN DIALOG statement, the content of this variable will be assigned to the attribute. You can dynamically change the content of this variable in the before-open event handler.
	For more information, see Message Files and Variables as Sources of Attribute Values.
<b>Linked variable</b>	Only applicable to input field controls and selection box controls. The input of an end user will automatically be moved to this variable when the dialog element is left. When you have changed the content of a linked variable dynamically (during processing of an event handler section), you can use the PROCESS GUI statement action REFRESH-LINKS and the refreshed variable content will be displayed in the input field control or selection box control.
<b><u>Array Values:</u></b>	Attribute values if there is an array of dialog elements.
<b>Individual values</b>	Each occurrence in the array will have its individual attribute value.
<b>Repeated single value</b>	All occurrences in the array will have the same attribute value.
<b>OK</b>	Saves the settings and exits the dialog box.
<b>Cancel</b>	Exits the dialog box without saving the settings.
<b>Help</b>	Provides online help.

## Subroutines

### Accessible Using

1. "Dialog > Inline subroutines"; or
2. CTRL+ALT+S.

### Purpose

Enter standard sections of Natural code to be used in several event handler sections.

### Entries

Entry	Function
<b>Subroutine name</b>	This selection box lists the names of the existing subroutines for the dialog.
<b>Editor</b>	Invokes the program editor for the currently displayed subroutine. Before you use the program editor, the dialog box must be closed using the 'OK' push button.
<b>Rename</b>	This push button opens a dialog box where you can rename a subroutine.
<b>New</b>	This push button opens a dialog box where you can enter the name of a new subroutine. Subroutine names specified in the dialog editor are limited to 120 characters. The first 32 characters must be unique.
<b>Delete</b>	This push button opens a message box where you can specify whether you want to delete the code and the name of a subroutine.
<b>Action:</b>	Here you enter your Natural code in free form, that is, without having to specify the DEFINE SUBROUTINE and END-SUBROUTINE statements.
<b>OK</b>	Saves the code and name of the subroutine and exits the dialog box.
<b>Cancel</b>	Exits the dialog box without saving the settings.
<b>Help</b>	Provides online help.