

ClassMate

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	<i>TITLE :</i> ClassMate		
<i>ACTION</i>	<i>NAME</i>	<i>DATE</i>	<i>SIGNATURE</i>
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Chapter 1

ClassMate

1.1 Class Mate Documentation

Introduction - What is Class Mate

Registration Info - how to become a registered user

Copyright Notice - some legal stuff you should read

Disclaimer - please don't sue me, read it!

Class Mate Windows - Class Mate environment

Add New Objects - Add objects to the Data Window

ClassAct Layouts - Notes on ClassAct layouts

List Manager - ClassMate List Manager

ClassMate.library - ClassMate link library

Future Enhancements - To do list

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Internet: toysoft@spots.ab.ca

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1.2 Introduction

ClassMate is an advanced and complex and yet easy to use Graphical User Interface builder for ClassAct. ClassMate is an visual interface builder that supports all ClassAct objects.

Unlike conventional GUI builders, ClassMate constructs your GUI in real time giving you exactly what the GUI will look like when you produce the source code. Source code can be compiled with out and errors and will run as a stand alone application.

1.3 User Registration

ClassMate is Shareware meaning that you have the rights to use ClassMate for a limited time of two weeks. After this date, you must register ClassMate if you want to continue to use it.

Registration fees are followings:

\$25.00 US per copy.

\$35.00 Canadian per copy.

When you become a registered user, you will receive the full version of ClassMate with bug fixes, enhancements and crippled codes removed.

ALL REGISTERED USER GET ONE MAJOR FREE UPGRADE.

Please print the registration form in the 'About' menu item in ClassMate.

If ordering by cheque or money order please make payable to: Danny Y. Wong and mail registration form to:

RE: ClassMate

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Thank you for supporting shareware authors.

Bug Fixes, Comments and Contact:

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Home Page: <http://www.spots.ab.ca/~toysoft>

1.4 Disclaimer

Disclaimer: The author makes no warranties, either expressed or implied.

This program is provided on an "as is" basis and the author will not be liable for any damages caused or alleged to be caused directly by using this program. Use at your own risk.

1.5 Copyright Notice

ClassMate is copyrighted 1997 by Danny Y. Wong. You as the user DO NOT have any rights to modify and/or change Class Mate in any form without written permission from the author. Class Mate can not be sold or included in any disk or electric base distribution without written permission from the author. Permission is granted to distribute the DEMO version of Class Mate as long as the archive remained unchanged.

Illegal duplication of copyrighted software is prohibited.

If you do not like Class Mate then write a better one yourself!

1.6 Class Mate environment

Class Mate environment consists of two main windows.

1. Data Window
2. Preview Window
3. GUI Example

Data Window

The Data Window is where you create ClassAct objects such as Buttons, CheckBoxes etc..

Everything you do in the Data Window will reflect in the Preview Window.

Eg: if you add an new object it will be automatically showing in the Preview Window, this is true for changing the Object's attributes.

Preview Window

The Preview Window shows the current GUI in progress. All the objects in the Preview Window is active, meaning you can select them to see their behaviors.

1.7 Add Objects to Data Window

To add a new ClassAct object do the following:

1. Highlight an object in the DataWindow where you want the new object to be inserted. The new object will be inserted after the highlighted object.

User objects can only be inserted after the first Layout Object and can not inserted in System Objects.

2. Click on the 'Add' command button in the DataWindow.

This will open the Object List Window

3. Select an object you want to add in the Object List window.
4. The Attribute Window will be opened for the object. Make any changes to the object's attribute and then select OK.

1.8 List Manager

List Manager Window

When creating a Chooser, ListBrowser, RadioButton or ClickTab object you will need to attach a list to it. This is where the List Manager comes in.

You create lists and then add items to the list. Objects that uses lists can be shared. eg: You can create a listbrowser list that the chooser object can share.

After you have created your lists you can modify them. eg: renaming it, delete it and select if list is to be shared between other objects.

Important Note

The lists you create is no use unless you create an object and then assign a list to it. When you create a listbrowser for example you need to select the 'Pick a List' button to select a list name.

Lists that are created but not assigned to any objects when not be generated in the source.

1.9 ClassAct layouts

Layouts are the most important aspect of ClassAct. You create a layout and then add childrens to the layout. This is the same method used in ClassMate.

ClassMate starts with a default Horizontal Layout, you can change this to Vertical if you like by double clicking the item.

If you add multiple layouts and the GUI doesn't look right its because the layout is not properly positioned or aligned in the listview.

Here is an example:

Suppose we want to create an GUI that looks something like this:

||| But |

| ListView | -----

|| -----

||| But |

| But || But || But || But |

The Data Window should be:

Objects Generation

Application Begin 1

Screen 2

Window 3

Menu 3

REXX 3

Layout - Vert 4 <--- User Objects starts here

Layout - Horiz 5 <--- Note A:

ListBrowser Object 6

Layout - Vert 6

Button Object 7

Button Object 7

Layout - Horiz 5 <--- Note B:

Buton Object 6

Buton Object 6

Buton Object 6

Buton Object 6

Application End 1

The important point to note is generation 5. If you shift the Layout one to left or right the GUI will look totally different.

When you add the first 'Layout - Horiz' object, it is the children of the first 'Layout - Vert' Look at Note A: above

When you add the second 'Layout - Horiz' object it is the children of the first 'Layout - Vert' Look at Note B: above. If you shift it one to the right then its the children of the first 'Layout - Horiz' because its the parent.

All you would need to know is who is the parent of the object.

1.10 To Do List

1. Images for Buttons
2. Images for ListBrowser
3. Add the complete ClassAct objects
4. Fonts for all the ClassAct objects
5. Save and Load projects

1.11 ClassMate link library

The Classmate.library has built in functions and its required when you link your program with your objects. Documentations for the library is not available at this time but will be included in the next release.
