

# Frame Gallery - Overview

The Natural Frame Gallery documentation describes features of Frame Gallery, the Natural development environment which you will use on a daily basis to create and maintain applications. First, you are introduced to the landscape of the graphical user interface so that you always find what you need exactly when you need it. Then you are provided with a task-oriented description of each of the major editors used to create applications: the program editor, data area editor, map editor, DDM editor, dialog editor, and report writer.

Using the frame gallery, you can select one of a range of standard dialog types (or frames) and generate a simple dialog and associated data access modules. You can then use the dialog editor to customize the generated dialog to include application-specific validation and other processing needed for a fully functional application. Suggested code in the generated dialog assists you with the customization process.

You can use frame gallery to generate prototype dialogs and functions during the product design phase to see what an application will eventually look like. Frame gallery is primarily used, however, to generate dialogs and functions during the implementation phase of a software project.

- Frame Gallery - General Information
- Designing the User Interface
- Frame Gallery Naming Conventions
- Designing the Application Structure
- Selecting Frames
- Using Tables in Frame Gallery
- Generating Functions in Frame Gallery
- Customizing a Generated Application
- Communication Between Dialogs
- Application Frames
- Standard Commands
- Customizable Components
- Reusable Components
- Background Processes
- The Command System
- List Box Handling
- Creating Object Views
- Data Storage and Data Access
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- Data Transfer
- Locking Logic
- Creating an SQL Access Layer
- User Exits
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The authors of the Frame Gallery documentation assume that you have a working knowledge of Microsoft Windows and the terminology used to describe it. If not, consult the Windows documentation for a description of basic Windows elements, usage and terminology.

### **Platform-Specific Information**

Wherever necessary, platform-specific information in the present documentation is identified by the following terms:

**Mainframe** Refers to the operating systems OS/390, VSE/ESA, VM/CMS and BS2000/OSD, as well as all TP monitors supported by Natural under these operating systems.

**OpenVMS** Refers to the OpenVMS operating system.

**UNIX** Refers to all UNIX systems supported by Natural.

**Windows** Refers to the following operating systems:

**In a Natural development environment:**

- Microsoft Windows NT
- Microsoft Windows 2000

**In a Natural run-time environment:**

- Microsoft Windows 98
- Microsoft Windows NT
- Microsoft Windows 2000

**OS/400** Refers to the OS/400 operating system running on AS/400 and iSeries 400 machines. See the documentation provided on the Natural for OS/400 product CD-ROM.