

## Entorno de Desarrollo Integrado

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### Previous Considerations.

There are many tools for creating screens and they are all arguably better than this one, but I wanted to give a solution to old school programmers (Rock & Roll dinosaurs), we use “@ Fil, Col” for most of the controls. My intention has been to create an easy tool, and that helps us to basically place the controls on the screen, so that later with very little effort, we can adjust them.

To use the screen designer correctly, these considerations must be taken into account.

1st is **very important to keep order** of the control parameters the same as how it is generated.

```
@ 424,230 BUTTON But_03 CAPTION 'Exit' PICTURE 'exit.bmp' LEFT WIDTH 93 HEIGHT 53;  
ACTION Sales_Report ();  
TOOLTIP 'Exit';  
FONT "ARIAL" SIZE 10 BOLD ITALIC
```

The first line is correct to be interpreted by EDI, the rest of the lines do not interpret them, it respects them and incorporates them. This line from BUTTON would also be correct.

```
@ 444,140 BUTTON BTT_03 CAPTION 'OK' WIDTH 70 HEIGHT 20
```

But this is WRONG

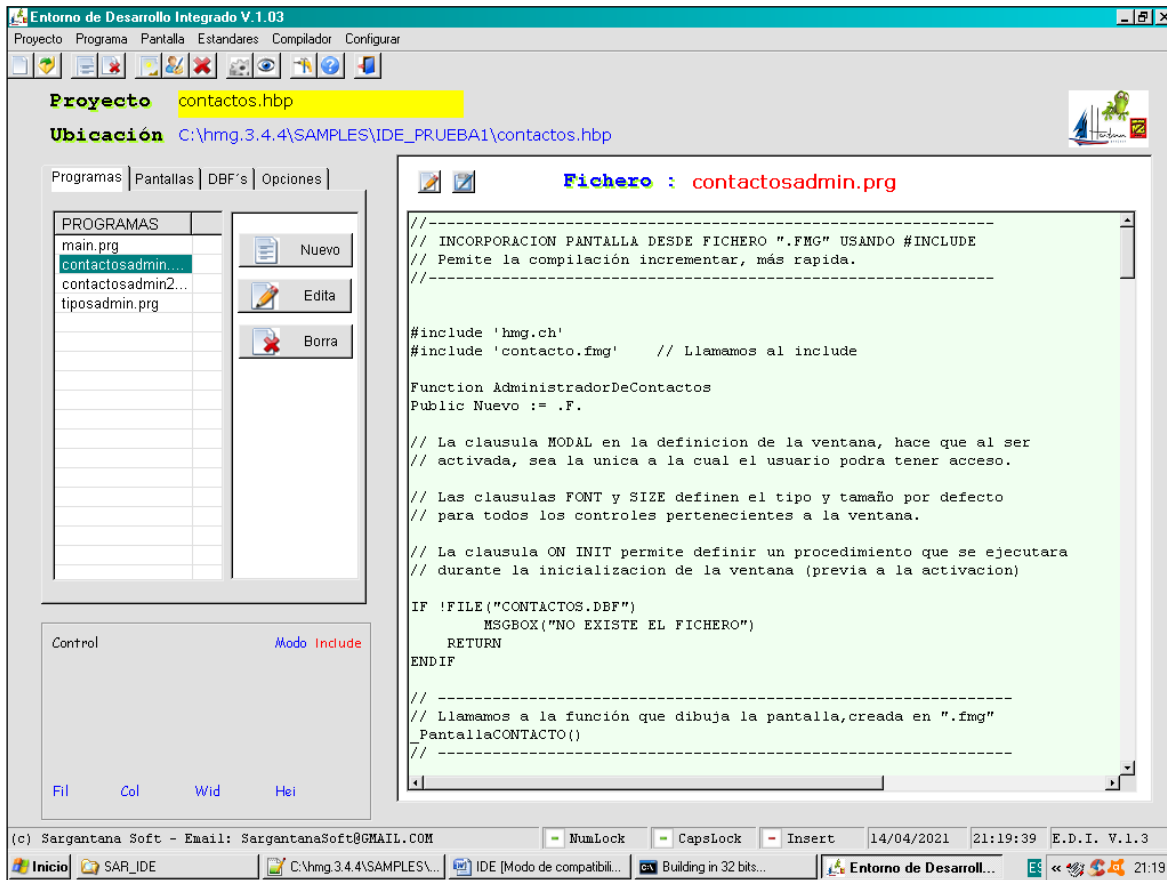
```
@ 424,230 BUTTON But_03 CAPTION 'Exit';  
PICTURE 'exit.bmp' LEFT WIDTH 93 HEIGHT 53;  
ACTION Sales_Report ();  
TOOLTIP 'Exit';  
FONT "ARIAL" SIZE 10 BOLD ITALIC
```

2nd **DELETE A CONTROL** Scroll them off the screen on the left margin.

3rd **TAB** At the moment only one TAB is allowed..., we are working on it. During its creation only two pages, but later the user can increase the number of pages, the EDI system recognizes them.

4th **COMPILER OPTIONS**. See last pages of this document.

# GENERAL HELP



## THE PERFORMANCE

The application uses the file ".HBP" as a base to have all the ".prg" of our project.

 To create a new project, we will be asked to indicate the folder where we want to locate it and its **NAME NO EXTENSION.**



With the name of the project entered (for example Test) the program will create the following files:

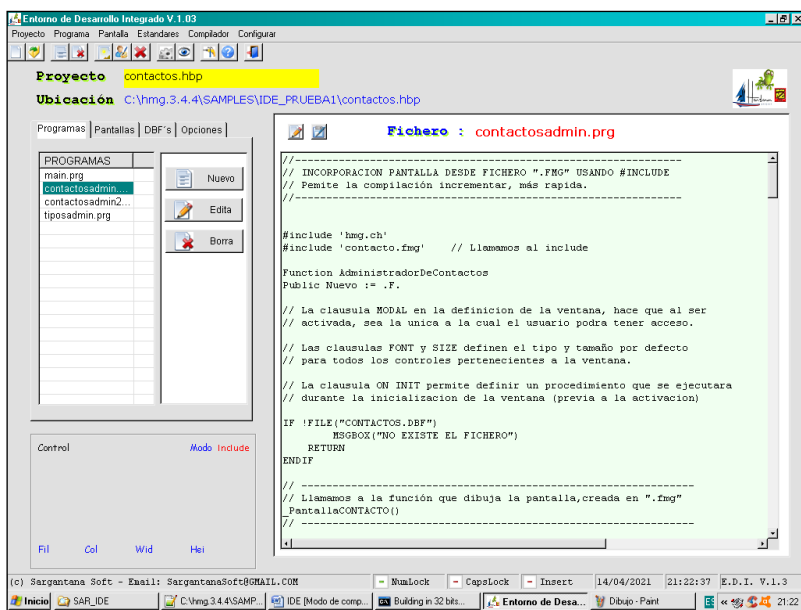
Test.hbp: Project Container  
 Test.Prg: 1st prg program of our project  
 Test.Rc: Resource container file  
 Test.hbc: File with compiler options  
 Build.bat: The compiler file

The content of these files can be modified.



If we want to load an existing project, the different programs that compose it will be shown in the GRID.

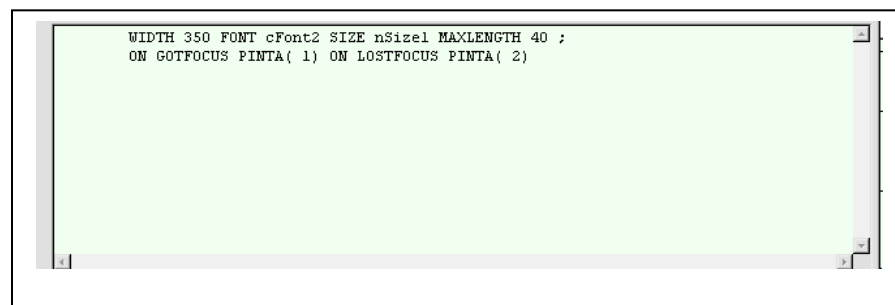
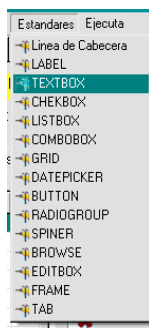
## PROGRAMS tab



A quick view of the ".PRG" will be shown on the right side.

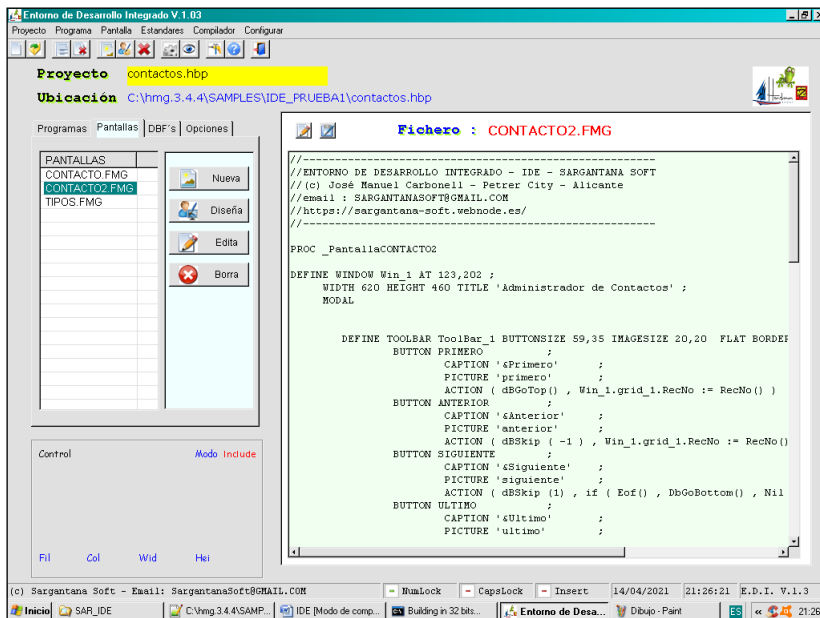
If we want to edit the program to modify it, we will double click on the program name in the GRID.

## NEW MENU OPTION STANDARDS



It is possible that in your program you incorporate a series of instructions in a repetitive way (Font, Size, Color, etc.), with this option you can create those lines for each control. The lines will be incorporated automatically in the creation of the control.

## SCREENS tab



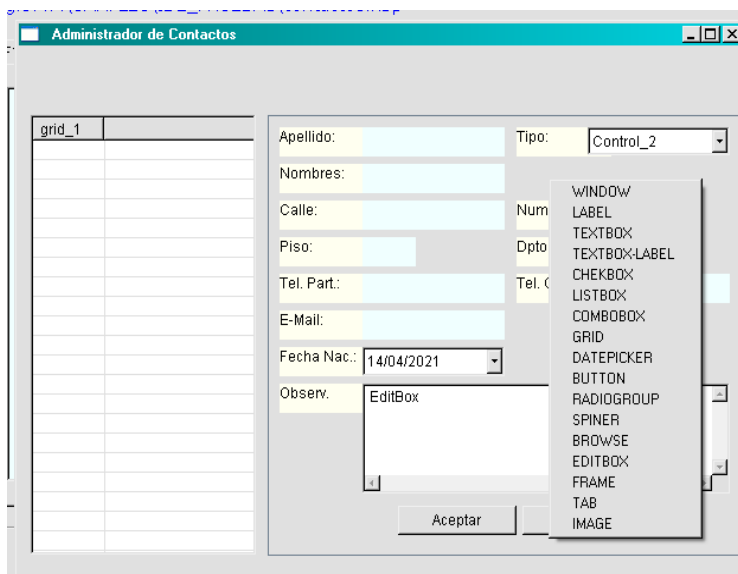
The navigation is the same as the view for the ".pgr", the main difference is that a new button is added.



**Diseña** This

allows you to enter the IDE generator to make or modify the design of what will be our screen.

## NAVIGATION



To incorporate a control, press the right button of the mouse and the options menu will be displayed.

The control will be drawn taking as reference the upper corner of the drop-down MENU

In order to **remove** A CONTROL takes it out of the screen on the left side.

## POSITION AND SIZE

In order to **change position** a control and drag it across the screen you must use the combination **CTRL + LEFT MOUSE BUTTON**

In order to **resize it** a control uses the combination **CAPITAL LETTERS + LEFT MOUSE BUTTON**

When we finish designing our screen and we decide to close it, we will be asked if we want to save and update the changes, creating a ".fmg" file whose code you can edit, manipulate, copy and paste it into your prg, or call it with "Load Window "Or" #include name.fmg ", the latter is the default option.

If you are going to manipulate a control it is important that you respect the order of the first line of its definition, for example:

|                                                                                               |
|-----------------------------------------------------------------------------------------------|
| @ [nF],[nC] CONTROL [nombre] VALUE/CAPTION [cV] WIDTH [nW] HEIGHT [nH]                        |
| 1                      2                      3                      4                      5 |

## FUNCTION KEYS

To view information or align controls

[F3] Loads the row, column and width of the selected control.

[F4] Copy the Row previously loaded with F3 to the new control.

[F5] Copy the Column previously loaded with F3 to the new control.

[F6] Copy the Width loaded with F3

[F7] Copies the standard Width of 24

[ESC] Hide the information line.

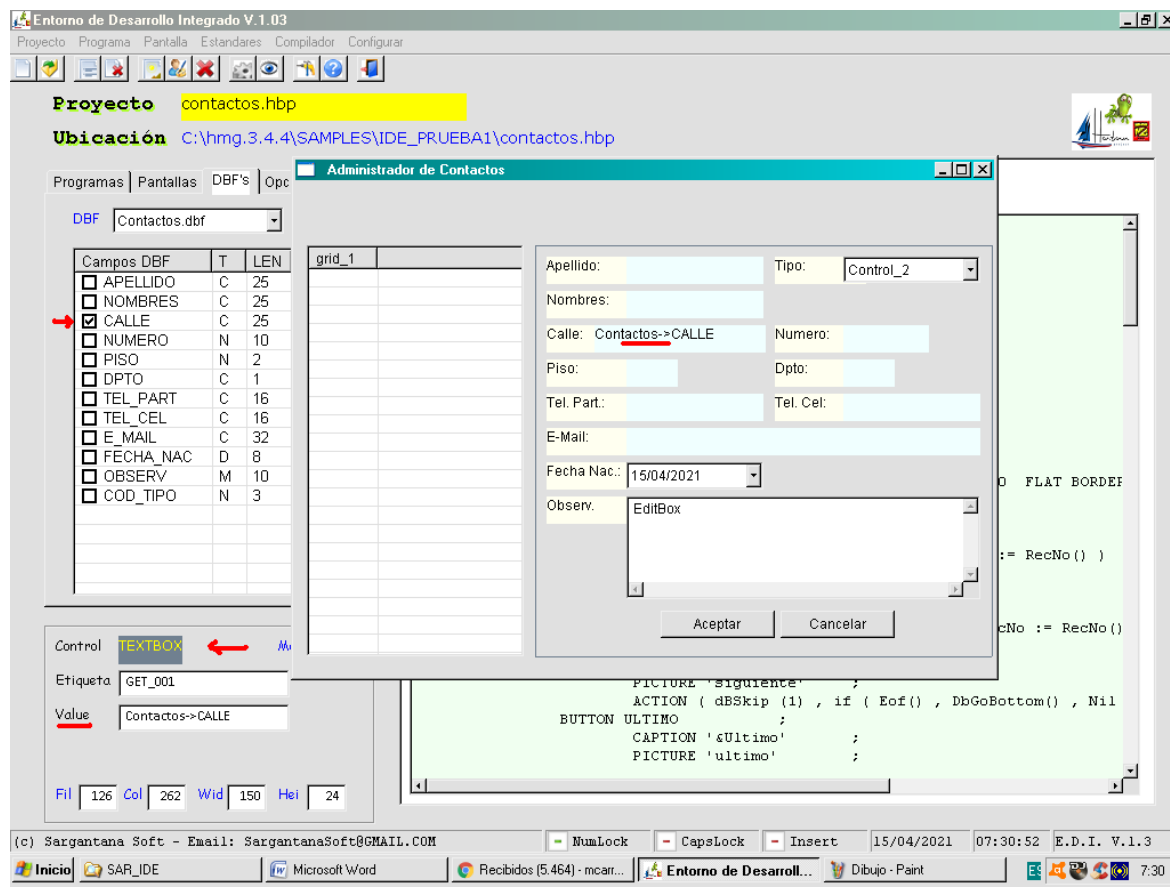
In the lower left part of the screen the data of the selected control is shown, and the modification of the fields is allowed.

The type of compilation that we are using is also reported, for "load Window" or "include"

The screenshot shows a window with the following fields and values:

|          |           |      |         |
|----------|-----------|------|---------|
| Control  | TEXTBOXL  | Modo | Include |
| Etiqueta | Control_4 |      |         |
| Value    |           |      |         |
| Caption  | Calle:    |      |         |
| Fil      | 126       | Col  | 220     |
| Wid      | 190       | Hei  | 24      |

## DBF'S tab



This tab is incorporated with the different DBFs that the application has, being able to choose the working directory.

We can select a field from the DBF and when the TEXTBOX or TEXTBOXL is created, that field will be applied to the VALUE. See example above.

## COMPILER options

We have two options to be able to create and compile our work.

### Generate LOAD mode.

This way is the usual one, it creates a ".FMG" file that will later be incorporated into our program through LOAD WINDOW.

The downside of this option from my point of view is that it does not allow incremental compilation, which causes compilation times to lengthen.

### Generate INCULDE mode.

This form is by default.

Like the previous option, create a file ".FMG" but add this line at the beginning `PROC _Screen SCREEN NAME` and ends with a `RETURN`, creating a procedure where DISPLAY NAME the file name ".FMG".

In our program ".prg" we must include at the beginning the name of the file ".fmg"

```
#INCLUDE "NOMBREPANTALLA.FMG"
```

And later we will call the procedure

```
_ScreenSCREEN NAME ()
```

This way of working allows for incremental compilation.

**Important**, If you want to manually remove or put the option to compile INCREMENTAL you have to modify the file ".HBC", to eliminate or incorporate the clause "inc = yes"

## Options CONFIGURE

This menu option allows you to choose the language of our EDI, (IDE in English), the translation has been carried out using GOOGLE TRALADADOR, so it is very possible that there is some strange word in this language.

### SUMACOL

This parameter is used only in the TEXTBOXL command, and indicates the distance that will be left between the LABEL and the TEXTBOX during its creation. By default it comes with 90.  
Once the value has been assigned to the TEXTBOXL, the user can modify the program line to readjust it.