

Visual builder

COLLABORATORS

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REVISION HISTORY

NUMBER	DATE	DESCRIPTION	NAME

Contents

1	Visual builder	1
1.1	Visual builder v1.0 alpha	1
1.2	What is it?	2
1.3	Who made it?	2
1.4	To do list	2
1.5	Main window	3
1.6	The menu	3
1.7	The toolbar	4
1.8	The toolbox	4
1.9	The objects window	4
1.10	The properties page	5
1.11	The code page	5

Chapter 1

Visual builder

1.1 Visual builder v1.0 alpha

Welcome to Visual builder v1.0

WARNING!!!

At this moment the builder and its documentation are still in an early alpha stage.

This means that it still contains bugs and unimplemented features. I decided to release the whole project to the Amiga community because I couldn't find the time anymore to finish this program by myself.

Visual Builder
is written and conceived by
Jan Klok
and

is freeware. I can not be held responsible for any possible damage that results from the use or misuse of this software. blablabla...

You may use this program for generating your own programs. If you do however, give the author credit where is due by mentioning that your program was generated by Visual Builder. It's doesn't even generate any code yet , so that should be no problem.

What is it?

Who made it?

To do list

Main window

Toolbox

Objects

1.2 What is it?

This program is yet another gui builder for MUI. I started designing it at the time MUIBuilder seemed to have stopped developing.

My main goal was to create a drag & drop driven, wysiwyg gui builder that does more than just creating the code for the gui, but could contain the complete application code.

Unfortunately I didn't even finish the first part due to lack of time. Since I have a son there's unfortunately not much time left to spend behind my Amiga.

I have written some basic documentation so that people who are interested in taking over this project can find out which goals I wished to reach. I still believe there are some cool ideas in there.

As of now this program and its source code is freeware. Do whatever you want with it.

Feel free to contact
me
with any comments or questions.

1.3 Who made it?

Jan 'Jakke' Klok
email: jklok@hotmail.com

Also check out these sites on the web:

The website of 'Suit You' the band I play in:
<http://members.tripod.com>

My work as professional webdesigner, the site of the city of Leuven in Belgium:
<http://www.leuven.be>

1.4 To do list

Although this list is not very long, there are some difficult problems to be tackled for the list to be finished.

- implement init, set & get for ALL objects through copying and

- cloning of objects
- implement menu editor
- implement code page functionality
- implement open & save of a project
- implement options window for setting of certain defaults
- implement code generation

1.5 Main window

This is the main window of Visual Builder.
It consists of two major parts:

The menu
and
the toolbar
.

1.6 The menu

File - New
File - Open
File - Save
File - Save as
File - Make executable
File - Quit

Edit - Cut
Edit - Copy
Edit - Paste
Edit - Delete

View - Objects
View - Toolbox
View - Toolbar

Insert - Window

Tools - Menu editor
Tools - Options

Help - Contents
Help - About Visual Builder
Help - About MUI

1.7 The toolbar

The toolbar gives you quick access to some of the most commonly used functions of the menu.

At the moment only the 'Quit' and 'Help' button are implemented, but there is plenty of room for some more.

1.8 The toolbox

Creating objects.

The toolbox is where the creation of your gui objects starts. Simply drag one of the toolbarbuttons into one of your application windows. A new object of that type will be created on the fly.

If you drop the new object on a group object you will have to choose between adding the new object in front of the group or append it as the last member to that group.

Moving objects.

All objects you have created in your application windows can also be moved by simply dragging them to another location in your application.

If you drop the object to be moved on a group object you will have to choose between moving the object in front of the group or append it as the last member to that group.

Removing objects.

Every object in the gui can be removed by simply dragging it out of your application.

If you wish you can also remove an object by selecting it and choosing the menuitem Edit - Delete.

1.9 The objects window

On the objects window you can examine and change the properties and the code attached to each of your gui elements.

The objects window consists of two pages:

The properties page
and the code page
link CODE }.

1.10 The properties page

The properties page shows all the properties of the currently selected object. You can change any of the properties and push the 'Apply changes' button to immediately see the changes.

1.11 The code page

The code page shows all the events that can be triggered for this object. For each event you can write a separate piece of code.