



APPX Release 4.0.a
The APPX Client
May 1, 2000

APPX 4.0.a - Automatic GUI For Character Applications

The "Automatic" GUI allows an APPX character mode application to be run with a complete GUI presentation provided a few simple guidelines are followed when the character screens are designed.

Screen Transformations:

- **Button Controls**

The APPX Client parses menu and input process screen displays looking for a text pattern of "#) *text*" or "##) *text*". If found, this text pattern is overlaid with a button control. The label on the button is the same as the underlying *text*. The APPX option invoked when the button is clicked corresponds to the # found in the pattern. The tooltip displayed is the APPX option. Buttons are also assigned a "shortcut" key (alt+*letter*) which can be used to invoke the option using the keyboard. The width of a button is based on the width of the text that is being transformed into a button. Groups of buttons are sized the same with the width of the widest button determining the width of the entire group of buttons. The width of a button can be overridden by setting the *Inverse+Underline* attributes. The width of the *Inverse/Underline* attribute will determine the width of the button. Two or more blank lines between a group of menu options will cause the client to start a new button group. If a menu has two or more columns of options, there must be at least two spaces between each of the columns of text. The following additional text patterns also result in buttons that perform the corresponding APPX Option when clicked:

END) *text*

ENTER) *text*

RETURN) *text*

SCAN) *text*

- **Title Bar**

The 1st row of a menu or input process image will be displayed in the format of a Windows title bar if its display attributes are inverse and if there is a box specified for the frame or image. If centered text is found, the text is left justified in the title. An "x" button is added to the rightmost column and executes the APPX "END" option if clicked. If you run the client with more than 80 columns, the title bar is automatically extended to the right margin screen if the screen width is wider than 80 columns.

- **Separator Bar**

A row of "=" signs on a menu or input image will be displayed as a solid horizontal bar.

Controls Used to Represent Fields on Images:

- **Text Control (single-line)**

Text control for ALPHA fields/NUMERIC fields

- **Text Control (single-line with mask)**

APPX FORMAT and DATE fields are displayed as formatted text controls with the appropriate mask.

- **Text Control (multi-line)**

APPX TEXT fields are displayed as a multi-line text control.

- **Check Box**

APPX LOGIC fields are displayed as a tri-state check box.

- **List Control**

APPX TOKEN fields are displayed as a pull-down list control.

APPX ALPHA fields which have a table of allowable values are displayed as a pull-down list control.

- **Scan Indicator**

All fields which SCAN available have a scan indicator (binoculars) attached to the right hand side of the field if space permits. Scannable fields which have only a single column of values to display on the scan screen are instead displayed using a pull-down list.

Scrolling Regions:

- **White Background**

The region defined by a scrolling frame is displayed with a white background.

- **Scroll Bars**

Scroll bars are added to the right hand side of a scrolling region. The rightmost two columns of the scrolling frame are obscured by the scroll bar so there is an option to have a "docking" scroll bar which is displayed only if the mouse pointer is moved to the right hand side of the scrolling region.

Tech Tip: If you elect to have the scroll bar always be displayed, define your scrolling frame to be 2 columns wider than the image so that the scroll bar will not obscure the last two columns of the image.

- **Vertical separators and boxes around column headings**

The rows of image text immediately above a scrolling region are considered to contain column headings for the scrolling region. If the row immediately above the scrolling region is a row of "=" signs, it is removed and the column headings are moved down one line. However, if spaces within a row of "=" signs are used to identify the data columns, vertical separator lines are drawn between each column. Boxes are also drawn around the column heading text for each column.

- **Frame Around Image**

A thin frame is drawn around the record that the cursor lies within. As the cursor is moved up and down within the scrolling region, the frame moves to show the record that will be selected when the user clicks the mouse or presses return.

Application Designer Features:

- **Data Pallet**

While working in the image editor, a designer can open a Data Pallet and can drag and drop data elements onto the image. While working in the

ILF editor, a designer can drag and drop field names and file names into ILF statement operand fields.

- **Grid Lines (On/Off)**

Grid lines can be turned on/off by the designer to facilitate lining up items on images.

- **GUI (On/Off)**

The automatic GUI can be turned on or off by the designer to facilitate application design when designing images with the client.

User Options:

- **Permanent Scroll Bars (On/Off)**

The "docking" scroll bar can be made permanent.

- **Auto-Tab Out**

Auto-tab out of filled fields can be turned on or off by the user.

- **Option #'s On Buttons**

Options #'s on the right side of buttons can be turned on or off by the user.

Not Yet Implemented:

- **Pull-down menus**

Pull-down menus listing the optional children will be generated automatically for the following three processes:

Direct Process 1 if it is a menu or input process

Direct Process 2 if it is a menu or input process

Current Process if it is a menu or input process