

Extended Rules Reference

This documentation provides detailed information about the following extended rules. These rules refer to the resource editor controls that are supported by Entire Screen Builder.

●	Check Boxes	Switch a single option on or off.
●	Edit Boxes	Display and/or enter data. An edit box can consist of one line or several lines.
●	Group Boxes	Group elements that logically belong together.
●	List Box Controls	Provide items for selection. Each item is represented by a string of text.
●	List View Controls	Provide items for selection. Information for each item is shown in several columns.
●	Push Buttons	Execute a defined event (e.g. press a specific host key in the character screen).
●	Radio Buttons	Select one option from a number of mutually exclusive alternatives.
●	Static Text	Display the label of a field.
●	Tab Controls	Provide information from the character screen in a dialog with several tabs.

The combo box control is documented as part of the List Box Controls.

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

Transparent color in the controls is supported. This makes sense when using a background image in a dialog with extended rules. Transparent controls are supported when the "Transparent" style has been defined in the resource editor.

Note:

The names of the supported resource editor styles that are listed in the description of each extended rule have been taken from Microsoft Visual C++. Other resource editors may use other names for these styles.