



Entire Screen Builder

Version 5.2.1

Extended Rules Reference

This document applies to Entire Screen Builder Version 5.2.1 and to all subsequent releases.

Specifications contained herein are subject to change and these changes will be reported in subsequent release notes or new editions.

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Extended Rules Reference

This documentation provides detailed information about the following extended rules. These rules refer to the resource editor controls that are supported by Entire Screen Builder.

●	Check Boxes	Switch a single option on or off.
●	Edit Boxes	Display and/or enter data. An edit box can consist of one line or several lines.
●	Group Boxes	Group elements that logically belong together.
●	List Box Controls	Provide items for selection. Each item is represented by a string of text.
●	List View Controls	Provide items for selection. Information for each item is shown in several columns.
●	Push Buttons	Execute a defined event (e.g. press a specific host key in the character screen).
●	Radio Buttons	Select one option from a number of mutually exclusive alternatives.
●	Static Text	Display the label of a field.
●	Tab Controls	Provide information from the character screen in a dialog with several tabs.

The combo box control is documented as part of the List Box Controls.

See the documentation *Defining the Rules Using the SDK* for further information.

Transparent color in the controls is supported. This makes sense when using a background image in a dialog with extended rules. Transparent controls are supported when the "Transparent" style has been defined in the resource editor.

Note:

The names of the supported resource editor styles that are listed in the description of each extended rule have been taken from Microsoft Visual C++. Other resource editors may use other names for these styles.

Check Boxes

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

Check boxes are used when a single option can be switched on or off. Check boxes can be selected independently of each other. In contrast to radio buttons, they do not mutually exclude each other.

This chapter covers the following topics:

- Adding the Control in the Resource Editor
 - Defining the Corresponding Input Fields
 - Defining the Label and the Value
-

Adding the Control in the Resource Editor

In the resource editor, create a check box control. You have to define the "Auto" style so that a check box assumes the "checked" or "unchecked" state when the user selects it.

Supported Styles for Check Box Controls

Auto

Left text

Push-like

Multiline

Flat

Horizontal alignment

Vertical alignment

Client edge

Static edge

Modal frame

Transparent

Right aligned text

Right-to-left reading order

Defining the Corresponding Input Fields

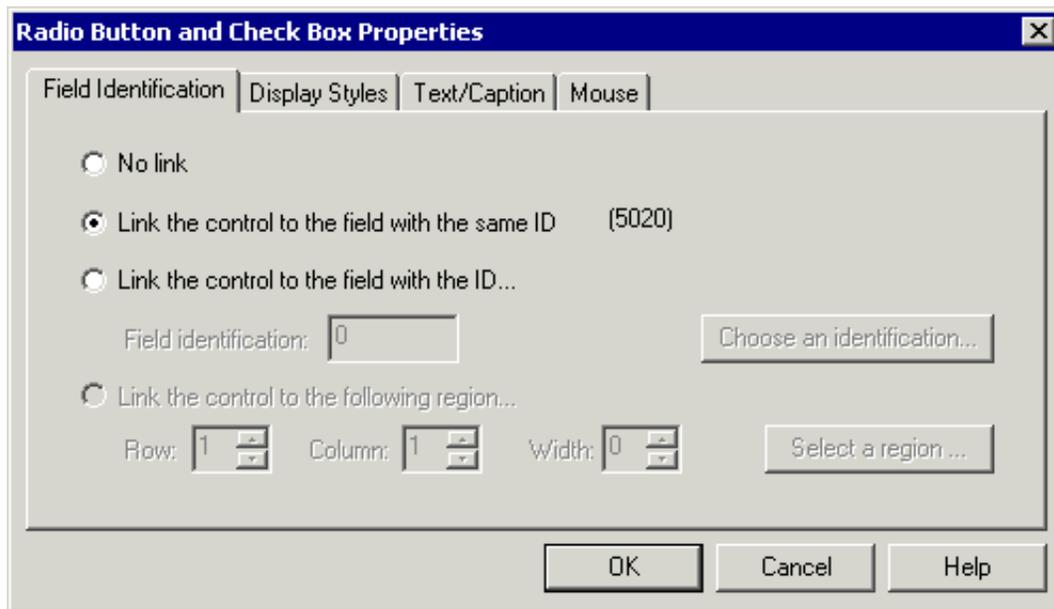
A check box represents one input field. For each check box control in the dialog, you have to define the corresponding input field in the character screen.

▶ To define the corresponding input field for a check box control

1. In the dialog, double-click the check box control.

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

The Radio Button and Check Box Properties dialog box appears.



2. Specify all required information on the Field Identification, Display Styles and Mouse pages as described in *Defining the Control Properties* in the documentation *Defining the Rules Using the SDK*.

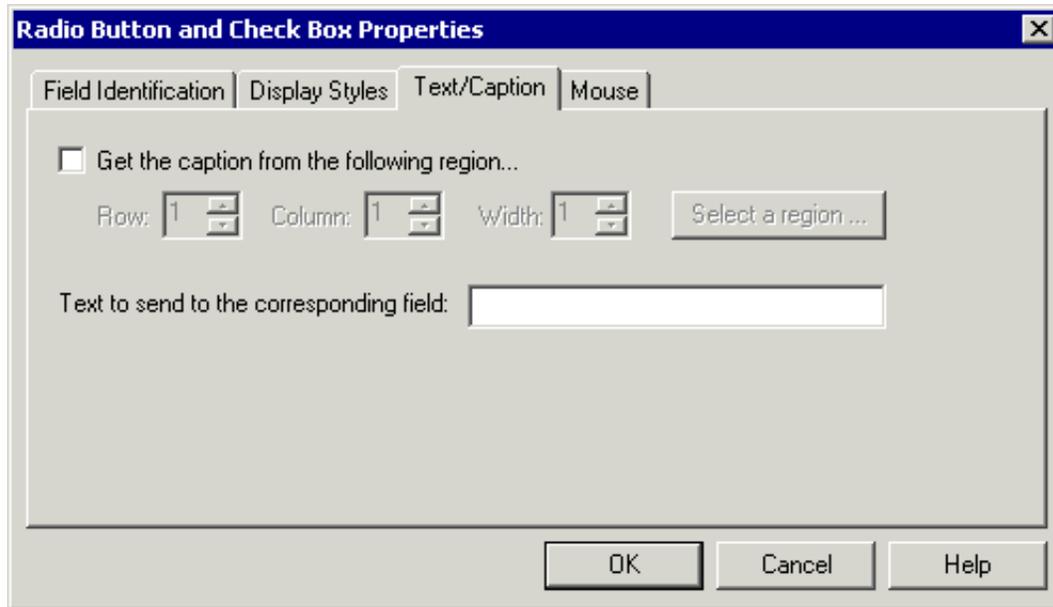
The Text/Caption page is described below.

The options **Link the control to the following region** and **Trim whitespace characters from the string** (on the Display Styles page) do not apply to check boxes and are therefore not available.

3. Choose the **OK** button.

Defining the Label and the Value

After you have defined the corresponding input field, you have to define further information on the Text/Caption page.



Get the caption from the following region

When this check box is selected, you can define the region in the screen which contains the string that is to be used as the caption (label) of the control.

Make sure that the resource file that is to be used as a template is shown in the scope window and then choose the **Select a region** button. Use the mouse to select the region in the character screen which contains the string to be shown in the control.

The position of the selected region (row, column and width) is shown in the spin boxes. Using the spin buttons, you can manually adjust the values.

When this check box is not selected, the caption as defined in the resource editor will be used.

Text to send to the corresponding field

Specify the value that is to be sent to an input field when the user selects the corresponding check box. When the field has this value, the box will be checked.

Edit Boxes

Use this extended rule to define the behavior of an edit box control that has been created using a resource editor.

In an edit box (also known as text box), data can be displayed and/or entered. An edit box can consist of one line (this corresponds to one input field) or several lines (this corresponds to several input fields).

This chapter covers the following topics:

- Adding the Control in the Resource Editor
 - Defining the Corresponding Input Fields
 - Specifying a Fixed Font
-

Adding the Control in the Resource Editor

In the resource editor, create an edit box control.

Supported Styles for Edit Box Controls

Multiline
Number
Auto HScroll
Password
No hide selection
Want return
Border
Uppercase
Lowercase
Read-only
Client edge
Static edge
Modal frame
Transparent
Right aligned text

Edit Box for One Input Field

If the edit box corresponds to one input field, you can use the default styles.

Spin Controls

A spin control can be defined for a single-line edit box. In this case, you have to define the following styles for the spin control:

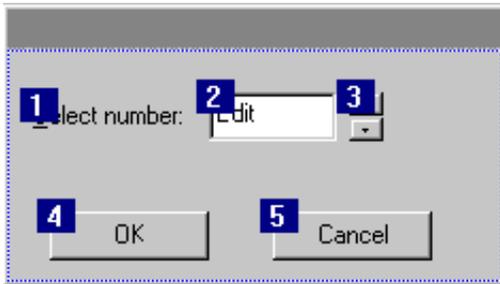
Orientation: Vertical

Alignment: Right

Auto buddy

Set buddy integer

In the tab order, the spin control must directly follow the edit box. For example, if the edit box is the second control in the dialog, the spin control must be the third control.



Important:

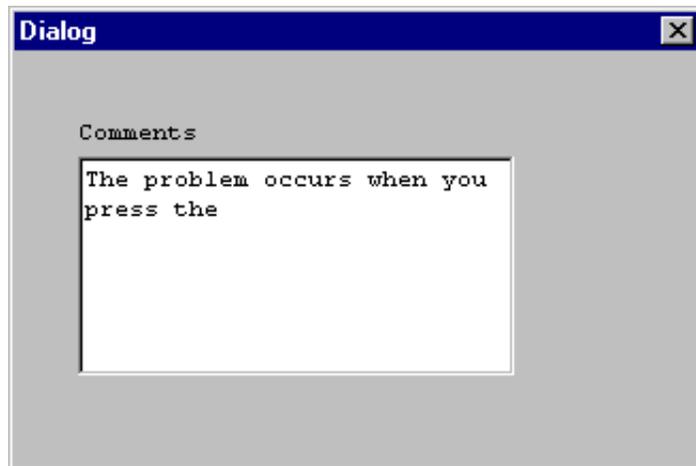
Entire Screen Builder does not support other uses of the spin control.

Edit Box for Several Input Fields

An edit box can be used for several input fields when there are at least two or more input fields in consecutive rows. For example:

Comments.....:	The problem occurs when you press the _____ _____ _____
----------------	--

The edit box for the above fields may look as follows:



If the edit box corresponds to several input fields, you have to define the following styles:

Multiline

Want return

No horizontal scroll

No vertical scroll

In the Multiline style, each input field corresponds to a row. Example: if there are 3 rows, you have to define 3 input fields.

Defining the Corresponding Input Fields

For each edit box control in the dialog, you have to define the corresponding input field(s) in the character screen.

▶ To define the corresponding input field for an edit box control

1. In the dialog, double-click the edit box control.

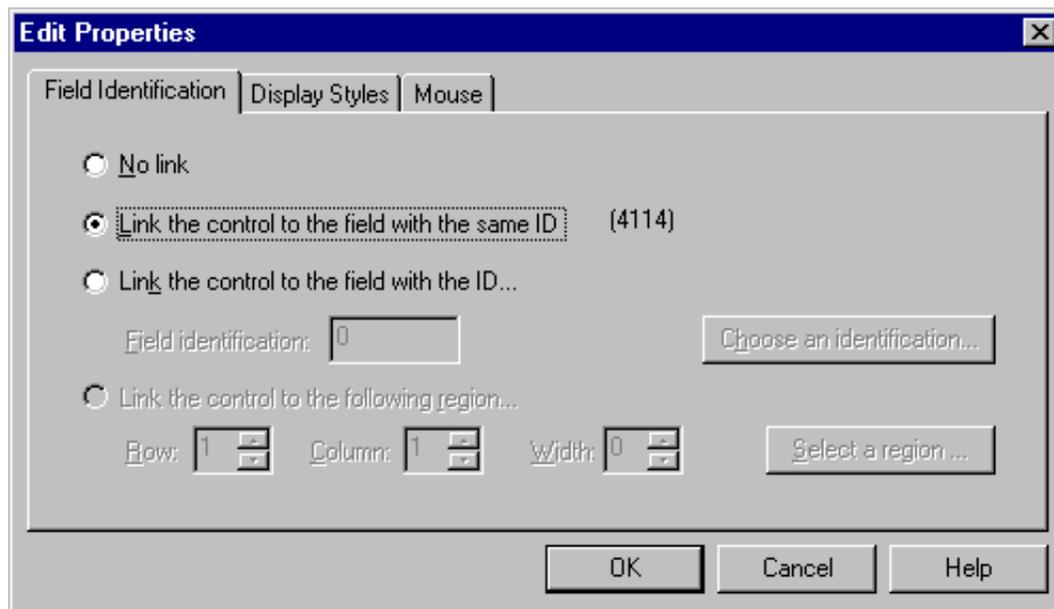
This corresponds to selecting the control and then choosing **Control Properties** from the **Extended** menu or context menu.

Different dialog boxes appear, depending on the number of input fields that have been defined for the edit box (see below).

2. Specify all required information as described below.
3. Choose the **OK** button.

One Input Field

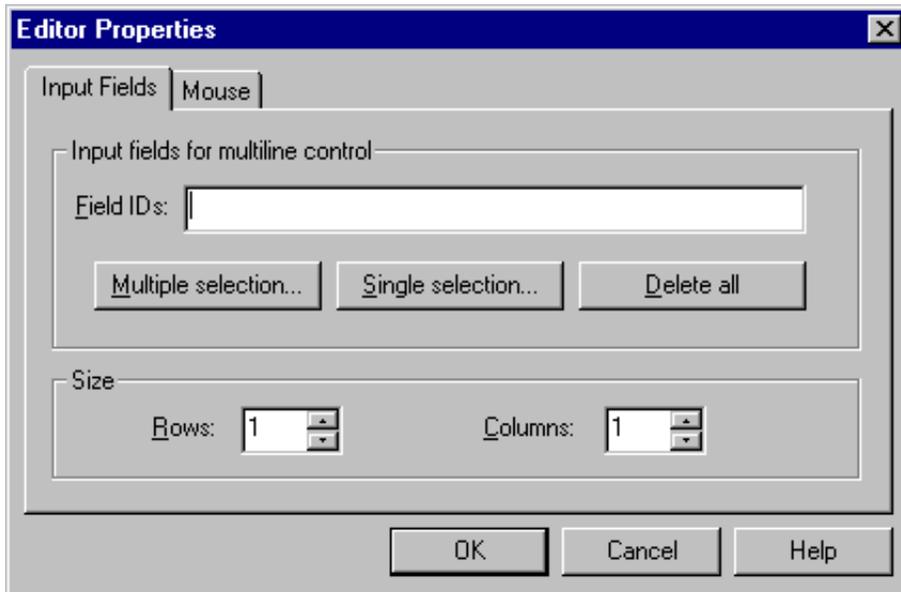
The Edit Properties dialog box containing the Field Identification page only appears when the edit box consists of one line.



Specify all required information on the Field Identification, Display Styles and Mouse pages as described in *Defining the Control Properties* in the documentation *Defining the Rules Using the SDK*.

Several Input Fields

The Editor Properties dialog box containing the Input Fields page only appears when the edit box consists of more than one line.



Make sure that the screen file that is to be used as a template is shown in the scope window.

Input fields for multiline control

Choose one of the following command buttons:

- **Multiple selection**

Choose this button if you want to select all fields at the same time.

- **Single selection**

Choose this button if you want to select one field after another.

- **Delete all**

Choose this button if you want to delete all existing selections.

With multiple and single selection, you now have the select the field(s) in the scope window containing the character screen for this dialog. Either click one field (single selection) or drag an outline around all fields that are to be selected (multiple selection). The ID of each selected field is then shown in the **Field IDs** text box.

If one of the fields detected in the character screen is protected, the control is automatically disabled.

Size

Use the spin buttons to specify the size for the edit box (rows and columns).

For example, if you want to create an edit box for 15 edit fields where each edit field is 76 characters long, you have to specify 15 rows and 76 columns. In the viewer, the edit box will be resized to the specified size.

For information on the Mouse page, see *Defining the Control Properties* in the documentation *Defining the Rules Using the SDK*.

Specifying a Fixed Font

It is mandatory to change the font for the edit box and use a fixed font (such as Courier or Courier New). To do so, you can use the font toolbar. See *Font Toolbar* in the documentation *Defining the Rules Using the SDK*.

Group Boxes

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

A group box is a rectangular element containing a descriptive label that can be put around a group of elements that logically belong together.

This chapter covers the following topics:

- Adding the Control in the Resource Editor
 - Defining the Font and/or Color
-

Adding the Control in the Resource Editor

In the resource editor, create a group box control. It is not necessary to define any special styles for the group box control.

Supported Styles for Group Box Controls

Flat
Client edge
Static edge
Modal frame
Transparent
Right aligned text
Right-to-left reading order

Defining the Font and/or Color

Using the SDK, it is only possible to define the font and/or color for the label that is shown in the group box.

To define font and/or color

1. In the dialog, select the label of the group box.
2. Use the font toolbar to define the desired font and/or color. See *Font Toolbar* in the documentation *Defining the Rules Using the SDK*.

List Box Controls

Use this extended rule to define the behavior of a combo box control or list box control that has been created using a resource editor.

A list box control provides items for selection. Each item is represented by a string of text.

This chapter covers the following topics:

- Adding the Control in the Resource Editor
 - Defining the Corresponding Input Fields
 - Defining the List Box Control Properties
 - General
 - Explicit List
 - External File
-

Adding the Control in the Resource Editor

In the resource editor, create either a combo box control or a list box control.

Combo Box

For a combo box control, you have to define *one* of the following styles:

Type: Dropdown, or

Type: Drop List

Supported Styles for Combo Box Controls

Owner draw: No

Sort

Vertical scroll

Auto HScroll

Disable no scroll

Client edge

Static edge

Modal frame

Transparent

Right aligned text

Right-to-left reading order

List Box

For a list box control, you have to define the following styles (these styles are set by default):

Selection: Single
Owner draw: No
Notify

Do not define the Multi-column style.

Supported Styles for List Box Controls

Selection: Single
Owner draw: No
Border
Sort
Notify
Horizontal scroll
Vertical scroll
Client edge
Static edge
Modal frame
Transparent
Right aligned text
Right-to-left reading order

Defining the Corresponding Input Fields

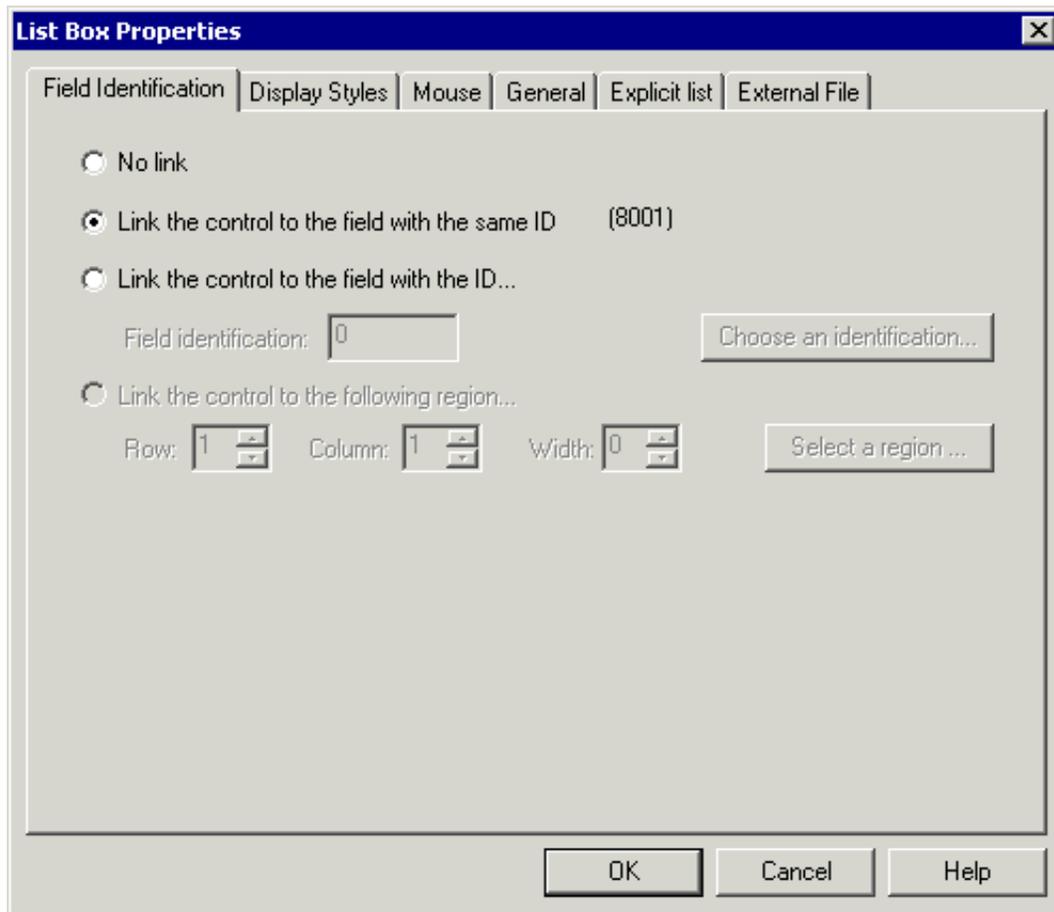
For each list box control, you have to define the corresponding input field in the character screen.

▶ To define the corresponding input field for a list box control

1. In the dialog, double-click the list box control (list box or combo box).

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

The List Box Properties dialog box appears.



2. Specify all required information on the Field Identification, Display Styles and Mouse pages as described in *Defining the Control Properties* in the documentation *Defining the Rules Using the SDK*.

All other pages are described below.

3. Choose the **OK** button.

Defining the List Box Control Properties

There are different ways of defining the contents of the list box. Each of the following pages in the List Box Properties dialog box corresponds to one of these ways:

- General
- Explicit List
- External File

Therefore, you must only specify information on *one* of these pages.

General

Use this page if the items to be inserted in the list box control are to be obtained dynamically from the character screen during the execution of the application.

It is assumed that the items in the character screen are organized in a table where each column has a fixed width. For example:

```
Options
1 Add employee
2 See employee data
3 Delete employee
4 Search employees
5 Exit

Option: _
```

The menu shown in this example may be considered as a table with two columns:

- **Column 1**
Has a width of 3 characters.

Contains the value that is to be sent to the input field.

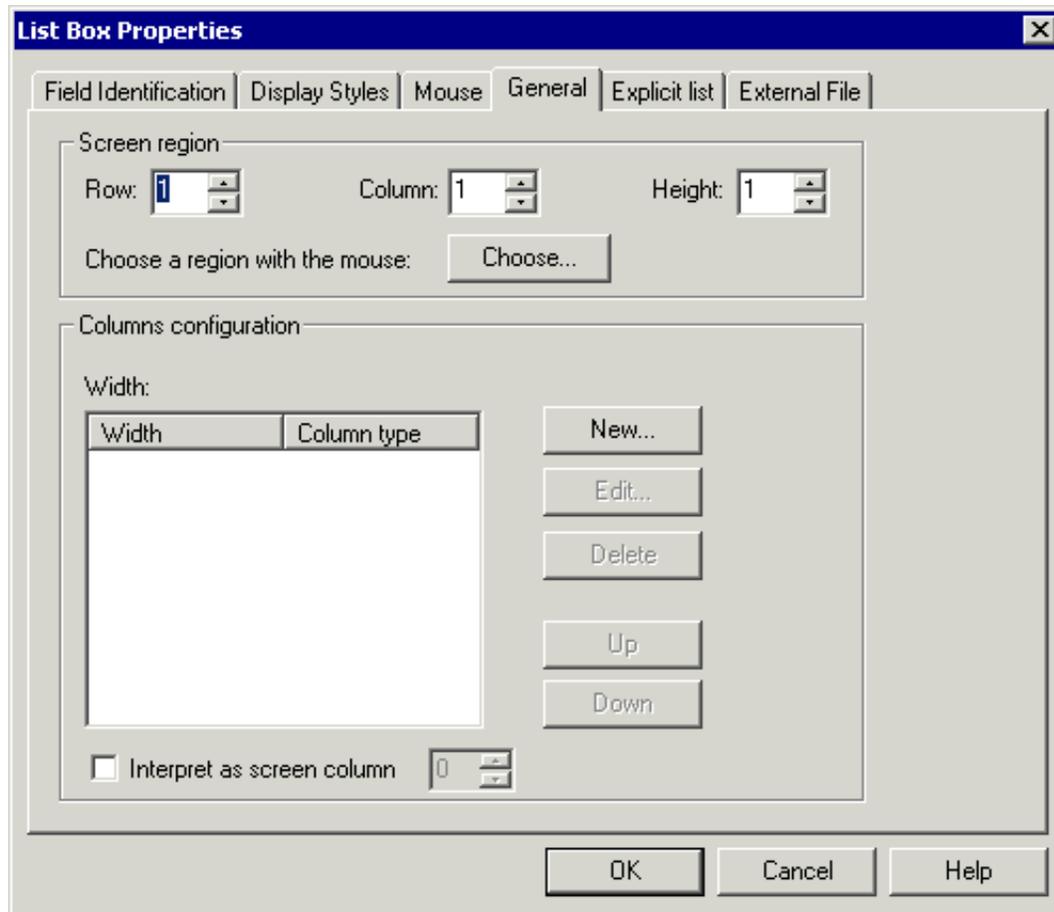
Type: Value.
- **Column 2**
Has a width of 40 characters.

Contains the text to be shown in the list box.

Type: Visible.

Empty lines are ignored.

When the "Sort" style has been defined in the resource editor, the values are displayed in alphabetical order without regarding the order in the character screen. If you want to use the same order as in the character screen, the "Sort" style must not be selected.



Screen region

This is the position of the table in the character screen.

Make sure that the screen file that is to be used as a template is shown in the scope window and then choose the **Choose** button. The mouse pointer changes, showing a cross. Select the region containing the table with the mouse.

The position (row, column and height) of the selected region is shown in the spin boxes. Using the spin buttons, you can manually adjust the values.

Columns configuration

This group box shows the width of each defined column and the corresponding column type (visible, value or hidden). You must define at least 2 columns. The width of the table is the sum of the widths of all columns.

The following command buttons are available:

New	Define a new column. See the description below.
Edit	Modify the selected column. Alternative: double-click a column.
Delete	Delete the selected column.
Up	Move the selected column up.
Down	Move the selected column down.

Interpret as screen column

If this check box is selected, you can choose a column number from the spin box.

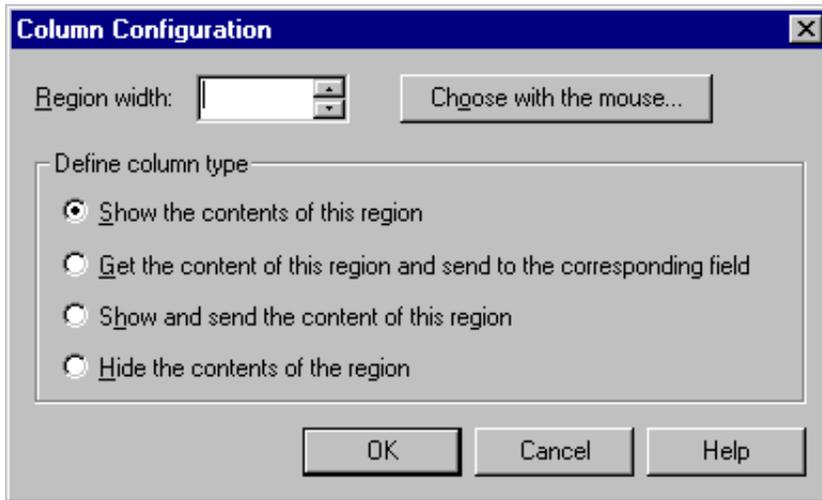
Some applications use the cursor position to select an option, but do not use input fields. When you position the cursor on "Delete employee" (see the example below) and press ENTER, the corresponding screen is shown. To simulate this functionality, you have to define the position of the first character in each row. In the example below, the first character of the word "Add" is located in column 6.

When the user selects "Delete Employee" in the example below, the cursor position (row 5) is sent to the application, together with the column number you have defined (column 6).

<p>Main Menu</p> <p>Add employee</p> <p>See employee data</p> <p>Delete employee</p> <p>Search employees</p> <p>Exit</p>
--

Defining a Column

The Column Configuration dialog box is used to define the width of a column. It appears when you choose the **New** or **Edit** button.



Region width

Use this spin box to define the width of the column in the table.

You can also define the region width with the mouse. To do so, choose the corresponding command button. In the scope window, all columns that have already been defined are indicated by blue boxes. The width of the current column is indicated by handles. Move the mouse over the region containing the handles and drag it to the desired size.

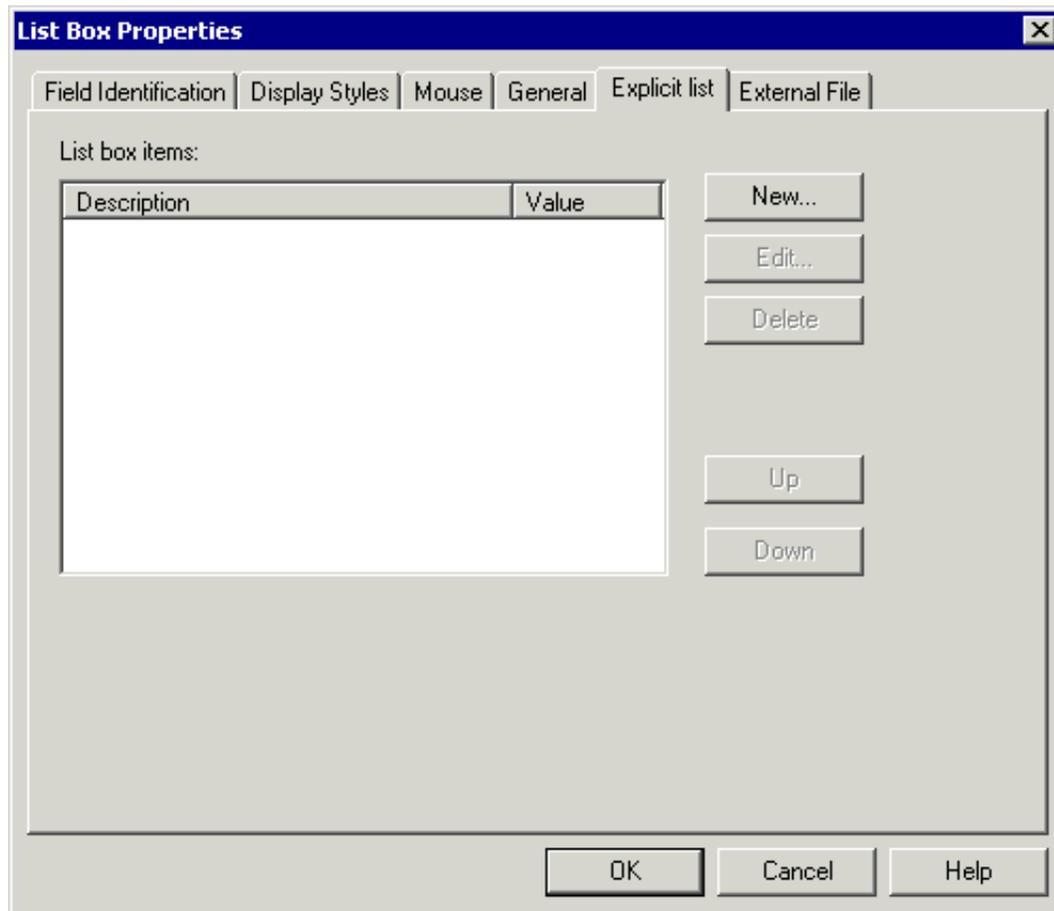
Define column type

Select one of the following option buttons to define the column type:

- **Show the contents of this region**
The content of the defined region is shown in the list box.
- **Get the content of this region and send to the corresponding field**
The content of the defined region is not shown in the list box. Instead, it is sent to the input field.
- **Show and send the content of this region**
The content of the defined region is shown in the list box and is also sent to the input field.
- **Hide the contents of the region**
The content of the defined region is not shown in the list box.

Explicit List

Use this page if you want to define the items that are to be inserted in the list box control manually.



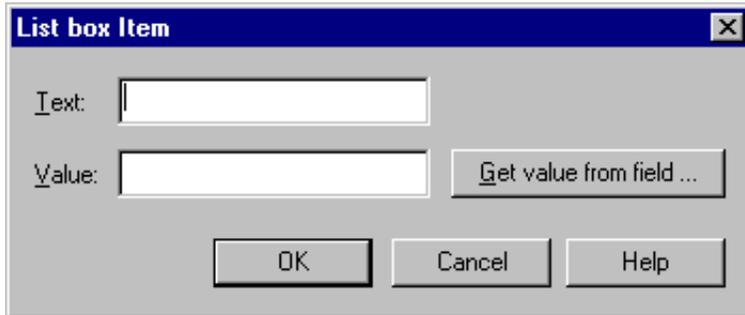
When list box items have already been defined, description and value of each item are shown in the dialog box.

The following command buttons are available:

New	Define a new list box item. See the description below.
Edit	Modify the selected list box item. Alternative: double-click a list box item.
Delete	Delete the selected list box item.
Up	Move the selected list box item up.
Down	Move the selected list box item down.

Defining a List Box Item

The List Box Item dialog box appears when you choose the **New** or **Edit** button.



Text

Specify the text that is to be shown in the list box.

Value

Specify the value that is to be sent to the corresponding input field when the user chooses the text you have specified in the above text box.

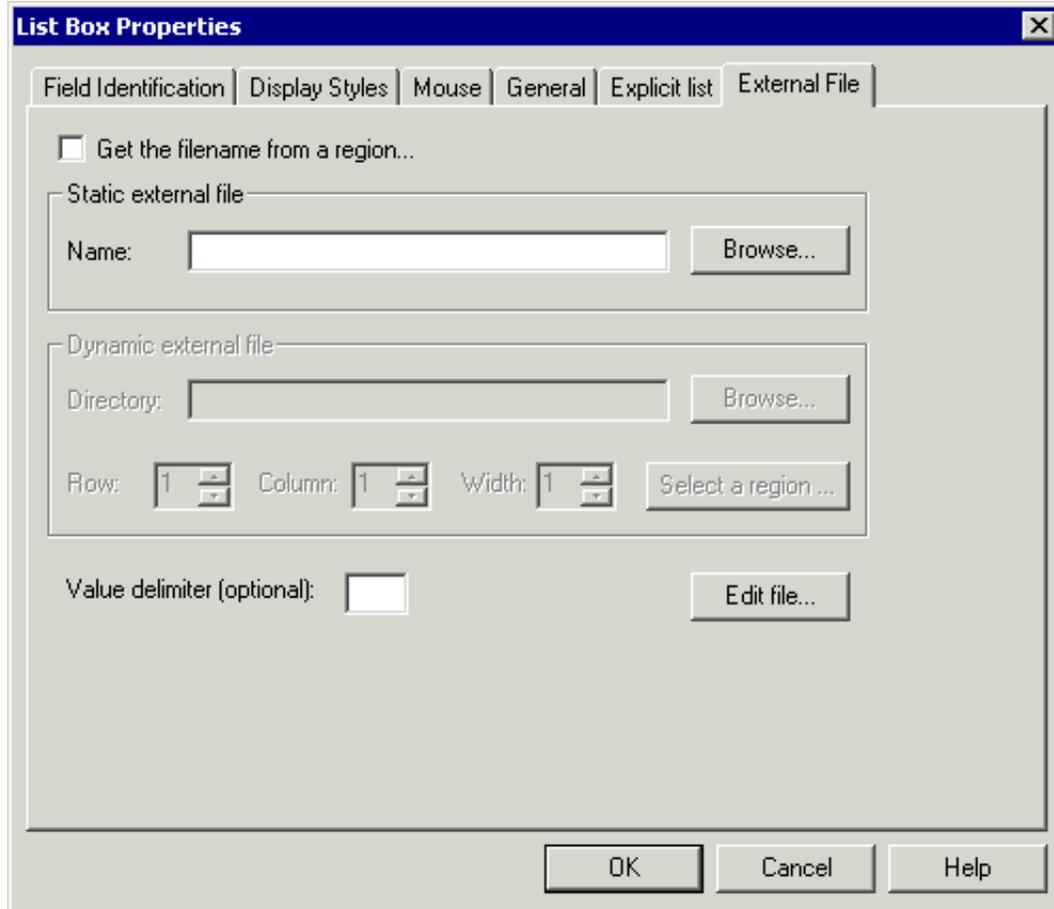
When the user has to position the cursor in an input field in order to select an option (see the example below), choose the **Get value from field** button and select an input field from the scope window. The viewer will then position the cursor on this input field. The location of the defined input field, preceded by a percent sign, is then shown in this text box.

```
    Main Menu
  _ Add employee
  _ See employee data
  _ Delete employee
  _ Search employees
  _ Exit
```

If you do not specify a value, the text you have specified in the above text box is sent to the corresponding input field.

External File

Use this page if the items to be inserted in the list box control are to be taken from a text (ASCII) file. Each line in the text file corresponds to one list box item. Each text file must have the extension *txt* and must be available in your rules repository.



The screenshot shows the 'List Box Properties' dialog box with the 'External File' tab selected. The dialog has a title bar with a close button. Below the title bar are several tabs: 'Field Identification', 'Display Styles', 'Mouse', 'General', 'Explicit list', and 'External File'. The 'External File' tab contains the following controls:

- A checkbox labeled 'Get the filename from a region...' which is currently unchecked.
- A group box labeled 'Static external file' containing a 'Name:' text field and a 'Browse...' button.
- A group box labeled 'Dynamic external file' containing a 'Directory:' text field and a 'Browse...' button.
- Three spinners for 'Row:', 'Column:', and 'Width:', each set to '1'. To the right of these spinners is a 'Select a region ...' button.
- A 'Value delimiter (optional):' text field and an 'Edit file...' button.

At the bottom of the dialog are three buttons: 'OK', 'Cancel', and 'Help'.

Get the file name from a region

When this check box is not selected, you can define a static external file in the group box **Static external file**.

When this check box is selected, you can define a dynamic external file in the group box **Dynamic external file**.

Static external file

The controls in this group box are only available when the check box **Get the file name from a region** has not been selected.

In the **Name** text box, specify the path to the text file in your rules repository (relative to the root folder of the rules repository) in which the values are stored. You can also choose the **Browse** button to select the file from an **Open** dialog box.

Dynamic external file

The controls in this group box are only available when the check box **Get the file name from a region** has been selected.

For a dynamic external file, you have to define the region in the screen which contains the string that is to be used as the file name. This is helpful when different strings are shown in the same region. You can then use several text files with different names. The text files with these names must be available in your rules repository.

In the **Directory** text box, specify the path to the folder in your rules repository (relative to the root folder of the rules repository) containing the text files in which the values are stored. You can also choose the **Browse** button to select the folder from a **Browse for Folder** dialog box. When the text box **Directory** remains empty, the viewers assume that the text file is located in the root directory of the rules repository.

Make sure that the resource file that is to be used as a template is shown in the scope window and then choose the **Select a region** button. Use the mouse to select the region in the character screen which contains the file name to be used. The file name will consist of the text contained in the selected region and the extension *txt*.

The position of the selected region (row, column and width) is shown in the spin boxes. Using the spin buttons, you can manually adjust the values.

Value delimiter (optional)

When you define a delimiter, you can specify the following in the text file:

- the text that is to be shown in the list box, and
- the value that is to be sent to the input field.

The syntax is as follows:

```
<Text><Delimiter><Value>
```

For example, when the slash (/) is used as delimiter, the text file may look as follows:

```
Bachelor/B  
Married/M  
Divorced/D  
Widow/W  
Other/O
```

When a delimiter is not used, the text that is to be shown in the list box is also sent to the input field. The syntax is as follows:

<Text>

For example, when a delimiter is not used, the text file may look as follows:

```
Bachelor  
Married  
Divorced  
Widow  
Other
```

Note:

It is not possible to mix formats in the text file. Each line in the text file must have the same format: either with a delimiter or without a delimiter.

Edit file

When you choose this button, you can edit the text file in the Windows Notepad.

The behavior of the **Edit file** button depends on the setting of the check box **Get the file name from a region**:

- When the check box has not been selected, the text file that has been specified in the **Name** text box is invoked in the Notepad. If the **Name** text box is empty or if the specified text file cannot be found, the Notepad is invoked with an empty page.
- When the check box has been selected, the content of the directory that has been specified in the **Directory** text box is shown in an Open dialog box. You can then choose the text file that is to be invoked in the Notepad.

List View Controls

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

A list view control provides items for selection. Information for each item is shown in several columns.

This control can be used for character screens with several rows where each row has an input field. For example:

Action	Code	Name	Surname	City	Tel.
_	100001	Peter	Holmes	London	1234567
_	100002	Fernando	Rodriguez	Madrid	7654321
_	100003	Javier	Diaz	Barcelona	4356321
_	1.....
_	1.....

Action values M (Modify), V (Value) or D (Delete).

When the list view control is shown in the viewer, the user can select a row, press the right mouse button and choose a command from the resulting context menu. The user can also double-click a row; this corresponds to the first command that has been defined for the context menu. See the description of the Popup page for further information.

This chapter covers the following topics:

- Adding the Control in the Resource Editor
- Defining the List View Control Properties
- General
- Header
- Popup
- Field Identifications

Adding the Control in the Resource Editor

In the resource editor, create a list control. You have to define the following styles:

View: Report
Single selection
Owner draw

Supported Styles for List Controls

View: Report
Single selection
No scroll
No sort header
Show selection always
Owner draw
Border
Client edge
Static edge
Modal frame
Transparent
Right aligned text

Defining the List View Control Properties

For each list view control, you have to specify the corresponding region in the character screen.

To define the list view control properties

1. In the dialog, double-click the list view control.

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

The List View Properties dialog box appears.

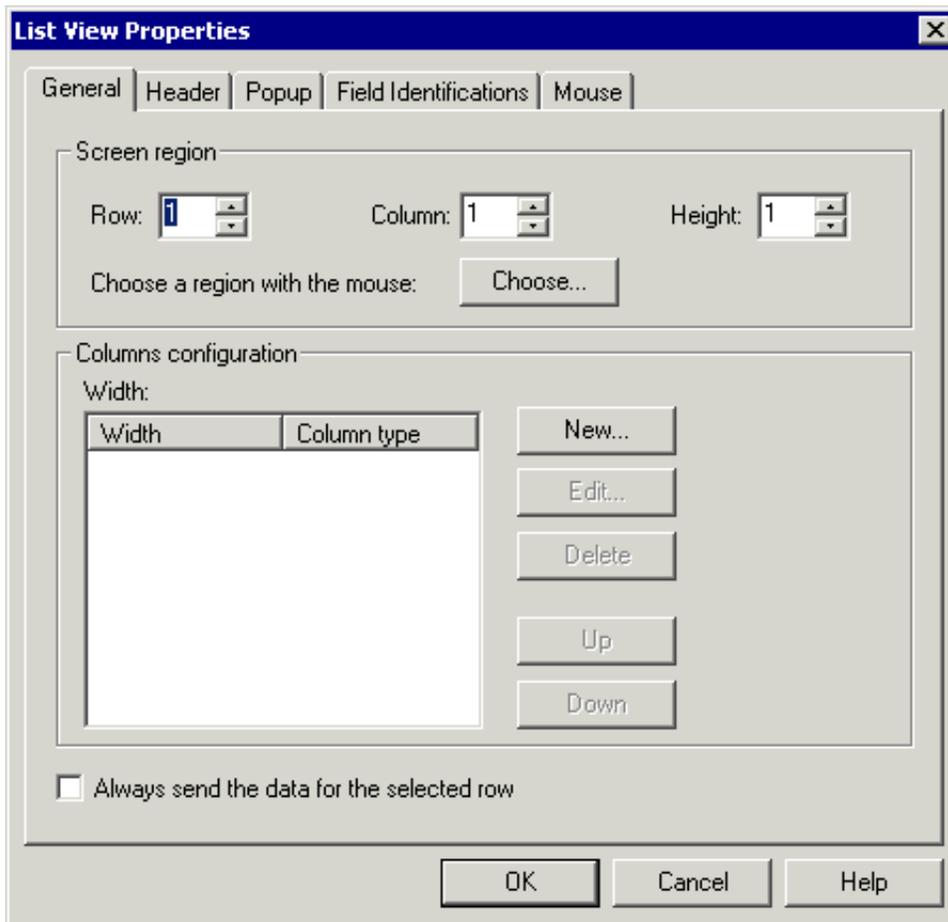
2. Specify all required information as described below for the following pages.
 - General
 - Header
 - Popup
 - Field Identifications

For information on the Mouse page, see *Defining the Control Properties* in the documentation *Defining the Rules Using the SDK*.

3. Choose the **OK** button.

General

Defines the region in the character screen for which the list view control has been created.



Screen region

Make sure that the resource file that is to be used as a template is shown in the scope window and then choose the **Choose** button. Use the mouse to select the region in the character screen which contains the data to be shown in the list view control.

The position of the selected region (row, column and height) is shown in the spin boxes. Using the spin buttons, you can manually adjust the values.

Columns configuration

This group box shows the width of each defined column and the corresponding column type (visible or hidden). You must define at least 2 columns. The width of the table is the sum of the widths of all columns.

The following command buttons are available:

New	Define a new column. See the description below.
Edit	Modify the selected column. Alternative: double-click a column.
Delete	Delete the selected column.
Up	Move the selected column up.
Down	Move the selected column down.

Always send the data for the selected row

This option determines the amount of information that is to be sent to the host when the user has selected a row in the list view and then presses a key (for example, PF5) or chooses a command button that has been defined in the dialog (for example, a **Save** button).

If this check box is *not* selected, only the key or the function defined for the command button is sent to the host. No information is sent for the selected row in the list view.

If this check box is selected, the default text for the selected row is also sent to the server. The default text is defined in the first menu item of the Popup page. This enables the user to select a row of the list view control, continue to work in the dialog and then press, for example, PF5 to send data to the host, including the data for the selected row.

Defining a Column

The Column Configuration dialog box is used to define the width of a column in the character screen. It appears when you choose the **New** or **Edit** button.



Region width

Use this spin box to define the width of the column in the character screen.

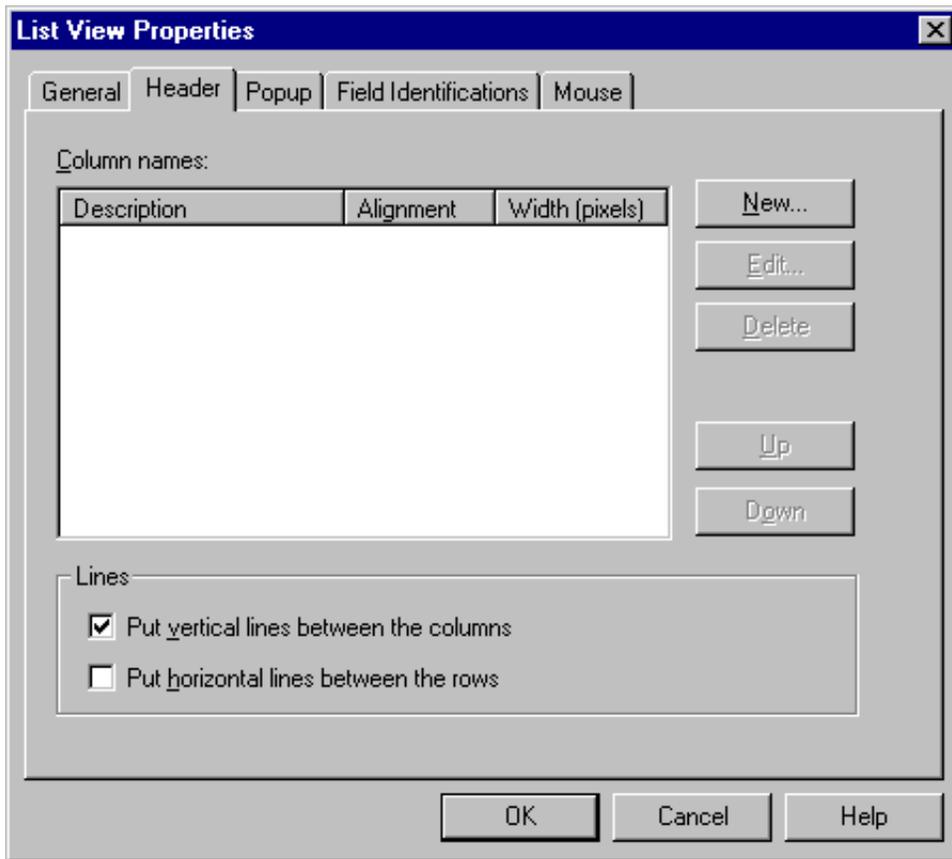
You can also define the region width with the mouse. To do so, choose the corresponding command button. In the scope window, all columns that have already been defined are indicated by blue boxes. The width of the current column is indicated by handles. Move the mouse over the region containing the handles and drag it to the desired size.

Show the contents of this region

If this check box is selected, the content of this region is shown in the list view control. If it is not selected, the content is hidden.

Header

Defines the column headers to be shown in the list view control.



Column names

This list box shows the header for each defined column of the list view control, the corresponding alignment (left, center or right) and the column width in pixels.

The following command buttons are available:

New	Define a new header. See the description below.
Edit	Modify the selected header. Alternative: double-click a header.
Delete	Delete the selected header.
Up	Move the selected header up.
Down	Move the selected header down.

Put vertical lines between the columns

When this check box is selected, vertical lines are shown between the columns.

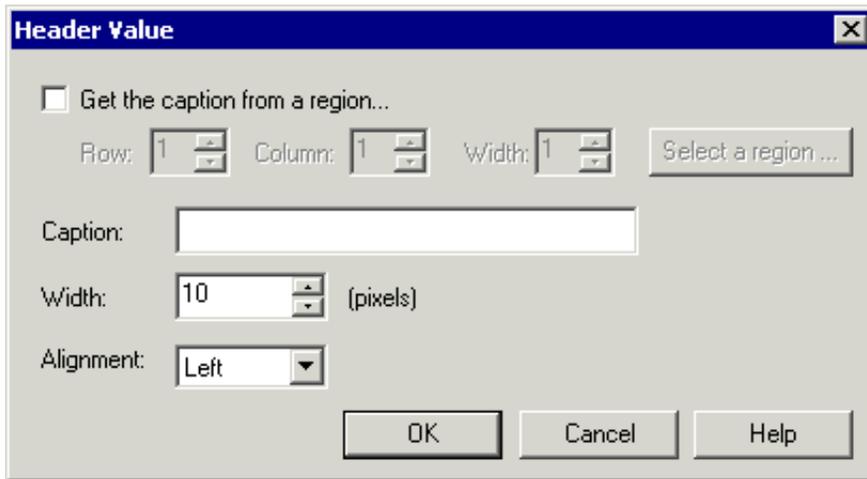
Put horizontal lines between the rows

When this check box is selected, horizontal lines are shown between the rows.

Defining a Header for a Column

The Header Value dialog box is used to define a header for a column. It appears when you choose the **New** or **Edit** button.

In contrast to the columns defined on the General page which define the corresponding regions in the character screen, this dialog box defines the columns that are to be shown in the list view control.



Get the caption from a region

When this check box is selected, you can define the region in the screen which contains the string that is to be used as the column header.

Make sure that the resource file that is to be used as a template is shown in the scope window and then choose the **Select a region** button. Use the mouse to select the region in the character screen which contains the string to be shown in the list view control.

The position of the selected region (row, column and width) is shown in the spin boxes. Using the spin buttons, you can manually adjust the values.

Caption

Only available if the check box **Get the caption from a region** has not been selected.

Specify the text that is to be displayed as the column header.

Width

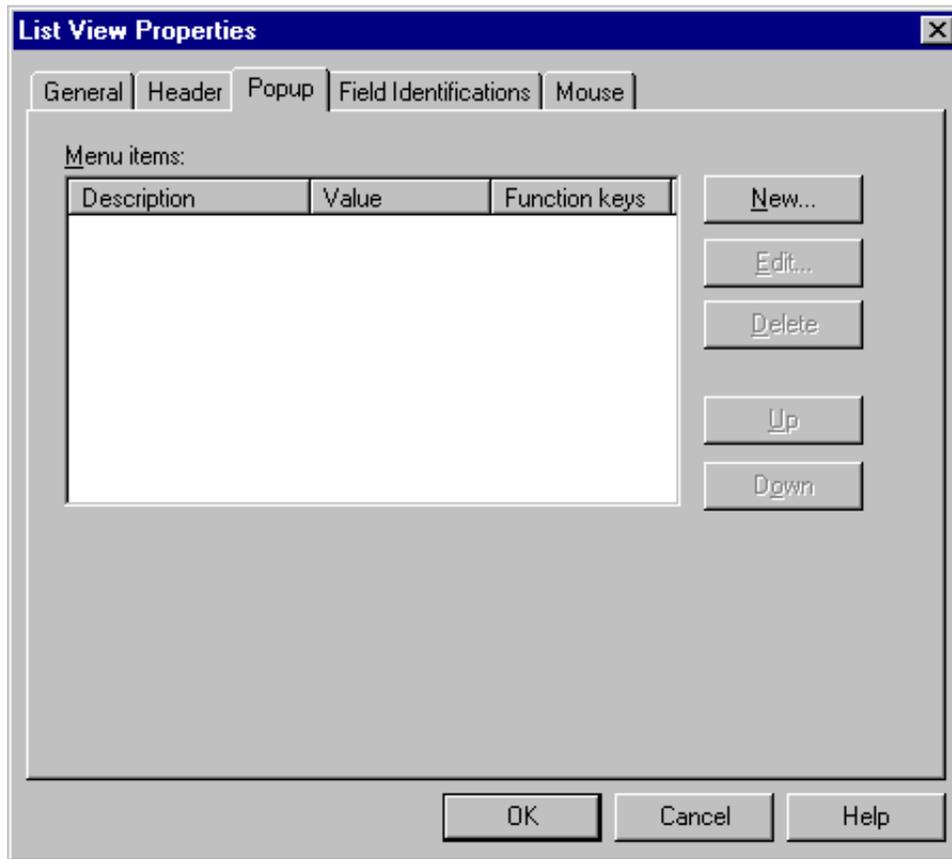
Use this spin box to define the width of the column in the list view control (1 to 5000 pixels).

Alignment

Use this drop-down list box to define the alignment of the column header (left, center or right).

Popup

Defines the menu items that are to be shown when the user presses the right mouse button.



Menu items

This list box shows the menu items that have been defined for the context menu.

The first menu item in this list box is automatically executed (i.e. the defined text is sent to the input field) when the user works in the viewer and double-clicks an entry in the list view control.

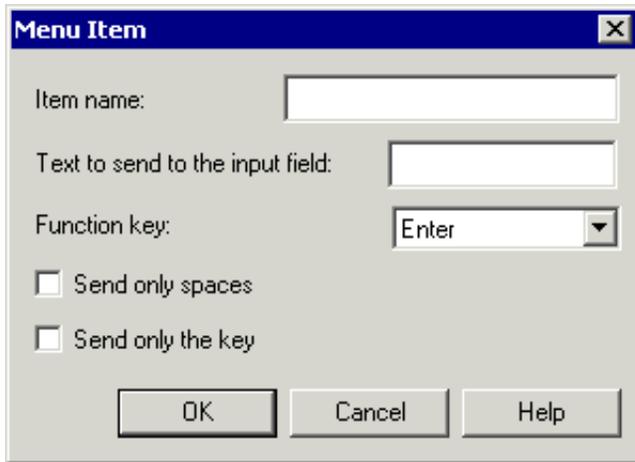
The first menu item in this list box also defines the default text for the option **Always send the data for the selected row** which can be set on the General page.

The following command buttons are available:

New	Define a new menu item. See the description below.
Edit	Modify the selected menu item. Alternative: double-click a menu item.
Delete	Delete the selected menu item.
Up	Move the selected menu item up.
Down	Move the selected menu item down.

Defining a Menu Item

The Menu Item dialog box is used to define a menu item. It appears when you choose the **New** or **Edit** button.



Item name

Specify the text that is to be displayed as a menu item of the context menu. For example, "Modify".

Text to send to the input field

Only available when the check boxes **Send only spaces** and/or **Send only the key** have not been selected.

Specify the value that is to be sent to the input field. For example, the action code "M" that is used to modify a field.

Function key

Select the key that is to be sent.

Send only spaces

Only available when the check box **Send only the key** has not been selected.

When this check box is selected, the input field is filled with spaces.

Send only the key

When this check box is selected, only the defined function key is sent (text is not sent).

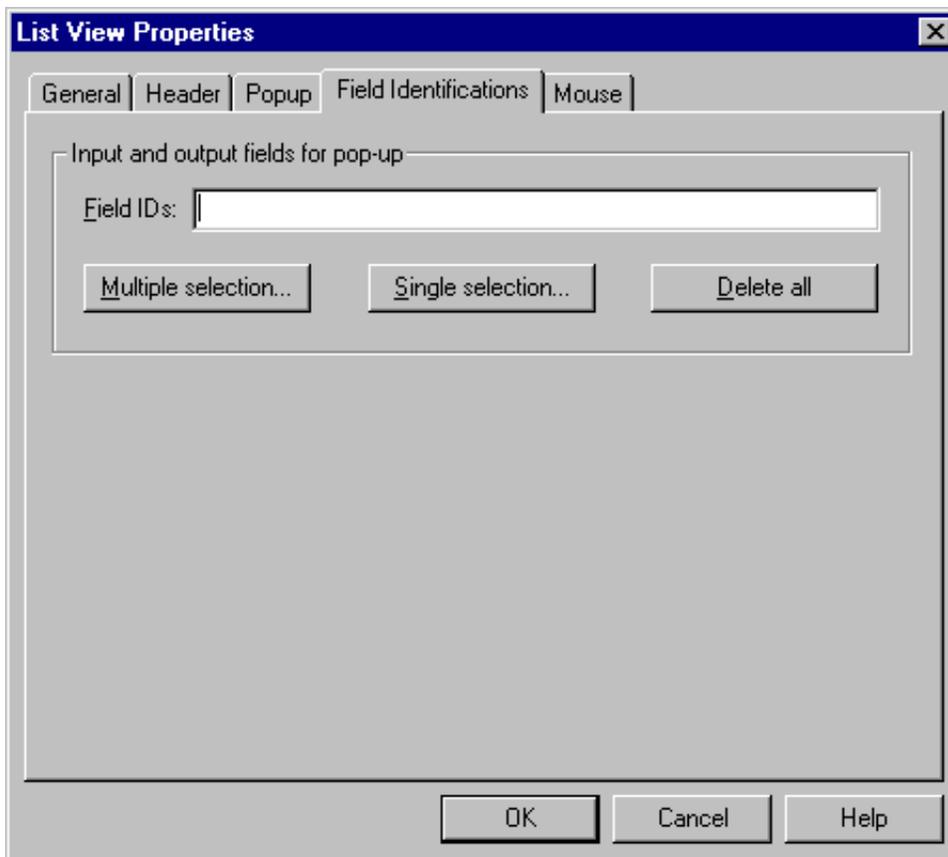
Field Identifications

Defines the corresponding input or output fields. The same field identification may refer to an input field or an output field, depending on the application.

- For an input field, the text defined in the **Text to send to the input field** text box of the Popup page is moved to the input field. The cursor is moved to the input field and the defined function key is sent.
- For an output field, the cursor is moved to the output field and the defined function key is sent. Text is not moved to the output field.

Note:

In the example at the beginning of this section, these are the input fields (indicated by underscore characters) below the header "Action".



Input and output fields for popup

The number of fields in this text box must correspond to the height defined on the General page.

When a table contains empty lines (for example, as in a Con-nect screen which displays a list of objects), you must specify 0 (zero) as the field ID for these lines. With multiple selection, this is done automatically: the field identification 0 indicates that a row has been selected which does not contain an input field.

Choose one of the following command buttons:

- **Multiple selection**
Choose this button if you want to select all fields at the same time.
- **Single selection**
Choose this button if you want to select one field after another.
- **Delete all**
Choose this button if you want to delete all existing selections.

With multiple and single selection, you now have the select the field(s) in the scope window containing the character screen for this dialog. Either click one field (single selection) or drag an outline around all fields that are to be selected (multiple selection). The ID of each selected field is then shown in the **Field IDs** text box.

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

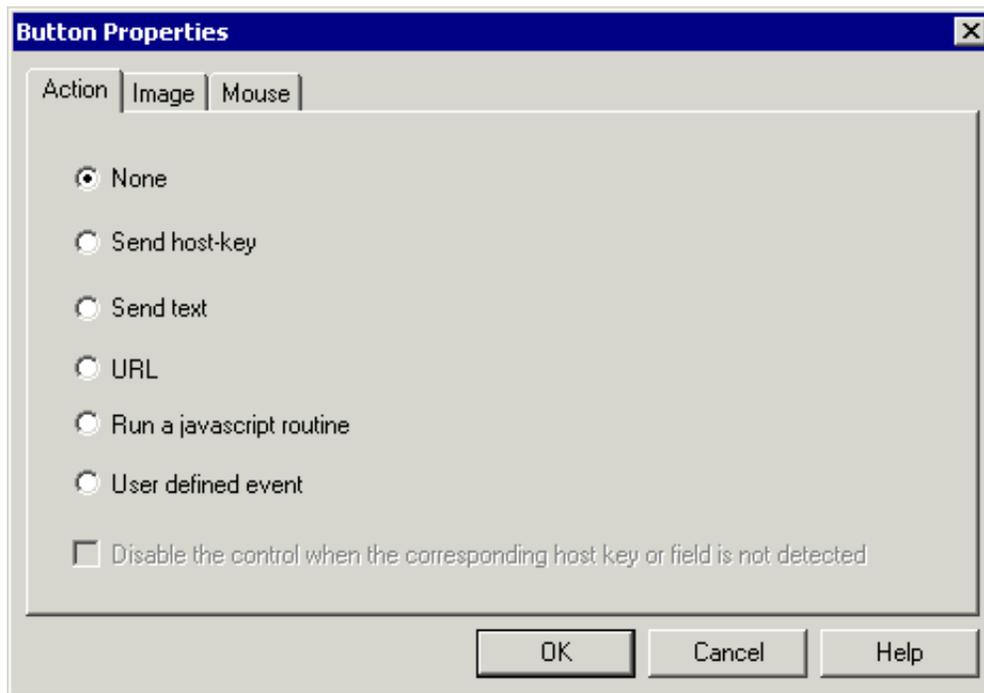
You can also use a push button control as a simple image. In this case, you have to define **None** as the action.

▶ 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.



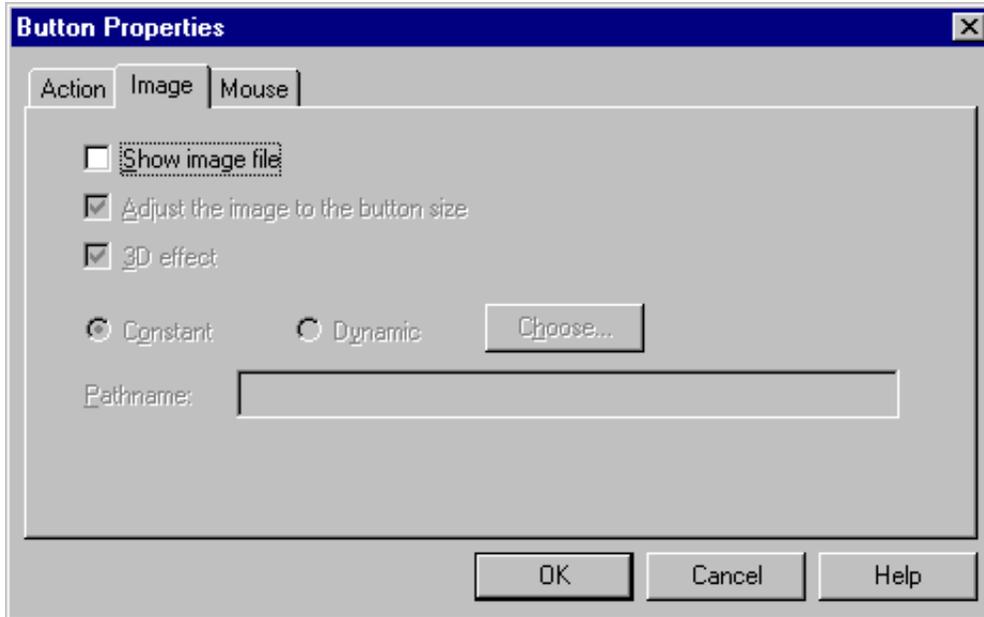
2. Specify all required information on the Action and Mouse pages as described in *Defining the Control Properties* in the documentation *Defining the Rules Using the SDK*.

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).

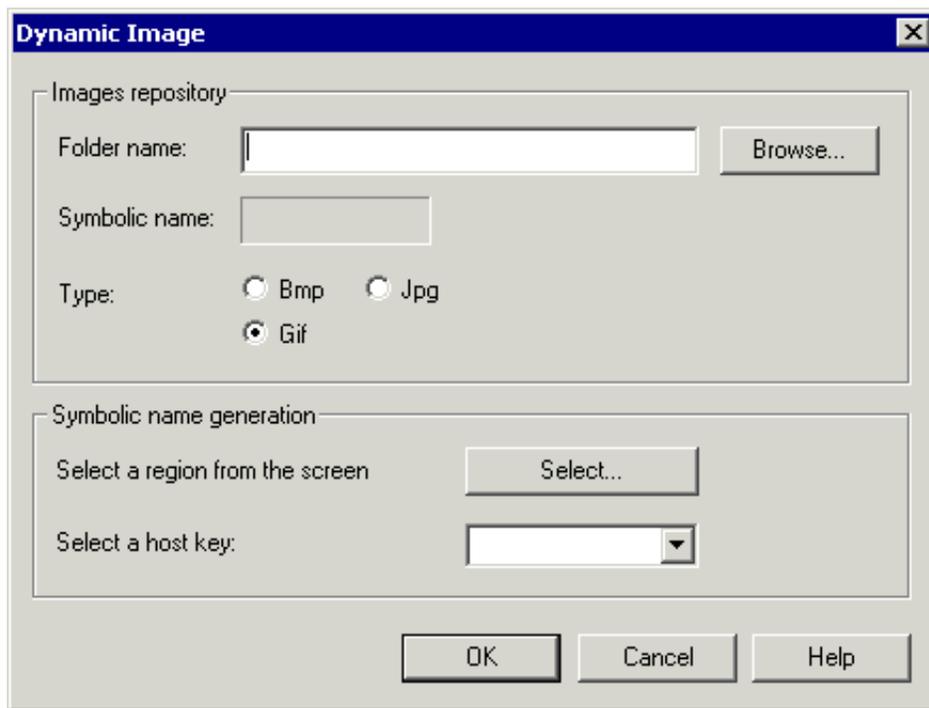
Defining a Dynamic Image

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.

Radio Buttons

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

Radio buttons (also known as option buttons) are used to select exactly one option from a number of mutually exclusive alternatives. Selecting another radio button automatically deselects the previously selected radio button.

This chapter covers the following topics:

- Adding the Control in the Resource Editor
 - Defining the Corresponding Input Fields
 - Defining the Label and the Value
-

Adding the Control in the Resource Editor

In the resource editor, create a radio button control. You have to define the "Auto" style so that the radio buttons are mutually exclusive.

Supported Styles for Radio Button Controls

Auto
Left text
Push-like
Multiline
Flat
Horizontal alignment
Vertical alignment
Client edge
Static edge
Modal frame
Transparent
Right aligned text
Right-to-left reading text

Defining the Corresponding Input Fields

For each radio button control in the dialog, you have to define the corresponding input field in the character screen.

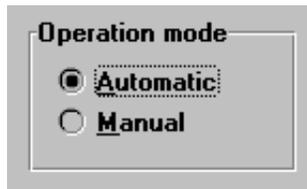
In a character screen, an option may correspond to a number of input fields or to a single field. For example, "Operation mode", for which two different values can be provided, may either be represented in one field:

```
Operation mode (A/M): _
```

or in two fields:

```
Operation mode (select with an X):  
_ Automatic      _ Manual
```

By using radio buttons, this may be represented as follows:



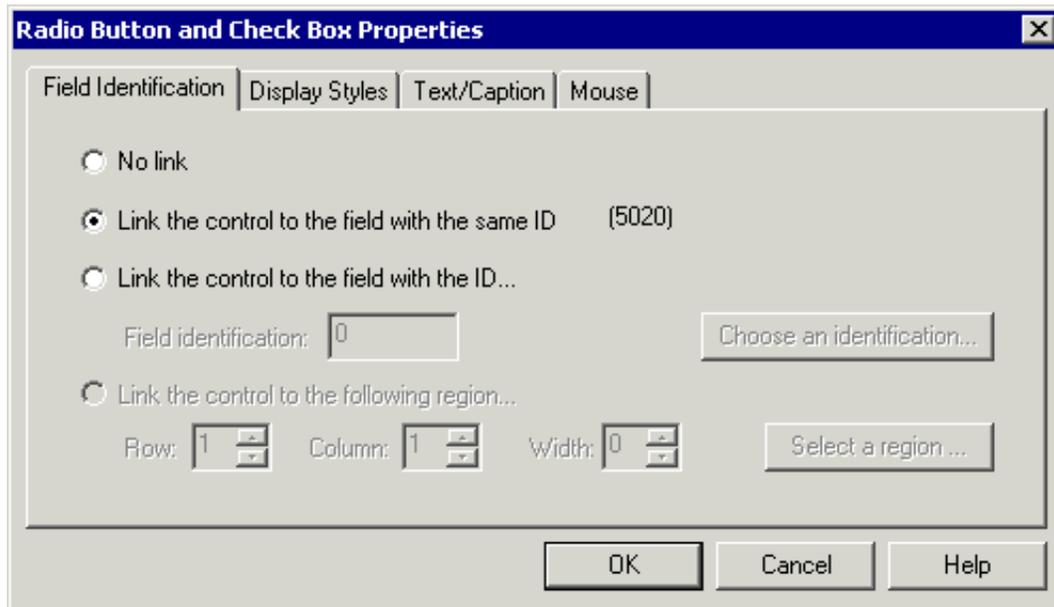
In both examples, the radio buttons in the dialog have to be associated with the input field or fields. In the first example, both radio buttons correspond to the same input field. In the second example, each radio button corresponds to an individual input field.

▶ To define the corresponding input field for a radio button control

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

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

The Radio Button and Check Box Properties dialog box appears.



2. Specify all required information on the Field Identification, Display Styles and Mouse pages as described in *Defining the Control Properties* in the documentation *Defining the Rules Using the SDK*.

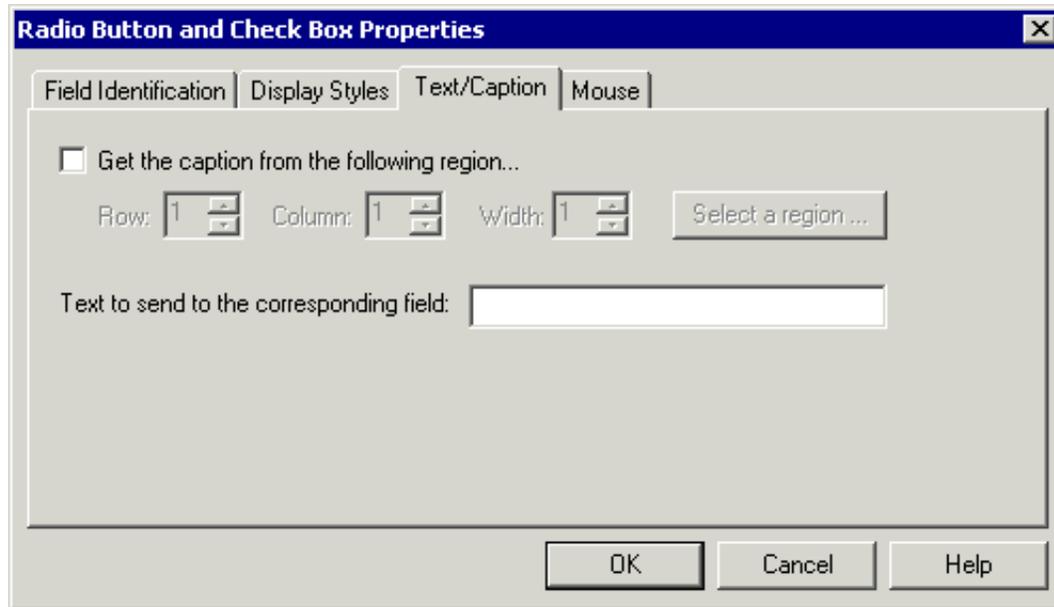
The Text/Caption page is described below.

The options **Link the control to the following region** and **Trim whitespace characters from the string** (on the Display Styles page) do not apply to radio buttons and are therefore not available.

3. Choose the **OK** button.

Defining the Label and the Value

After you have defined the corresponding input field, you have to define further information on the Text/Caption page.



Get the caption from the following region

When this check box is selected, you can define the region in the screen which contains the string that is to be used as the caption (label) of the control.

Make sure that the resource file that is to be used as a template is shown in the scope window and then choose the **Select a region** button. Use the mouse to select the region in the character screen which contains the string to be shown in the control.

The position of the selected region (row, column and width) is shown in the spin boxes. Using the spin buttons, you can manually adjust the values.

When this check box is not selected, the caption as defined in the resource editor will be used.

Text to send to the corresponding field

Specify the value that is to be sent to an input field when the user selects the corresponding radio button. If the input field initially contains the value you have defined, the radio button is shown in the "checked" state. If the input field contains another value, the radio button is shown in the "unchecked" state.

Note:

In the example that is given at the beginning of this section, the value can either be "A" or "M".

Static Text

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

Static text is descriptive text which is shown, for example, with a text box. It refers to the name (label) of a field in the character screen.

This chapter covers the following topics:

- Adding the Control in the Resource Editor
 - Defining the Corresponding Fields
-

Adding the Control in the Resource Editor

In the resource editor, create a static text control. It is not necessary to define any special styles for the static text control. You can use the default styles.

If you want to display the message line in the dialog, you have to create a static text control with the identifier 11000 (0x2AF8).

Supported Styles for Static Text Controls

Center vertically
No prefix
No wrap
Sunken
Border
Client edge
Static edge
Modal frame
Transparent
Right aligned text
Right-to-left reading text

Defining the Corresponding Fields

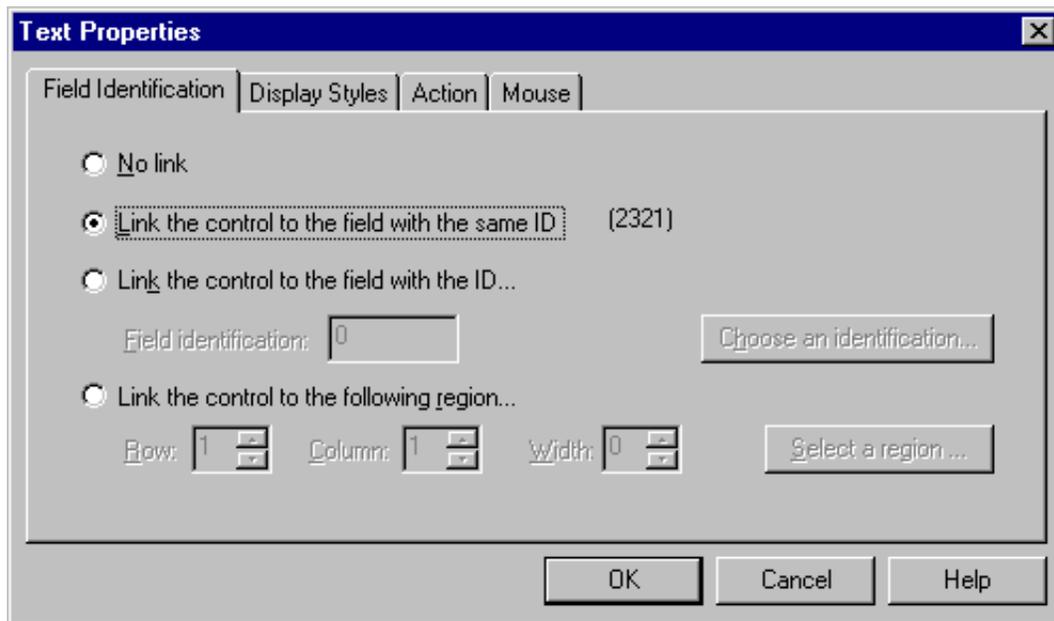
For each static text control in the dialog, you have to define the corresponding field in the character screen.

▶ To define the corresponding field name for a static text control

1. In the dialog, double-click the static text control.

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

The Text Properties dialog box appears.



2. Specify all required information on the different pages as described in *Defining the Control Properties* in the documentation *Defining the Rules Using the SDK*.
3. Choose the **OK** button.

Tab Controls

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

A tab control consists of several cards. One card can be shown at a time. Each card can contain different controls such as edit boxes and check boxes. Each card has a labeled tab. To display a specific card, the user chooses the corresponding tab.

This control can be used for character screens that can be divided into several logical units. For example:

SOFTWARE AG	*** EMPLOYEE MANAGEMENT ***	21/04/99
NSWEMPAL	ADD EMPLOYEES	17:45:09

PERSONAL DATA		
CODE.....:	_____	
NAME.....:	_____	
MARITAL ST:___	SURNAME.....:	_____
	DATE OF BIRTH..:	__ __ __
ADDRESS		
ADDRESS...:	_____	
COUNTRY...:	CITY.....:	_____
	POST CODE.:	_____
COMPANY DATA		
DEPARTMENT.....:	_____	
CATEGORY.....:	_____	

The above screen can be transformed to a tab control containing three cards with the following labels: "Personal Data", "Address" and "Company Data".

This chapter covers the following topics:

- Adding the Control in the Resource Editor
- Defining the Tab Control Properties

Adding the Control in the Resource Editor

In the resource editor, create a dialog containing a tab control. It is not necessary to define any special styles for the tab control. You can use the default styles.

In the same DLL, create a separate dialog for each card of the tab control. The caption of each dialog is the label that is shown on the tab. Each of these dialogs may contain any control supported by Entire Screen Builder.

Important:

All static text controls used in the dialogs of a tab control must have different control IDs.

For the above example, you would have to create three dialogs. The first with controls for personal data, the second with controls for the address, and the third with controls for company data.

Supported Styles for Tab Controls

Alignment

Focus

Buttons

Border

Multiline

Hot Track

Scroll opposite

Client edge

Static edge

Modal frame

Transparent

Right aligned text

Right-to-left reading order

Defining the Tab Control Properties

In the SDK, the tab control is always shown as a gray rectangle. To see the defined cards of the tab control, you have to invoke the dialog using a viewer.

▶ To define the tab control properties

1. Open the dialog containing the tab control.
2. In the dialog, double-click the tab control.

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

The Tab Control dialog box appears.



The **Select dialog** drop-down list box contains all dialogs that have been created for the current DLL.

3. From the **Select dialog** drop-down list box, select the dialog that is to be shown as a card in the tab control.
4. Choose the **Add tab** button.

The selected dialog is now shown in the Dialogs list box.

5. Repeat steps 3 and 4 for each dialog that is to be shown as a card in the tab control.

The sequence of the tabs in the control is the same as that of the dialogs shown in the Dialogs list box. In addition to the **Add tab** button, the following command buttons are available:

Up	Move the selected dialog up.
Down	Move the selected dialog down.
Delete	Delete the selected dialog.

6. Choose the **OK** button.