

Control Attributes

Use this basic rule to define the control size and special characters used in your legacy application.

This chapter covers the following topics:

- Maintaining the Control Attributes Rule
 - Overview of Options
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Maintaining the Control Attributes Rule

When you define this rule, you have to consider the following:

- Check whether the viewer will run when the screen resolution is 640x480.
- If you are working in a UNIX or OpenVMS environment and your Natural application supports field help, you have to know which character is used as the help character.
- In Windows applications, edit boxes do not contain filler characters. If your legacy application uses filler characters, you should remove them using this rule.

To define the control attributes

1. From the **Basic** menu, choose **Control Attributes**.

The Control Attributes dialog box appears.

2. Specify all required information as described below.
3. Choose the **OK** button.

Overview of Options

Adjust control's size when its font is changed

When this check box is selected, the size of a control is automatically increased or reduced according to the font that has been defined for the text in this control.

Support standard VGA screens (640x480)

It is recommended that you select this check box when VGA screens are used. When this check box is not selected, it may happen that a dialog is larger than can be displayed on the VGA screen.

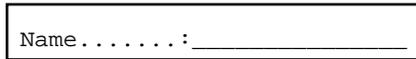
Help character used in your application

Only applies when your legacy application is running in a UNIX or OpenVMS environment. In this text box, specify the help character that is used in your Natural application. When the user works with the viewer and moves the mouse pointer to a field for which field help has been defined, a question mark is automatically shown with the mouse pointer. When the user then clicks such a field using the right mouse button, the defined help character is sent to the Natural application and field help is displayed.

Filler character used in your application

In mainframe, UNIX and OpenVMS applications, filler characters are used to differentiate between unprotected and protected fields. Under Windows these filler characters are not required. When you specify the filler character that is used in your legacy application in this text box, the filler characters are no longer shown.

The following example shows a mainframe input field:

A rectangular input field with a double-line border. The text "Name : _____" is displayed inside, where the dots represent filler characters.

When you do not define the filler character, the viewer displays the corresponding control as follows:

A rectangular input field with a double-line border. The text "Name : _____" is displayed inside, with no filler characters.

However, when you define the filler character, this control looks like a regular Windows edit box:

A rectangular input field with a double-line border, appearing as a standard Windows-style edit box. The text "Name : _____" is displayed inside.

Host key sent on left button double-click

This option is available twice. You can define different behavior for input fields and output fields.

Select the host key that is to be sent to the legacy application when the user double-clicks on an input or output field using the left mouse button. By default, the ENTER key is sent.

A BS2000 key can also be sent.

Host key sent on selection of "Help"

This option is available twice. You can define different behavior for input fields and output fields.

Select the host key that is to be sent to the legacy application when the user clicks the right mouse button on an input or output field and chooses **Help** from the resulting context menu. By default, the PF1 key is sent.

A BS2000 key can be also sent.