

Defining Basic Rules in Global Scope

The transformation rules defined in global scope will be applied each time no other scope (application scope or map scope) is detected.

This chapter covers the following topics:

- Opening Global Scope
 - Defining Font and Colors in Global Scope
 - Checking How the Rules for Global Scope are Applied
 - Saving a Character Screen as a Screen File
 - Defining an Application
 - Checking How the Rules for Application Scope are Applied
 - Defining the Last Rules Used
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Opening Global Scope

As long as an application has not been defined, only global scope is available.

▶ To open global scope

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

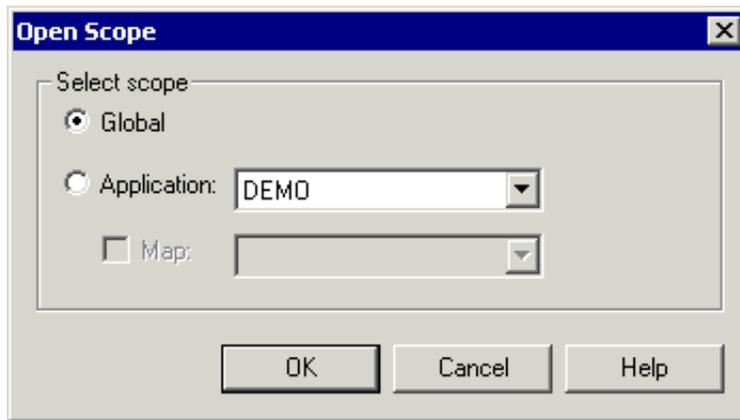
Or:

Choose the following toolbar button:



The Open Scope dialog box appears.

2. Select the **Global** option button.



3. Choose the **OK** button to open global scope.

Defining Font and Colors in Global Scope

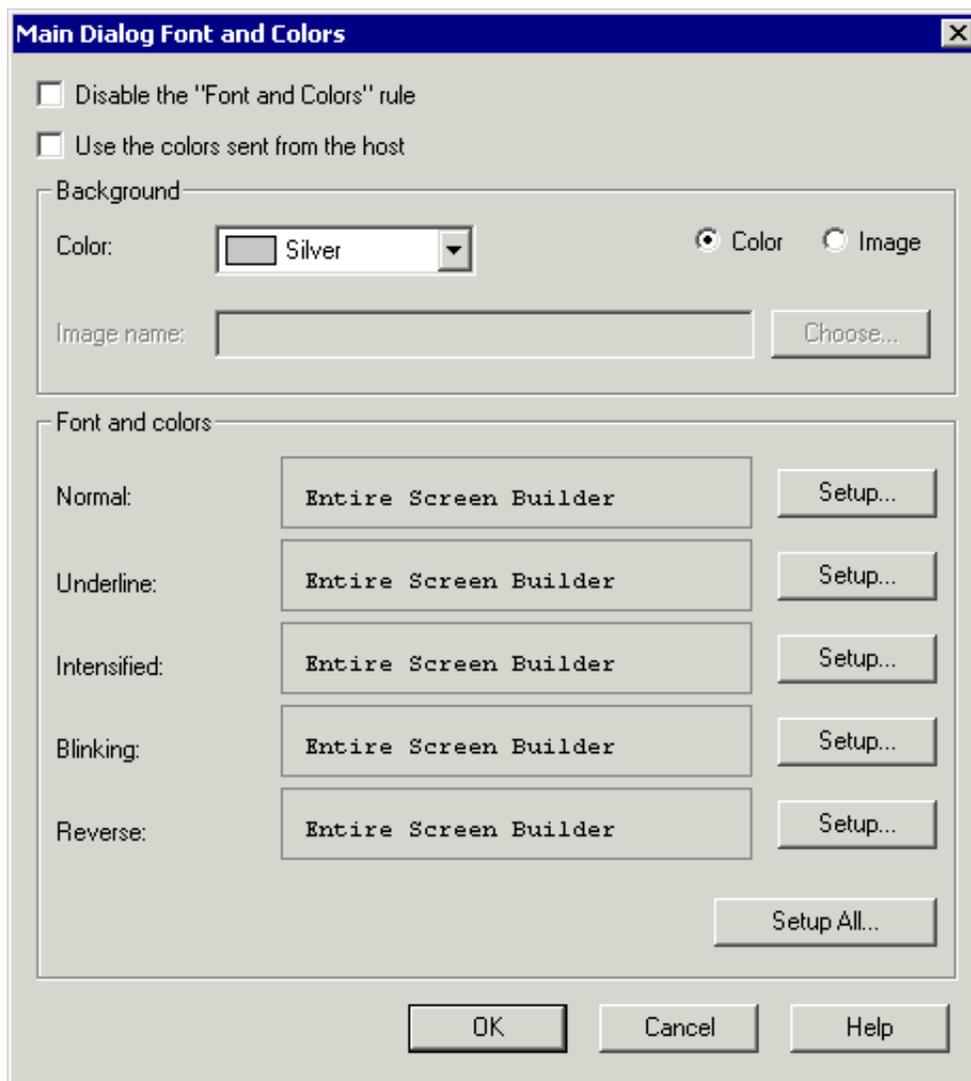
You will now define a simple basic rule that applies to all of your host screens. More basic rules will be defined later when you work in application scope.

▶ To modify font and/or colors

1. From the **Basic** menu, choose **Font and Colors > Main Dialogs**.

The Main Dialog Font and Colors dialog box appears.

2. Make sure that this rule is not disabled (if it is disabled, remove the checkmark from the **Disable the Font and Colors rule** check box).

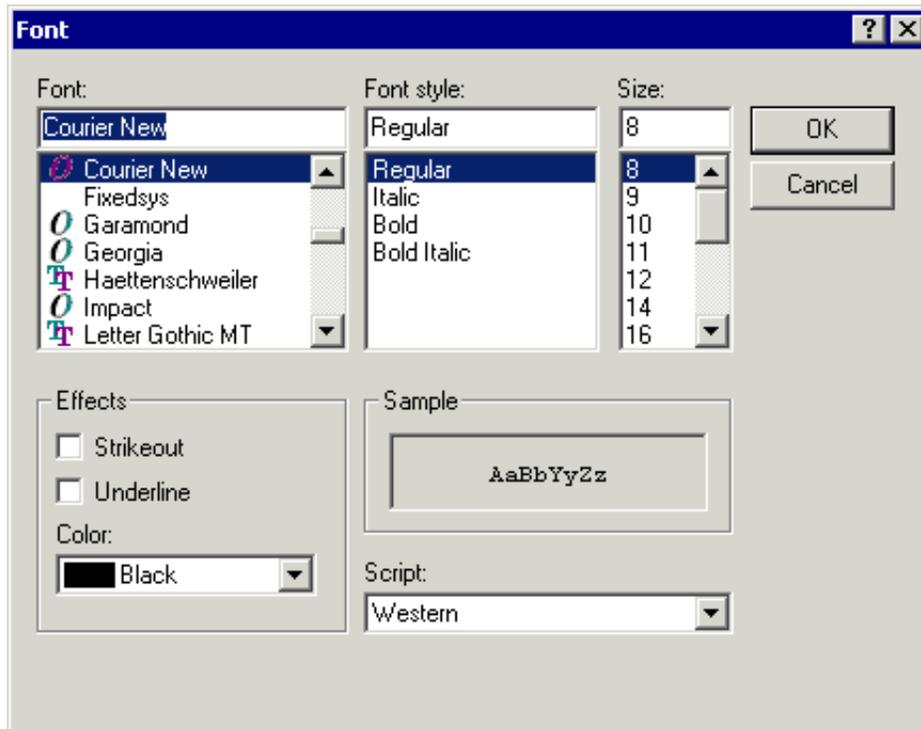


Note:

The settings for blinking are ignored in a mainframe session. They are only used in a UNIX or OpenVMS session.

3. Choose the **Setup All** button to change the font and color for all attributes shown in the dialog box.

The Font dialog box appears.



4. Select another color (for example, **Navy**).

If you want, you can also define another font.

5. Choose the **OK** button.

The Main Dialog Font and Colors dialog box nows shows the new settings.

6. Choose the **OK** button to close the Main Dialog Font and Colors dialog box.

Checking How the Rules for Global Scope are Applied

You will now check how the rule you have just defined is applied in the Windows Viewer.

The Windows Viewer should still be active in the background.

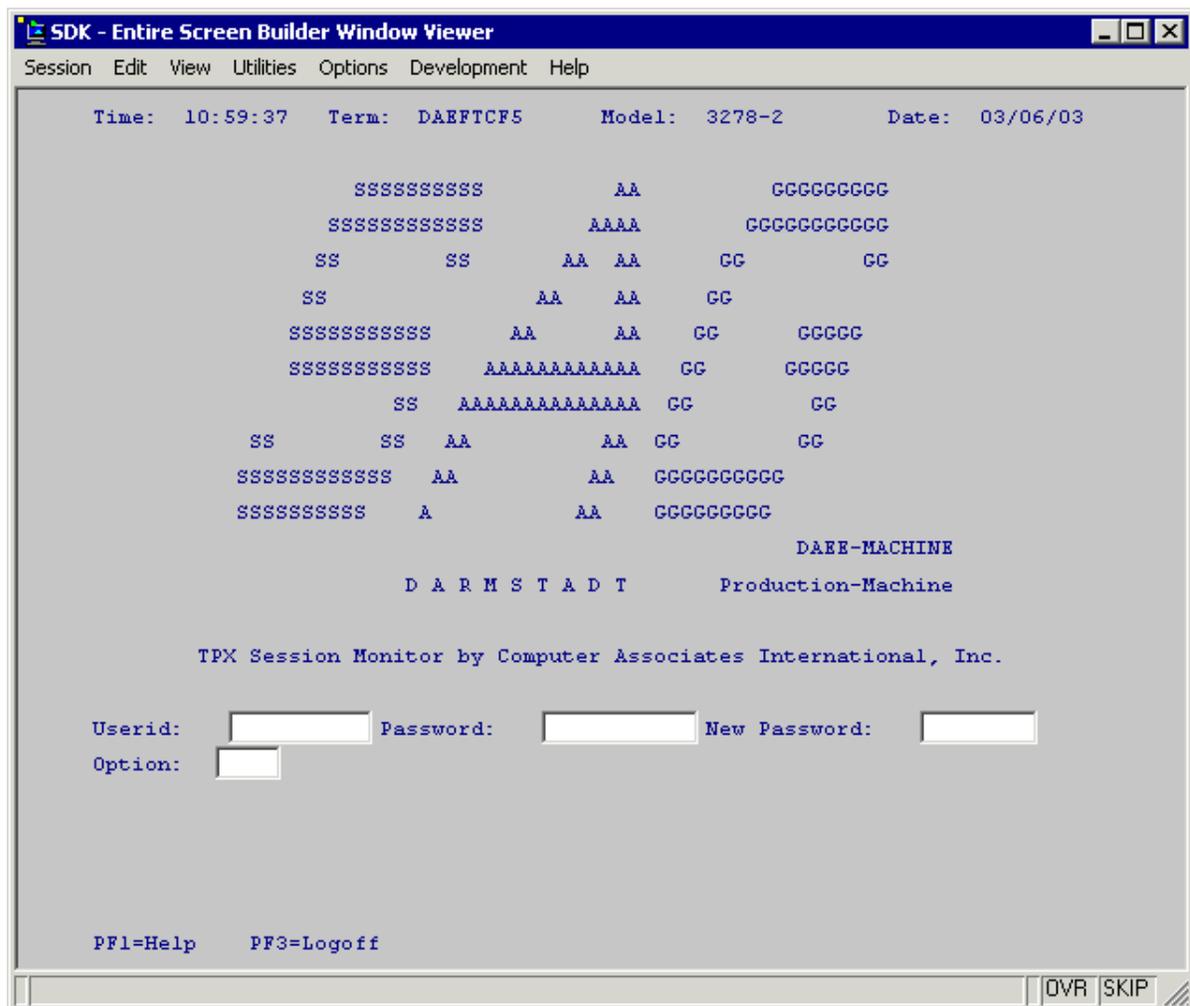
Note:

The **Reload Rules** command is only available in a development environment.

▶ To check the rules in the Windows Viewer

1. Go to the Windows Viewer.
2. From the **Development** menu, choose **Reload Rules**.

This reloads the rules and refreshes the screen. With the new color you have defined in the above exercise, a host screen may now look as follows:



Saving a Character Screen as a Screen File

You can capture and save the character screens of your application and use them as templates for defining the rules. To access and save the screens, you have to use the Windows Viewer.

The screen you will now capture is later used as a template for defining rules in application scope. It is therefore recommended that you capture a screen which contains many standard elements of your application. In this tutorial, the Con-nect menu will be used.

Note:

It is also possible to capture and save each screen that you access automatically. In this case, all screens received from the host are automatically shown in the scope window. The exercises below, however, assume that the autocapture function has been disabled. To check the settings for the autocapture function, choose **Configure Capture** from the **File** menu of the SDK.

▶ To capture a screen

1. In the Windows Viewer, access the screen you want to capture. For example:

The screenshot shows a window titled "SDK - Entire Screen Builder Window Viewer" with a menu bar (Session, Edit, View, Utilities, Options, Development, Help). The main content is a character screen with the following text:

```

11:04          * * * C O N - N E C T 3.3.3 * * *          3.Jun.2003
Cabinet KOL          Menu          Tuesday

Command  Description          June          July
-----  -
I  Inbasket          Tue   3 10 17 24   1  8 15 22 29
S  Send Memo          Wed   4 11 18 25   2  9 16 23 30
P  Phonepad          Thu   5 12 19 26   3 10 17 24 31
          Fri   6 13 20 27   4 11 18 25
F  Display Folder    Sat   7 14 21 28   5 12 19 26
D  Display Document  Sun   1  8 15 22 29   6 13 20 27
W  Write Document
          New mail items:      3
          New invitations:   13

N  Notepad
B  Bulletin Boards
C  Calendar

T  Desktop

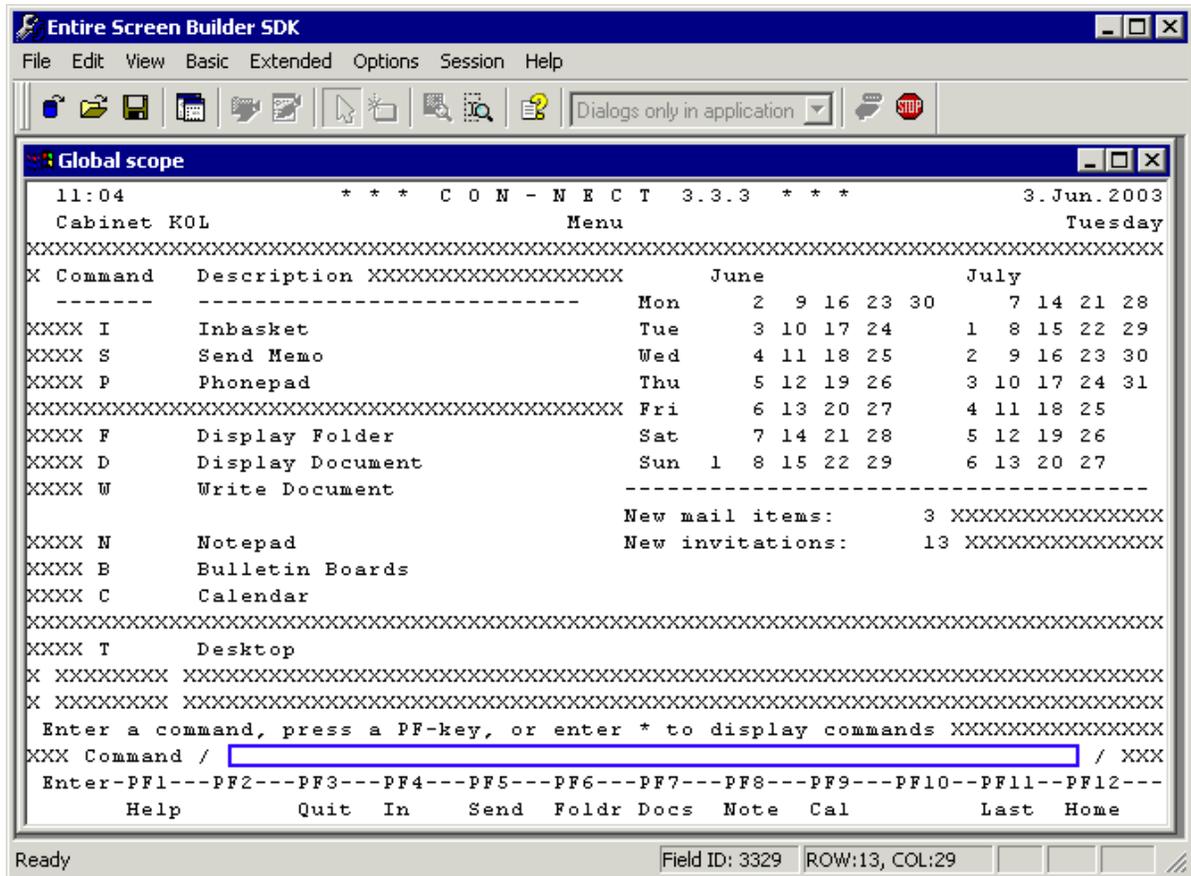
Enter a command, press a PF-key, or enter * to display commands
Command /  /
Enter-PF1---PF2---PF3---PF4---PF5---PF6---PF7---PF8---PF9---PF10---PF11---PF12---
Help      Quit  In   Send  Foldr Docs Note Cal      Last Home

```

At the bottom right of the window, there are buttons for "OVR" and "SKIP".

2. From the **File** menu of the SDK, choose **Capture Screen**.

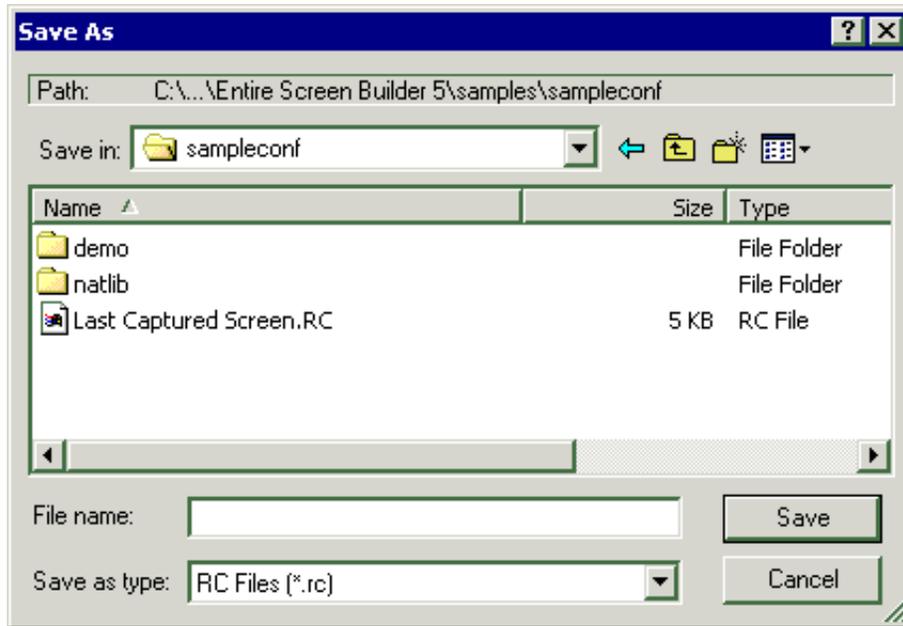
The screen which is currently shown in the Windows Viewer is now shown in the global scope window of the SDK. It is shown as the normal character map as sent from the host (i.e. transformation rules are not applied). The input fields are indicated by blue boxes. In the next exercise, you will use this screen as a template for defining an application.



▶ To save a captured screen as a screen file

1. From the **File** menu of the SDK, choose **Save Screen File**.

The Save As dialog box appears.



2. Specify a name for your screen file (for example, "connect").
You need not specify the extension *rc* since it is automatically provided.
3. Choose the **Save** button.

Defining an Application

You can define different applications. For each of these applications, you can define different rules.

The term "application" does in this case not refer to a program, but to a set of rules that is to be applied to certain screens of a program. For one program, several applications can thus be defined. This is helpful, for example, if some of the screens follow another standard.

Important:

It is only possible to detect an application when you are working in global scope.

▶ To detect an application

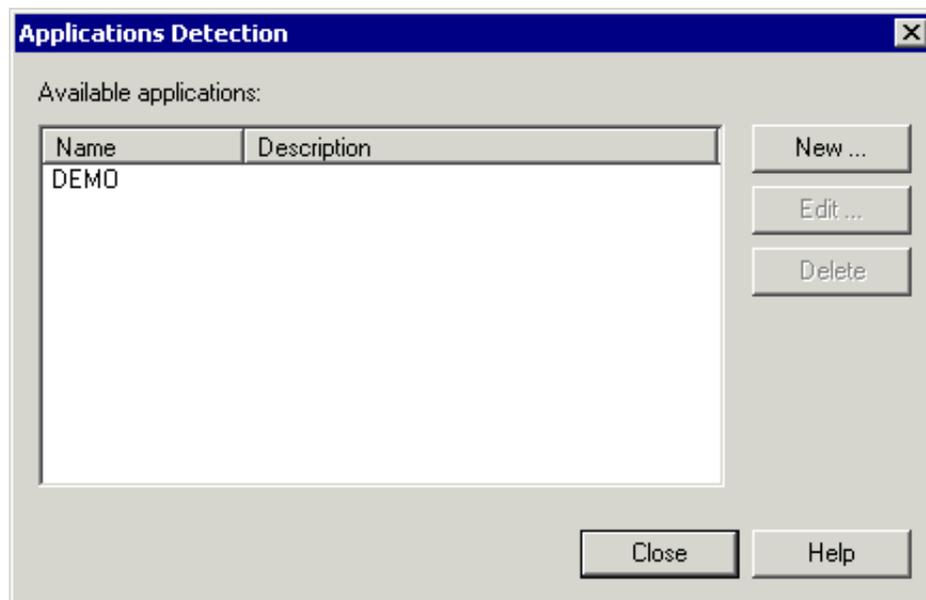
1. From the **File** menu, choose **Applications Detection**.

Or:

Choose the following toolbar button:

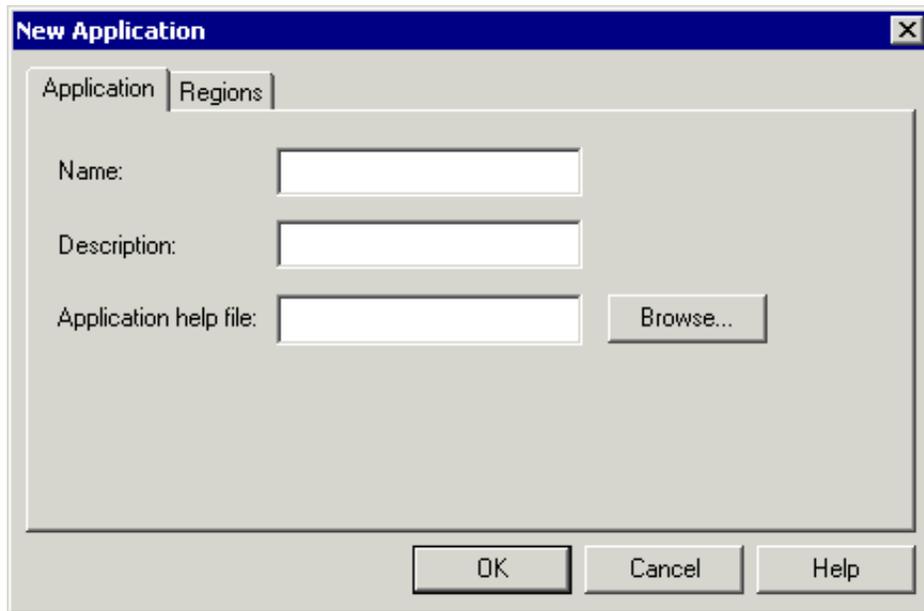


The Applications Detection dialog box appears.

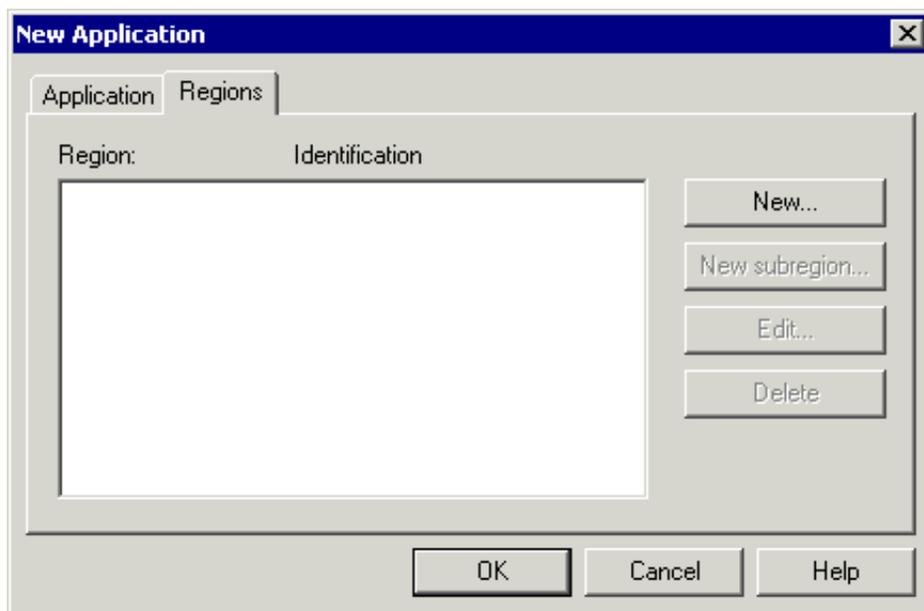


2. To add an application, choose the **New** button.

The New Application dialog box appears.



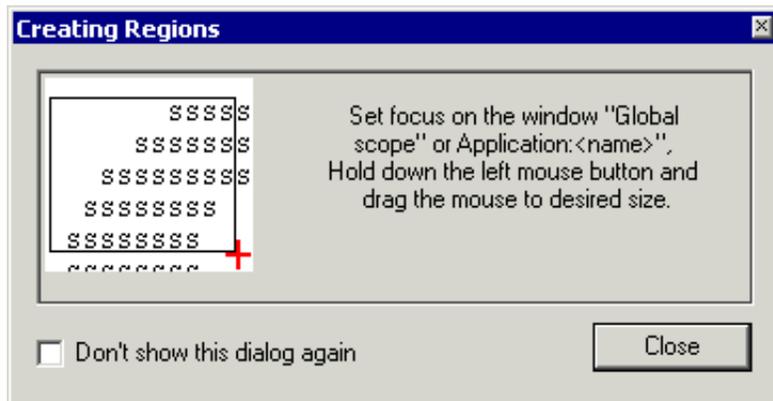
3. In the **Name** text box, specify a name for your application (for example, "Con-nect").
4. Select the Regions page.



You now have to define a region, i.e. a unique string which appears on each host screen which belongs to your application. Whenever this string is detected on a screen, the rules that have been defined for this application will be applied.

5. Choose the **New** button.

It may happen that the Creating Regions dialog box appears with instructions on how to create a region. Display of this dialog box depends on the toggle command **Dialog "Creating Regions"** in the **View** menu.



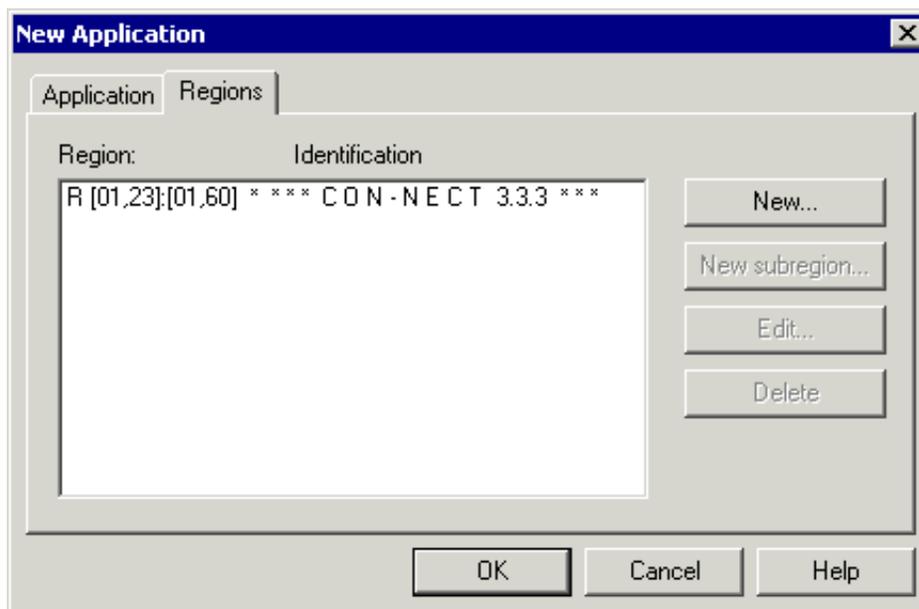
- When the Creating Regions dialog box appears, select the **Don't show this dialog again** check box and choose the **Close** button.

The Creating Regions dialog box will no longer be shown when you define regions.

The mouse pointer is now shown as a cross.

- Use the mouse to select a unique string in the global scope window.

When you release the mouse button, the New Application dialog box is shown again. It now contains the string you have selected and its coordinates (row and columns). A region is indicated by the letter R which is shown to the left of the coordinates. For example:



The string which is shown to the right of the coordinates is the text that has to be detected in the defined region of the host screen in order to identify the application.

8. Choose the **OK** button to save your modifications.

The new application is now shown in the Applications Detection dialog box.

9. Choose the **Close** button to close the Applications Detection dialog box.

Checking How the Rules for Application Scope are Applied

When the application you have just defined is detected in the viewer, the font and colors you have defined for global scope are no longer applied. Since you have not yet defined another font or color for application scope, the defaults are used.

To check the rules in the Windows Viewer

1. From the **Development** menu of the Windows Viewer, choose **Reload Rules**.

The Windows Viewer should still show the screen that you saved as a screen file.

2. If this screen is not shown, invoke it.

This screen should be shown with the default font (Courier New 8) and color (black).

3. Leave the application (i.e. access another screen on which the defined application cannot be detected).

The default font and color is still used (not the font and color you have defined for global scope). This is because of the default setting for the **Last Rules Used** command (see below).

Defining the Last Rules Used

Using the **Last Rules Used** command, you can define the rules that are to be applied to a character screen for which an application has not been defined. By default, the rules of the last detected application are applied. You will now change this setting.

▶ To define the last rules used

1. Go back to the SDK.
2. From the **Options** menu, choose **Last Rules Used**.

The Last Rules Used dialog box appears.



3. Select the **Global** option button.
4. Choose the **OK** button.

When an application cannot be detected, the rules defined for global scope will now be applied.

5. Go to the Windows Viewer.
6. From the **Development** menu, choose **Reload Rules**.
7. In the Windows Viewer, invoke a screen for which an application has not been defined.

The font and color you have defined for global scope should now be used.

You can now proceed with the next section: *Defining Basic Rules in Application Scope*.