

Frames

Use this basic rule to define up to four dialogs for which extended rules have been defined. These dialogs are used as frames.

The frames can be placed at the top, bottom, left and right of the dialog containing the basic rules. This is helpful, for example, if you always want to place the same image at the top of a dialog and the same buttons for the PF keys at the bottom of a dialog. The end-user cannot see that different frames are used.

The dialogs to be used as frames must be contained in a BDD file. The dialogs must be named as follows (the quotation marks are part of the name):

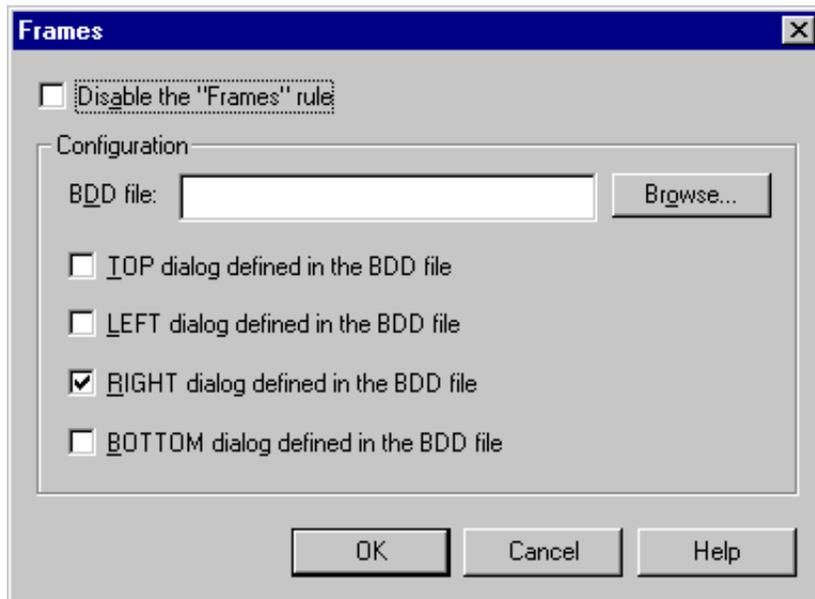
- "TOP"
- "LEFT"
- "RIGHT"
- "BOTTOM"

See *Building the BDD File* in the documentation *Defining the Rules Using the SDK* for further information.

▶ To define the Frames rule

1. From the **Basic** menu, choose **Frames**.

The Frames dialog box appears. When frames have already been defined, this information is shown in this dialog box.



2. If the defined frames are no longer to be shown, select the **Disable the Frames rule** check box.

Or:

Modify the information in this text box as described below.

3. In the **BDD file** text box, specify the path to the BDD file.

Or:

Choose the **Browse** button to select the BDD file from the Open dialog box.

4. Select the corresponding check box for each dialog that is to be used as a frame.
5. Choose the **OK** button.