

About Macro Dialog Editor

Purpose

Use the Macro Dialog Editor to quickly and easily create, design, set properties for, and edit the dialogs you use in your macros. Using the Macro Dialog Editor takes the place of the DIALOGDEFINE sections in your macros.

Macro Dialog Editor lets you add, edit, position, size, move, and assign values to controls, lines, and other elements of a dialog. You can also use it to give each control a control name, variable name, values, and other properties, as well as define the control order, set the initial focus, set tab stops, and group controls. The file WPDE20US.DLL contains the Macro Dialog Editor functionality, and it goes in your Shared Code directory.

See Also

[Open Macro Dialog Editor](#)

Open the Macro Dialog Editor

Purpose

Use the Macro Dialog Editor to create and edit the dialogs you use in WordPerfect 6.1 for Windows-level macros. You can open the Macro Dialog Editor from the WordPerfect Macro Facility or from within WordPerfect 6.1 for Windows.

Steps

To open the Macro Dialog Editor from within WordPerfect,

- 1** Choose Macro from the Tools menu, then choose Edit.
- 2** Specify a macro filename, then choose Edit to display the Macro feature bar.
- 3** Click Dialog Editor on the macro feature bar.
- 4** Choose Create, type a name for the dialog, then choose OK.
or
Select the dialog you want, then choose Edit.

To open the Macro Dialog Editor from the Macro Facility,

- 1** Open the Macro Facility.
- 2** Choose Dialog from the Macros menu.
- 3** Specify a macro filename, then choose OK.
- 4** Choose Create, type a name for the dialog, then choose OK.
or
Select the dialog you want, then choose Edit.

See Also

[About Macro Dialog Editor](#)

Link Dialogs to Macros

Purpose

Use the DialogShow and DialogDismiss commands to use a dialog created in the Macro Dialog Editor within a macro. These commands can be found in the WordPerfect Command Inserter under the type WPMacroFacility.

The DialogShow command uses three parameters: the dialog name, the parent window for the dialog, and a label that identifies a callback function. The first and second parameters are required, the third is optional. The DialogDismiss command requires two parameters: the name of the dialog and the name of the control used to dismiss the dialog. See the Example cited in the See Also list for syntax and further information.

Variables associated with controls work the same way as with the DialogDefine method. If a variable exists, its value is set into the controls when the dialog displays, and the value in the controls is set into the variables when the dialog is dismissed.

Steps

To display a dialog within your macro,

- 1 In your macro editor, type or insert the DialogShow command where you want the dialog to appear in your macro.
- 2 Specify the name of the dialog and the named region for its parent window.
- 3 Specify a callback parameter if you want the macro to execute while the dialog displays.

To dismiss a dialog if you are using a callback,

- 1 In your macro editor, type or insert the DialogDismiss command after a DialogShow command that uses callback.
- 2 Specify the name of the dialog and the name of the control used to dismiss the dialog.

If you use the cancel button, a control other than a push button, or a non-existent control to dismiss the dialog, your changes will not take effect. If you use a push button other than a cancel button, the variable values are set and your changes take effect when you dismiss the dialog.

See Also

[Example of DialogShow and DialogDismiss](#)
[Choosing Properties for Controls](#)

Select Macros

Purpose

Use Select Macro to specify which macro file (*.wcm) you want to create or edit dialogs for. The Macro Dialog Editor only works with macros in WordPerfect 6.0 for Windows format. The Macro Dialog Editor does not allow you to edit the macros themselves, only to define dialogs for them.

Steps

- 1 Choose Macro from the WordPerfect 6.0 Tools menu, then choose Edit.
or
Open the Macro Facility, then choose Dialog from the Macros menu.
- 2 Specify a macro filename, then choose OK.

See Also

[Open Macro Dialog Editor](#)
[Select Dialogs](#)

Select Dialogs

Purpose

Use Macro Dialogs to select the dialog you want to edit.

Steps

- 1 In Macro Dialogs, select the name of the dialog you want to edit, then choose Edit.

See Also

[Copy Dialogs](#)

[Create Dialogs](#)

[Open Macro Dialog Editor](#)

[Link Dialogs to Macros](#)

[Rename Dialogs](#)

[Select Macros](#)

Create Dialogs

Purpose

Use Create to build new dialogs to use in your macros. Be sure to use the same names you used in your macros, with the same case, since dialog and control names are case-sensitive.

Steps

- 1 In Macro Dialogs, choose Create.
- 2 Type a name for the dialog, then choose OK.
- 3 Add controls, choose a font, and set the properties for the dialog.
- 4 Choose Save from the File menu to save the new dialog, then choose Close twice.

See Also

[Open Macro Dialog Editor](#)

[Add Controls](#)

[Choose Fonts for Dialogs](#)

[Choose Properties for Dialogs](#)

[Copy Dialogs](#)

[Open Macro Dialog Editor](#)

Edit Dialogs

Purpose

Use Edit to revise the dialogs in your macros.

Steps

- 1 In Macro Dialogs, select the dialog you want to edit, then choose Edit.
- 2 Add, edit, or delete controls, change the font, and alter the properties for the dialog.
- 3 Choose Save from the File menu to save the new dialog, then choose Close twice.

See Also

[Add Controls](#)

[Choose Fonts for Dialogs](#)

[Choose Properties for Dialogs](#)

[Delete Controls](#)

[Edit Controls](#)

[Open Macro Dialog Editor](#)

Copy Dialogs

Purpose

Use Copy to save an exact copy of a dialog in another macro file or in the current macro file with a new name.

Steps

- 1 In Macro Dialogs, select the dialog you want to copy, then choose Copy.
- 2 Specify the macro file you want to copy the dialog to.
- 3 Type a new name for the dialog.
- 4 Choose OK.

See Also

[Create Dialogs](#)
[Select Macros](#)

Delete Dialogs

Purpose

Use Delete to remove a dialog from a macro file. Be sure to delete all references to a deleted dialog from the macro.

Steps

- 1 In Macro Dialogs, select the dialog you want to delete, then choose Delete.
- 2 Choose OK.

See Also

[Create Dialogs](#)

[Rename Dialogs](#)

[Open Macro Dialog Editor](#)

Rename Dialogs

Purpose

Use Rename to give a dialog a new name while leaving it in the current macro file. Renaming the dialog does not change the name displayed on the caption bar.

Steps

- 1 In Macro Dialogs, select the dialog you want to rename, then choose Rename.
- 2 Type a new name for the dialog.
- 3 Choose OK.

See Also

[Copy Dialogs](#)

[Create Dialogs](#)

[Open Macro Dialog Editor](#)

Save Dialogs

Purpose

Use Save to store a new or revised dialog in the current macro file.

Steps

- 1** In Macro Dialogs, select the dialog you want to edit, then choose Edit.
or
Choose Create, type a name for the new dialog, then choose OK.
- 2** Add, edit, or delete controls, choose the font, and set the properties for the dialog.
- 3** Choose Save from the File Menu to save the new dialog, then choose Close twice.

See Also

[Create Dialogs](#)

[Edit Dialogs](#)

[Open Macro Dialog Editor](#)

[Test Dialogs](#)

Test Dialogs

Purpose

Use Test to check your dialogs before closing the Macro Dialog Editor.

Steps

- 1** In Macro Dialogs, select the dialog you want to edit, then choose Edit.
or
Choose Create, type a name for the new dialog, then choose OK.
- 2** Add, edit, or delete controls, choose the font, and set the properties for the dialog.
- 3** Right-click on the dialog, choose Test from the QuickMenu, then test your dialog.
- 4** When you are finished testing, choose OK, Close, or double-click the Control-menu.

See Also

[Edit Dialogs](#)

[Open Macro Dialog Editor](#)

[Save Dialogs](#)

Choose Properties for Dialogs

Purpose

Use Dialog Properties to specify the location and size of the dialog, its caption, class, dialog type, frame type, and attributes.

Steps

To set dialog properties,

- 1** In Macro Dialogs, select the dialog you want to edit, then choose Edit.
or
Choose Create, type a name for the new dialog, then choose OK.
- 2** Right-click on the dialog, then choose Properties from the QuickMenu.
- 3** Specify settings for the following properties:
 - [Location and Size](#)
 - [Caption](#)
 - [Class](#)
 - [Help File and Help Key](#)
 - [Attributes](#)
 - [Dialog Type](#)
 - [Frame Type](#)
- 4** Choose OK.

See Also

- [Create Dialogs](#)
- [Edit Dialogs](#)
- [Open Macro Dialog Editor](#)
- [Save Dialogs](#)

Choose Fonts for Dialogs

Purpose

Use Font to choose a typeface and point size for all text on your dialog. The caption font remains constant for all dialogs. Changes in font size and style do affect the size of the dialog.

Steps

- 1** In Macro Dialogs, select the dialog you want to edit, then choose Edit.
or
Choose Create, type a name for the new dialog, then choose OK.
- 2** Right-click on the dialog, then choose Font from the QuickMenu.
- 3** Select a font and point size.
- 4** Choose OK.

See Also

[Choose Properties for Controls](#)

[Choose Properties for Dialogs](#)


[Open Macro Dialog Editor](#)

Control Palette

Purpose

Use the Control Palette to choose controls and actions in the Macro Dialog Editor. You can drag the title bar to position the palette on the screen.

Steps

- 1 Move the pointer to the palette graphic below until the pointer is on the desired icon and becomes a hand .
- 2 Click for information about that tool.



See Also

[Add Controls](#)
[Edit Controls](#)
[Open Macro Dialog Editor](#)
[Save Dialogs](#)
[Test Dialogs](#)

Add Controls

Purpose

Use the icons on the Controls palette and on the Control menu to add controls to your dialogs.

Steps

- 1** In Macro Dialogs, select the dialog you want to edit, then choose Edit.
or
Choose Create, type a name for the new dialog, then choose OK.
- 2** Click a control from the Controls palette.
- 3** Position the "x" above the control symbol where you want the top left corner of the control to appear, then click.
- 4** Double-click the control, set its properties, then choose OK.
- 5** Repeat steps 2-4 for the rest of the controls you want to add.
- 6** Choose Save from the File menu to save the dialog, then choose Close twice.

See Also

[Align and Space Controls](#)

[Choose Properties for Controls](#)

[Delete Controls](#)

[Open Macro Dialog Editor](#)

[Position Controls](#)

Delete Controls

Purpose

Use Delete to remove controls from a dialog.

Steps

- 1** In Macro Dialogs, select the dialog you want to edit, then choose Edit.
or
Choose Create, type a name for the new dialog, then choose OK.
- 2** Right-click on a control, then choose Delete from the QuickMenu.
or
Press Delete.
- 3** Choose Save from the File menu to save the dialog, then choose Close twice.

See Also

[Add Controls](#)

[Open Macro Dialog Editor](#)

Edit Controls

Purpose

Double-click any control to edit its properties, or click once and drag to size and position it where you want it.

Steps

- 1** In Macro Dialogs, select the dialog you want to edit, then choose Edit.
or
Choose Create, type a name for the new dialog, then choose OK.
- 2** Double-click a control, make the changes you want to its properties, then choose OK.
- 3** Click and drag each control to position and size it.
- 4** Choose Save from the File menu to save the dialog, then choose Close twice.

See Also

[Add Controls](#)

[Align and Space Controls](#)

[Delete Controls](#)

[Open Macro Dialog Editor](#)

[Position Controls with a Grid](#)

Position Controls

Purpose

Use the Location and Size options to position and size controls precisely using dialog units, or click and drag to size and position controls manually.

Steps

- 1 In Macro Dialogs, select the dialog you want to edit, then choose Edit.
or
Choose Create, type a name for the new dialog, then choose OK.

To position a single control,

- 1 Double-click a control, specify a left and top value to position it on the dialog, specify a width and height value to change its size, then choose OK.
or
Click and drag each control to position and size it.

To position multiple controls,

- 1 Click the top-left corner of the top control in the group you want to select.
- 2 Drag the selection area down and right to select all the controls you want in the group.
- 3 Drag the grouped controls to position them.
- 2 Choose Save from the File menu to save the dialog when you are finished positioning the controls, then choose Close twice.

See Also

[Add Controls](#)

[Align and Space Controls](#)

[Edit Controls](#)

[Position Controls with a Grid](#)

[Open Macro Dialog Editor](#)

Add and Edit List Items

Purpose

Use Create/Edit List to enter and change options for controls that use lists, such as pop-up lists, drop-down lists, list boxes, and so on.

Steps

- 1** In Macro Dialogs, select the dialog you want to edit, then choose Edit.
or
Choose Create, type a name for the new dialog, then choose OK.
- 2** Double-click a control that uses a list of options.
- 3** Choose Create/Edit List.
- 4** Type a name, then choose Add for each option in the list.
- 5** Select an item in the list, type a new name, then choose Replace to replace an item, or Delete to remove an item.
- 6** Select an item in the list, then choose Move Up or Move Down to reposition an item.
- 7** Select an item in the list, then choose Set Initial to have that item selected when the dialog opens.
- 8** Select an item on the list, edit it, then choose Add to modify list items.
- 9** Select Sort List to sort the list items.
- 10** Choose OK twice.
- 11** Choose Save from the File menu to save the dialog, then choose Close twice.

See Also

[Add Controls](#)

[Choose Properties for Controls](#)

[Edit Controls](#)

[Open Macro Dialog Editor](#)

Choose Properties for Controls

Purpose

Use the Properties dialogs associated with each control to set the location, size, named regions, variables, and other properties for each control.

For more information about each property option, choose the Search button above and type the name of the dialog, for instance, "List Box Properties." Then click the option you want information about.

Steps

- 1** In Macro Dialogs, select the dialog you want to edit, then choose Edit.
or
Choose Create, type a name for the new dialog, then choose OK.
- 2** Double-click a control, make the changes you want to its properties, then choose OK.
- 3** Choose Save from the File menu to save the dialog, then choose Close twice.

See Also

[Add Controls](#)

[Align and Space Controls](#)

[Edit Controls](#)

[Open Macro Dialog Editor](#)

[Position Controls](#)

Set Up Dialogs

Purpose

Use the options on the Dialog menu to group dialog controls, to specify the default focus and buttons, and to define tab stops. You must set the control order before grouping the controls; defining a group box around a set of controls does not automatically group them.

Steps

- 1** In Macro Dialogs, select the dialog you want to edit, then choose Edit.
or
Choose Create, type a name for the new dialog, then choose OK.
- 2** Right-click on the dialog.
- 3** Choose Control Order, click the controls in the order you want to tab through them, then choose OK.
- 4** Choose Control Groups, click each control to select its group, then choose OK.
- 5** Choose Default Button, click a control, click the button you want to be activated when the user presses Enter on the control, then choose OK.
- 6** Choose Default Focus, click the control you want to have the focus when the dialog displays, then choose OK.
- 7** Choose Tab Stops, click to highlight the controls you want to tab to, then choose OK.
- 8** Choose Save from the File menu to save the dialog, then choose Close twice.

See Also

[Add Controls](#)

[Choose Properties for Dialogs](#)



Bitmap

Allows you to display a bitmap as a control icon. See [Bitmap Properties](#).



Check Box

Check boxes represent compatible options. Clicking an empty check box selects the option; clicking a marked check box deselects the option. You can also define check boxes as "Three State" to give a third value. See [Check Box Properties](#).



Color Wheel

Color wheels allow users to select colors based on values of hue, lightness, and saturation. See [Color Wheel Properties](#).



Combo Box

Combo boxes display an edit box and a list box. Enter text in the edit box, or double-click a list item to insert it. See [Combo Box Properties](#).



Counter

Counters allow users to enter numeric data in an edit box by typing or by clicking an incrementor/decrementor. Clicking inserts a number in the edit box that is within a specified range. See [Counter Properties](#).

Position Controls with a Grid

Purpose

Use the options on the View menu to align controls with precision.

Steps

- 1** In Macro Dialogs, select the dialog you want to edit, then choose Edit.
or
Choose Create, type a name for the new dialog, then choose OK.
- 2** Choose Show Grid from the View menu.
- 3** Choose Snap to Grid from the View menu to force controls to align with grid points.
- 4** Choose Grid Options from the View menu, choose the amount of space you want between grid points on each axis, then choose OK.
- 5** Add controls to the dialog using the grid as a guide.
- 6** Choose Save from the File menu to save the dialog, then choose Close twice.

See Also

[Add Controls](#)

[Align and Space Controls](#)

[Edit Controls](#)

[Open Macro Dialog Editor](#)

[Position Controls](#)



Date

Date controls display an edit box and a calendar icon. Users can enter dates by typing or by clicking the calendar icon to open a calendar and selecting a date to display in the edit box. See [Date Properties](#).



Edit Box

Edit boxes allow users to type text or allow the macro to type text for them. They can have one line or multiple lines. See [Edit Box Properties](#).



Filename Box

Filename boxes display an edit box and a folder icon list button. Users can enter filenames or directories by typing them in or by clicking the list button to display a Select File or Select Directory dialog. See [Filename Box Properties](#).



Frame

Frames can group items in a dialog, or act as design elements. See [Frame Properties](#).



Group Box

Group boxes visually group controls in a dialog with a titled frame. Group boxes do not automatically group the controls, however. Use Control Groups and Control Order to group controls. See [Group Box Properties](#) and [Set Up Dialogs](#).



Horizontal Line

Horizontal lines visually separate items in a dialog. See [Line Properties](#).



Horizontal Scroll Bar

Horizontal scroll bars allow users to scroll from left to right. See [Scroll Bar Properties](#).



List Box

List boxes display lists of options to choose from. See [List Box Properties](#).



Popdown Button

Popdown buttons display a list of options when clicked. The button itself shows the feature name. See [Popdown Button Properties](#).



Popup Button

Popup buttons display a list of options when clicked. The button itself shows the selected option. See [Popup Button Properties](#).



Progress Indicator

Displays the progress of a process as it runs. See [Progress Indicator Properties](#).



Push Button

A push button activates a specific action when clicked, such as OK, Cancel, Help, and so on. See [Push Button Properties](#).



Radio Button

Radio buttons represent mutually-exclusive options. Selecting one radio button deselects another. See [Radio Button Properties](#).



Static Text

You can use static text on a dialog to give instructions or information to users. Static text can consist of one line or many lines, and is read-only. See [Static Text Properties](#).



Vertical Line

Vertical lines visually separate items in a dialog. See [Line Properties](#).



Vertical Scroll Bar

Vertical scroll bars allow users to scroll from top to bottom. See [Scroll Bar Properties](#).



Viewer

Viewers display read-only, scrollable text files. See [Viewer Properties](#).

Example of DialogShow and DialogDismiss

The following is an example of the DialogShow command:

DialogShow("DialogName";"WordPerfect";CallBack@)

The first parameter is the name you gave to the dialog when you created it in the Macro Dialog Editor (in this case, DialogName).

The second parameter is a named region specifying the parent window for the macro dialog (in this case, the WordPerfect window will be the parent window for the dialog). Named regions are defined by the application. The region consists of the application name, followed by a period (.), followed by additional words that narrow the named region to the appropriate window. For example, the named region of the document window in WordPerfect is **WordPerfect.Document**. For more information on using named regions, see the "Mouse String" topic in Macros Online Help.

The third parameter is a label that identifies a callback function. If you do not specify a callback parameter in the DialogShow command, the macro does not execute until you dismiss the dialog. If you use a callback, the macro executes while the dialog is up. It is up to the callback to prevent the macro from terminating prematurely, and to shut down the macro dialog using the DialogDismiss command.

The following is an example of the DialogDismiss command:

DialogDismiss("DialogName";"OKBttn")

The first parameter is the dialog name.

The second parameter is the named region of the control used to dismiss the dialog.

For more information on the DialogShow and DialogDismiss commands, see Macros Online Help.

See Also

[Link Dialogs to Macros](#)

Bitmap Properties

Purpose

Use Bitmap Properties to set and change the characteristics and position of bitmap controls.

These are the Bitmap Properties options:

Location and Size

Named Region

Variable

Filename

Attributes

See Also

Add Controls

Edit Controls

Text

Use this control to specify the titles for group boxes.

Check Box Properties

Purpose

Use Check Box Properties to set and change the characteristics and position of the check boxes.

These are the Check Box Properties options:

Location and Size

Named Region

Variable

Text

Text Placement

Initial State

Type

See Also

Add Controls

Edit Controls

Color Wheel Properties

Purpose

Use Color Wheel Properties to set and change the characteristics and position of color wheels.

These are the Color Wheel Properties options:

Location and Size

Named Region

Variable

Initial Values

See Also

Add Controls

Edit Controls

Combo Box Properties

Purpose

Use Combo Box Properties to set and change the characteristics and position of combo boxes.

These are the Combo Box Properties options:

Location and Size

Named Region

Variable

Style

Current Item List

Type

Attributes

See Also

Add and Edit List Items

Add Controls

Edit Controls

Counter Properties

Purpose

Use Counter Properties to set and change the characteristics and position of counters.

These are the Counter Properties options:

Location and Size

Named Region

Variable

Values

Attributes

See Also

Add Controls

Edit Controls

Align and Space Controls

Purpose

Use the options on the Align menu to position and space controls inside the dialog and in relation to each other. The first control you click is the "anchor control," which appears with black squares around it.

Steps

- 1** In Macro Dialogs, select the dialog you want to edit, then choose Edit.
or
Choose Create, type a name for the new dialog, then choose OK.
- 2** Press Shift while clicking the control(s) you want to align, then choose Left, Right, Top, or Bottom from the Align menu to move the control to that side of the anchor control.
- 3** Press Shift while clicking the control(s) you want to align, choose Center, then choose Vertical or Horizontal to center a control in relation to the anchor control.
- 4** Press Shift while clicking the control(s) you want to make the same size as the anchor control, choose Make Same Size, then choose Vertical, Horizontal, or Both.
- 5** Press Shift while clicking the controls you want to space in relation to each other, choose Space Evenly from the Align menu, then choose Vertical or Horizontal.
- 6** Choose Save from the File menu to save the dialog, then choose Close twice.

See Also

[Add Controls](#)

[Edit Controls](#)

[Open Macro Dialog Editor](#)

[Position Controls](#)

[Position Controls with a Grid](#)

Date Properties

Purpose

Use Date Properties to set and change the characteristics and position of date controls.

These are the Date Properties options:

Location and Size

Named Region

Variable

Initial Date

Attributes

See Also

Add Controls

Edit Controls

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Edit Box Properties

Purpose

Use Edit Box Properties to set and change the characteristics and position of edit boxes.

These are the Edit Box Properties options:

Location and Size

Named Region

Variable

Style

Text

Type

Automatic Scroll

Scroll Bar

Attributes

Justification

Capitalization

See Also

Add Controls

Edit Controls

Filename Box Properties

Purpose

Use Filename Box Properties to set and change the characteristics and position of filename boxes.

These are the Filename Box Properties options:

Location and Size

Named Region

Variable

Directory and Template

Type

Show Files

Hide Buttons/Select File Dialog

See Also

Add Controls

Edit Controls

Justification

Use these controls to specify the justification for group box titles.

Frame Properties

Purpose

Use Frame Properties to set and change the characteristics and position of frames.

These are the Frame Properties options:

Location and Size

Named Region

Type

Color

See Also

Add Controls

Edit Controls

Group Box Properties

Purpose

Use Group Box Properties to set and change the characteristics and position of group boxes.

These are the Group Box Properties options:

Location and Size

Named Region

Text

Justification

See Also

Add Controls

Edit Controls

Line Properties

Purpose

Use Horizontal and Vertical Line Properties to set and change the characteristics and position of horizontal and vertical lines.

These are the Horizontal and Vertical Line Properties options:

Location and Size

Named Region

See Also

Add Controls

Edit Controls

List Box Properties

Purpose

Use List Box Properties to set and change the characteristics and position of list boxes.

These are the List Box Properties options:

Location and Size

Named Region

Variable

Style

Current Item List

Attributes

See Also

Add and Edit List Items

Add Controls

Edit Controls

Popdown Button Properties

Purpose

Use Popdown Button Properties to set and change the characteristics and position of popdown buttons.

These are the Popdown Button Properties options:

Location and Size

Named Region

Text

Current Item List

See Also

Add and Edit List Items

Add Controls

Edit Controls

Popup Button Properties

Purpose

Use Popup Button Properties to set and change the characteristics and position of popup buttons.

These are the Popup Button Properties options:

Location and Size

Named Region

Variable

Current Item List

See Also

Add and Edit List Items

Add Controls

Edit Controls

Progress Indicator Properties

Purpose

Use Progress Indicator Properties to set and change the characteristics and position of progress indicators.

These are the Progress Indicator Properties options:

Location and Size

Named Region

See Also

Add Controls

Edit Controls

Push Button Properties

Purpose

Use Push Button Properties to set and change the characteristics and position of push buttons.

These are the Push Button Properties options:

Location and Size

Named Region

Text

Type

See Also

Add Controls

Edit Controls

Radio Button Properties

Purpose

Use Radio Button Properties to set and change the characteristics and position of radio buttons.

These are the Radio Button Properties options:

Location and Size

Named Region

Variable

Text

Text Alignment

Type

Initial State

See Also

Add Controls

Edit Controls

Text

Use this control to specify the text associated with the edit box.

Scroll Bar Properties

Purpose

Use Vertical and Horizontal Scroll Bar Properties to set and change the characteristics and position of horizontal and vertical scroll bars.

These are the Horizontal and Vertical Scroll Bar Properties options:

Location and Size

Named Region

Variable

Values

Alignment and Sizing

See Also

Add Controls

Edit Controls

Static Text Properties

Purpose

Use Static Text Properties to set and change the characteristics and position of static text.

These are the Static Text Properties options:

Location and Size

Named Region

Variable

Style

Text

Justification

Type

See Also

Add Controls

Edit Controls

Viewer Properties

Purpose

Use Viewer Properties to set and change the characteristics and position of viewers.

These are the Viewer Properties options:

Location and Size

Named Region

Variable

Filename

See Also

Add Controls

Edit Controls

Attributes

Use these controls to choose which elements you want to incorporate in the dialog.

Caption: Puts a title bar and caption on the dialog.

System Menu: Puts a system menu on the dialog.

Automatic Scroll

Use these controls to choose the types of scrolling the edit box allows beyond its edges. Vertical scrolling allows text to scroll up and down, Horizontal scrolling allows text to scroll left and right.

Attributes

Use these controls to set the size of the bitmap in relation to the control on which it appears.

Size Control to Bitmap: Makes the control as large or small as the bitmap.

Size Bitmap to Control: Makes the bitmap as large or small as the control.

No Auto Sizing: Does not size either the control or the bitmap. If the bitmap is larger than the control, the edges are cropped.

Radio Button Initial State

Use these controls to select the state of the radio button when the dialog opens.

Clear: Unmarked and unactivated.

Checked: Marked with a dark circle and activated.

Text

Use this control to specify the text appearing on a push or popdown button, or beside a radio button.

Capitalization

Use these controls to select how text appears in the edit box (upper, lower, or mixed case).

Caption

Use this control to specify the text that appears in the title bar of the dialog. If you type a title longer than the title bar, it is cut off at the right edge.

Text

Use this control to specify the text that will appear next to the check box.

Type

Use these controls to select the type of check box you want. Auto Check Boxes are the most commonly used type.

Check Box: Gives two possible states (on or off). When users click on the check box, it does not automatically reflect the change. You must send a message to the dialog within the macro to change the state of the check box.

Auto Check Box: Gives two possible states, and clicking the box automatically changes the state. No additional message is necessary in the macro.

Three-State: Gives three possible states (on, off, or indeterminate). When users click on the check box, it does not automatically reflect the change. You must send a message to the dialog within the macro to change the state of the check box.

Auto Three-State: Gives three possible states, and clicking the box automatically changes the state. No additional message is necessary in the macro.

Class

Use this control to specify the dialog class.

Attributes

Use these controls to choose characteristics for the combo box.

Auto Horizontal Scroll: Allows users to enter text longer than the actual text box without cutting it off.

OEM Convert: Converts text typed in the edit control from the Windows character set to the OEM character set, then back to the Windows character set again. This ensures proper character conversion.

Type

Use these controls to select the type of combo box you want to use.

Simple: Gives a small, permanently open list with a thin black border.

Drop Down: Gives a small list with a thin black border when the user clicks the icon next to the edit control. A scroll bar appears if the number of items in the list exceeds the length of the list box.

Drop Down List: Gives a static text field displaying the current selection instead of an edit control. Clicking the control displays the list. A scroll bar appears if the number of items in the list exceeds the length of the list box.

Control Buttons

Use these controls to accept or cancel the changes you made. The Help functionality is not implemented in the Beta release.

Attributes

Use these controls to choose characteristics for counters.

Auto Horizontal Scroll: Allows users to enter numbers longer than the actual text box without cutting them off.

Auto Validate: Automatically checks entered numbers to ensure they fall within the acceptable range, and changes unacceptable numbers to the nearest acceptable value upon leaving the control.

No Scroll: Removes the incrementor/decrementor buttons.

Values

Use these controls to set the possible range of values and format for numbers in counters.

Minimum: Specifies the minimum value possible.

Maximum: Specifies the maximum value possible.

Step: Specifies the increment used for the incrementor/decrementor buttons. For example, typing 5 causes each click on the up arrow to increase the value in the text box by 5: 5, 10, 15, 20, and so on.

Initial: Specifies the value displayed when the dialog opens.

Format: Specifies the unit measured (i.e., centimeters, inches, points, and so on).

Current Item List

Use these controls to specify the list of possible choices. Choose Create/Edit List to add, replace, delete, and position items on the list, and to set the option selected when the dialog opens.

Attributes

Automatically checks entered dates to ensure they fall within the acceptable range, and keeps the focus on the control until you enter an admissible date and format.

Dialog Type

Use these controls to select the type of dialog.

Modal: When the dialog is open you must dismiss it to access the parent window. You can switch to another window using Alt+Tab.

Modeless: When the dialog is open you can still access features in the parent window.

System Modal: When the dialog is open you must dismiss it before you can access any other functions.

Attributes

Use these controls to choose characteristics for edit boxes.

Allow Carriage Return: Allows users to press Return inside the edit box to enter multiple lines.

Password (**):** Displays characters as asterisks as the user types a password.

Read Only (No Typing): Displays text the user cannot edit.

Word Wrap: Allows text to wrap to the next line when it reaches the right edge of the edit box.

Scroll Bar

Use these controls to specify on which sides of the edit box scroll bars appear. Use scroll bars with edit boxes to let the user see all the text entered.

Type

Use these controls to specify how much text users can enter into the edit box.

Single Line: Limits text entry to a single line. Pressing Return moves the user to the next control.

Multiple Line: Allows users to enter multiple lines of text.

Limit Text Entry: Limits text entry to the number of characters you specify. The system limit is 1 K.

Filename

Use this control to specify the location, path, and filename of the bitmap image you want to use. Use the folder icon to select directories and filenames.

Type

Use these controls to choose characteristics of the dialog that appears when users click the folder icon next to filename boxes.

Path Only: Displays only directory and subdirectory names; all filenames are grayed.

Path/Filename: Displays directories, subdirectories, and filenames.

Does Not Have to Exist: Users can enter invalid filenames without generating an error message.

Pathname No Validate: Useful with Path Only. Allows users to enter invalid paths and to create the directory or subdirectory.

Directory and Template

Use these controls to specify the default directory and template for filename boxes. Click the folder icon to select directories.

Color

Use these controls to choose a white, black, or gray fill for frames.

Type

Use these controls to select the type of frame you want on the dialog.

None: Removes the frame from around the dialog.

Thin Border: Puts a thin black line around the dialog.

Dialog: Puts a Windows-standard dialog border around the dialog.

Thick/Sizeable: Puts a thick border around the dialog with sizing areas on the corners and edges.

Type

Use these controls to select the type of frame you want. Using frames does not automatically group controls. To group controls, use the Control Order and Control Groups option from Layout on the Dialog menu.

Filled: Fills the area inside the frame with a solid color.

Frame: Outlines the area with thin line.

Help File and Help Key

Use these controls to specify the Help file and Help key this dialog connects to. For example, you can tell this dialog to look for "MYHELP.HLP," and assign it a key included in the map and alias files for that help system.

Hide Buttons/Select File Dialog

Use these controls to choose the buttons displayed on the dialog that appears when users click the folder icon. You must have these applications and options available in order for them to operate.

QuickFinder: Displays a button that opens WordPerfect's QuickFinder application.

Setup: Displays a button that opens a dialog allowing users to change the appearance of the dialog.

Viewer: Displays a button that allows users to view files.

Options: Displays a button that allows users to copy, rename, delete, and otherwise manipulate files.

Initial Values

Use these controls to specify the values for the color highlighted when the dialog opens. You can also click the color wheel and color bar to select colors.

Hue: Adjusts the color (0=red, 240=blue, 360=green).

Lightness: Adjusts the amount of white and gray in a color.

Saturation: Adjusts the amount of color.

Initial Date

Use this control to specify the date displayed when then dialog opens. Click the calendar icon to select the date or specify today's date.

Initial State

Use these controls to select the state of the check box when the dialog opens.

Clear: Unmarked and unactivated.

Checked: Marked with an X and activated.

Grayed: Filled with gray. You must select Three-State or Auto Three-State from the Type group box to activate this option.

Justification

Use these controls to specify the justification (left, center, or right) for text inside edit boxes and static text.

Attributes

Use these controls to choose characteristics for list boxes.

Check Boxes: Displays check boxes next to each item on the list.

Extended Selection: Allows users to select several separated items by pressing Ctrl while clicking.

Multiple Selection: Allows users to select contiguous items by dragging.

Location and Size

Use these controls to precisely position a control in relation to the left, top corner of the dialog. The values you can use depend on the size of the dialog, and are measured in dialog units. You can also select and drag controls to position them.

Left: Distance from the left edge of the dialog.

Top: Distance from the top edge of the dialog.

Width: The width of the control.

Height: The height of the control.

Location and Size

Use these controls to position the dialog in relation to its parent window.

Absolute: Allows you to position the dialog in dialog units from the top left corner of the parent window. Dialog units are based on the currently selected font for the dialog and your screen resolution.

Relative: Allows you to position the dialog based on available screen space. For example, if you choose 50% for Left and 50% for Top, 50% of the available screen space will be on the left and 50% will be at the top of the dialog.

Left: Percent or number of dialog units the dialog is removed from the left edge of the window.

Top: Percent or number of dialog units the dialog is removed from the top edge of the window.

Width: The width of the dialog in dialog units.

Height: The height of the dialog in dialog units.

Named Region

Use this control to specify the name of each control on a dialog. This is the name you use in the macro when referring to this control, so each control on the same dialog should have a unique name. Named Regions are case-sensitive.

Named Region

This control shows the name of the dialog. This is the name you use inside the macro when calling and dismissing this dialog. Named Regions are case-sensitive.

Type

Use these controls to select the type of push button you want.

OK: Makes the button an OK button. Clicking this accepts the dialog settings and activates them. Selecting OK automatically fills in the Text box.

Cancel: Makes the button a Cancel button. Clicking this closes the dialog without implementing the changes. Selecting Cancel automatically fills in the Text box.

Help: Makes the button a Help button. Clicking this button calls the Help file associated with this dialog. Selecting Help automatically fills in the Text box.

Other: Allows you to specify any name for the button.

Type

Use these controls to select the type of radio button you want.

Radio: Gives two possible states (on or off). When users click the button, it does not automatically reflect the change. You must send a message to the dialog within the macro to change the state of the button.

Auto Radio: Gives two possible states, and clicking the button automatically changes the state. No additional message is necessary in the macro.

Alignment and Sizing

Use these controls to determine the location and size of scroll bars.

None-Size to Control: The scroll bar extends the length or width of the control automatically.

Left: The scroll bar appears at the left of the scroll bar control.

Right: The scroll bar appears at the right of the scroll bar control.

Top: The scroll bar appears at the top of the scroll bar control.

Bottom: The scroll bar appears at the bottom of the scroll bar control.

Values

Use these controls to set the values and increments for scroll bars.

Minimum: The smallest allowable value.

Maximum: The largest allowable value.

Step: How much each click will change position.

Initial: The initial position of the scroll bar.

Show Files

Use these controls to choose which types of files the Select File dialog displays in the List Files of Type combo box. This allows you to limit the types of files that users can choose to list.

DOC: Displays document files.

SS: Displays spreadsheet files.

DB: Displays database files.

GR: Displays graphics files.

All Files (*.*): Displays all files.

Text

Use this control to enter the text you want to appear as static text on the dialog. Text longer than the display area is cut off at the right edge.

Style

Use these controls to select the style of control you want to use (WordPerfect or Windows).

Text Alignment

Use these controls to select the side of the radio button on which the text appears.

Justification

Use these controls to choose left, right, or center justification for static text. The text is justified in relation to the text area.

Text Placement

Use these controls to select the side of the check box on which the text will appear.

Type

Use these controls to select appearance options for static text.

Regular: Text appears printed on the dialog without a border.

Recessed: Text appears as white text on a darker gray, recessed background.

Shadow: Text appears as black text on a raised, shadowed box.

Squash Path: Text appears with ellipses (...) replacing the middle of overlylong pathnames.

Variable

Use this control to specify the name of the variable associated with the dialog control. Use this name in the macro when specifying the values for the variable.

Filename

Use this control to specify the path and filename of the file the viewer displays. Click the folder icon to select directories and files.

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