



Using Frames

Overview

Frames can be drawn around labels and fields created by SMPRMT entries. When the frame is defined, it is given a number. That number is entered on each of the SMPRMT entries around which the frame should be drawn. The frame is automatically sized to include all of the SMPRMT entries.

Frames can be given anchors for any of the sides of the frame (left, top, right or bottom). Anchors cause the calculated values for the location of the frame to be overridden, forcing the frame to a specific location.

Frames can be associated horizontally or vertically with other frames. Horizontally associated frames will have the top and bottom of the frames at the same location. Vertically associated frames will have the left and right sides of the frames at the same location.

Associated frames enable you to create balance and structure in your screen layouts.

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Frame Types or Styles

Frames can be created as any of four types, or styles. Flat frames are style zero (0) and are the default frame style in FACTS. Raised frames are styles 1 through 9, the number indicating the magnitude to which the frame is raised. Inset frames are styles -1 through -9, again the number indicating the depth to which the frame is inset. Finally, style 10 is a single bar across the top of the frame area.

Frame Definitions

Frames must be assigned a number and given a title. The numbers must begin with one and go up. No numbers can be skipped, but they need not be in order.

The format of the frame definition is as follows:

Frame#:Frame Title:Style(l,t,r,b)

Multiple frame definitions must be separated by semi-colons.

Style is an optional field and is a number indicating a flat frame (0), a raised frame (positive) or an inset frame (negative). The default and standard value is 0, flat.

(l,t,r,b) is used to indicate anchor locations for the frame. l=left anchor, t=top anchor, r=right anchor, b=bottom anchor. Anchors for left and top become maximum screen locations for the left side and top of the frame. Anchors for right and bottom become minimum screen locations for the right side and bottom of the frame. Putting a zero in a position indicates no anchor for that position.

Example: (0,4,65,0) would indicate that the frame should begin no lower than the fourth line down and no closer than the 65th column in from the right. If the program calculates a top screen location of 3, it would begin there. If it calculated a top screen location of 5, it would begin at 4.

Associated Frames

If multiple frames appear on a screen, you can associate the frames either horizontally or vertically.

Horizontal association means that the frames appear beside each other and the top and bottom lines of the frames should match. To indicate a horizontal association, place square brackets around the frames that are to be associated.

Example: 1:Frame 1:[3:Frame 3;2:Frame 2] Horizontally associates frames 2 and 3.

Vertical association means the frames appear above/below each other and the left and right sides of the frames should match. To indicate a vertical association, place less than and greater than symbols around the frames that are to be associated.

Example: <1:Frame 1;3:Frame 3>;2:Frame 2 Vertically associates frames 1 and 3.

A frame may not be both horizontally associated and vertically associated at the same time.