

# Defining the Rules Using the SDK

The Entire Screen Builder SDK (Software Development Kit) allows you to define basic and extended transformation rules. These rules will then be applied when you view the application using one of the Entire Screen Builder GUI viewers.

This documentation is organized under the following headings:

- Getting Started      How to start and quit the SDK, information on the elements of the application window, and how to access help for the Entire Screen Builder.
- Working with the SDK      How to define the folder containing the transformation rules, store images, use different scopes, work with host sessions, capture a screen file to be used as a template for defining rules, add different applications for defining different rules, define a help file for an application, define the type of rules (global or application) to be applied to a character screen for which an application has not been defined, zoom the contents of the scope window, display the current rules trace file for rules analysis, and copy the rules to the production environment.
- Defining Basic Rules      An overview of tasks (for example, move text from the character screen to the status bar) and corresponding basic rules. Information on the default behavior of each rule, on the scope and type of window in which a specific rule can be defined, and how basic rules interact with extended rules. How to show images in the scope window and the fields that have been defined on the character screen, and how to define regions for specific rules.
- Defining Extended Rules      How to create a DLL using a resource editor. Reserved control IDs and dialog names. How to open a DLL and its dialogs in the SDK, apply extended rules to the controls in a dialog, define a background color, style or image for a dialog, apply styles to controls and dialogs, save the definitions for the dialog controls, and associate a dialog with the character screen for which it is to be displayed.
- Using the Multi Screen Feature      How to define a dialog containing extended rules for more than one character screen (for example, how to collect data from several character screens and show this data in a single dialog).