

# 3270 Keys Toolbar

Use this basic rule to display a toolbar with buttons for the 3270 special function keys (Clear, Att, Reset, SysReq, PA1, PA2 or PA3).

This chapter covers the following topics:

- Maintaining the 3270 Keys Toolbar Rule
- Overview of Options
- Defining An Image for a 3270 Keys Toolbar Button

See also: *3270 Keys Toolbar* in the *GUI Viewers* documentation.

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## Maintaining the 3270 Keys Toolbar Rule

For each button that is to be shown in the 3270 keys toolbar, you can either define an image or a default icon.

The default icons are shipped with Entire Screen Builder. They are provided as Windows resources in a DLL file. It is not possible to edit or change the default icons.

### To display all defined toolbar buttons

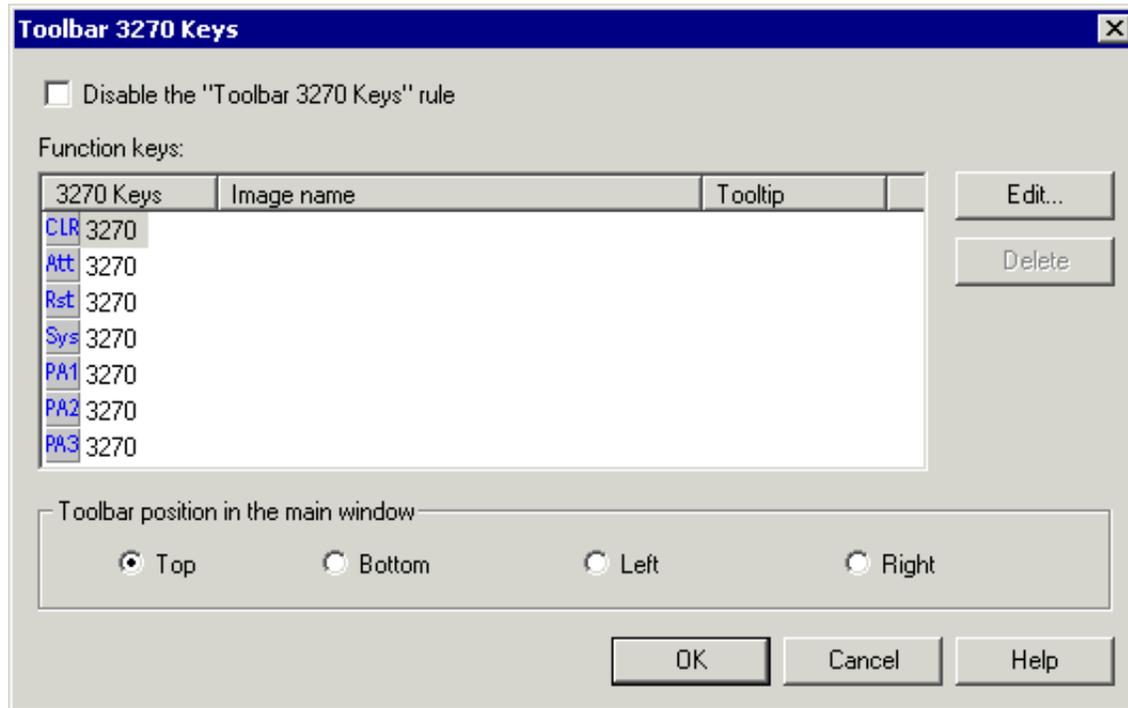
- From the **Basic** menu, choose **Toolbars > 3270 Keys**.

The Toolbar 3270 Keys dialog box appears. When images and tooltips have already been defined for a toolbar button, this is shown in this dialog box.

The following command buttons are available:

<b>Edit</b>	Modify the toolbar button definition for the selected 3270 key. Alternative: double-click a 3270 key. See <i>Defining An Image for a 3270 Keys Toolbar Button</i> .
<b>Delete</b>	Delete the toolbar button definition for the selected 3270 key. The 3270 key itself is not deleted.

## Overview of Options



### Disable the Toolbar 3270 Keys rule

When this check box is selected, the 3270 key toolbar is not shown.

### Toolbar position in the main window

Select an option button to define the position in the window (top, bottom, left or right) at which the toolbar is to be shown.

## Defining An Image for a 3270 Keys Toolbar Button

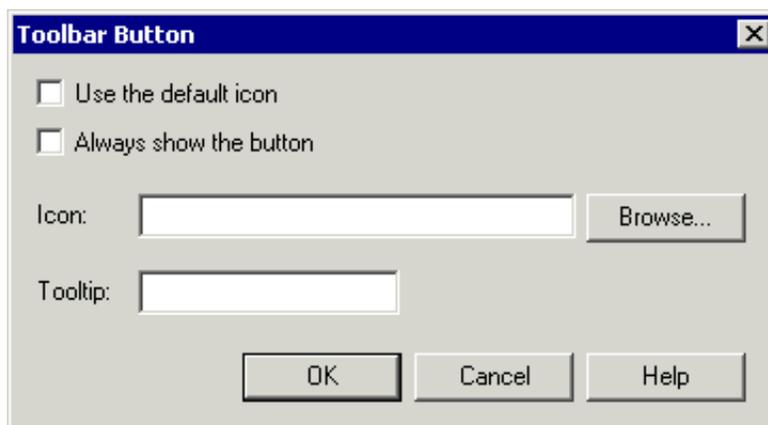
A toolbar button can be any GIF, JPG or BMP file with 16x16 or 19x19 pixels in size.

See *General Information on Image Files* in the documentation *Defining the Rules Using the SDK*.

### ▶ To define an image for a toolbar button

1. Display the Toolbar 3270 Keys dialog box as described above.
2. Select the 3270 key for which you want to define an image.
3. Choose the **Edit** button.

The Toolbar Button dialog box appears.



4. Specify the following information:

#### Use the default icon

Select this check box, if you want to use the default icon that is shipped with Entire Screen Builder.

When this check box is selected, the **Icon** text box and the **Browse** button are not available. However, you can enter a tooltip in the the **Tooltip** text box. If the **Tooltip** text box is empty, the the name of the function that is to be invoked will be used as tooltip.

#### Always show the button

When this check box is selected, the toolbar button is always shown when an icon is to be used (either the default icon or your own image).

When this check box is not selected, only the key that is detected on the character screen is shown. A prerequisite for this is that the location of the key has been defined with the Function Keys rule. For example, when you have defined an image for PA1 and this key is not detected on the character screen, a toolbar button is not shown for this key.

If you define an image and tooltip for a toolbar button, this information overwrites the key name and the name of the function that is to be invoked.

If the check box **Always show the button** is selected, the Function Keys rule is not considered. In this case, toolbar buttons are only shown for the keys for which an image has been defined in the Toolbar Button dialog box.

### **Icon**

Not available, if **Use the default icon** has been selected.

Specify the path to the image in the rules repository (relative to the root folder of the rules repository) that is to be shown on the toolbar button. You can also choose the **Browse** button to select the file from the Open dialog box.

### **Tooltip**

Specify a short description that is to appear when the user moves the mouse pointer over this toolbar button.

5. Choose the **OK** button.