

Defining Extended Rules in Application Scope

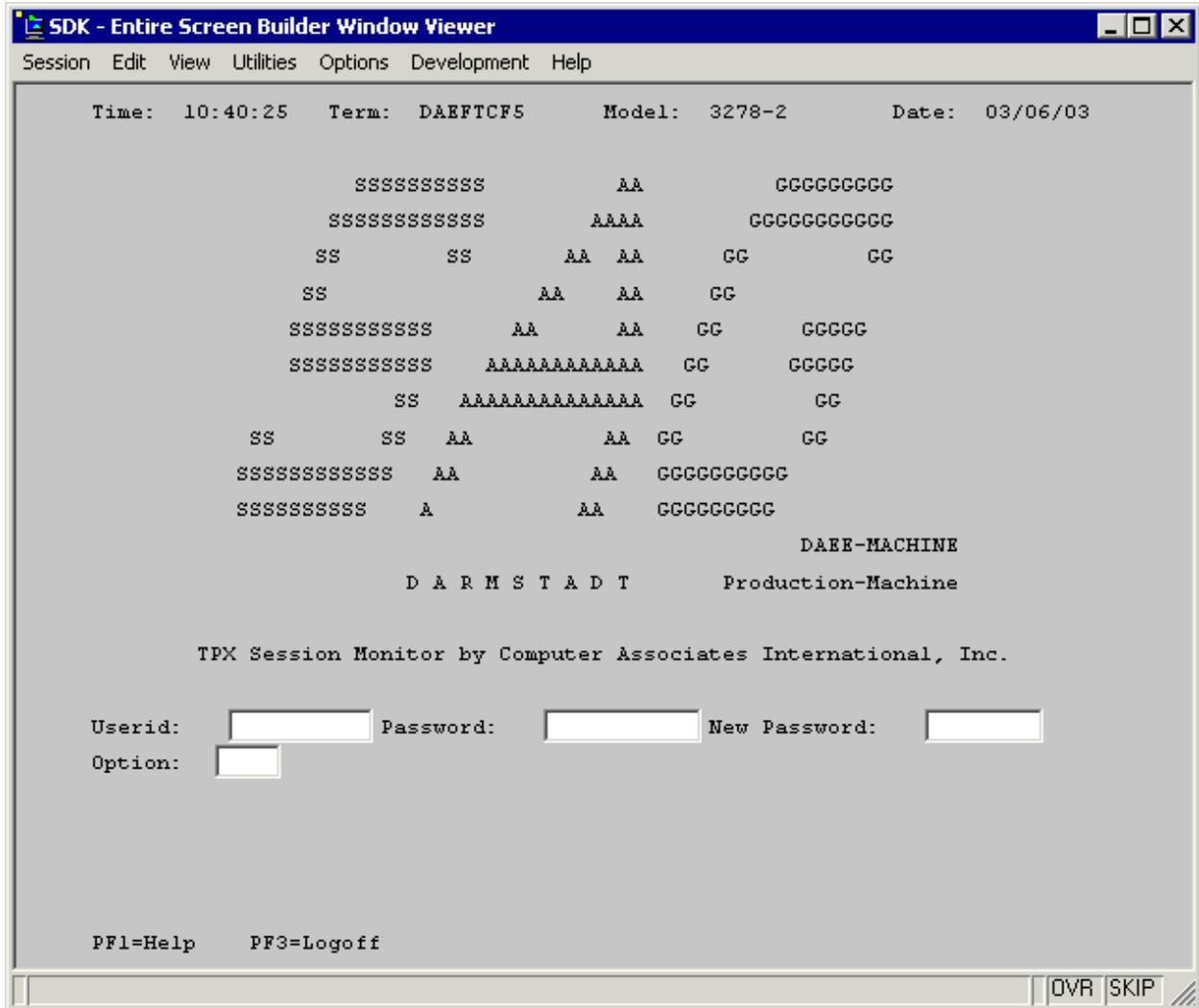
Extended rules apply to dialogs that have been created using a resource editor. You can use any resource editor that can create standard Windows resource DLLs (dynamic link libraries), for example Microsoft Visual Studio. Other editors, such as Visual Basic 6.0, use a different format for resource DLLs and can therefore not be used with Entire Screen Builder.

This chapter covers the following topics:

- About the Dialog Used in This Tutorial
 - Preparations
 - Opening the DLL
 - Defining the Corresponding Input Fields
 - Defining an Image
 - Saving the DDT and Building the BDD
 - Detecting the Screen on Which the Extended Rules are to be Applied
 - Defining a Dialog Title Using a Basic Rule
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About the Dialog Used in This Tutorial

In the following exercises, you will define extended rules for a logon screen. This is illustrated, using the following character screen:



When all rules have been defined, the dialog for this logon screen will look as follows:



Preparations

Before you can define the extended rules, you have to proceed as described below.

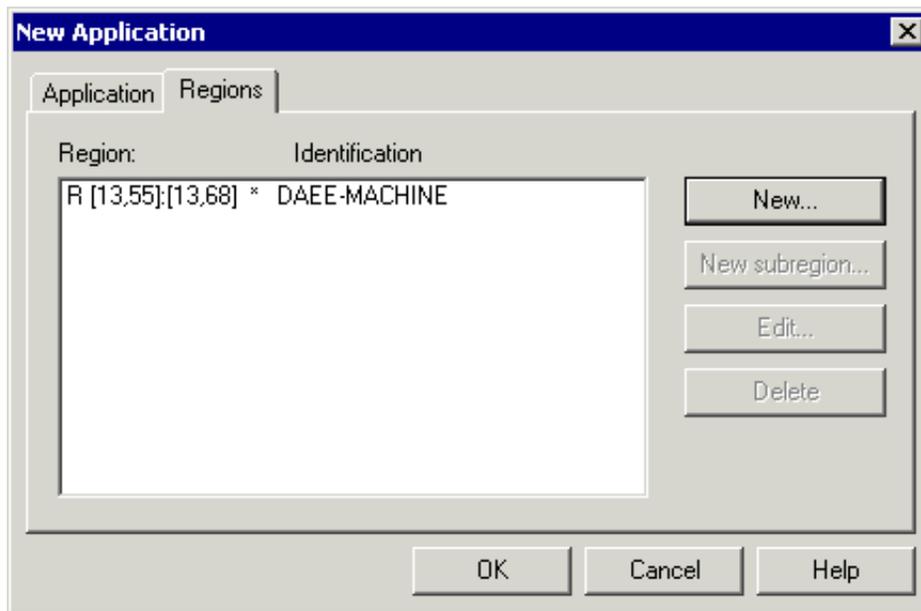
Tip:

Instead of creating a DLL yourself as described in the following exercise, you can also use the DLL that is delivered with Entire Screen Builder. In this case, you need not work with a resource editor.

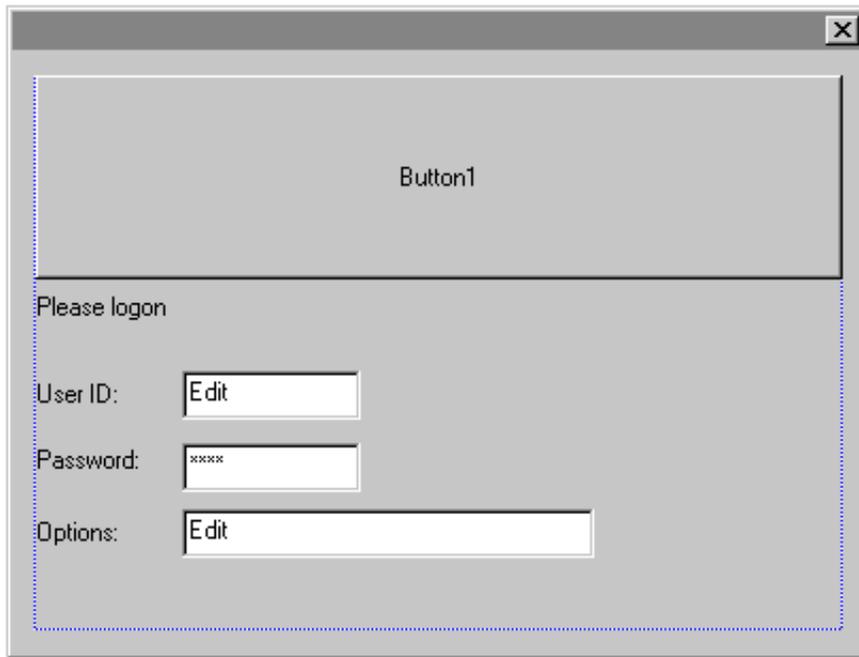
▶ **To be done before you start with the exercises below**

1. Open global scope.
2. Capture the logon screen and save it as a screen file.
3. Define an application which is able to detect the logon screen and call it "Logon".

For example:



4. In the resource editor, create a DLL containing the following logon dialog (or use the DLL that is delivered with Entire Screen Builder; in this case, you can omit this step).



For the image, a push button control has to be created. Make sure that the "Owner draw" style is defined.

Change the dialog ID to "LOGONDLG". This ID must be enclosed in quotation marks.

Do not define a dialog title.

For a description on how to create a DLL containing a dialog using Microsoft Visual C++, see *Using a Resource Editor* in the documentation *Defining the Rules Using the SDK*.

5. In the SDK, open application scope for the application you have named "Logon".
6. From the **File** menu, choose **Open Screen File** and open the screen file containing the logon screen.

Opening the DLL

You can only open a DLL when you are working in application scope.

▶ To open a DLL

1. From the **File** menu of the SDK, choose **Open DLL**.

Or:

Choose the following toolbar button:



The Open DLL dialog box appears.

2. Select the DLL you have just created.

Or:

If you want to use the DLL that is delivered with Entire Screen Builder, select the following DLL:
..\Entire Screen Builder 5\samples\sampleconf\demo\NSWTutor.dll.

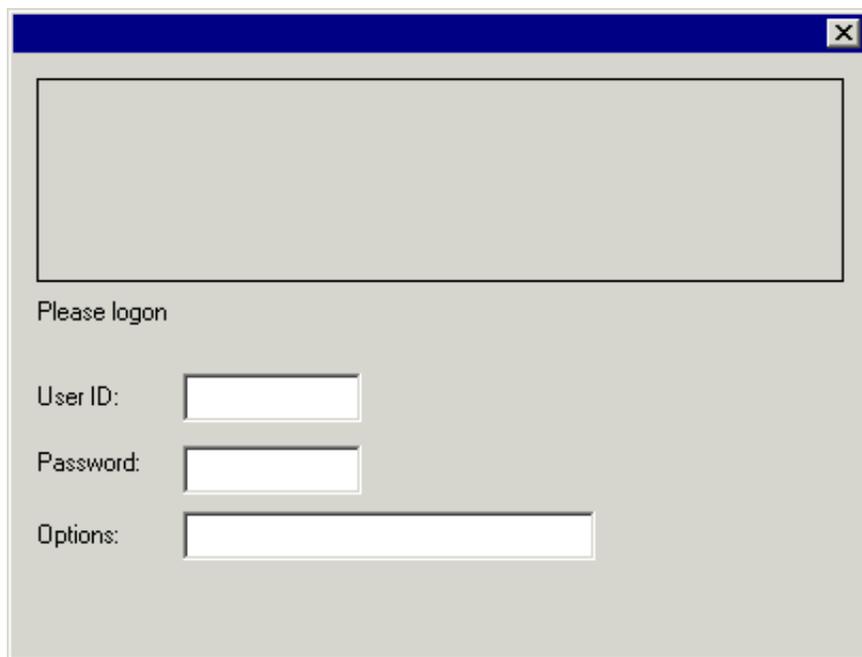
3. Choose the **Open** button.

A dialog box appears providing for selection all dialogs that have been defined in the DLL.



4. Select the dialog that has been created for the logon screen.
5. Choose the **OK** button.

The dialog is now shown.



Defining the Corresponding Input Fields

You have to associate the edit boxes in the dialog with the corresponding input fields of the character screen.

▶ To define the corresponding input field for an edit box

1. In the dialog, select the **User ID** edit box.
2. From the **Extended** menu, choose **Control Properties**.

Or:

Click the right mouse button and from the resulting context menu, choose **Control Properties**.

Or:

Double-click the control.

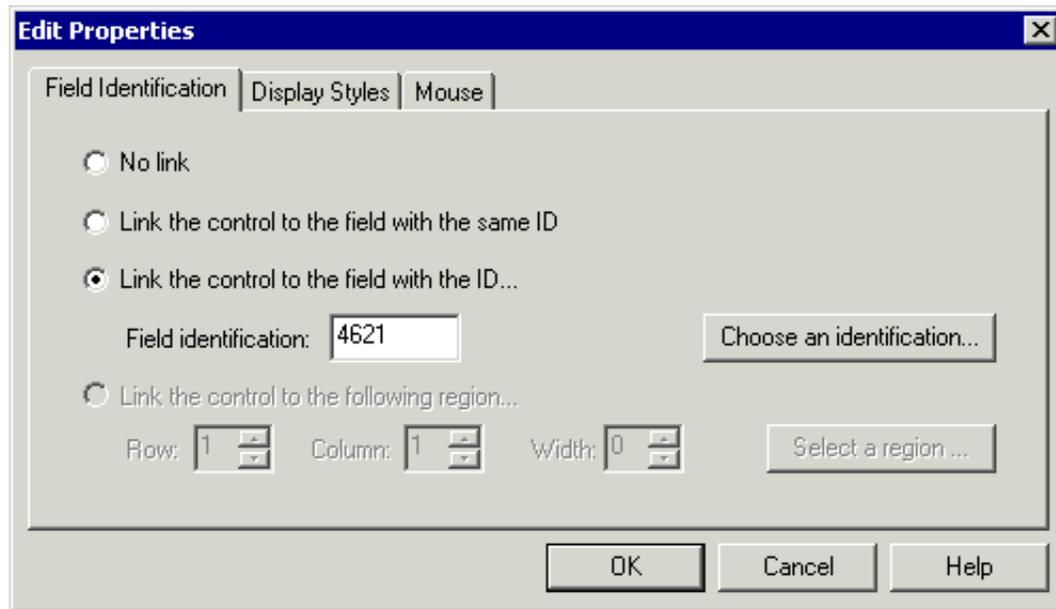
The Edit Properties dialog box appears.

3. Select the **Link the control to the field with the ID...** option button.
4. Choose the **Choose an identification** button.

The scope window containing the screen file is now shown. All input fields are shown as blue boxes.

5. Select the input field that you want to associate with the **User ID** edit box.

The identification of this field is now shown in the **Field identification** text box.



6. Choose the **OK** button.
7. Repeat the above steps for the edit boxes **Password** and **Options**.

Defining an Image

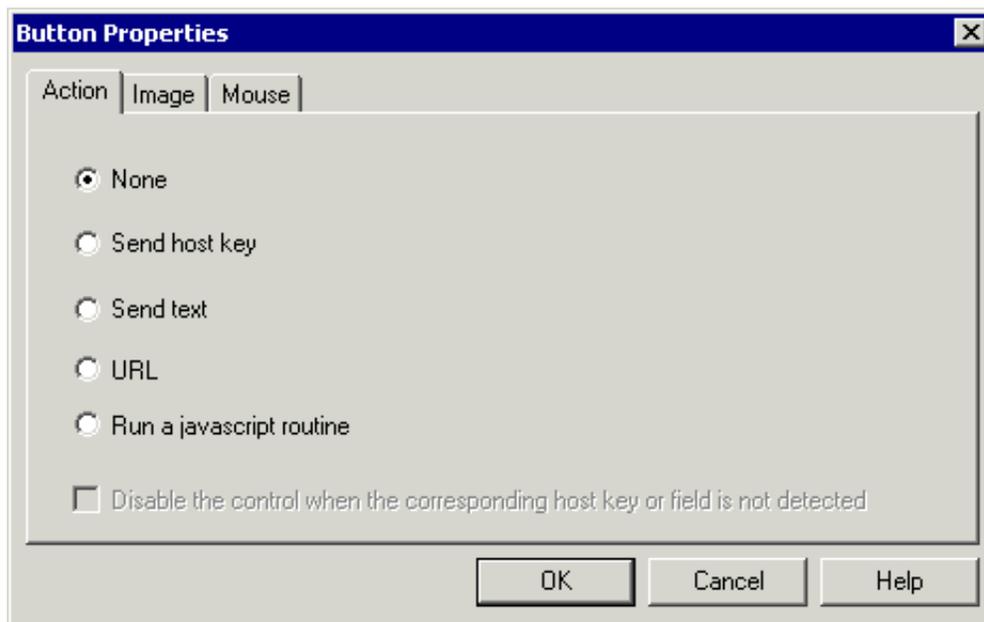
You will now define the image that is to be shown on the push button.

▶ To define the image

1. In the dialog, double-click the push button control (i.e. the rectangle at the top of the dialog).

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. Make sure that the **None** option button is selected on the Action page.

No action will be taken when the user chooses the push button. This option is always used if you only want to display an image.

3. Select the Image page.
4. Select the **Show image file** check box.

This check box is only available when the "Owner draw" style has been defined in the resource editor. When this check box is selected, all options in the Image group box will be available.

5. Disable the **3D effect** check box.

The image will then be shown without a border.

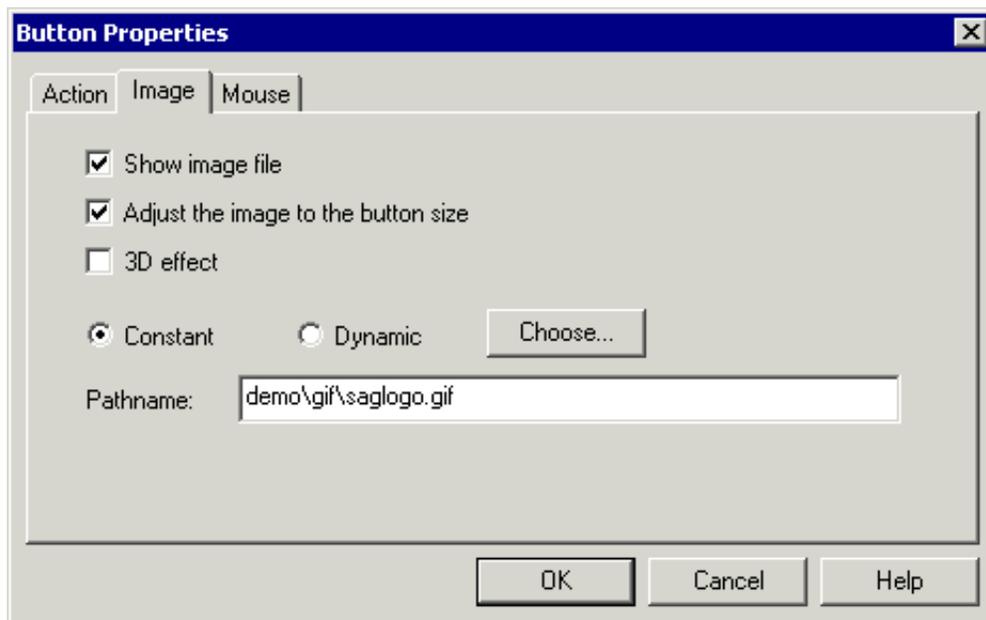
6. Make sure that the **Constant** option button is selected.

7. Choose the **Choose** button.

The Open dialog box appears.

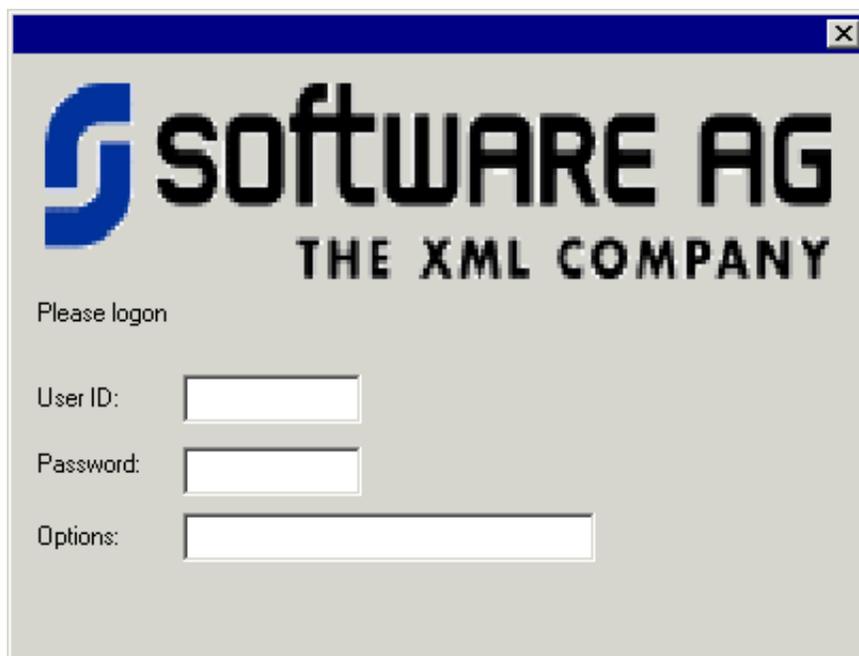
8. Select the following image: *..\Entire Screen Builder 5\samples\sampleconf\demo\gifs\saglogo.gif*.
9. Choose the **Open** button.

The path to the image is now shown in the **Pathname** text box.



10. Choose the **OK** button.

The dialog should now look as follows:



Saving the DDT and Building the BDD

All definitions for the dialog controls are saved in a DDT (Dialog Definition Table). This file is always created in the same folder as the DLL containing the dialogs. It receives the same name as the DLL.

The DDT is the basis for building the BDD (Binary Dialog Definition). The BDD contains the DLL and DDT in binary format. The BDD is also created in the same folder as the DLL, and it also receives the same name as the DLL.

To save the DDT

- From the **File** menu, choose **Save DDT File**.

Or:

Choose **Save DDT** from the context menu that is invoked by pressing the right mouse button.

To build the BDD

- From the **Extended** menu, choose **Build BDD**.

Or:

Choose **Build BDD** from the context menu that is invoked by pressing the right mouse button.

Information about the build process is now shown in the output window.

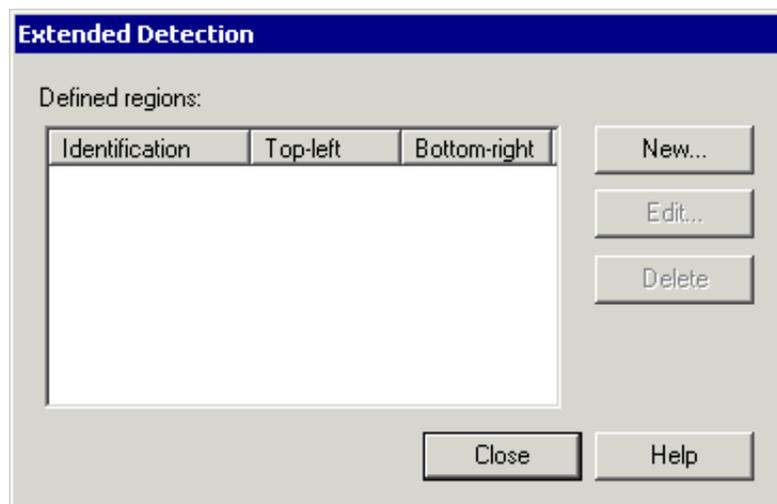
Detecting the Screen on Which the Extended Rules are to be Applied

When the BDD has been built, you have to associate your extended dialog with the character screen for which it is to be displayed. To do so, you select a line in the screen which uniquely identifies this screen.

▶ To define the Detection rule

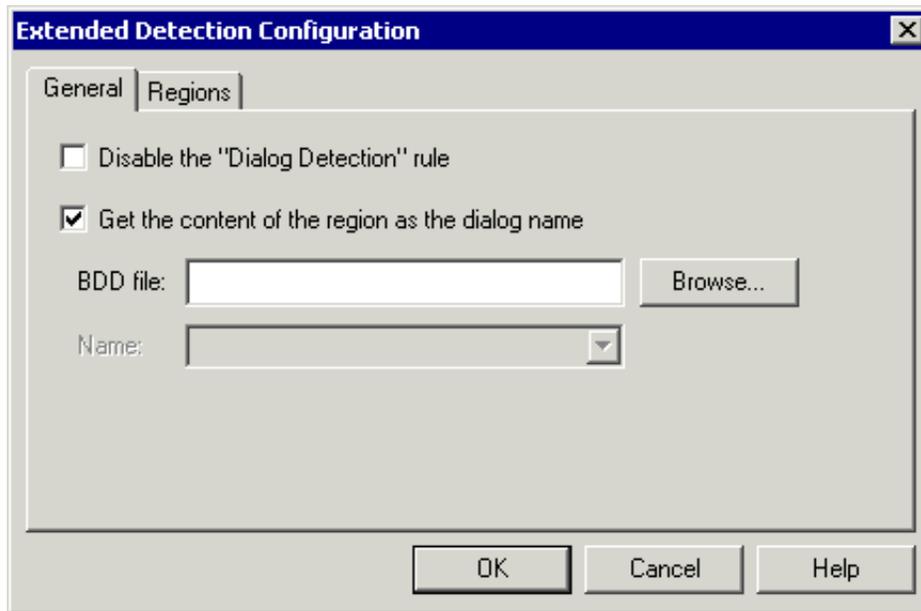
1. From the **Extended** menu, choose **Detection > Single Screen**.

The Extended Detection dialog box appears.



2. Choose the **New** button.
3. 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 Extended Detection Configuration dialog box appears.



4. In the **BDD file** text box, specify the path to the BDD file containing the extended dialog for the character screen.

Or:

Choose the **Browse** button to select the BDD file from the Open dialog box.

When you used the file *NSWTutor.dll*, select the file *..\Entire Screen Builder 5\samples\sampleconf\demo\NSWTutor.BDD*.

The names of all extended dialogs contained in the BDD file are now available in the **Name** drop-down list box. Since this BDD file contains only one dialog, you need not select another dialog.

5. Make sure that the text box **Get the contents of the region as the dialog name** is not selected.

Note:

Information about the selected region is provided on the Regions page.

6. Choose the **OK** button.
7. Choose the **Close** button to close the Extended Detection dialog box.

Defining a Dialog Title Using a Basic Rule

Several basic rules can be used together with extended rules. You will now use the basic rule Item to define a dialog title that is to appear in the title bar of the viewer window.

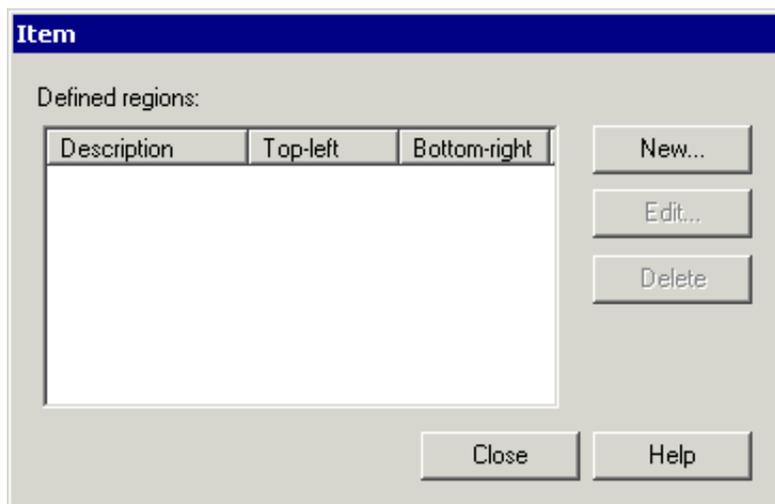
Important:

A dialog title can only be defined with the Item rule if it has not been defined in dialog resource.

▶ To define the dialog title using the Item rule

1. From the **Basic** menu, choose **Item**.

The Item dialog box appears.



2. Choose the **New** button.
3. In the scope window, use the mouse to select the region containing the string that is to appear in the title bar.

The Item Configuration dialog box appears, showing the string that you have selected and its position in the screen (row, column and width).

4. Select the **Dialog title** option button.

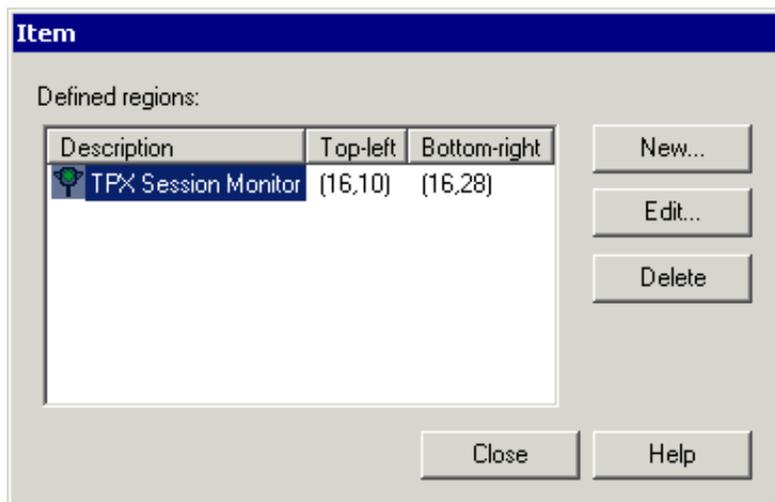
The Item Configuration dialog box should now look as follows:

**Note:**

When used together with extended rules, only the options **Window title** and **Dialog title** and the options in the **Apply this item** group box are considered. However, they are only used if this has not been defined in the dialog resource. All other options are ignored.

5. Choose the **OK** button.

The Item dialog box should now look as follows:



6. Choose the **Close** button to close the Item dialog box.
7. From the **File** menu, choose **Save Scope**.

Or:

Choose the following toolbar button:



8. Check how your extended dialog is shown in the Windows Viewer.

It should look as shown at the beginning of this section.

You have successfully completed the tutorial. You can now close the SDK. The Windows Viewer is automatically closed when you close the SDK.