

Defining Basic Rules

Basic rules can be defined in global scope, application scope and map scope. Normally, they are defined in application scope.

This chapter covers the following topics:

- Overview of Tasks and Corresponding Basic Rules
- General Information on the Rules
- Using Basic Rules Together with Extended Rules
- Showing Images and Fields
- Defining Regions for Specific Rules
- Displaying Help Information when Defining Regions

See the *Basic Rules Reference* for a detailed description of each rule.

See the *First Steps* for a step-by-step description of how to apply basic rules.

Overview of Tasks and Corresponding Basic Rules

The following table gives an overview of which basic rule to use for a specific task.

To do this	use this rule
3D effect: apply to an image.	Image
Boxes in the character screens: convert to group boxes.	Group Box
Characters: do not display.	Delete Characters
Color: change for fields sent by the customer application.	Font and Colors for Main Dialogs Font and Colors for Child Dialogs
Constant image (always shows the content of the same file): display in the dialog.	Image
Controls: adjust size when the font is changed.	Control Attributes
Dialog background: change color or define image.	Font and Colors for Main Dialogs Font and Colors for Child Dialogs
Dialog with extended rules: place at the top, bottom, left or right of a dialog with basic rules.	Frames
Dynamic image (shows the content of a file that has the same name as the string found in the defined region of the screen): display in the dialog.	Image
Filler character used in the customer application: remove.	Control Attributes

To do this	use this rule
Font: change for fields sent by the customer application.	Font and Colors for Main Dialogs Font and Colors for Child Dialogs
Function keys: detect the location in the character screen.	Function Keys
Help for the UNIX and OpenVMS version of Natural: define the help character so that the user can invoke field help by clicking the right mouse button.	Control Attributes
Line: convert a line of a character screen to a Windows line.	Lines
Line: do not display.	Delete Lines
Map: define the string that is used to detect the screen on which the rules for map scope are to be applied.	Map Detection
Message line: move to a specific line of the dialog and change its font and/or color.	Message Line
Message line: move to the status bar.	Message Line
Popup windows in the character screens: convert to child windows.	Child Window
Prompt: do not display prompts such as "Name....:" or "Command===>".	Delete Prompt
Push buttons: create push buttons which correspond to function keys. The content of a push button can be plain text, a constant image or a dynamic image.	Buttons for Main Dialogs Buttons for Child Dialogs
Text from the character screen: move to the status bar, title bar, or do not show at all.	Item
Toolbar: display a toolbar with buttons which correspond to the function keys. The content of a toolbar button can be the function key number or an image.	Function Keys Toolbar BS2000 Keys Toolbar 3270 Keys Toolbar
User exit: change any field or data at runtime (for example, convert a specific currency to Euro).	User Exit
VGA: support standard VGA screens (640x480).	Control Attributes

General Information on the Rules

To define a basic rule, choose the corresponding command from the **Basic** menu.

The table below gives information on the default behavior of each rule, in which scope and in which type of window a specific rule can be defined, and whether it can be used together with extended rules (see also: *Using Basic Rules Together with Extended Rules*).

The table also contains some important commands from other menus. The name of the menu is then shown in parentheses.

Rule or menu command	Default behavior when rule is not defined	Scope in which the rule can be defined	Rule can be applied in parent window	Rule can be applied in child window	Rule can be used together with extended rules
3270 Keys Toolbar	Not applicable	Global, Application, Map	Yes	Yes	Yes
Application Detection (File menu)	Not applicable	Global	Yes	Yes	Not applicable
BS2000 Keys Toolbar	Default images are displayed for the detected host keys.	Global, Application, Map	Yes	Yes	Yes
Buttons for Main Dialogs	Not applicable	Global, Application, Map	Yes	No	No
Buttons for Child Dialogs	Not applicable	Global, Application, Map	No	Yes	No
Child Window	Not applicable	Global, Application	Yes	Yes	Yes
Control Attributes:					
<ul style="list-style-type: none"> Adjust control size to font 	Control size is automatically adjusted to font.	Global, Application, Map	Yes	Yes	Yes (except Push Button and Tab Control rules)
<ul style="list-style-type: none"> Support standard VGA screens 	Standard VGA screens are not supported.	Global, Application, Map	Yes	Yes	No
<ul style="list-style-type: none"> Help character 	A help character is not used.	Global, Application, Map	Yes	Yes	Yes (Edit Boxes rule only)

Rule or menu command	Default behavior when rule is not defined	Scope in which the rule can be defined	Rule can be applied in parent window	Rule can be applied in child window	Rule can be used together with extended rules
<ul style="list-style-type: none"> ● Filler character 	Space is used as default filler character.	Global, Application, Map	Yes	Yes	Yes (Edit Boxes rule only)
<ul style="list-style-type: none"> ● Host key sent on double-click 	ENTER	Global, Application, Map	Yes	Yes	Yes (Edit Boxes and Static Text rules only)
<ul style="list-style-type: none"> ● Host key sent for Help 	PF1	Global, Application, Map	Yes	Yes	Yes (Edit Boxes and Static Text rules only)
Delete Characters	Not applicable	Global, Application, Map	Yes	Yes	No
Delete Lines	Not applicable	Global, Application, Map	Yes	No	No
Delete Prompt	Not applicable	Global, Application, Map	Yes	Yes	Yes (List Box Controls, List View Controls and Static Text rules only)
Detection (Extended menu)	Not applicable	Application, Map	Yes (dialog name is taken from main window)	Yes (dialog name is taken from child window)	Not applicable
Font and Colors for Main Dialogs	Font: Courier New 8 black. Dialog background: currently defined Windows color.	Global, Application, Map	Yes	No	No
Font and Colors for Child Dialogs	Font: Courier New 8 black. Dialog background: currently defined Windows color.	Global, Application, Map	No	Yes	No

Rule or menu command	Default behavior when rule is not defined	Scope in which the rule can be defined	Rule can be applied in parent window	Rule can be applied in child window	Rule can be used together with extended rules
Frames	Not applicable	Global, Application, Map	Yes	No	No
Function Keys	Not applicable	Global, Application, Map	Yes	Yes	Yes
Function Keys Toolbar	Default images are displayed for the detected host keys.	Global, Application, Map	Yes	Yes	Yes
Group Box	Not applicable	Global, Application, Map	Yes	Yes	No
Image	Not applicable	Global, Application, Map	Yes (depending on where this rule is to be applied: parent window, child window or both)	Yes (depending on where this rule is to be applied: parent window, child window or both)	No
Item	Not applicable	Global, Application, Map	Yes (depending on where this rule is to be applied: parent window, child window or both)	Yes (depending on where this rule is to be applied: parent window, child window or both)	Window title, dialog title: Yes (only used if not defined in dialog resource). Status bar: No (the extended rules are always applied). Non-display: No.
Last Rules Used (Options menu)	The rules of the last detected application are applied to the character screen.	Global	Yes	Yes	Yes
Lines	Not applicable	Global, Application, Map	Yes	Yes	No

Rule or menu command	Default behavior when rule is not defined	Scope in which the rule can be defined	Rule can be applied in parent window	Rule can be applied in child window	Rule can be used together with extended rules
Map Detection	Not applicable	Application	Yes (map name is taken from main window)	Yes (map name is taken from child window)	No
Message Line	Not applicable if this rule is not defined. If this rule is defined and a font has not been defined: Courier New 8 black.	Global, Application, Map	Yes	Yes (the message line can be detected inside the child window or in the parent window)	Yes
User Exit	Not applicable	Global, Application, Map	Yes	Yes	Yes

Using Basic Rules Together with Extended Rules

When a control in a dialog that has been created with a resource editor is linked to a specific field on the character screen, specific basic rules are also applied to this control, in addition to corresponding extended rule.

The following basic rules are always applied when an extended rule is detected:

3270 Keys Toolbar
 BS2000 Keys Toolbar
 Child Window
 Function Keys
 Function Keys Toolbar
 Message Line
 User Exit
 Last Rules Used (**O**ptions menu)

Several basic rules are only used when a specific extended rule is detected:

Extended rule	Basic rule(s) that will be applied
Check Boxes	The following option of the Control Attributes rule: Adjust control size to font.
Edit Boxes	The following options of the Control Attributes rule: Adjust control size to font Help character Filler character Host key sent on double-click Host key sent for Help
Group Boxes	The following option of the Control Attributes rule: Adjust control size to font.
List Box Controls (including combo box controls)	Delete Prompt and the following option of the Control Attributes rule: Adjust control size to font.
List View Controls	Delete Prompt and the following option of the Control Attributes rule: Adjust control size to font.
Push Buttons	Basic rules are not applied.
Radio Buttons	The following option of the Control Attributes rule: Adjust control size to font.
Static Text	Delete Prompt and the following options of the Control Attributes rule: Adjust control size to font Host key sent on double-click Host key sent for Help
Tab Controls	Basic rules are not applied.

The following options of the Item rule are overridden if the same information has been defined in a dialog resource (Resource Editor >Dialog >Properties >Caption):

Window title

Dialog title

Note:

The extended rules are always applied for the status bar. The corresponding setting of the Item rule is not considered.

Showing Images and Fields

These functions only apply to a screen file shown in the scope window. They do not apply to a dialog containing extended rules.

As long as the **Image** command is selected in the **Basic** menu (indicated by a checkmark), all defined images are shown in the scope window. When this command is not selected, you can also show the defined images as described below.

You can also show the fields that have been defined on the character screen.

▶ To show all defined images

- From the **View** menu, choose **Show Images**.

When an image has not been defined, this command is not available.

Or:

Choose the following toolbar button:



▶ To show all fields in the character screen

- From the **View** menu, choose **Show Fields**.

Or:

Choose the following toolbar button:



Defining Regions for Specific Rules

The commands in the **Edit** menu are only available when you are defining a basic rule that requires the definition of a region (i.e. when the dialog box showing, for example, all Image or Map Detection rules is shown). Instead of using the commands from the **Edit** menu, you can also choose the corresponding command button (**New** or **Delete**) in the dialog box.

These commands do not apply to a dialog containing extended rules.

See the *Basic Rules Reference* for information on how to define a region for a specific rule.

▶ To define a new region

1. From the **Edit** menu, choose **New Region**.

Or:

Choose the following toolbar button:



2. In the scope window, draw an outline around the desired region.

A new rule is automatically created and the corresponding dialog box is shown.

▶ To select a defined region

1. From the **Edit** menu, choose **Select Region**.

This command is active by default (i.e. you just have to click the region in order to select it).

Or:

Choose the following toolbar button:



2. In the scope window, click the desired region.

The corresponding definition is automatically highlighted in the dialog box that has been displayed for the selected rule.

Instead of selecting a region as described above, you can simply select the entry in the dialog box that has been displayed for the selected rule. This also selects the corresponding region in the scope window.

▶ **To delete the selected region**

- From the **Edit** menu, choose **Delete**.

Or:

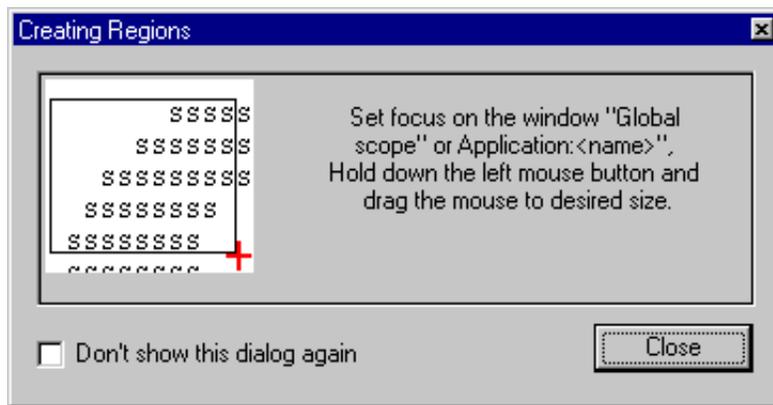
Press DEL.

Or:

Choose the **Delete** button in the dialog that has been displayed for the selected rule.

Displaying Help Information when Defining Regions

When you define a region for a rule or select a field, a dialog box may appear containing help information. Whether the dialog box appears depends on your settings in the **View** menu.



When you select the **Don't show this dialog again** check box, this dialog box will not be shown the next time, and the command **Dialog "Creating Regions"** in the **View** menu is disabled.

▶ **To switch help information display on and off**

- From the **View** menu, choose **Dialog "Creating Regions"**.

When help information will be shown, a check mark is shown next to this menu command.