Window Settings

This dialog resets window parameters that determine window type, behavior, and initial position. Many changes made here affect only the FWND resource in memory, and do not take effect until the window is reopened.   Remember to use "Save All to disk" to make any changes permanent.

Page 1 - Type & Behavior

Title - The text which appears in the title bar of the window.

Window Type - The first 8 types shown as icons are the standard types directly supported by Apple's WDEFs.
   Two of the standard types (5 and 13) are recent additions intended to support draggable modal windows.   A limitation of types 5 and 13 is that they do not support a close box.
   The last two window types correspond to custom WDEF 1201 which supports a window type that is typically used with floating windows.
   Note that although any window type can be used with modal, modeless, or floating windows, the following choices are seen in typical Mac programs:
   Modal: 1,2,3,5,13
   Modeless: 0,4,8,12,16
   Floating: 19216,19217

Prefer Color Window - If Color QuickDraw is present, opens a window with a Color GrafPort.   The advantage of using a color window is that drawing done by a program or control drivers is not limited to the original 8 colors.

Body Color - Color used by ViewIt to erase the window before redrawing controls.   The "copy v1" button sets this color to the current background color of the first view in the window.

Bits/Pixel Minimum - Minimum screen depth required to show colors in the window.   Below this depth, ViewIt will attempt to disable the display of all colors in the window, although some control drivers and custom CDEFs may not recognize this option and continue to display colors.

Allow Modal Switch - Switching programs is allowed under System ≥ 7 when the window is modal.   If switched out, the program doesn't get any events back from MdlWnd, although "hooked" controls still get time (see the FaceIt guide topic "Background Processing" for more info about hooked controls).

Track Modal Position - Remembers the position of a modal window when it is closed so that it can be reopened at the same screen location.   This is often used with draggable modal windows.

Return Modal Events - Returns all unprocessed modal window events to the main program.   See "Windows" in the ViewIt Guide for further info.

Has Grow Box - Causes ViewIt to display and support a grow box in the lower, right corner of the window. This functionality can be added to any window type, and does not depend upon a WDEF's support of a "grow region".

Has Close Box - Sets the flag which most window definition proc.s use to determine if a close box is supported.   In some cases, however, WDEFs ignore this flag and do not display a close box.

Close = Hide - Automatically hides a modeless or floating window when its close box is hit (otherwise a close message is returned as described in the "Windows" section of the ViewIt guide).

Hide on Switch - Hides the window when switching to background under MultiFinder or System ≥ 7. (This option requires the use of FaceIt.)

Beep Once - Beeps once before opening the window.   Useful when attempting to mimic an alert.

Enter = Tab - Converts all Enter key events to Tab key events.   This is useful in a window that contains several edit fields that accept numbers from the numeric key pad since it's easier to hit Enter to move to the next field than it is to hunt for the Tab key.

Page 2 - Initial Position

ViewIt uses its MovRec command to set the initial position of windows.   The options correspond to parameters b, c, and d of the MovRec command (see "Window Utilities" under "Commands" menu in ViewIt Help window).   Note that "Selection's Window" (b = 5) refers to the window with the selected control, "Active Window" (b = 7) to the active modeless window, and "Front Window" (b = 2) to the front window, even if it is a floating window.