

Contents

Chapter 1 : Introduction

Welcome to South Seas Adventures!	1-1
Using the Integrated Development Environment	1-4
Creating the Application Building Blocks.....	1-5
What You Should Know	1-6
What Are Objects?	1-6
What Can Objects Do?	1-6
How Are Objects Defined?	1-7
How Are Objects Created and Destroyed?	1-7
How Do Objects Interact?	1-7
When Does It All Begin and End?.....	1-8
How Are Objects Used in South Seas Adventures?.....	1-8
South Seas Adventures Application Design	1-10
Creating the Primary Building Blocks	1-10
Data Tables, Servers, and Fields.....	1-10
Data Windows	1-12
Shell and Dialog Windows	1-13
Window Controls	1-13
Application Menus	1-14
Event Handlers	1-14
Reports	1-15
Help Systems.....	1-16
Icons, Cursors, and Draw Objects	1-16
Linking the Primary Building Blocks	1-17
Completing the Remaining Building Blocks.....	1-18
Developer-Coded Entities	1-19
System-Generated Entities	1-19
Linking the Remaining Building Blocks	1-20
Begin Your South Seas Adventure.....	1-22

Chapter 2 : Exploring the CA-Visual Objects Integrated Development Environment

Objective	2-1
Overview	2-1
Choosing a Directory Structure	2-2
The South Seas Directory Structure	2-3
Creating Path-Independent Applications	2-4
The CA-Visual Objects Repository	2-4
Application Component Hierarchy	2-5
Automated Make and Entity-Level Compiling	2-5
Grouping Your Entities into Modules	2-6
Module Design Considerations	2-6
Module Naming Conventions	2-7
Exercise	2-9
Using the Application Browser	2-9
Importing the Application	2-12
Configuring Your Application Environment	2-13
Application Properties	2-13
Compiler Options	2-15
Using the Module and Entity Browsers	2-16
Using the Class Browser	2-19
Building the Application	2-21
Running the Application	2-22
Running the Program Dynamically	2-23
Creating and Running an Executable File	2-24
Summary	2-25

Chapter 3 : Working with Data Servers

Objective	3-1
Overview	3-1
Exercise	3-3
Creating a Customer Data Server	3-3
Invoking the DB Server Editor	3-3
Importing a .DBF File	3-5
Importing an Index	3-7
Saving the Data Server	3-9
Creating an SQL Server	3-10
Installing ODBC Drivers	3-12
The ODBC Administrator	3-14
Using the SQL Editor	3-16
Attaching a Data Server to a Data Window	3-19
Programming with Servers	3-20
Importing a Support Module	3-20
Viewing the Server Source Code	3-21
Running the Application	3-22
Event Notification	3-23
Client Data Windows	3-23
Child Servers	3-25
Manual Notification	3-26
Broadcast Message Activation	3-27
Summary	3-30

Chapter 4 : Defining Field Specifications

Objective	4-1
Overview	4-1
Exercise	4-2
Creating and Modifying Field Specifications	4-2
Planning Data Server Field Properties	4-4
Attaching a Field Spec to a Data Server Field	4-6
Creating Field Specs from the DB Server Editor	4-8
Summary	4-10

Chapter 5 : Creating and Using Windows

Objective	5-1
Overview	5-2
Single Document Interface Applications	5-2
Multiple Document Interface Applications	5-6
Shell Windows	5-7
Dialog Windows	5-7
Child Application Windows	5-8
Using the Window Editor	5-10
MDI Windows and Menus	5-10
Data Windows	5-11
Server Use	5-11
Data Propagation	5-11
Master Detail Option	5-12
Form and Browse View	5-13
Data Validation	5-13
Action Methods	5-14
Concurrency Control	5-14
Disconnected Controls	5-16
Exercise	5-17
Viewing an MDI Application	5-17
The Shell Window	5-17
Subclassing Your Windows	5-18
Creating a Modal Dialog Box	5-21
Warning Box Modal Dialog Windows	5-21
Retrieving Values from Modal Dialog Windows	5-22
Creating a Data Window	5-25
Importing a Support Module	5-25
Creating a Data Window Template	5-25
Designing Your Window Layout	5-27
Adding a Push Button	5-28
Compiling and Testing Your Changes	5-30
Summary	5-32

Chapter 6 : Adding Controls to Your Windows

Objective	6-1
Overview	6-1
Exercise	6-3
Single-Line Edit (SLE) Controls	6-3
Multi Line Edit (MLE) Controls	6-4
Creating the MLE Control	6-5
Viewing Your Results	6-7
Combo Box Controls	6-7
Check Box Controls	6-11
Radio Button and Radio Button Group Controls	6-13
List Box Controls	6-17
Group Box Controls	6-22
Fixed Icon Controls	6-23
Push Button Controls	6-25
Programming Techniques	6-28
Tab and Group Stops	6-28
Control Order and Multiple Groups	6-31
Naming Controls	6-32
Summary	6-33

Chapter 7 : Inheritance and Subclassing

Objective	7-1
Overview	7-1
Exercise	7-5
Summary	7-10

Chapter 8 : Creating Menus and Toolbars

Objective	8-1
Overview	8-1
Exercise	8-2
Creating a New Module	8-2
Creating the Menu	8-3
Using Auto Layout	8-4
Previewing Your Menu	8-5
Collapsing/Expanding the Menu Structure	8-6
Adding an Item to the Hierarchy	8-7
Changing the Hierarchy of a Menu Item	8-8
Removing Menu Items from the Hierarchy	8-9
Specifying Menu Actions to Perform	8-9
Providing Menu Short Cuts	8-11
Checking a Menu Item	8-12
Creating a Toolbar	8-13
Changing Toolbar Button Positions	8-16
Spacing Between Toolbar Buttons	8-16
Other Modifications to the Toolbar	8-17
Saving the Menu	8-18
Attaching a Menu to a Data Window	8-18
Putting it All Together	8-20
Designing a Menu	8-21
Customizing a Menu	8-21
Disabling Menu Items	8-22
Editing Toolbar Buttons	8-22
Summary	8-24

Chapter 9 : Accessing and Updating Data

Objective	9-1
Overview	9-1
Narrative	9-2
Xbase Compatibility	9-2
Access and Assign Methods	9-3
Generated Data Server Classes	9-5
Base DBServer and SQL Classes	9-6
Data Windows	9-7
Data Servers Attached to Data Windows	9-9
Controls	9-9
Summary	9-12

Chapter 10 : Customizing Window Event Handlers

Objective	10-1
Overview	10-1
Exercise	10-3
Summary	10-18

Chapter 11 : Working with Icons and Cursors

Objective	11-1
Overview	11-1
Exercise	11-2
Creating an Icon	11-3
Saving the Icon	11-6
Attaching Icons to Data Windows	11-7
Labeling Your Application with an Icon	11-8
Icons in the Program Group	11-9

Attaching Icons to Shell Windows	11-10
Displaying an Icon on a Window	11-11
Using Predefined Cursors	11-12
Creating and Modifying Cursors	11-13
Summary	11-17

Chapter 12 : Working with Draw Objects

Objective	12-1
Overview	12-1
Exercise	12-3
Making the Dialog Box Resizable	12-3
The Resize Event.....	12-6
Using Bitmaps.....	12-8
Declaring a .BMP File as a Resource	12-8
Creating a Bitmap Object	12-9
Using a Bitmap Object to Draw a Bitmap on a Window	12-11
Using Text Objects	12-13
Dynamic Positioning of Controls	12-14
Viewing the Results in the Application	12-15
Summary	12-16

Chapter 13 : Reporting with CA-RET

Objective	13-1
Overview	13-1
Exercise	13-1
Starting the Report Editor	13-2
A Quick Tour.....	13-4
Adding Your Personal Touch	13-4
Saving Your Work	13-9

Running Your Report Within Your Application	13-9
Report Parameters	13-11
Passing Parameters to CA-RET from CA-Visual Objects	13-15
Verifying the Results	13-18
Summary	13-20

Chapter 14 : Debugging Your Application

Objective	14-1
Error Browser Exercise	14-1
Importing a Module with Errors	14-2
Resolving the Errors	14-3
Debugger Exercise	14-7
Viewing the Error	14-8
Setting Debugging On	14-9
Setting Debugging at the Module Level	14-10
Setting Debugging at the Entity Level	14-11
Running the Application Using the Debugger	14-12
Locating the Bug	14-14
Setting a Breakpoint	14-15
Evaluating Expressions	14-16
Tracing into a Module	14-17
Modifying Variables	14-19
Correcting the Error	14-20
Summary	14-22

Chapter 15 : Adding Help to Your Applications

Objective	15-1
Overview	15-1
Context-Sensitive Help	15-2
Exercise	15-3
Implementing Context-Sensitive Help	15-3
Attaching Your Help File	15-3
Help for a Window	15-5
Help for Controls	15-6
Help for a Menu Command	15-7
Invoking Context-Sensitive Help	15-8
Help for the Window	15-9
Help for a Control	15-10
Help for a Menu Command	15-11
Implementing Direct Calls to Help	15-12
Menu Commands	15-12
Push Button Controls	15-14
Event Processing by Name	15-15
Invoking Help Using Menu Commands and Push Buttons	15-16
Creating Help Files	15-18
Topic Files	15-18
Project File	15-19
Graphic Files	15-19
Summary	15-20

Chapter 16 : Using Windows API Functions

Objective	16-1
Overview	16-1
Exercise	16-5
Windows Memory Information	16-6
Windows Metric Information	16-8
Profile Functions	16-9
Loop Processing	16-13
Summary	16-19

Chapter 17 : Using Libraries and Dynamic Link Libraries

Objective	17-1
Overview	17-1
Libraries	17-1
Dynamic Link Libraries	17-2
Exercise	17-3
Creating and Using a Library	17-3
Creating a New Library Application	17-4
Moving Modules Between Applications	17-5
Building the Library	17-6
Speeding Up Library Processing	17-7
Using the Library	17-7
Creating and Using a DLL	17-8
Creating a New DLL Application	17-8
Using a DLL	17-9
Creating a .DLL File	17-10
Using a CA-Visual Objects .DLL	17-11
Creating and Using a Foreign-Hosted DLL	17-13
Summary	17-14

Chapter 18 : Distributing Your Application

Objective	18-1
Overview	18-1
Exercise	18-2
Modifying SSA.INI Settings	18-2
Generating the Executable	18-4
Using the Install Maker	18-4
Specifying Other Files for Installation	18-7
Specifying File Properties	18-8
Creating a Project File	18-9
Creating and Testing the Distribution Disks	18-11
Summary	18-11

Appendix A: Creating a Path-Independent Application

Overview	A-1
Establishing Drive and Directory Independence	A-2
Help Files	A-4
DB Server Data Files	A-5
Report Files	A-6
Icon, Cursor, and Bitmap Files	A-7
Summary	A-8