

Map Detection

Use this basic rule to identify a screen in which rules are to be applied in map scope. This rule is only available in application scope.

This chapter covers the following topics:

- Maintaining the Map Detection Rules
 - Overview of Options
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Maintaining the Map Detection Rules

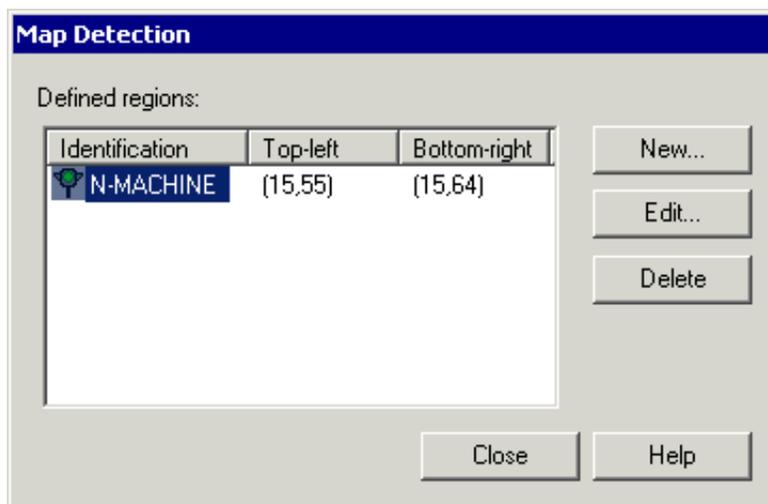
A screen is detected when a defined region is found on a host screen, or when a defined region *and* all defined subregions are found on a host screen. For each host screen, you can define more than one region.

When a screen that has been defined with the Map Detection rule is detected, the rules defined for application scope are not applied. Instead, the rules defined for map scope (i.e. for this screen) are applied.

▶ To display all defined Map Detection rules

- From the **Basic** menu, choose **Map Detection**.

The Map Detection dialog box appears. When this dialog box is shown, a check mark is shown next to the **Map Detection** command.



When Map Detection rules have already been defined, they are shown in this dialog box. The scope window then shows the outlines of all defined Map Detection rules.

The color red in the symbol to the left of a defined region indicates that this rule has been disabled. A symbol with the color green indicates that the rule is enabled.

The following command buttons are available:

New	Add a new Map Detection rule (see below).
Edit	Modify the selected Map Detection rule. Alternative: double-click a Map Detection rule.
Delete	Delete the selected Map Detection rule. Alternative: choose Delete from the Edit menu or press DEL to delete the selected Map Detection rule.

 **To add a Map Detection rule**

1. Make sure that the resource file that is to be used as a template is shown in the scope window.
2. Display the Map Detection dialog box as described above.
3. Choose the **New** button.
4. In the scope window, use the mouse to select the region which contains the string that is to be used to detect the screen.

The Map Detection Configuration dialog box appears.

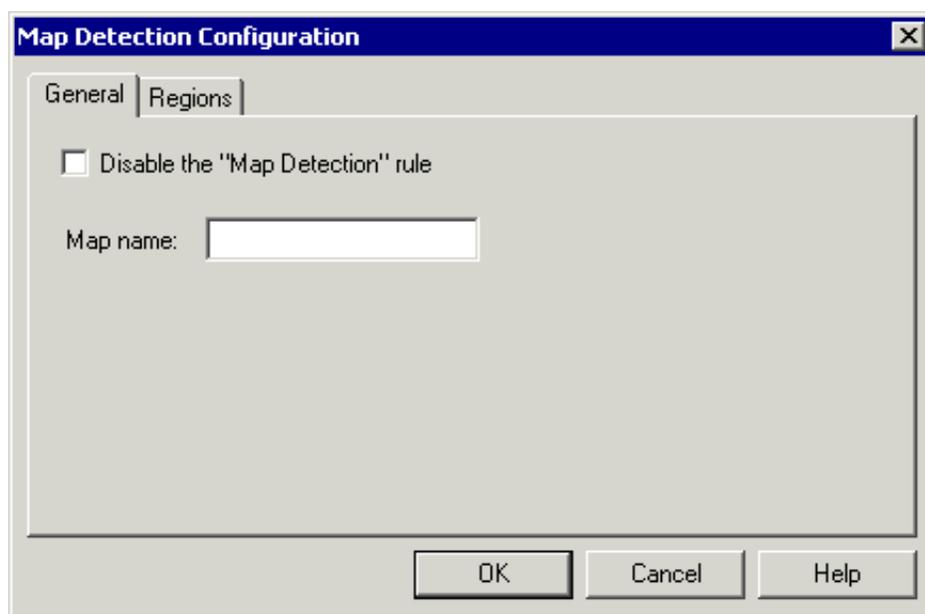
5. Specify all required information as described below.
6. Choose the **OK** button.

Overview of Options

Different pages are available in the Map Detection Configuration dialog box:

- General
- Regions

General



Disable the Map Detection rule

When this check box is selected, this Map Detection rule is disabled.

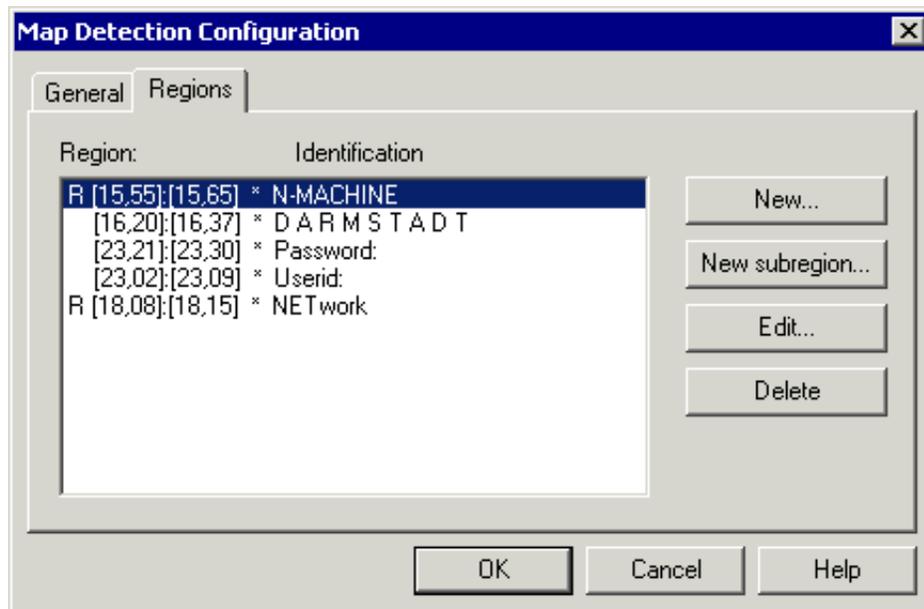
Map name

Specify the name that is to be used for map scope. The name can be up to 8 characters long. An *ini* file with this name is created in the folder that has been created for application scope. This map name is then available in the Open Scope dialog box. See *Using Different Scopes* in the documentation *Defining the Rules Using the SDK* for further information.

You can close the current application scope and open map scope. All rules that you define in map scope are written to the *ini* file that has been created for this map.

Regions

The Regions page is used to define regions and subregions, i.e. unique strings which appear on the host screen that is to be detected.



On this page, a defined region is indicated by the letter "R" at the beginning of a line. Lines which do not begin with the letter "R" apply to subregions.

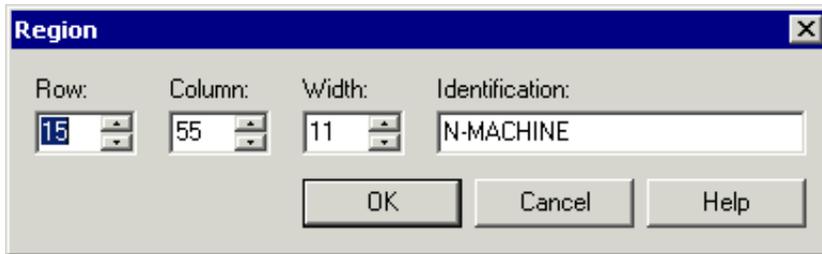
Example: with the above definitions, the screen is detected when region 1 *and* all defined subregions are found, *or* when region 2 is found.

The following command buttons are provided:

New	Define a new region for the current map.
New subregion	Define a new subregion for the selected region. For one region several subregions can be defined.
Edit	Modify the selected region or subregion. Alternative: double-click a region or subregion to modify it. See <i>Modifying a Region or Subregion</i> below.
Delete	Delete the selected region or subregion. When you delete a region, all of its subregions are automatically deleted.

Modifying a Region or Subregion

The Region dialog box appears when you select a region or subregion on the Regions page and choose the **Edit** button (or when you double-click it).



Row / Column / Width

The position of the string that is to be used to detect the screen. This is the region that has been selected using the mouse. Using the spin buttons, you can manually adjust the values.

Identification

This is the string that has been selected using the mouse. This string is used to detect the screen on which the rules for map scope are to be applied.