

Push Buttons

Use this extended rule to define the behavior of a push button control that has been created using a resource editor.

A push button (also known as command button) can either show text or an image. When the user chooses the button, a defined action (for example, pressing a specific host key in the character screen) is executed.

This chapter covers the following topics:

- Adding the Control in the Resource Editor
- Defining the Push Button Properties
- Defining an Image
- Defining a Dynamic Image

See *General Information on Image Files* in the documentation *Defining the Rules Using the SDK*.

Adding the Control in the Resource Editor

In the resource editor, create a push button control.

If an image is to be shown on the push button, you have to define the "Owner draw" style.

Supported Styles for Push Button Controls

Owner draw

Multiline

Flat

Horizontal alignment

Vertical alignment

Client edge

Static edge

Modal frame

Transparent

Right aligned text

Right-to-left reading order

Defining the Push Button Properties

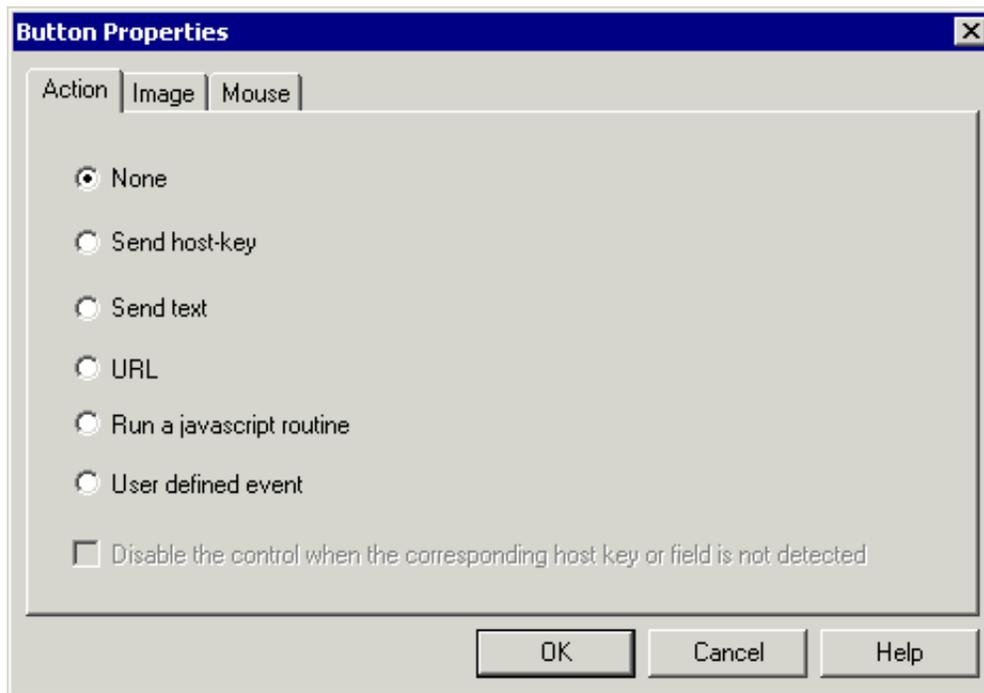
You can also use a push button control as a simple image. In this case, you have to define **None** as the action.

▶ To define the push button properties

1. In the dialog, double-click the push button control.

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

The Button Properties dialog box appears.



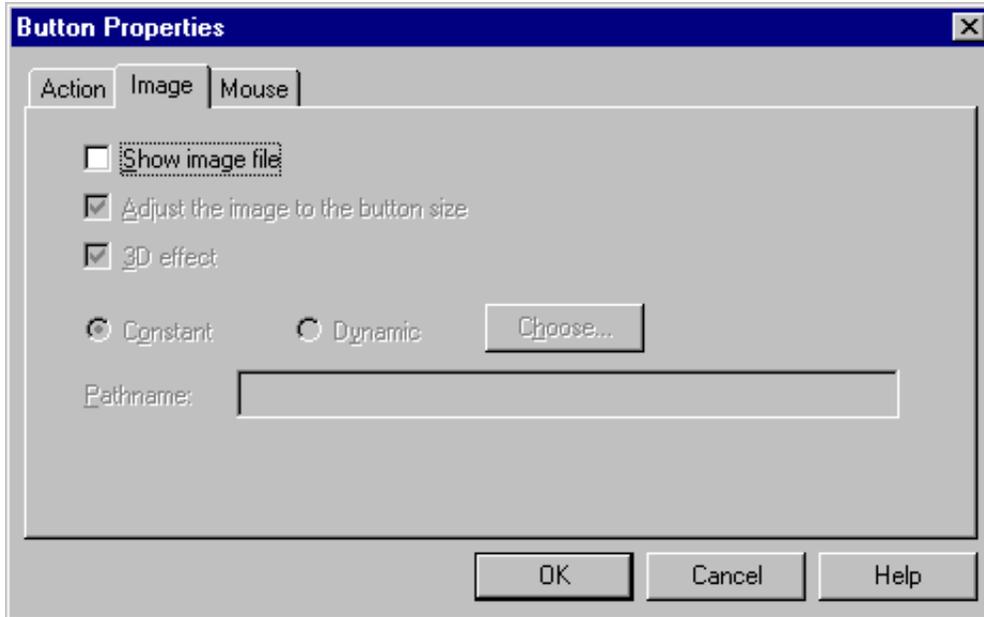
2. Specify all required information on the Action and Mouse pages as described in *Defining the Control Properties* in the documentation *Defining the Rules Using the SDK*.

The Image page is described below.

3. Choose the **OK** button.

Defining an Image

You can only define an image for a push button, when the "Owner draw" style has been defined in the resource editor. Otherwise, all options on this page are disabled.



Show image file

This check box is only available when the "Owner draw" style has been defined in the resource editor. When this check box is selected, the push button will show an image instead of text. All other options on this page are only available when this check box is selected.

Adjust the image to the button size

When this check box is selected, the image is resized so that it fills the whole push button. When this check box is not selected, the image is shown in its original size in the center of the push button.

3D effect

When this check box is not selected, the image will be shown without a border.

Constant

A constant image always shows the content of the same file. Either specify the path to the image in the **Pathname** text box or choose the **Choose** button to select the image file from the Open dialog box.

Dynamic

A dynamic image shows the the content of a file that has the same name as the string that is found in the defined field or region of the map. Choose the **Choose** button to specify additional information in the Dynamic Image dialog box. See the description below.

Pathname

The path to the constant image or to the folder containing the dynamic images in your rules repository (relative to the root folder of the rules repository).

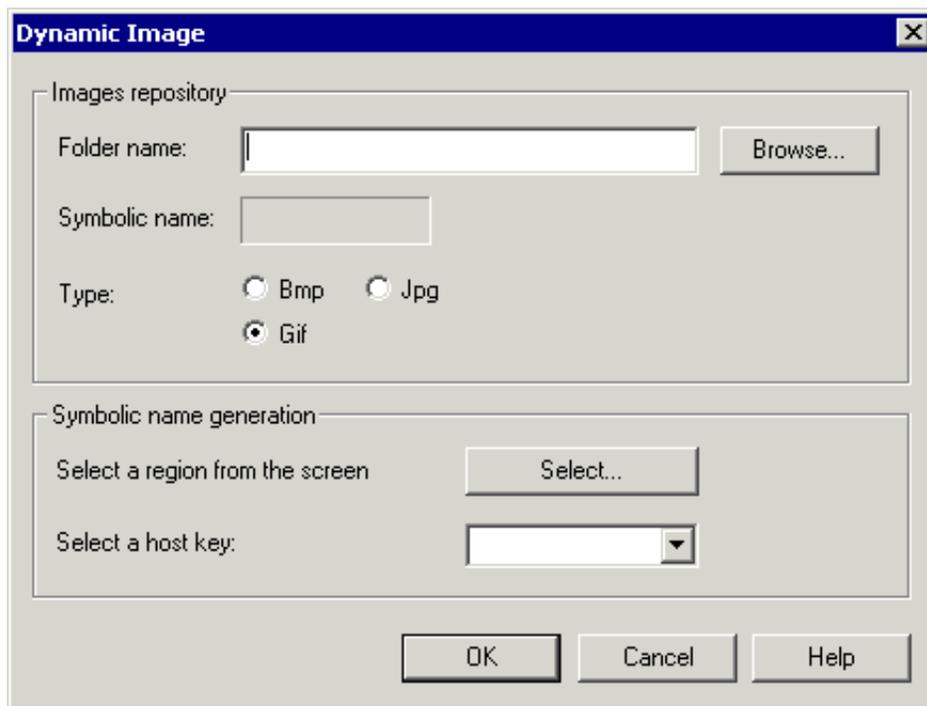
Defining a Dynamic Image

Either the characters that are found in the specified region or a host key name can be used to display an image with the same name.

▶ To define a dynamic image for a push button

1. On the Image page (see above), select the **Dynamic** option button.
2. Choose the **Choose** button.

The Dynamic Image dialog box appears.



3. Specify a folder in your rules repository (relative to the root folder of the rules repository), or choose the **Browse** button to select the folder from a dialog box.

This is the folder containing your image files.

4. Select the option button for the desired type (**Bmp**, **Gif** or **Jpg**).

This is the extension of the image files that are to be used.

5. Use one of the following:
 - Choose the **Select** command button and then select a region in the scope window. The content of this region is then used to display an image with the same name as the character found in the defined region.
 - From the **Select a host key** drop-down list box, select a host key. This host key name is then used to display an image with the same name

The location of the defined region or the name of the selected function key is shown in the **Symbolic name** text box. It is enclosed in percent (%) signs.

6. Choose the **OK** button.