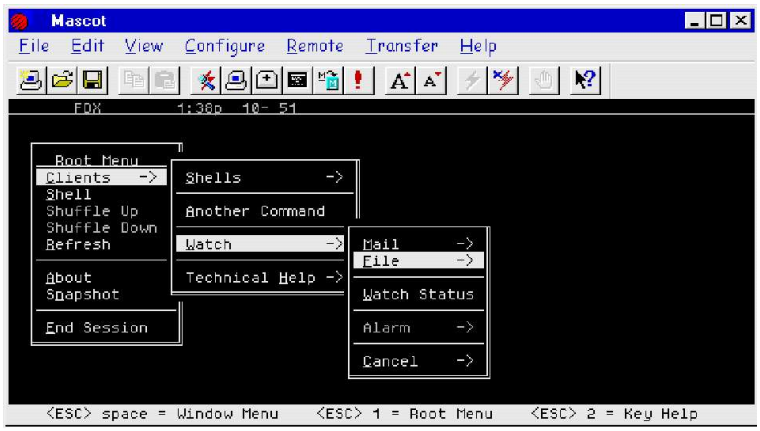
Face-lifting – Attribute Mapping

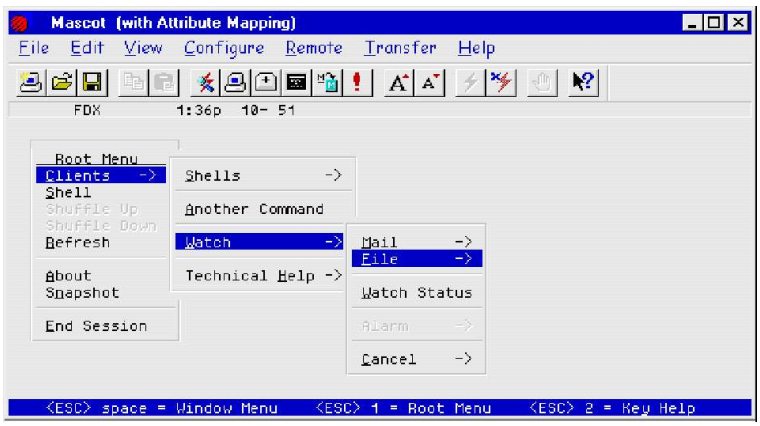
MultiView 2000 face-lifting can be used to create a Windows 'Look and Feel' for UNIX applications, without making any changes to the source code.

The quickest and easiest way of doing this is via Attribute Mapping. The following example shows how to face-lift MultiView Mascot, a UNIX application that gives you windowing on character terminals, but the same principles can be applied to any UNIX application.

This is what Mascot looks like before face-lifting has been applied:



And this is what it looks like after some simple attribute mapping has been done:



Before making any changes we can look at the screen and see which attributes are being used. From the emulation session, select the View menu, then Character Properties Bar. Move the cursor over the text in the emulation window and the Character Properties Bar shows you which attributes and colors are currently being used by the UNIX application.

Step 1: Start by changing the default text. From the emulation Toolbar click the Attribute Mapping Properties button.

Step 2: From the Application Appearance dialog box select the Default Text attribute from the list.

Step 3: Map both the Foreground and Background Colors to use Windows 3D Objects.

Step 4: Click on OK. You will see that the text now appears as it would in a Windows application.

MultiView Group, a division of FutureSoft, Inc.,12012 Wickchester Lane, Suite 600, Houston, Texas 77079 USA
Tel: (281) 496-9400 Fax: (281) 496-1090 E-mail: info@futuresoft.com

MultiView Group, a division of FutureSoft UK Ltd, Shepherds Mill, Worrall Street, Congleton, Cheshire CW12 1DT UK
Tel: +44 (0) 1260 292222 Fax: +44 (0) 1260 292224 E-mail: info@futuresoftuk.com

You can repeat this process for any other attributes shown by the Character Properties Bar. Follow the steps above, selecting the relevant attribute (for example Underline or Reverse) from the list.

In MultiView Mascot the Dim attribute is being used to display an unavailable option – a common feature of UNIX applications. A Windows application would grey this out. You can replicate this effect by using Windows Color Schemes and Text Styles as follows:

Step 5: Select Dim from the Application Appearance/Attribute Mapping dialog box.

Step 6: Turn off the Dimmer Effects.

Step 7: Change Foreground and Background Colors to Windows 3D Objects as before.

Step 8: Select Text Style 'Embossed In' from the list provided and click on OK to apply the changes.

Some UNIX applications use multiple attributes. In the Mascot example the terminal (Wyse 60) status line at the top of the screen is using both Underline and Dim. You can make this look like a status line in a Windows application by selecting an appropriate Border style:

Step 9: As before select the appropriate attribute from the attributes list (Underline + Dim).

Step 10: Turn off these Effects.

Step 11: Once again change Foreground and Background Colors to Windows 3D Objects, but this time from Border Style select Sunken (Edit Field) from the list provided.

Step 12: Click on OK to apply the changes.

The current UNIX line drawing in Mascot looks inappropriate. This can be changed to the Etched style commonly used by Windows applications:

Step 13: Select Line Drawing Alternatives from the tabs in the Application Appearance dialog box.

Step 14: Check the Enable Line Drawing Alternatives box.

Step 15: Change the Style to Etched.

Step 16: Choose the correct size.

Step 17: Click on OK to apply the changes.

NOTE: You may need to redraw/refresh the screen before the new line drawing style takes effect.

In the case of Mascot a border is visible round the edge of the emulation window. By selecting a bitmap file you can make the application appear to fill the whole screen as follows:

Step 18: Select Patterned Border from the tabs in the Application Appearance dialog box.

Step 19: Choose Plaingry from the list provided.

Step 20: Click on OK to apply the changes.

HOT TIP: A custom bitmap may also be used to brand or personalise your application:
If you already have an appropriate bitmap (for example, company logo), copy the file into the MultiView 2000 directory. Alternatively, create a new bmp file and save it in the MultiView 2000 directory. Now repeat steps 18-20 above but select the required bitmap file from the list.

MultiView Group, a division of FutureSoft, Inc.,12012 Wickchester Lane, Suite 600, Houston, Texas 77079 USA
Tel: (281) 496-9400 Fax: (281) 496-1090 E-mail: info@futuresoft.com

www.futuresoft.com

MultiView Group, a division of FutureSoft UK Ltd, Shepherds Mill, Worrall Street, Congleton, Cheshire CW12 1DT UK
Tel: +44 (0) 1260 292222 Fax: +44 (0) 1260 292224 E-mail: info@futuresoftuk.com