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Dialog Editor Commands

Starting the Dialog Editor

To start the **Dialog Editor** to create a **new** dialog box template:

- 1 Position the insertion point where you want to include the new dialog box template.
- 2 Choose Dialog Editor from the Tools menu.

The **Dialog Editor** window containing a blank dialog box template is displayed.

To start the **Dialog Editor** to modify an **existing** dialog box template:

- 1 In the script, select the block of text containing the dialog box template. The block of text begins with a Begin Dialog statement and ends with an `End Dialog` statement. Be sure to include the `Begin Dialog` and `End Dialog` statements in the block of selected text.
- 2 Choose Dialog Editor from the Tools menu.

The text template is translated into a graphical representation in the **Dialog Editor** window.

Creating or Modifying a Dialog Box Template

The general process of creating or modifying a dialog box is:

- Start the **Dialog Editor** as described under [Starting the Dialog Editor](#). If you are creating a new dialog box template, an empty dialog box template is displayed.
If you are modifying an existing dialog box template, the dialog box template contains the currently defined controls.
- Size the dialog box template by dragging the edges and corners.
- Add dialog box controls (buttons, options, boxes, text, etc.) to the dialog box template as described under [Adding Dialog Box Controls](#).
- Define the dialog box controls as described under [Defining Dialog Box Controls](#).
- Test the dialog box template as described under [Testing the Dialog Box Template](#).
- When you are satisfied with the dialog box template, choose Exit & Update from the File menu. The **DCL** statements defining the dialog box template are inserted in your script.

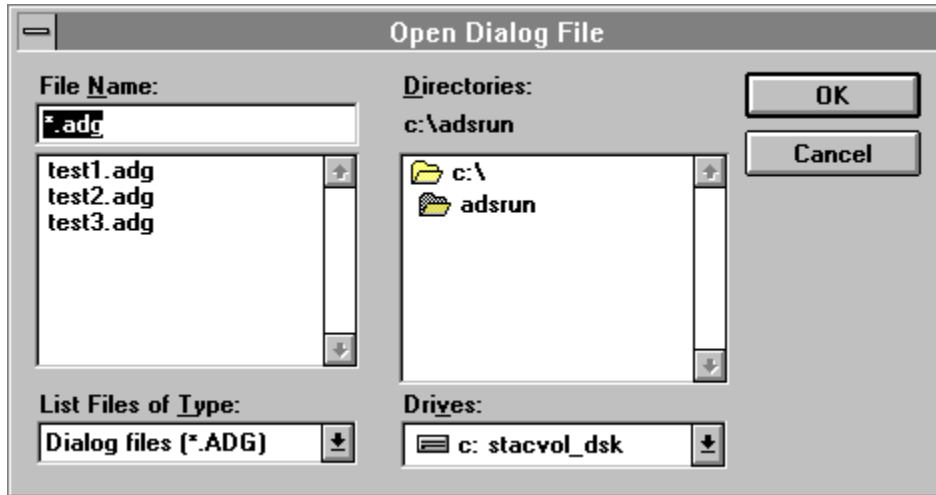
Opening an Existing File

You can save dialog box templates in text files. When you open the text file, the **Dialog Editor** translates the **DCL** commands into a graphical representation of the dialog box template.

To open an existing file:

1. Choose the Open command from the File menu.

The Open Dialog File dialog box is displayed.



2. Select the Drive and Directory containing the file.
3. Enter the File Name. Or select the file from the File Name list box.

You can change the types of files displayed in the File Name list box by selecting another file type from the List Files of Type box.

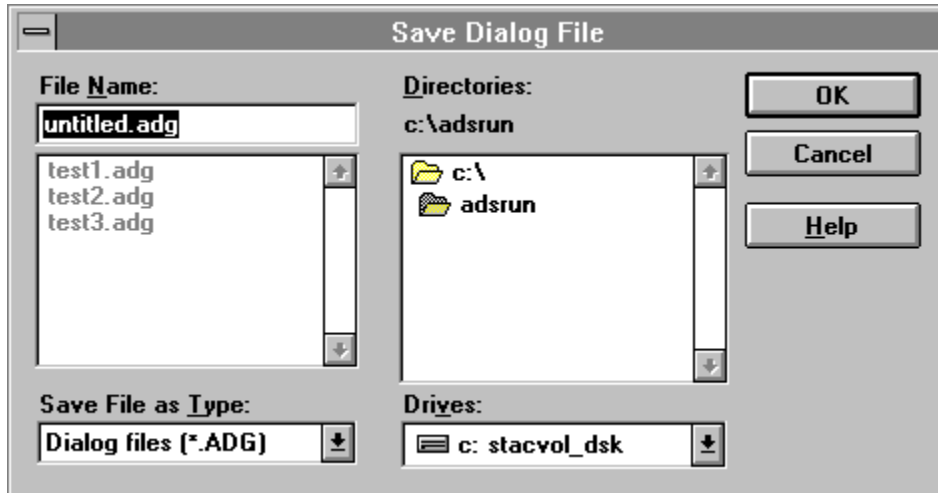
4. Choose OK.

Saving a New Dialog Box Template

You can save the dialog box template to a text file. The **Dialog Editor** translates the graphical representation of the dialog box template into **DCL** commands. To save a new dialog box template:

1. Choose the Save As command from the File menu.

The Save Dialog File dialog box is displayed.



2. If you need to change the current path, select the Drive and Directory to contain the file.
3. Enter the File Name.
4. Choose OK.

Saving an Existing File

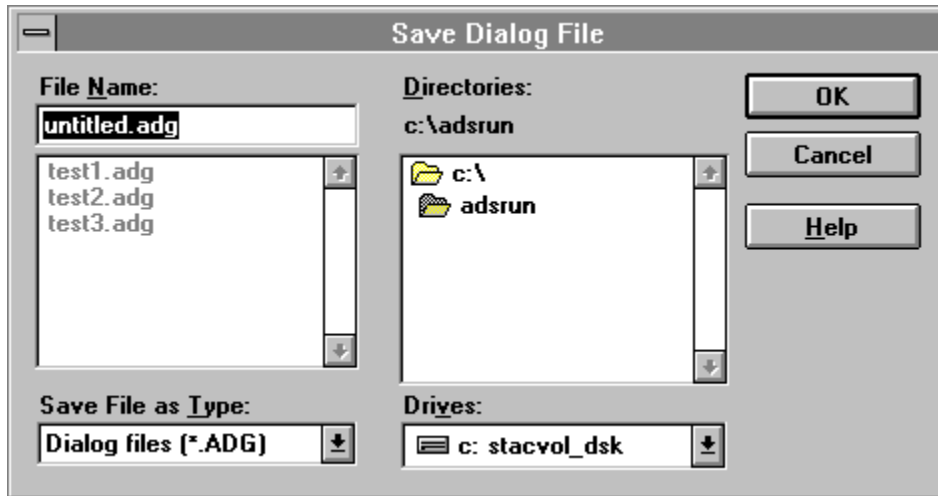
To save an existing file, choose the Save command from the File menu.

Saving an Existing File Under a New Name

To save an existing file under a new name:

1. Choose the Save As command from the File menu.

The Save Dialog File dialog box is displayed.



2. Select the Drive and Directory to contain the file.
3. Enter the File Name.
4. From the Save File As Type box, select the desired file type.
5. Choose OK.

If a file having the same name already exists, you will be asked to confirm that you want to overwrite the file.

Testing the Dialog Box Template

To test the dialog box template, choose Test Dialog from the File menu. Press F2 to return to the **Dialog Editor**.

Exiting the Dialog Editor

When you have finished creating or modifying the dialog box template, choose Exit & Update from the File menu. If you created a new dialog template, the dialog template commands will be added to your script. If you modified an existing dialog template from your script, the old template is replaced with the new one.

If you do **not** want to update your script, choose Exit from the File menu. You will be asked whether to update your script before the connection to the **Dialog Editor** is terminated. Answer No.

Running the Dialog Editor Standalone

You can also run the **Dialog Editor** as a standalone application, not as a part of the **DCL Editor**. When you run the **Dialog Editor** in this way, you must save your dialog box template as an .ADG file.

To start the **Dialog Editor** standalone, use the File/Run command in **Applications Manager** (or Program Manager) to start the program ADSDLG11.EXE in the **NETTOOLS** directory. Alternatively you can use File Manager to start the program.

Adding Dialog Box Controls

You can add the following dialog box controls: OK button, Cancel button, Push button, Option (radio) button, Check box, Group box, Text, Text box, List box, Combo box.

A mouse is required for this operation.

To add a dialog box control:

- 1 Select the control from the Item menu or Toolbar. This causes the cursor to take a shape resembling the control.
- 2 Move the cursor to the desired location in the dialog box template and click the left mouse button.
- 3 Size the control (by dragging edges and corners).

For all controls except the OK and Cancel buttons, you need to define the control as described under [Defining Dialog Box Controls](#).

Related Topics:



[Defining Dialog Box Controls](#)



[A Comprehensive Dialog Example](#)

Defining Dialog Box Controls

After adding a dialog box control, you need to provide specific information to define the control. For example after adding a Push button, you need to define the label to appear on the button.

To define a dialog box control:

- 1 Select the control by clicking on it, using the left mouse button. A border appears around the selected control. To select the entire dialog box, click the title bar.
- 2 Choose Info from the Edit menu or Toolbar.

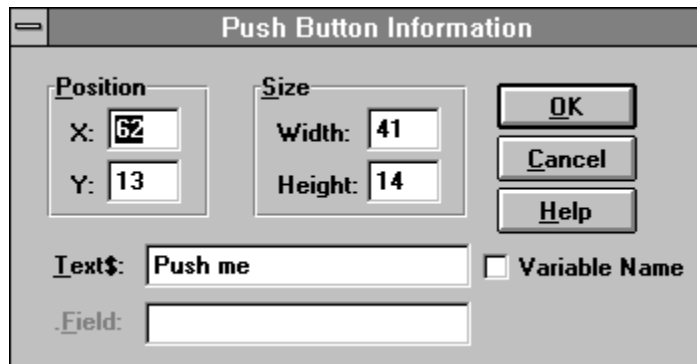
OR

Click on the control again, this time using the right mouse button.

OR

Combine Steps 1 and 2 by double-clicking on the control.

The <Dialog Box Control> Information dialog box is displayed. The title and contents of this dialog box vary depending on the control you are defining. Here is a sample Information dialog box.

A screenshot of a dialog box titled "Push Button Information". It contains two group boxes: "Position" with fields for X (62) and Y (13), and "Size" with fields for Width (41) and Height (14). To the right of these are three buttons: "OK", "Cancel", and "Help". Below the group boxes is a "Text\$" label followed by a text field containing "Push me". To the right of this is a checkbox labeled "Variable Name" which is currently unchecked. At the bottom is a ".Field:" label followed by an empty text field.

- 3 Use the Position and Size group boxes to change the upper left coordinates and size of the control if desired. (For an explanation of the unit of measurement used in dialog boxes, see the [Begin Dialog...End Dialog](#) command.)
- 4 Complete the Text\$, Array\$, and .Field items, depending on the type of control you are defining. For more information see, [Using Text\\$, Array\\$, and .Field Items](#).
- 5 Choose OK.

Related Topics:



[Using Text\\$, Array\\$, and .Field Items](#)



[A Comprehensive Dialog Example](#)

Using Text\$, Array\$, and .Field Items

This topic summarizes how to use the Text\$, Array\$, and .Field items in the <Dialog Box Control> Information dialog box to define different dialog box controls. Each of these item is related to a **DCL** command. For an example of these variables in a **DCL** script, see [A Comprehensive Dialog Example](#).

Text\$ Note: If the text of a label is to be read from a string variable, check the Variable Name box on. In the **Dialog Editor** window, the name of the variable is displayed rather than literal text.

The Dialog Box

Use the Text\$ field to enter a title for the dialog box.

Provide a Name for **DCL** to use to reference this dialog box template.

Related Command:



[Begin Dialog](#)

OK and Cancel button

No action required. The [Dialog\(\)](#) function returns a value of -1 if the OK button was pressed or 0 for the Cancel button.

Related Commands:



[OKButton](#)



[CancelButton](#)

Push button

Use the Text\$ field to enter the label for the button. The [Dialog\(\)](#) function returns a value greater than 0 if a Push button was pressed. 1 is the value of the first Push button in the dialog box template, 2 is the second, etc.

Related Command:



[PushButton](#)

Check box

Use the Text\$ field to enter the label for the check box.

Provide a .Field variable name for this check box. It contains a -1 if the box is checked or a 0 if it is blank. This variable name must be unique within the dialog box template.

Related Command:



[CheckBox](#)

Option group and buttons

An Option group is a collection of related Option buttons. For each Option button, use the Text\$ field to enter the label for the option.

Use the .Field item to enter the same variable name for each Option button in the group. This integer variable indicates which option in the group is selected. A value of -1 indicates that no option is selected. 0 indicates that the first option in the dialog box template is selected, 1 indicates the second, etc.

Related Commands:



OptionGroup



OptionButton

List box

Use the Array\$ item to provide the name of an array of strings to be displayed in the list box.

Use the .Field item to provide the name of an integer variable, which serves as the index to the array. This variable points to the selected array element. The first array element is 0, the second is 1, etc. When the array index is set to -1, no item is selected.

Related Command:



ListBox

Combo box

Use the Array\$ item to provide the name of an array of strings to be displayed in the list box.

Use the .Field item to provide the name of a variable that contains the string that occupies the combo box.

Related Command:



ComboBox

Text

Use the Text\$ field to enter the text to be displayed.

Related Command:



Text

Text box

Provide a Field variable name for this text box. This string variable will contain the text for the text box. This variable name must be unique within the dialog box template.

Related Command:



TextBox

Group box

Use the Text\$ field to enter the label for the group.

Related Command:



GroupBox

Cutting, Copying, and Pasting Controls

The **DCL Dialog Editor** lets you perform various graphical "editing" tasks.

Use the Cut command on the Edit menu to remove a control you have selected from the dialog box template and store it in the Windows clipboard.

Use the Copy command to copy the selected control to the clipboard.

Use the Paste command to insert the contents of the clipboard in the dialog box template.

Use the Clear command to remove the selected control from the dialog box template.

Use the Duplicate command to make a copy of the selected control in the dialog box template.

Related Topic:



[Shortcut Keys](#)

Capturing Dialog Boxes

You can capture the controls from another dialog box to the Windows clipboard and then paste those controls in the **Dialog Editor** dialog box template.

To capture the controls from another dialog box:

- 1 If the dialog box you want to capture is visible with the **Dialog Editor** window displayed, choose the Capture in Place command from the Capture menu.

If the dialog box is hidden by the **Dialog Editor** window, choose the Capture from Back command. If you choose this command, the **Dialog Editor** window is hidden while you capture the dialog box.

The mouse cursor takes the shape of a hook. When the cursor is over a capturable dialog, it looks like this:



2. Click on the dialog box you want to capture.
The dialog box controls are stored in the Windows clipboard as **DCL** commands.
Return to the **Dialog Editor** window.
3. Click inside the dialog box template in the **Dialog Editor** window.
4. Choose the Paste command from the Copy menu.

Using the Toolbar

The Toolbar is a row of buttons representing frequently used **Dialog Editor** commands. Instead of using the menus, you can choose a Toolbar button to execute a command.

The Toolbar looks like this. Click any button you want information about.



Using the Status Bar

The Status Bar appears at the bottom of the **Dialog Editor** window. The Status Bar looks like this.



It provides the name, coordinates, and size of the selected control.

Getting Help

DCL provides extensive Help that describes how to use the graphical dialog box building environment.

To display the Table of Contents for the **Dialog Editor** Help, choose Contents from the Help menu or press F1.

To search an index of **DCL** Help keywords, choose Search for Help On from the Help menu.

For information on Microsoft Windows Help, choose How to Use Help from the Help menu.

Context Sensitive Help

When you request context-sensitive Help, **DCL** displays a particular Help topic, based on your current activity. For help on a menu item or Toolbar button:

1. Press Shift + F1.

The cursor changes to indicate that you are requesting context-sensitive Help.

2. Choose the menu and command, or Toolbar button you want Help on.

Shortcut Keys

You can use the following keys when working with dialog box controls:

Key	Description
Ctrl+C	Copy the current control to the clipboard
Ctrl+V	Paste the contents of the clipboard
Ctrl+X	Cut the current control and store it in the clipboard
Ctrl+D	Duplicate the current control
Del	Clear the current control
Ctrl+I	Display the Information dialog box
F1	Go to the Dialog Editor Help Contents
Shift+F1	Context-sensitive help for menu items and Toolbar buttons
F2	Toggle dialog box test on and off

Cuts the selected dialog box control and stores it in the clipboard.

Related Topic:



[Cutting, Copying, and Pasting Controls](#)

Copies the selected dialog box control to the clipboard.

Related Topic:



[Cutting, Copying, and Pasting Controls](#)

Pastes the contents of the clipboard in the dialog box template.

Related Topic:



[Cutting, Copying, and Pasting Controls](#)

Clears the selected control from the dialog box template.

Related Topic:



[Cutting, Copying, and Pasting Controls](#)

Duplicates the selected control in the dialog box template.

Related Topic:



[Cutting, Copying, and Pasting Controls](#)

Adds the OK Button to the dialog box template.

Related Topic:



[Adding Dialog Box Controls](#)

Adds the Cancel Button to the dialog box template.

Related Topic:



[Adding Dialog Box Controls](#)

Adds a Push Button to the dialog box template.

Related Topic:



[Adding Dialog Box Controls](#)

Adds an Option Button to the dialog box template.

Related Topic:



[Adding Dialog Box Controls](#)

Adds a Check Box to the dialog box template.

Related Topic:



[Adding Dialog Box Controls](#)

Adds a Group Box to the dialog box template.

Related Topic:



[Adding Dialog Box Controls](#)

Adds Text to the dialog box template.

Related Topic:



[Adding Dialog Box Controls](#)

Adds a Text Box to the dialog box template.

Related Topic:



[Adding Dialog Box Controls](#)

Adds a List Box to the dialog box template.

Related Topic:



[Adding Dialog Box Controls](#)

Adds a Combo Box to the dialog box template.

Related Topic:



[Adding Dialog Box Controls](#)

Displays a test dialog box based on the current controls.

Related Topic:



[Testing the Dialog Box Template](#)

Lets you define the selected dialog box control.

Related Topic:



[Defining Dialog Box Controls](#)

Displays the Table of Contents for the **Dialog Editor** Help.

Related Topic:



[Getting Help](#)

Indicates the position in dialog box units of the top left corner of the control.

Indicates the width and height in dialog box units of the control.

This field varies, depending on the particular dialog box control you are defining.

Dialog Editor Commands

File Menu Commands



New



Open



Save



Save As



Test Dialog



Exit & Update



Exit

Edit Menu Commands



Cut



Copy



Paste



Clear



Duplicate



Info

Item Menu Commands



OK Button



Cancel Button



Push Button



Option Button



Check Box



Group Box



Text



Text Box



List Box



Combo Box

Capture Menu Commands



Capture from Back



Capture in Place

Help Menu Commands



Help Contents



Search for Help On



How to Use Help



About Dialog Editor

Shift + F1 Command



Context Sensitive Help

Keys



Shortcut Keys

New

Use the New command to open a new dialog box template. If another dialog box template is open, it is closed.

Related Topic:



[Creating or Modifying a Dialog Box](#)

Open

Use the Open command to open an existing file containing a dialog box template.

Related Topic:



[Opening an Existing File](#)

Save

Use the Save command to save the dialog box template.

Related Topics:



[Saving a New Dialog Box Template](#)



[Saving an Existing File](#)

Save As

Use the Save As command to save an existing file under a new name.

Related Topic:



[Saving an Existing File Under a New Name](#)

Test Dialog

Use the Test Dialog command to test the dialog box template.

Related Topic:



[Testing the Dialog Box Template](#)

Exit & Update

When you have finished creating or modifying the dialog box template, choose Exit & Update from the File menu. If you created a new dialog template, the dialog template commands will be added to your script. If you modified an existing dialog template from your script, the old template is replaced with the new one.

Related Topic:



[Exiting the Dialog Editor](#)

Exit

If you want to exit the **Dialog Editor** without updating your script, choose Exit from the File menu. You will be asked whether to update your script before the connection to the **Dialog Editor** is terminated. Answer No.

Related Topic:



Exiting the Dialog Editor

Cut

Use the Cut command to remove a control you have selected from the dialog box template and store it in the Windows clipboard.

Related Topic:



[Cutting, Copying, and Pasting Controls](#)

Copy

Use the Copy command to copy the selected dialog box control to the Windows clipboard.

Related Topic:



[Cutting, Copying, and Pasting Controls](#)

Paste

Use the Paste command to insert the contents of the Windows clipboard in the dialog box template.

Related Topic:



Cutting, Copying, and Pasting Controls

Clear

Use the Clear command to remove the selected control from the dialog box template.

Related Topic:



[Cutting, Copying, and Pasting Controls](#)

Duplicate

Use the Duplicate command to make a copy of the selected control in the dialog box template.

Related Topic:



[Cutting, Copying, and Pasting Controls](#)

Info

Use the Info command to define the selected dialog box control (or entire dialog box).

Related Topic:



[Defining Dialog Box Controls](#)

OK Button

Use this command to add the OK Button to the dialog box template.

Related Topic:



[Adding Dialog Box Controls](#)

Cancel Button

Use this command to add the Cancel Button to the dialog box template.

Related Topic:



[Adding Dialog Box Controls](#)

Push Button

Use this command to add a Push Button to the dialog box template.

Related Topic:



[Adding Dialog Box Controls](#)

Option Button

Use this command to add an Option Button to the dialog box template.

Related Topic:



[Adding Dialog Box Controls](#)

Check Box

Use this command to add a Check Box to the dialog box template.

Related Topic:



[Adding Dialog Box Controls](#)

Group Box

Use this command to add a Group Box to the dialog box template.

Related Topic:



[Adding Dialog Box Controls](#)

Text

Use this command to add Text to the dialog box template.

Related Topic:



[Adding Dialog Box Controls](#)

Text Box

Use this command to add a Text Box to the dialog box template.

Related Topic:



[Adding Dialog Box Controls](#)

List Box

Use this command to add a List Box to the dialog box template.

Related Topic:



[Adding Dialog Box Controls](#)

Combo Box

Use this command to add a Combo Box to the dialog box template.

Related Topic:



[Adding Dialog Box Controls](#)

Capture from Back

Use the Capture from Back command to capture the controls from a dialog box that is hidden by **Dialog Editor** window. The **Dialog Editor** window is hidden while you capture the dialog box.

Related Topic:



[Capturing Dialog Boxes](#)

Capture in Place

Use the Capture in Place command to capture the controls from a dialog box that is visible with the **Dialog Editor** window displayed.

Related Topic:



[Capturing Dialog Boxes](#)

Help Contents

Use the Help Contents command to display the Table of Contents for **Dialog Editor** Help.

Related Topic:



[Getting Help](#)

Search for Help On

Use the Search for Help On command to search an index of **DCL** Help keywords.

Related Topic:



[Getting Help](#)

How to Use Help

Use the How to Use Help command for information on how the use Microsoft Windows Help.

Related Topic:



[Getting Help](#)

About Dialog Editor

Use the About Dialog Editor command to display the version number and memory information.

Related Topic:



[Getting Help](#)

Context Sensitive Help

Press Shift + F1 to display the context-sensitive help cursor then choose a menu command or Toolbar button for help specific to the command or button.

Related Topic:



[Getting Help](#)

Choose the Cancel button to discard changes and exit the current dialog box.

The Directories box lists the directory tree for the selected Drive. Scroll through the list and double-click on the desired directory.

The Drives box lists the drives that are available for you to use.

Enter the file name in the File Name box or select the file name from the list of files in the current directory.

Choose the Help button for information about the current dialog box and the procedures it is used in.

Choose the OK button to save your changes and exit the current dialog box.

The Save File As Type box lists the possible file types this file can be saved as.

Use the List Files of Type box to change the type of files displayed in the File Name list box.

