

## V2. Editing

All ViewIt windows can be edited from within a running program by pressing Option-⌘-Shift to enter ViewIt's editing mode. The following notes describe how the content of ViewIt windows is organized into "views" and "controls", the corresponding resource types, and ViewIt's built-in support for on-line editing of these resources.

### Windows/Views/Controls

A ViewIt window can contain any number of "views", and any number of "controls" within each of these views. This produces a hierarchy of window, view, and control objects within programs that open ViewIt windows:

```
Window #1
  View #1
    Control #1
    Control #2
  ...
  View #2
    Control #1
    Control #2
  ...
  ...
Window #2
  View #1
    Control #1
  ...
  ...
  ...
```

This hierarchy defines the order in which controls and views are drawn, and the numbering scheme that we make use of to identify controls. A control's item number is the number of the control in the control list without regard to the distinction between views and controls (like the item numbers in standard dialogs), its view number is the number of the view containing the control, and its control number is the number of the control in that view. Thus the control containing this help text can be referred to as "control 13 in view 1" or simply "v1c13".

Technically, a ViewIt "control" is a typical Mac control item (i.e., check box, radio button, etc.) that belongs to a particular view, and a ViewIt "view" is a special type of rectangular control that contains other controls. Since a view is just a special type of control, we sometimes use the term "controls" when referring to both the controls and views in a window.

ViewIt controls can be as simple as standard buttons and check boxes, or as complex as fully-functional text editors which contain their own private controls and other parts (such as the help control displaying this text). FaceWare distributes several advanced controls that can be purchased separately (see flier or vDemoXY program for more info).

### Editing Resources

Windows, views, and controls have a 1:1 correspondence with special resource types supported by ViewIt: FWND, FVEW, and FCTL resources. One FWND is used to open and save a ViewIt window, one FVEW is created when copying a view, and one FCTL is created when copying a control. Thus ViewIt's edit mode can be thought of as an FWND, FVEW, and FCTL resource editor. Other resource editing not supported by ViewIt can be done with ResEdit.

Any new resources created by ViewIt are always added to the "default" resource file (= the file containing LoadIt). ViewIt limits editing of resources in this file while running your program since it is dangerous to remove or renumber resources that are in use by windows and controls. It does, however, support the editing of resources in any other file which is not open at the time you entered edit mode (see the "Open Res File" menu item discussed below). This feature can be used to import resources from other files, and/or for building libraries of often-used resources.

### Selecting Controls

Most editing operations first require the selection of a control or view control in the window being edited.

Typical operations such as clicking and shift-clicking to select, deselect, or extend selections work largely as expected. One important difference you'll find is that a view and a control cannot be selected at the same time, and that the movement, deletion, copying, or duplication of a view also affects all of the controls within it.

To help with the selection of multiple controls in the same view, ViewIt supports SHIFT-DRAGGING across controls. As the mouse is dragged, a lasso cursor appears and outlines the region in which controls are to be selected.

The TAB key can be used to select the next visible control in the control list, and SHIFT-TAB to select the previous visible control.

Finally, a quick way to deselect all controls is to click in the drag area of the bar at the bottom of the window. This is useful, for example, when a view fills the entire window and there is no place to click without selecting something.

## The Controls Bar

A ViewIt window with many views and controls would be confusing to work with if there was no way to quickly find, select, and reorder controls. This functionality is provided by the "controls bar" at the right of a ViewIt window being edited. This bar shows a "pile" of controls. The controls shown are either the view controls (if a view or no control is selected), or the controls within the view which contains the currently selected control. The horizontal arrows at the bottom of the bar allow you to quickly flip through all of the views and controls within the window.

Controls can be selected in the bar using the same methods supported in the content area of the window (including shift-drag). The bar can also be used to reorder controls in the window by simply dragging one or more controls in the bar up or down to new locations. Another use for the bar is in finding and showing controls or views that are hidden.

## The Icon Menu Bar

The icon bar displayed at the bottom of a window being edited has the sort of functionality expected from a typical dialog or window resource editor. It also contains a drag region (to the right of the icons) which can be used to drag any window to a new location (even if it doesn't have a title bar). The drag region also serves as a status bar, showing information about either the control that the cursor is currently above, or the currently selected control if the cursor is located outside the content area of the window.

### • File Menu (file icon)

Glossary Glossary of commonly used terms.

ViewIt Help Opens main ViewIt on-line help window.

Driver Help Opens the control driver's help window.

Save All to disk Saves updated FWND to disk. All changes made to a window are temporarily stored in the FWND in memory until this item is chosen to force the FWND to disk.

Revert from disk Replaces the contents of the window and the FWND in memory with the FWND last saved to disk.

Edit Another Edits another FWND resource. This makes it possible for you to edit any other window, or even create completely new windows, from within ViewIt's edit mode. The new windows are opened as "templates", meaning that they have no interaction with program code and only serve to update the corresponding FWND. This mode is indicated by the presence of a "T" in the file icon.

Edit Options Various editing options saved in FWND.

Quit Edit Mode Shuts down ViewIt's editing mode. You can also hit the ENTER or RETURN keys to do this. The FWND in memory associated with the window is updated to reflect the current state of the window so that your changes will not be lost if the window is closed and later reopened. The FWND on disk, however, is not updated unless "Save All to disk" is chosen (or the "Always Save All..." option is checked).

### • Edit Menu (scissors icon)

Undo Changes Reverts window to state it was in when edit mode was entered. This is accomplished by using the FWND in memory (rather than the disk copy used by "Revert").

Cut Copies and clears the current selection.

**Copy** Copies the current selection as an FCTL, FVEW, or FWND resource.

**Paste** Pastes a resource into the window. FWNDs replace the entire window contents. FVEWs and DITLs add a new view to the window (ViewIt also converts the DITL's items to controls and adds them to the view). FCTLs and CNTLs add a new control to the top or currently selected view. Views and controls are inserted after the current selection, giving you control over where the pasted items get placed in the control list. Other resource types can also be pasted if they correspond to the type of resource that is linked to the currently selected control. NOTE: When pasting a resource type that is linked to a control, the pasted resource simply replaces the linked resource data in memory, and is only saved to disk if "Save All to disk" is later chosen.

**Paste Style** If the current clipboard contains an FVEW or FCTL resource, then the style information is extracted from that resource and used to reset the style of the currently selected view(s) or control(s). The style settings updated correspond to those found in the Style menu.

**Clear** Deletes the selected control(s) from the window. The Delete key can also be used to clear items.

**Select All** If a view control or no control is selected, then all views get selected. If a control within a view is selected, then all controls in that view get selected.

**Duplicate** Creates a copy of the selected control(s) and inserts the new controls just after their parents in the control list. COMMAND-DRAGGING can also be used to clone controls. The latter has the advantage of giving you control over where the new controls get placed in the window.

- **Import Menu** ("+" icon)

**New Res File** Creates a new resource file on disk and opens the res editing dialog. If a res file is already open, then this item is disabled and displays the name of the resource file.

**Open Res File** Opens an existing resource file and displays its contents in the res editing dialog. This item is changed to Edit Res File after a resource file is opened so that you can return to the dialog to do further editing.

**Close Res File** Closes the last-opened resource file.

**FWND** List of named FWNDs available in all open resource files. Imported FWNDs replace the contents of the window. (To edit an FWND without affecting the current window, use "Edit Another" described above.)

**FVEW** List of named FVEWs available in all open resource files which can be imported as views. View drivers are typically shipped with default FVEW resources that will automatically appear here after installing the driver.

**FCTL** List of named FCTLs available in all open resource files that can be imported as controls. Control drivers are typically shipped with default FCTLs that will automatically appear here after installing the driver. NOTE: The BaseCt driver includes an "Examples" topic in its on-line help that briefly describes each of its example controls.

- **Info Menu** (window icon)

**Window** Opens the "Window" dialog for resetting basic parameters that define the window's behavior and type.

**Shortcut:** Double-click in drag area at bottom of window.

**Control** Opens the "Control" dialog for resetting basic parameters that define the control's behavior and type.

**Shortcuts:** Triple-click the body or frame of the control, or double-click on a rounded rectangle in the controls bar, or double-click within the body of a view-type control.

**Bounds** Opens the "Bounds" dialog for resetting variables used to define the selected control's bounds and frame.

**Shortcut:** Double-click on control frame when selected.

**Title** Opens the "Title" dialog for resetting the title and command key of the selected control (disabled for views).

**Shortcut:** Double-click on control body when selected.

**Lock Window Type** Prevents opening of the "Window" dialog for resetting basic window parameters.

**Lock Control Order** Prevents the insertion, deletion, and reordering of controls in the window.

**Lock Control Type** Prevents opening of the "Control" dialog for resetting basic control parameters.

**Lock Control Position** Prevents dragging of the control.

**Hide** Hides the selected control(s). The controls bar at the right can be used to find and reshow any

hidden controls.

**Activate/Inactivate** Activates or inactivates the selected control(s). Inactive controls are greyed and do not respond to events in the window.

- **Style Menu** ("A" icon)

**Font, Size, Style** Changes the control's text font, size, or style. The exact effect depends on what the control driver does with this text style information.

**Justify** Some controls support setting the justification of their contents. The "System" option refers to the System's default justification which depends on the System script.

**Colors** With System 7.0, Apple introduced the 15 standard control part colors seen in this menu. Many ViewIt controls only support coloring the "Frame", "Body" (background), and "Content" parts. Choosing the "System" option resets the control's colors to Apple's default colors. NOTE: The standard CDEF controls from Apple have the "feature" of reusing the last defined part color for all other parts that are not assigned colors. Thus setting just the "Frame" to red will cause the entire control to be drawn in red unless you take the trouble to also define other part colors.

**Draw Solid Body** Enables drawing the control's background, otherwise the control will be "transparent". Some controls ignore this flag and always draw solid bodies.

**Use Global Hilite** Requests that the control make use of the System's hilite color instead of doing a simple inversion. Many controls ignore this option.

- **Align Menu**

**Center Horz...Align Top** Realigns a view within the window or a control within its view.

**Bring To Front...Send Behind** Reorders control(s) in the window's control list. The affected controls are redrawn and the controls bar is updated to show the new order.

- **Grid Icon**

The last icon in the icon bar shows the current "grid" size (1, 2, 4, or 8 pixels). Clicking this icon flips the grid size to its next value. Dragging of controls is then restricted to window locations which are multiples of the grid size.

## Outline Mode

Pressing CAPS LOCK while editing a ViewIt window puts the window into "outline mode". This mode displays all controls as simple, black-and-white rectangles with basic control information shown in each rectangle: a small icon indicating the control type, the control number, and the control title. This mode provides a quick way to view the position, order, and type of all controls in a window.

## Saving Changes

If the "Always Save All..." option in "Edit Options" dialog is not checked, then changes made to ViewIt windows are not saved to disk until the File item "Save All to disk" is chosen. Thus, if the "Always Save All..." option is not checked, you must be careful to use "Save All to disk" when you wish to make changes permanent.

Also note that changes made to resources loaded from the FaceWare file cannot be saved since the FaceWare file is always opened as "read only". To make changes to FaceWare resources, simply move a copy of the resources to be edited from the FaceWare file to your program file or other res file used by your program. The resources can be moved using either ResEdit or our MoveIt FCMD mover.

## Getting Into Trouble

Code that is used to manage a ViewIt window often makes assumptions about the position and type of controls in the window. When editing such windows be careful to leave the window in a state that doesn't conflict with the code. This usually means that you must be careful not to remove or reorder certain controls in the window, but can also apply to simply hiding and showing controls or views if the code assumes that certain controls or views are visible.

One tricky aspect of ViewIt editing to be conscious of is the fact that ViewIt always updates the FWND in memory when leaving editing mode. This FWND in memory will then be used to open the next instance of that window, which might conflict with code if you happen to have left editing mode when the

window contents were not arranged correctly.

Suppose, for example, that you wished to copy the help view from one of ViewIt's built-in dialogs. You would open the dialog, switch to the help view, enter edit mode, copy the help view, leave edit mode (which updates the FWND!), switch out of the help view, close the dialog, and paste the view into your window. Everything appears fine until the dialog is opened again and you find that its help is displayed first! The FWND in memory is now "out of synch" with the code in ViewIt.

One way to prevent problems like that just described is to write defensive code that always checks the state of controls and views when a window is opened. This is usually a waste of time, however, since such problems do not affect users of your programs, and are easily fixed with a little window editing (hide the view that should be hidden, show the view that should be shown, etc.). In the case of the Control dialog, for example, we always close the help view after editing it, and then enter and leave editing mode one more time so that the FWND in memory isn't left "out of synch".