

WinComm Utility Help Index

The WinComm utility program is provided to aid the macro programmer in setting up graphic display screens. The program is used to graphically design the display just as the programmer wants it to appear in WinComms Window. After this is done the macro code that generates the display can be copied and pasted to a macro source file containing other support code to create and control the same display.

Commands

[Bitmap](#)

[Create Help](#)

[Edit](#)

[Metafile](#)

[Objects](#)

[User Screen Options](#)

Procedures

[Bitmap Background](#)

[Clipboard](#)

[Creating Help](#)

[General Procedures](#)

[Metafile Background](#)

[Placing Objects](#)

[User Window](#)

Bitmap Command

New

Allows selection of a background bitmap to be displayed in the user window.

Options

Allows changing of the way the bitmap is displayed

Releated Topics:

[Bitmap Background](#)

Clear

Clears the bitmap background for dispaly of another background.

Metafile Command

New

Allows selection of a background metafile to be displayed in the user window.

Options

Allows changing of the way the metafile is displayed

Releated Topics:

[Metafile Background](#)

Clear

Clears the metafile background for display of another background.

Create Help Command

This menu item is selected when you want to "compile" a custom context sensitive help file for your macro. It is used to select the help text file that has been created in the proper format and to name the resultant help file. The format for the text file is described in the Notes of the HELP macro statement. The resultant help file name must have an extension of .WCH and is used as the argument in the HELP macro statement. The file must be stored in the same directory where WINCOMM.EXE is located.

Edit Command

Copy Source

This menu item places the macro source code that will create in the WinComm window the same display now showing on the WCUTIL window when executed in a WinComm macro

.

Paste Source

This menu item will create a display in the WCUTIL window that represents the macro statements found in the clipboard. This is useful when you would like to edit the appearance of a graphic display.

Paste Clipboard Metafile to File

This menu item will store the metafile contents of the clipboard in standard windows metafile file format. The clipboard must have the graphic in "Picture" format for this command to work.

Clear Screen

Clears the User Window.

Objects Command

Button

Places a standard Windows push button in the user window. Each button is assigned a text string which is displayed on the button face and an id which can be tested by the macro to determine if it has been selected. A pushbutton can be selected by clicking on it with the mouse or by typing its accelerator key.

Bitmap Icon

Places a standard windows bitmap in the user window. The bitmap comes from a disk file which must have a *.BMP extension. Each icon can be assigned a text string which is displayed at the bottom of the icon and an id which can be tested by the macro to determine if it has been selected. A pushbutton can be selected by clicking on it with the mouse or by typing its accelerator key.

Metafile Icon

Places a standard windows metafile in the user window. The metafile comes from a disk file which must have a *.WMF extension. See Edit|Paste Clipboard Metafile to File command. Edit

Hotspot

Places a "hot spot" in the user window that can be selected with the mouse. Each hot spot is assigned an id to determine which has been selected.

User Screen Options Command

This command is used to set up the userscreen and select the options associated with it. The user screen must be defined before any graphic backgrounds or objects can be displayed in the WinComm window.

The options selected here include:

The Window Postion

Hide	Used to destroy or remove the window
Relative left	Placed at the left of the WinComm Window
Relative right	Placed at the right of the WinComm Window
Relative top	Placed at the top of the WinComm Window
Relative bottom	Placed at the left of the WinComm Window
Full Screen	Fills the WinComm window

Sizing Option

WinComm Screen Size of user window changes relative to WinComm Window

Display Screen The size of user window is fixed as a % of the screen

Note; The size of a metafile can be fixed by using the display screen sizing option

Background Color

Allows setting of the color that displays outside the background graphic or through the transparent part of a metafile.

Bitmap Background

To create a bitmap background:

1. Set the User Window using the User Screen Options command.
2. Select the Bitmap|New menu item.
3. Select the horizontal, vertical, and graphic options, File Bitmap or Memory Bitmap.
4. Select the file you want to use in the list box and select OK.

To change the Options for a bitmap background:

1. Select Bitmap|Options
2. Select the horizontal, vertical, and graphic options, then OK.

To Clear the Bitmap graphic select Bitmap|Clear

Clipboard

To place the macro source code in the Windows Clipboard that will recreate the graphics now displayed in the WinComm window, Select Edit|Copy Source. This code can then be pasted into the macro text editor.

To edit the graphics display's appearance, copy the source text from the macro editor that creates the display you want to edit and select Edit|Paste Source

If you have a drawing program that cannot generate a metafile disk file (*.WMF) you can create one by copying the metafile (the clipboard must show the "Picture" format) to the clipboard and selecting Edit|Paste Clipboard Metafile to File

To remove the user window select Edit|Clear Screen

Creating Help

To Create a custom context sensitive help file:

1. Create a straight text file using the formatting conventions described in the Notes of the HELP macro statement.
2. Select the Create Help menu item.
3. Select the help source file in the list box
4. Provide a path and name for the file in the edit box
5. Select OK

Note: The file must have a .WCH extension and be in the same directory as WinComm.

General Procedures

The WCUTIL program can be used to graphically create the display screens and generate the macro source code to recreate the same display in the WinComm window.

The general procedure for displaying graphics is to:

1. Create a user window of the size and position required. [User Window](#)
2. Display a background metafile or bitmap. [Metafile BackgroundBitmap Background](#)
3. Position any objects to be used for selection or display. [Placing Objects](#)
4. Copy the source text to the clipboard.
5. Paste the source text in the macro

Execute the statement SHOW(8) to display the graphic screen.

Metafile Background

To create a metafile background:

1. Set the User Window using the User Screen Options command.
2. Select the Metafile|New menu item.
3. Select the horizontal, vertical, and graphic options.
4. Select the file you want to use in the list box and select OK.

To change the Options for a metafile background:

1. Select Metafile|Options
2. Select the horizontal, vertical, and graphic options, then OK.

To Clear the Metafile graphic select Bitmap|Clear

Placing Objects

The following statements create objects that can be positioned on the background graphic within the user window. The BITMAP, BUTTON, and HOTSPOT objects can be given an id value to test for their selection using the event status statement OBJECT?. BITMAP and BUTTON objects can also have accelerator keys assigned by placing a & in front of the character you want to use as the accelerator. That object can then be selected by pressing Alt+the accelerator key.

1. Select the Object menu and the type of object you want to place.
2. Use the mouse to position the cursor at the position within the user window where you want to place the object and click on the left button.
3. Double left click on the object to assign text and an id.
4. Click drag within the object to move it.
5. Click drag on one of its handles to change its size (does not apply to a bitmap).
6. Click on the right mouse button to identify the position of all hotspots

Following is an example of the macro source code generated by each object.

BITMAP(left,top,id,"This is bitmap icon",file_name)
Places a bitmap icon on the background graphic.

BUTTON(left,top,width,height,"id,text")
Places a Windows push button on the background graphic.

HOTSPOT(left,top,right,bottom,id)
Places a mouse selectable "hot spot" on the user graphic.

METAFILE(left,top,right,bottom,file_name)
Places a Windows metafile on the background graphic.

User Window

The user window menu item is used to create an area within the WinComm window for the display of graphics and placement of objects for a menuing system.

1. Select the User Screen Options menu item.
2. Pick one of the Window Position options.
3. Select whether the window will be relative to the WinComm window (variable size) or the Screen (fixed size)
4. Type in the percentage of the WinComm window or the screen you want the user window to occupy.
5. Set the background color by typing a number in each of the Red, Green, and Blue edit boxes. 0 = no color 255 = maximum color.

The Statement generated by the User Window option will look like:

```
USERWINDOW(5,0,100,16777215)
```

Where:

```
USERWINDOW(pos,size_ref,size,bkg_color)
```

pos = Integer	The position of the user window within the WinComm window.
size_ref = Integer	Specifies how the user window will be sized relative to WinComm window or the screen.
size = Integer	Specifies the percentage of either the WinComm window or the screen (size_ref) the graphic will occupy.
bkg_color = Integer	The decimal integer value of the red, green, and blue intensities for the background color. Each color has a range of 0 (no color) to 255 (maximum intensity). The decimal color = (red_intensity * 65536) + (green_intensity * 256) + blue_intensity.

File Loaded Bitmap

When this option is selected for a bitmap background display the bitmap will be displayed from the disk in "bands". This option conserves memory while somewhat sacrificing speed.

Memory Loaded Bitmap

When this option is selected for a bitmap background display the bitmap will be copied into memory then displayed. This option improves speed while sacrificing memory.

