

Building Menus & Forms

Ex) FORM ID myresource AT ($\begin{matrix} \text{left} \\ \downarrow \\ 0 \end{matrix}$ $\begin{matrix} \text{top} \\ \downarrow \\ 0 \end{matrix}$ $\begin{matrix} \text{right} \\ \downarrow \\ 160 \end{matrix}$ $\begin{matrix} \text{bottom} \\ \downarrow \\ 160 \end{matrix}$)
~~FORM~~ MENU ID mymenu
BEGIN DEFAULTBIN/ID 50
TITLE "Form title"
END

objects
on
form

Can also say the form is a modal form

FORM ID 100 AT (2 2 156 156)
MODAL

etc → BEGIN
END

can add SAVE BEHIND to save contents of form this
is on top of

How to specify objects on a form

General format:

resource AT (left top $\begin{matrix} \text{width} \\ \text{height} \end{matrix}$)

there are special keywords that can be
used for automatically computing
relative positions

AUTO - used to automatically generate width or height of an object

CENTER - centers object w/ respect to this axis or form

CENTER@<num> - centers objects about position num

RIGHT@<num> - aligns to right of location num

BOTTOM@<num> - aligns objects w/ bottom coordinate at num

PREVLEFT
PREVRIGHT
PREVBOTTOM
PREVWIDTH
PREVHEIGHT

} coordinate based on previous DF component.

Ex) BOTTOM "NEW" ID 1000
AT (1 BOTTOM@159 AUTO AUTO)
BOTTOM "DETAILS" ID 1001
AT (PREVRIGHT+5 PREVTOP AUTO AUTO)

For resources you won't reference in code can use autoID

LABEL "Enter your name below:"