

Basic Rules Reference

This documentation provides detailed information about the following basic rules.

- 3270 Keys Toolbar Display a toolbar with buttons for the 3270 special function keys (such as SysReq or PA1).
- BS2000 Keys Toolbar Display a toolbar with buttons for the BS2000 special function keys (F keys, K keys, DUE1 and DUE2 keys).
- Buttons for Main Dialogs Create push buttons which correspond to PF keys, 3270 keys or BS2000 keys for the main dialogs.
- Buttons for Child Dialogs Create push buttons which correspond to PF keys, 3270 keys or BS2000 keys for the child dialogs.
- Child Window Convert the popup windows in the character screens to child windows.
- Control Attributes Define the control size and special characters used in your legacy application, and define VGA screen support.
- Delete Characters Define the characters that are not to be displayed.
- Delete Lines Define the lines that are not to be displayed.
- Delete Prompt Define the prompts that are not to be displayed.
- Font and Colors for Main Dialogs Define the background color/image for the main dialogs, and the font, style, size and/or color for the following attributes: normal, underline, intensified, blinking and reverse.
- Font and Colors for Child Dialogs Define the background color/image for the child dialogs, and the font, style, size and/or color for the following attributes: normal, underline, intensified, blinking and reverse.
- Frames Define up to four dialogs for which extended rules have been defined. These dialogs can be placed at the top, bottom, left and right of the dialog containing the basic rules.
- Function Keys Define the detection logic for the function keys in the character screens.
- Function Keys Toolbar Display a toolbar with buttons for host keys.
- Group Box Convert boxes in the character screens to group boxes.
- Image Display images in the dialog.
- Item Move or copy text from the character screen to the title bar or status bar.
- Lines Convert lines in the character screens to Windows lines.
- Map Detection Identify a screen in which rules are to be applied in map scope.
- Message Line Display the message line in the status bar or in a specific line of the dialog.
- User Exit Define a DLL file containing user exits.

See the documentation *Defining the Rules Using the SDK* for further information.