

## **Program Group Build Index**

The Index contains a list of all Help topics available for the Program Group Build. You can use the scroll bar to see the entries that are not currently visible in the Help window.

### **Commands**

[File Menu](#)

[Edit Menu](#)

[Build Menu](#)

### **Procedures**

[Loading a Program Group Build File](#)

[List of Valid DDE Commands for the Program Manger](#)

[Sample DDE Commands](#)

## **File Menu**

The File menu includes commands that enable you to open and save files and establish a new workspace for entering DDE Execute command for the Program Manager to build Program Groups and Program Items.

Exit

New

Open

Save

Save As

**File Exit Command**

This command terminates the program. It's the same as double-clicking in System Box in the menu.

## **File New Command**

The File New command clears the window and changes the window title to "Untitled".

## **File Open Command**

The File Open command displays a dialog box that you use to load a file into the window.

## **File Save Command**

The File Save command saves the contents of the window in the current file name.

## **File Save As Command**

The File Save As command allows you to specify a file name and save the contents of the window.

## **Edit Menu**

The Edit Menu include commands to allow you to make changes to the document.

Undo

Cut

Copy

Paste

Delete



**Edit Menu Undo Command**

Undoes the last editing action.

**Edit Menu Copy Command**

Copies the selected text onto the Clipboard. This command is unavailable if nothing is selected.

**Edit Menu Cut Command**

Removes the selected text from the and puts it onto the Clipboard. This command is unavailable if nothing is selected.

**Edit Menu Paste Command**

Places the text from the Clipboard onto the document. This command is unavailable if nothing is on the Clipboard.

**Edit Menu Delete Command**

Removes the selected text from the document. The select text is not copied to the Clipboard.

## **Build Menu**

The Build command sends the commands in the window to the Program Manager. The window must contain valid DDE Execute commands for the Program Manager.

### Execute

## **Execute Command**

The Execute Command sends the contents of the window to the Program Manager as DDE commands.

### **Loading a Program Group Build File**

Use the File... Open menu to load a file that contains DDE commands for the Program Manager into the Group Builder window. You may also enter DDE commands directly into the window or edit current commands in the window.



## List of Valid DDE Commands

CreateGroup

ShowGroup

AddItem

DeleteGroup

ExitProgman

## CreateGroup

The following is the syntax for the **CreateGroup** command:

**CreateGroup**(*GroupName*[[, *GroupPath*]])

The **CreateGroup** command instructs Program Manager to create a new group or activate the window of an existing group.

The required *GroupName* parameter is a string that names the group to be created. If a group already exists with the name specified by *GroupName*, CreateGroup activates the group window.

## ShowGroup

The following is the syntax for the **ShowGroup** command

**ShowGroup**(*GroupName*, *ShowCommand*)

The **ShowGroup** command minimizes, maximizes, or restores the windows of the group specified by the *GroupName* parameter. The required *ShowCommand* parameter is an integer that specifies the action the Program Manager is to perform on the group window, and must be one of the following values:

<u>Value</u>	<u>Meaning</u>
1	Activates and displays the group windows. If the windows is minimized or maximized, Windows restores it to its original size and position.
2	Activates the group windows and displays it as iconic.
3	Activates the group windows and displays it as a maximized window.
4	Displays the group window in its most recent size and position. The window that is currently active remains active.
5	Activates the group window and displays it in its current size and position.
6	Minimizes the group window.
7	Displays the group window as iconic. The window that is currently active remains active.
8	Displays the group window in its current state. The window that is currently active remains active.

## AddItem

The following is the syntax for the **AddItem** command:

**AddItem**(*CmdLine*[[,*Name*[[,*IconPath*[[,*IconIndex*[[,*xPos*,*yPos*] ] ] ] ]])

The **AddItem** command adds an icon to an existing group.

The required *CmdLine* parameter is a string that contains the full command line required to execute the application. At a minimum, this is the name of the application's executable file. It can also include the full pathname of the application and any parameters required by the application.

The optional *Name* parameter is a string that supplies the title displayed below the icon in the group window.

The optional *IconPath* parameter is a string that contains the name of the file containing the icon to be displayed in the group window. This file can be either a Windows executable file or an icon created by SDKPaint. If you do not supply *IconPath*, Program Manager uses the first icon in the file specified by *CmdLine*; if that file does not contain an icon, then Program Manager uses the default icon.

The optional *IconIndex* parameter is an integer that specifies the index of the icon in the *IconPath* file which Program Manager is to display. PROGMAN.EXE contains five built-in icons which you can use for non-Windows programs.

The optional *xPos* and *yPos* parameters are integers that specify the horizontal and vertical position of the icon in the group window. You must use both parameters to specify the icon's position. If you do not specify the position, Program Manager places the icon in the next available space.

## **DeleteGroup**

The following is the syntax for the **DeleteGroup** command:

**DeleteGroup**(*GroupName*)

The **DeleteGroup** command deletes the group specified by the *GroupName* parameter.

## **ExitProgman**

The following is the syntax for the **ExitProgman** command:

**ExitProgman**(*bSaveState*)

The **ExitProgman** instructs Program Manger to exit and optionally save its state. The *bSaveState* parameter is a Boolean value which, if TRUE, instructs Program Manager to save its state before closing. If *bSaveState* is FALSE, Program Manager does not save its state.

### **Sample DDE Commands**

The following commands when loaded into the document window and Executed, will create two Program Manager Groups (Test Main and Test Accessories). The Program Group windows will contain Program Items like the default groups built by the Windows Setup program.

```
[CreateGroup(Test Main,TMAIN.GRP)]  
[ShowGroup(Test Main,1)]  
[AddItem(progman.exe,File Manager)]  
[AddItem(control.exe,Control Panel)]  
[AddItem(printman.exe,Print Manager)]  
[AddItem(clipbrd.exe,Clipboard)]  
[AddItem(command.com,DOS Prompt)]  
[AddItem(setup.exe,Windows Setup)]
```

```
[CreateGroup(Test Accessories,TACCESS.GRP)]  
[ShowGroup(Test Accessories,1)]  
[AddItem(write.exe,Write)]  
[AddItem(pbrush.exe,Paintbrush)]  
[AddItem(terminal.exe,Terminal)]  
[AddItem(notepad.exe,Notepad)]  
[AddItem(recorder.exe,Recorder)]  
[AddItem(cardfile.exe,Cardfile)]  
[AddItem(calendar.exe,Calendar)]  
[AddItem(calc.exe,Calculator)]  
[AddItem(clock.exe,Clock)]  
[AddItem(pifedit.exe,PIF Editor)]
```