

List Box Controls

Use this extended rule to define the behavior of a combo box control or list box control that has been created using a resource editor.

A list box control provides items for selection. Each item is represented by a string of text.

This chapter covers the following topics:

- Adding the Control in the Resource Editor
 - Defining the Corresponding Input Fields
 - Defining the List Box Control Properties
 - General
 - Explicit List
 - External File
-

Adding the Control in the Resource Editor

In the resource editor, create either a combo box control or a list box control.

Combo Box

For a combo box control, you have to define *one* of the following styles:

Type: Dropdown, or

Type: Drop List

Supported Styles for Combo Box Controls

Owner draw: No

Sort

Vertical scroll

Auto HScroll

Disable no scroll

Client edge

Static edge

Modal frame

Transparent

Right aligned text

Right-to-left reading order

List Box

For a list box control, you have to define the following styles (these styles are set by default):

Selection: Single
Owner draw: No
Notify

Do not define the Multi-column style.

Supported Styles for List Box Controls

Selection: Single
Owner draw: No
Border
Sort
Notify
Horizontal scroll
Vertical scroll
Client edge
Static edge
Modal frame
Transparent
Right aligned text
Right-to-left reading order

Defining the Corresponding Input Fields

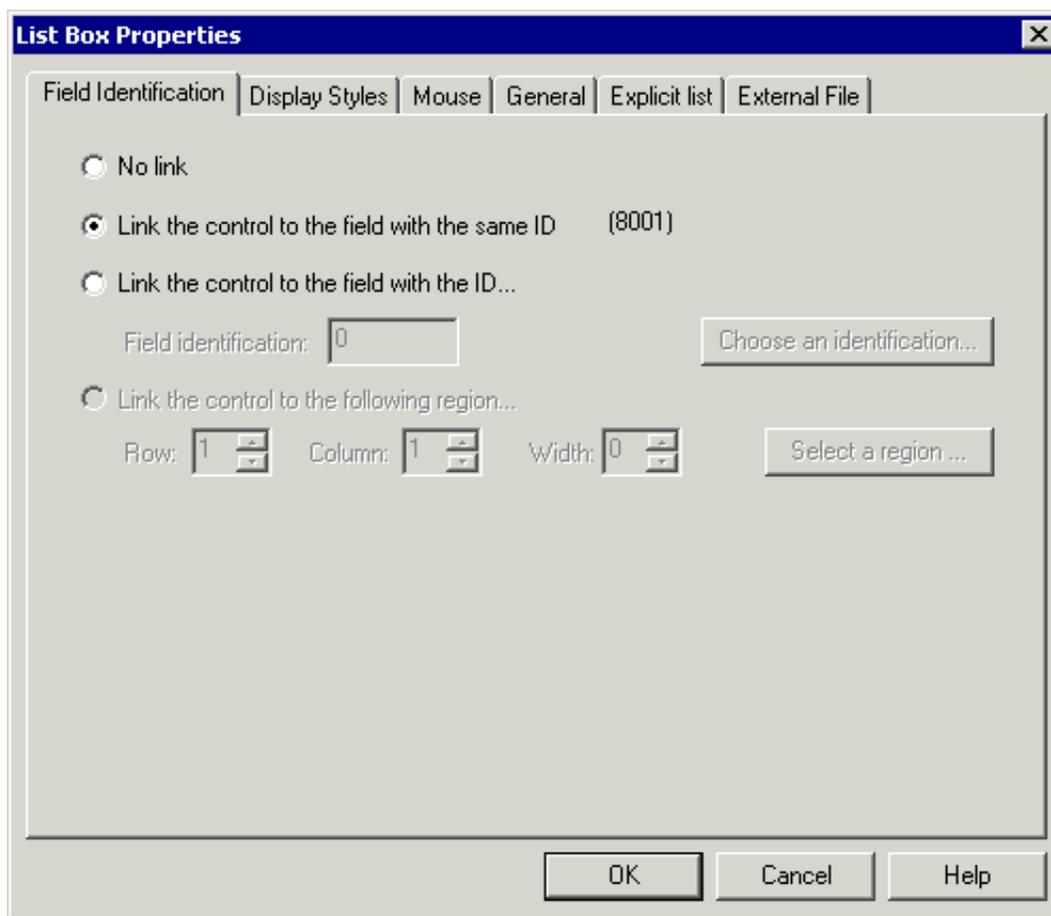
For each list box control, you have to define the corresponding input field in the character screen.

▶ To define the corresponding input field for a list box control

1. In the dialog, double-click the list box control (list box or combo box).

This corresponds to selecting the control and then choosing **Control Properties** from the **Extended** menu or context menu.

The List Box Properties dialog box appears.



2. Specify all required information on the Field Identification, Display Styles and Mouse pages as described in *Defining the Control Properties* in the documentation *Defining the Rules Using the SDK*.

All other pages are described below.

3. Choose the **OK** button.

Defining the List Box Control Properties

There are different ways of defining the contents of the list box. Each of the following pages in the List Box Properties dialog box corresponds to one of these ways:

- General
- Explicit List
- External File

Therefore, you must only specify information on *one* of these pages.

General

Use this page if the items to be inserted in the list box control are to be obtained dynamically from the character screen during the execution of the application.

It is assumed that the items in the character screen are organized in a table where each column has a fixed width. For example:

```
Options
1 Add employee
2 See employee data
3 Delete employee
4 Search employees
5 Exit

Option: _
```

The menu shown in this example may be considered as a table with two columns:

- **Column 1**
Has a width of 3 characters.

Contains the value that is to be sent to the input field.

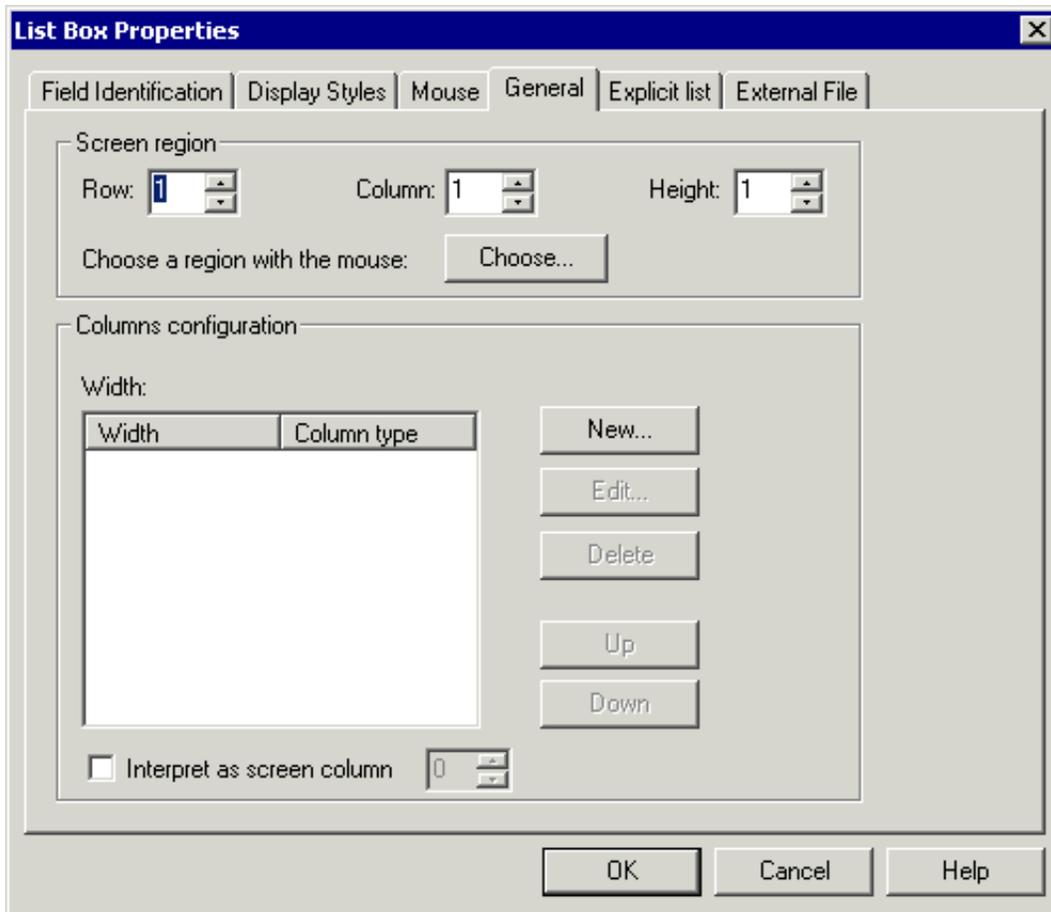
Type: Value.
- **Column 2**
Has a width of 40 characters.

Contains the text to be shown in the list box.

Type: Visible.

Empty lines are ignored.

When the "Sort" style has been defined in the resource editor, the values are displayed in alphabetical order without regarding the order in the character screen. If you want to use the same order as in the character screen, the "Sort" style must not be selected.



Screen region

This is the position of the table in the character screen.

Make sure that the screen file that is to be used as a template is shown in the scope window and then choose the **Choose** button. The mouse pointer changes, showing a cross. Select the region containing the table with the mouse.

The position (row, column and height) of the selected region is shown in the spin boxes. Using the spin buttons, you can manually adjust the values.

Columns configuration

This group box shows the width of each defined column and the corresponding column type (visible, value or hidden). You must define at least 2 columns. The width of the table is the sum of the widths of all columns.

The following command buttons are available:

New	Define a new column. See the description below.
Edit	Modify the selected column. Alternative: double-click a column.
Delete	Delete the selected column.
Up	Move the selected column up.
Down	Move the selected column down.

Interpret as screen column

If this check box is selected, you can choose a column number from the spin box.

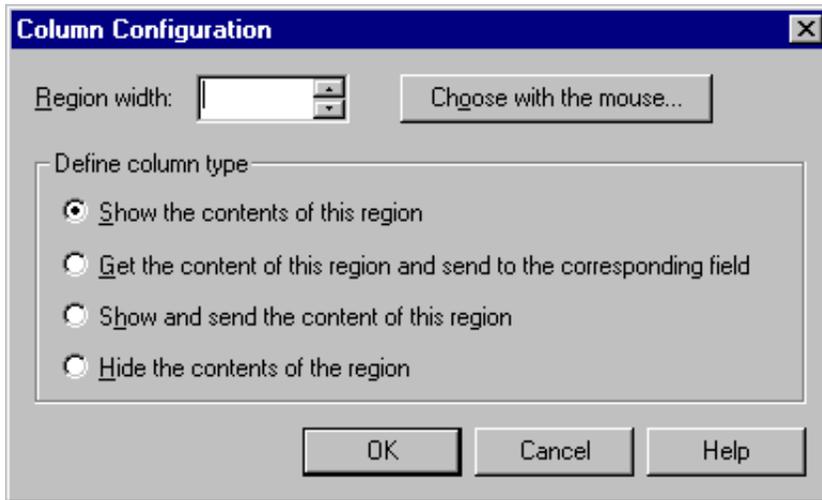
Some applications use the cursor position to select an option, but do not use input fields. When you position the cursor on "Delete employee" (see the example below) and press ENTER, the corresponding screen is shown. To simulate this functionality, you have to define the position of the first character in each row. In the example below, the first character of the word "Add" is located in column 6.

When the user selects "Delete Employee" in the example below, the cursor position (row 5) is sent to the application, together with the column number you have defined (column 6).

Main Menu
Add employee
See employee data
Delete employee
Search employees
Exit

Defining a Column

The Column Configuration dialog box is used to define the width of a column. It appears when you choose the **New** or **Edit** button.



Region width

Use this spin box to define the width of the column in the table.

You can also define the region width with the mouse. To do so, choose the corresponding command button. In the scope window, all columns that have already been defined are indicated by blue boxes. The width of the current column is indicated by handles. Move the mouse over the region containing the handles and drag it to the desired size.

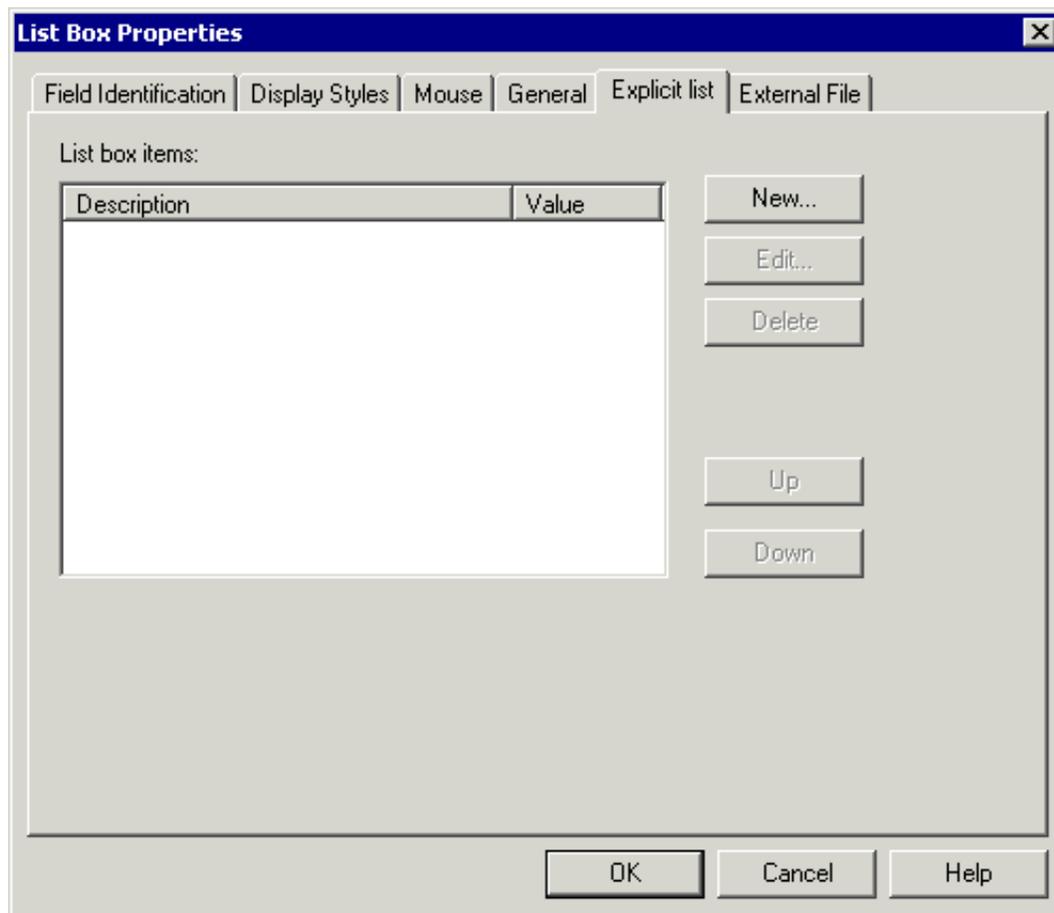
Define column type

Select one of the following option buttons to define the column type:

- **Show the contents of this region**
The content of the defined region is shown in the list box.
- **Get the content of this region and send to the corresponding field**
The content of the defined region is not shown in the list box. Instead, it is sent to the input field.
- **Show and send the content of this region**
The content of the defined region is shown in the list box and is also sent to the input field.
- **Hide the contents of the region**
The content of the defined region is not shown in the list box.

Explicit List

Use this page if you want to define the items that are to be inserted in the list box control manually.



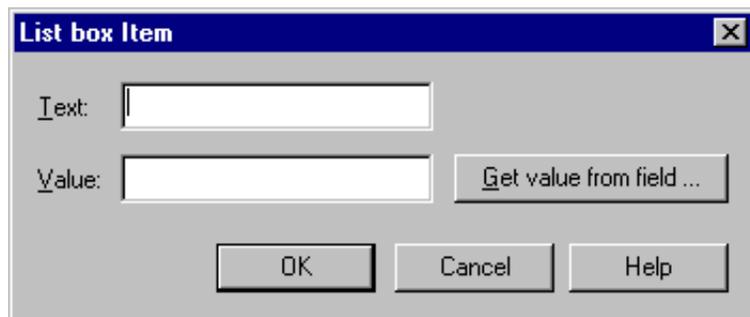
When list box items have already been defined, description and value of each item are shown in the dialog box.

The following command buttons are available:

New	Define a new list box item. See the description below.
Edit	Modify the selected list box item. Alternative: double-click a list box item.
Delete	Delete the selected list box item.
Up	Move the selected list box item up.
Down	Move the selected list box item down.

Defining a List Box Item

The List Box Item dialog box appears when you choose the **New** or **Edit** button.



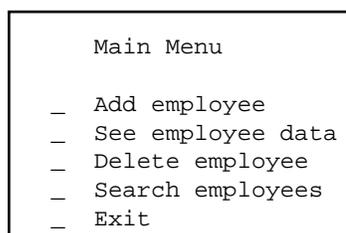
Text

Specify the text that is to be shown in the list box.

Value

Specify the value that is to be sent to the corresponding input field when the user chooses the text you have specified in the above text box.

When the user has to position the cursor in an input field in order to select an option (see the example below), choose the **Get value from field** button and select an input field from the scope window. The viewer will then position the cursor on this input field. The location of the defined input field, preceded by a percent sign, is then shown in this text box.



If you do not specify a value, the text you have specified in the above text box is sent to the corresponding input field.

External File

Use this page if the items to be inserted in the list box control are to be taken from a text (ASCII) file. Each line in the text file corresponds to one list box item. Each text file must have the extension *txt* and must be available in your rules repository.

The screenshot shows the 'List Box Properties' dialog box with the 'External File' tab selected. The dialog has a title bar with a close button. Below the title bar are tabs for 'Field Identification', 'Display Styles', 'Mouse', 'General', 'Explicit list', and 'External File'. The 'External File' tab contains the following controls:

- A checkbox labeled 'Get the filename from a region...' which is currently unchecked.
- A group box labeled 'Static external file' containing a 'Name:' text field and a 'Browse...' button.
- A group box labeled 'Dynamic external file' containing a 'Directory:' text field and a 'Browse...' button.
- Three spinners for 'Row:', 'Column:', and 'Width:', each set to '1'. To the right of these spinners is a 'Select a region ...' button.
- A 'Value delimiter (optional):' text field and an 'Edit file...' button.
- At the bottom of the dialog are 'OK', 'Cancel', and 'Help' buttons.

Get the file name from a region

When this check box is not selected, you can define a static external file in the group box **Static external file**.

When this check box is selected, you can define a dynamic external file in the group box **Dynamic external file**.

Static external file

The controls in this group box are only available when the check box **Get the file name from a region** has not been selected.

In the **Name** text box, specify the path to the text file in your rules repository (relative to the root folder of the rules repository) in which the values are stored. You can also choose the **Browse** button to select the file from an **Open** dialog box.

Dynamic external file

The controls in this group box are only available when the check box **Get the file name from a region** has been selected.

For a dynamic external file, you have to define the region in the screen which contains the string that is to be used as the file name. This is helpful when different strings are shown in the same region. You can then use several text files with different names. The text files with these names must be available in your rules repository.

In the **Directory** text box, specify the path to the folder in your rules repository (relative to the root folder of the rules repository) containing the text files in which the values are stored. You can also choose the **Browse** button to select the folder from a **Browse for Folder** dialog box. When the text box **Directory** remains empty, the viewers assume that the text file is located in the root directory of the rules repository.

Make sure that the resource file that is to be used as a template is shown in the scope window and then choose the **Select a region** button. Use the mouse to select the region in the character screen which contains the file name to be used. The file name will consist of the text contained in the selected region and the extension *txt*.

The position of the selected region (row, column and width) is shown in the spin boxes. Using the spin buttons, you can manually adjust the values.

Value delimiter (optional)

When you define a delimiter, you can specify the following in the text file:

- the text that is to be shown in the list box, and
- the value that is to be sent to the input field.

The syntax is as follows:

```
<Text><Delimiter><Value>
```

For example, when the slash (/) is used as delimiter, the text file may look as follows:

```
Bachelor/B  
Married/M  
Divorced/D  
Widow/W  
Other/O
```

When a delimiter is not used, the text that is to be shown in the list box is also sent to the input field. The syntax is as follows:

<Text>

For example, when a delimiter is not used, the text file may look as follows:

```
Bachelor  
Married  
Divorced  
Widow  
Other
```

Note:

It is not possible to mix formats in the text file. Each line in the text file must have the same format: either with a delimiter or without a delimiter.

Edit file

When you choose this button, you can edit the text file in the Windows Notepad.

The behavior of the **Edit file** button depends on the setting of the check box **Get the file name from a region**:

- When the check box has not been selected, the text file that has been specified in the **Name** text box is invoked in the Notepad. If the **Name** text box is empty or if the specified text file cannot be found, the Notepad is invoked with an empty page.
- When the check box has been selected, the content of the directory that has been specified in the **Directory** text box is shown in an Open dialog box. You can then choose the text file that is to be invoked in the Notepad.