



Face-lifting – Basic Rules

MultiView's unique face-lifting technology can transform UNIX character applications to deliver a Windows or Web look-and-feel, which is quick and easy to apply. It also eliminates the need to re-engineer the UNIX application source code or retrain users.

MultiView's face-lifting comprises of 2 elements - Attribute Mapping and the Rules Agent. Attribute Mapping allows you to take display attributes i.e. display and color attributes, and apply an appearance of your choice. Traditionally this is done on a global base and is used as the foundation for face-lifting. See Technical Tip No. 5 for Attribute Mapping.

The Rules Agent helps you build upon the changes applied in Attribute Mapping. You might use the Rules Agent because your UNIX application makes minimal use of Attributes, or you may require further appearance enhancements. The Rules Agent has two principal purposes; firstly for visual enhancements, applying Basic Rules, which is dealt with in this Technical Tip; secondly to add application functionality and desktop integration, which will be dealt with in our next Technical Tip (No. 7), entitled Face-lifting Advanced Rules.

Applications can vary enormously; however, with the simple example below we illustrate several commonly used rules that can be applied globally throughout a typical UNIX application.

Figure 1 Before
This is our starting point. Attribute Mapping has already taken place.

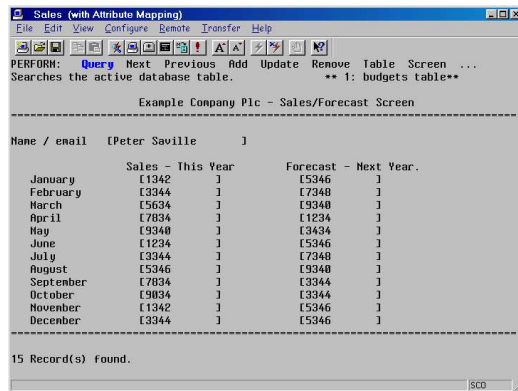
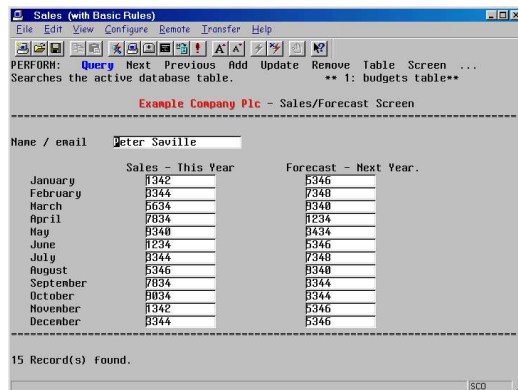



Figure 2 After
This is the result using Basic Rules. We will now show you how this was achieved.






GETTING STARTED

- Step 1 Good planning is the essence of successful face-lifting. First we will plan out the changes that we want to make:
- Enhance the appearance of the company name
 - Change the appearance of the edit/data fields
- Step 2 All face-lifting takes place within MultiView 2000. From the View menu, select the Character Properties Bar. This opens a Character Properties window, which is useful in helping to identify the text, attributes and field co-ordinates of individual cells within the emulation window.
- Step 3  Click the Rules Agent Editor icon.
- Step 4 Click Conditional after Page, which is located in the left-hand pane of the Rules Agent Editor. All the rules applied within this Technical Tip are created within this section.

ENHANCING THE COMPANY NAME

- Step 1  Click the Create Rule button on the toolbar.
- Step 2 Enter the appropriate co-ordinates of the area where the rule is to be applied i.e. line and column range. View the Character Properties window to locate the exact line and column range required. The co-ordinates can be found by moving the cursor to the area requiring change within the emulation window.

HOT TIP: When entering the area co-ordinates be specific with the values, as this helps maximize the application performance.

- Step 3 In the Find field enter exactly what you want to match/appear on the screen, so that the rule can be applied. In this case it is Example Company Plc


HOT TIP: Right-click in the Find field to display the list of the Tokens available. Tokens are used to search for identifying specified strings.

- Step 4 Set Action Type to None.
- Step 5 Double-click the Appearance field to configure the required look. A selection of colors, text and border styles are available for different results i.e. Windows or Web.
- Step 6 Click Save on the toolbar, so the changes can be applied.

Note: We have now created rule 1 in the Rules Agent Editor - see Figure 3. The terminal emulation session will now reflect the new appearance created by the rule that has just been applied.

CHANGING THE EDIT/DATA FIELDS

We will now add three rules to change the appearance of the data fields:

- Step 1  Click Create Edit Field rule button from the toolbar.
- Step 2 Enter the area co-ordinates i.e. line and column range. In our example we have set the line range to 5- and the column range to *. This requests for all columns and lines from line 5 and below are checked.



- Step 3 In the Find field enter a left bracket ([), then right-click and chose the token Any Characters Except. Now enter a right bracket (]). Finally, move to the end of the Find string and enter a right bracket (]). The Find string will read: [<*>]
- Step 4 Click the Save button to apply the rule.
- Note:** The edit fields will now have a Windows appearance. As such the brackets are no longer required. We can now modify this rule to enhance the appearance further.
- Step 5 In the Find field highlight the left bracket at the beginning of the Find string, right-click and select the Do Not Highlight token. Now repeat this for the right bracket at the end of the Find string. The brackets are now outside the edit fields. The Find string will read: <NH>[</NH><*>]<NH>[</NH>
- Note:** The Do Not Highlight token will ensure that the appearance change is not applied to these parts of the rule.
- Step 6 Click the Save button to apply the rule. We have now created rule 2 in the Rules Agent Editor, illustrated in Figure 3.
- Note:** The edit field now has a Windows appearance. We will now add two further rules to hide the brackets.
- Step 7 Click the Create Rule button from the toolbar.
- Step 8 Enter the same area co-ordinates as in Step 2 of this section.
- Step 9 In the Find field enter a left bracket.
- Step 10 Set the Action Type to None.
- Step 11 Set the Appearance you require. We recommend that you set the background color to the same as the application and select Invisible in Effects.
- Step 12 Repeat Steps 7-11, but enter a right bracket instead of the left bracket in the Find field.
- Step 13 Click Save to apply the changes. We have now created rules 3 and 4 in the Rules Agent Editor, illustrated in Figure 3.

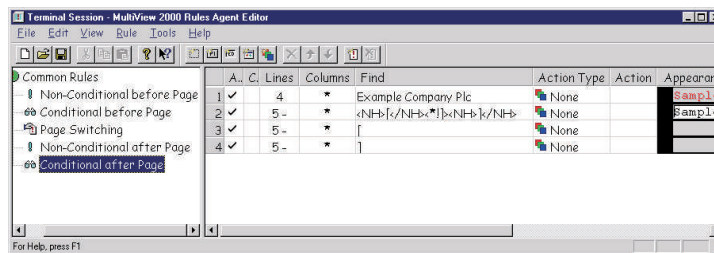


Figure 3 An illustration of the Rules Agent Editor and the rules created

We have now completed face-lifting our application with Basic Rules as illustrated in Figure 2.

Additional information on face-lifting can be found in The SysAdmin Guide on the MultiView Software Family CD.