

# Hdb2Win 2.5

## The Data Acquisition Forms – Format and Entry Screen Editor

Version 1.1 (May 2022)

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### Introduction

Data acquisition forms are essential for the work with the database system since they form the interface between the data and the user. Data can (manually) only be appended and modified by using the data acquisition forms. The forms are not part of the programme but are stored in separate parameter files and interpreted during run time. These parameter files are described here. As a rule, these files should not be manually modified; the comfortable editor for their modification is described below. If a manual modification of a data acquisition form is necessary, always use the in-built editor of Hdb2Win, which is available through the Interpreter. For compatibility reasons the data acquisition form files are in the ASCII format, not ANSI. So you cannot edit them using the notepad of your operating system or any text processor. The data acquisition form files may have comments; a comment starts with a semicolon and any text behind it is ignored.

## Table and form

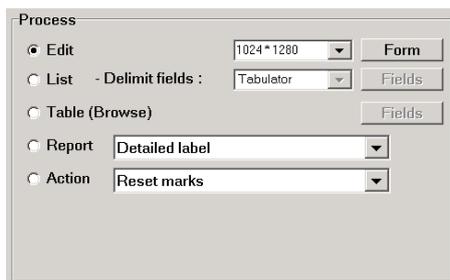
When a record of a table is opened in the Edit mode, the systems looks for the data acquisition form file. This file has normally the same name as the table. But it can be also defined that a different (more simple, more extended) form file is opened. There are two options to change the name of the form file. First, it can be directly defined in the parameter file with the extension DB2 with the command `set form` (please note, this is one word).

```
SETFORM TO <file name>
```

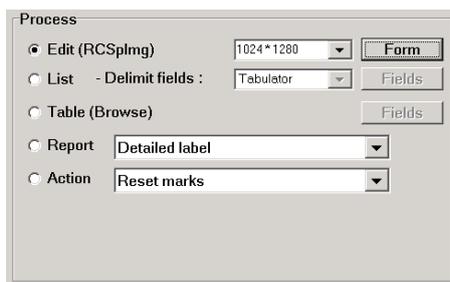
as for instance

```
SETFORM TO Authors-2.frm
```

A more elegant solution is offered in the Search Module of the Application Library. From Hdb2Win V. 2.5 on you will find on the right hand side of the output mode Edit a button 'Form'.



When clicking on this button, a file open dialog offers to select form files that starts with the first three letters of the table name. For the table Authors the files Authors.frm and Authors-2.frm are shown.



When a newly selected form file is different from the standard form file, its name is shown in parentheses right to the word Edit. The selection is persistent because it is stored in the Hdb2Win registry. When opening the table in another occasion, the previously form file will be used. When selecting a table for editing the form file you are asked which form file you want to edit.

## Format of the forms

### General

The data acquisition form file usually starts with a describing part of up to three lines (for the three languages German, English and Spanish). The describing part starts with a semicolon, the letter C, and a colon, followed by the text.

```
;C: Autoren
```

```
;C: Authors
```

```
;C: Autores
```

After the description of the file content follows a general part. The code word DBALIASA assigns an understandable name to the table. The code word DBALIAS in former versions of the database system is not used anymore.

```
DBALIASA "Autoren", "Authors", "Autores"
```

The available client area for the smallest data acquisition form has a size of 768 × 489 pixels. This area corresponds to the smallest supported screen size of 800 × 600 pixels. If the user has a larger screen, the position and size of the objects are correspondingly recalculated. If a data acquisition form is modified on such a larger screen, the applied screen size is indicated in the header of the file:

```
AREA 1280,1024
```

All forms of published applications are designed for the screen size of 800 × 600 pixels and do not have an indication of the screen size. Do not modify these values, let only the system set them.

The form can be reduced in size:

```
RESIZE    x , y
```

Both values are percentage values and may vary between 10 and 90%. Please note, that this reduction does not re-arrange the objects of the form. Objects beyond the visible area are not shown. This function was only introduced to allow smaller forms on small screens.

A data acquisition form can have multiples pages in the form of file cards. A maximum of 16 file cards is possible. When the form has more than one file card, the number of file cards has to be indicated:

```
PAGES    4
```

After the general part, the objects are declared and described. Any declaration must be accompanied by an identification number that may reach from 1 to 1000. The objects are grouped and each group has a certain range of numbers.

1 .. 128	data fields	400-409	connections to other tables
129-150	page labels	410-419	lists
150-190	panels and lines	420-439	list actions
<i>198-199</i>	<i>image and blue hint in top box</i>	440-449	replace definitions
<i>200-201</i>	<i>copyright</i>	450-500	unassigned
202-399	labels	501-959	reserved for the user

The numbering of the groups is not mandatory. Only the object 198 to 201 (marked above in italics) must not be modified. Any object must be declared with an object number. When attributes are added, the value '1024' can be used as a reference to the last definition. As for instance, the declaration of the data field has the name of the field and the ID number.

```
FLDID    SOURCE , 2
```

A following attribute such as the position refers with the ID 1024 back to the last declaration, in this case to the data field.

```
POSOBJ    1024 , 180 , 75 , 560 , 1 , 1
```

Different languages (as for labels) are separated by commas. After German follows English and then Spanish. More languages cannot be added. If you wish to create forms in your own language, it could be a good idea to overwrite the German or Spanish version. You cannot append a fourth language; this will not be understood by the Interpreter since it expects only three languages.

### ***Data fields***

Data fields of the tables are represented by text areas (for characters, numbers, items of other tables), buttons (large texts), or small boxes (logic fields). Only fields listed in the form are displayed for editing:

```
FLDID    SOURCE , 2 [ , <Enabled/Disabled> [ , <with or without Event handling> ] ]
FALIAS    2 , "Quelle" , "Source" , "Publicación"
POSOBJ    2 , 180 , 75 , 560 , 1 , 1
PREVIOUS  2 , 1
NEXT      2 , 3
FONT      2 , 0
FSIZE     2 , 9
COLOUR    2 , $000000
HINT      2 , "Auswahl der Quelle des Zitats (Literaturstelle)" , "Selection of the source of the citation (publication)" , "Selección de la referencia"
```

### ***Declaration***

FLDID Definition of the object and assignment of an ID number to a data field. The ID is then used to identify the field. The declaration may have two numerical optional controls. The first value in-

icates whether the field is enabled (default setting, value=0) or disabled (value=1). The second value indicates whether the event handler should be started (value=1) when the content of the field is modified. The default value for the event handling is zero.

### *Obligatory attributes*

**POSOBJ** Position of the field: x start position, y start position (both in pixels), width of the field in pixels, height of field in lines (not in pixels), number of the file card.

**PREVIOUS** ID number of the previous field (where to go when the up cursor or Ctrl+Tab keys are pressed). Not necessary when the fields are in a consecutive order, but necessary for the first data field on the page.

**NEXT** ID number of the next field (where to go when down cursor or tab keys are pressed). Not necessary when the fields are in a consecutive order, but necessary for the last data field on the page.

**FLDLBL** To label a button (as a text field) refer to the ID number of the object.

```
FLDLBL      12, "Notiz", "Note", "Nota"
```

### *Optional attributes*

**FALIAS** Alias name.

**FONT** Font number according to the font table. Can be skipped if zero. A dynamic font is defined by giving the field name of the field that defines the font:

```
FLDID      OTITLE, 10
FALIAS     1024, "Orig.Titel", "Orig.title", "Título original"
POSOBJ     1024, 120, 215, 630, 2, 1
FONT       1024, TPLANE ; TPLANE is a numeric field
```

**FSIZE** Font size. 9 or 10 is normal. Can be skipped when standard.

**STYLE** Font style. The font style is bit wise coded. Bit 1 = bold, bit 2 = italics, bit 3 = underlined, bit 4 = strike out.

**COLOUR** Text colour. Can be skipped if black. The value is a 3-byte hex number (\$BBGGRR). The three bytes corresponds to the value between 0 and 255 for the blue, red and green colour. If you want to paint the background colour of a field with the colour value of this field put as colour value \$FFFFFF:

```
FLDID      FACOLOUR, 3
FALIAS     1024, "Farbe", "Colour", "Color"
POSOBJ     1024, 400, 100, 100, 1, 1
COLOUR     1024, $FFFFFF
```

If the value in the field is modified, the background colour of the field changes.

**BGCOL** Background colour. Can be skipped if white. The value is a 3-byte hex number (\$BBGGRR). The three bytes corresponds to the value between 0 and 255 for the blue, red and green colour.

**HINT** The hint that is displayed when the mouse is moved over the field.

### *Short list*

A short list refers to a numeric data field and has a limited number of items. Not the numbers are shown, but the entries depending on the number.

```
CBOX 67, "Entry1;Entry2;Entry3", fieldname, 1[, 0/1]
```

The fourth parameter indicates which item is the default value. Zero shows a question mark. This type should be combined with the data fields and can have all attributes that has a data field. The attribute FLDLBL must be used to list the entries in the various languages. If the entries are the same for all languages, the attribute can be suppressed (because they appear in the declaration). The last optional parameter disables (1) or enables (0) the field.

```
FLDLBL     1024, "sehr selten;selten;gelegentlich;häufig;sehr häufig",
           "very rare;rare;occasional;common;very common", "muy raro;
           raro;occasional;común; muy común"
```

## **Graphics**

Graphics are declared in the DB2 configuration files. In the form file, they are declared like normal data fields. The position indicates the area for the image, the file name and a select button. Width and height are expressed in pixels. Previous and next refer to the ID number of the same field. The systems adds automatically a field for the name and a button to select the graph. This type should be combined with the data fields and can have all attributes that has a data field.

```
FLDID      SPICT,23
FALIAS     23,"Abbildung","Graphic","Imagen"
POSOBJ     23,28,50,700,425,4
PREVIOUS   23,23
NEXT       23,23
```

## **Labels**

Labels are all captions in the edit form.

```
LABEL      201,"Zitate","Citation","Cita"
POSOBJ     201,28,10,0,0,1
FONT       201,0
FSIZE      201,14
COLOUR     201,$0000FF
```

## **Declaration**

LABEL Definition of the object with the assignation of an ID number followed by the caption, if you wish in multiple languages (German, English, Spanish). It makes no sense to add a fourth language, better replace any of the three languages you do not need.

## **Obligatory attributes**

POSOBJ Position x and y in pixels as above. Width and height may be zero because they are defined by the text size.

## **Optional attributes**

FONT Font number according to the font table.  
 FSIZE As above.  
 STYLE Font style. The font style is bit wise coded. Bit 1 = bold, bit 2 = italics, bit 3 = underlined, bit 4 = strike out.  
 COLOUR As above.

## **Page labels**

To label file cards, use a separate ID number for each file card:

```
PAGELBL 131,3,"Abbildung","Figure","Imagen"
```

The ID is followed by the page number and the caption.

## **Optional attributes**

FONT Font number according to the font table.  
 FSIZE As above. The default font size is that of the labels.  
 STYLE Font style. The font style is bit wise coded. Bit 1 = bold, bit 2 = italics, bit 3 = underlined, bit 4 = strike out.

The attributes should be only assigned to the first page and are valid for all pages. It is not possible to select different attributes for different pages. A font colour cannot be defined.

***Panels and lines***

The ID number is followed by the start value for x and y, the width and height in pixels and the page number:

```
BEVEL      150,8,0,752,400,1
```

There are no attributes.

***Images***

Images are defined as areas to show a bitmap or vector graphic (BMP, GIF, JPG, WMF). The ID number (which must be 198) is followed by the start value for x and y, the width and height in pixels and the page number.

```
IMAGE      198,25,155,725,325,1
```

Images must be assigned in a Enter or Event procedure, as for instance:

```
IMG.TOC    imparam
IMG.SHOW   &pcrecord.pgraph
```

The first line remain unchanged. The second line addresses the image file. There are no attributes.

***Lists***

Lists are shown in a white area. The content of a list is defined by an external program.

```
LBOX       410,RCSITES1.LBA,17
POSOBJ     1024,20,30,355,440,2
```

***Declaration***

LBOX An ID number is followed by the name of the programme that fills the list and by a mode. The mode is coded bit wise:

- bit 1 = 1 The list is filled when the file card is entered.
- bit 2 = 1 The list has a head line for selection.
- bit 3 = 1 Works also in the query-by-example mode.
- bit 4 = 1 Always rebuild when card is entered.
- bit 5 = 1 Do not sort the items in the list.
- bit 6 = 1 Show two columns.

***Obligatory attributes***

POSOBJ The (x, y) position and size of the list. All values in pixels, except the file card number.

***Optional attributes***

COLOUR As above.  
 FONT Font number according to the font table.  
 FSIZE Font size. Nine or 10 is normal. Can be skipped when the standard value is applied.  
 STYLE Font style. The font style is bit wise coded. Bit 1 = bold, bit 2 = italics, bit 3 = underlined, bit 4 = strike out.  
 HINT Hint on the list.

***List action***

List actions are programmes started to display or modify data. They are represented by a button. Normally (but not necessarily) they refer to a list.

```
LBACTION   413,410,CITAT13.LBA,0
POSOBJ     1024,610,150,140,32,2
FLDLBL     413,"Zitat &entfernen","Remove &citation","Remover citaci3n"
HINT       413,"Entfernt das markierte Zitat aus der Synonymli-
           ste","Removes the marked citation from the list"
```

*Declaration*

**LBACTION** The ID number is followed by the ID number of the list to which the action refers, the name of the programme and a mode. The mode is coded bit wise:

- bit 1 = 1 The data buffer is modified by the action and has to be restored.
- bit 2 = 1 Do not rebuild the list after the action.
- bit 3 = 1 Action has to be allowed also when no item from the list is selected.
- bit 4 = 1 This action is started by double clicking on a list item.
- bit 5 = 1 If bit 1 is set, the status of the Save button is changed
- bit 6 = 1 All lists on the page are rebuilt
- bit 7 = 1 It is necessary to save the current record before applying this action

*Obligatory attributes*

**POSOBJ** Position and size of the button in pixels.  
**FLDLBL** Caption of the button. The et sign ('&') before a letter indicates that this letter will be underlined and the action can be started by pressing Alt+letter.

*Optional attributes*

**FONT** Font number according to the font table.  
**FSIZE** Font size. Nine or 10 is normal. Can be skipped when the standard value is applied.  
**STYLE** Font style. The font style is bit wise coded. Bit 1 = bold, bit 2 = italics, bit 3 = underlined, bit 4 = strike out.  
**HINT** Hint on the action.

*Non-relational interconnection with other tables*

Non-relational interconnections with other tables as described above are represented by a button:

**CONNECT** 400, OCCURR, OCITATE, LOCALITY, 0  
**POSOBJ** 400, 180, 410, 240, 24, 1  
**FLDLBL** 400, "Lokalitäten zu diesem Zitat", "Localities for this citation"  
**HINT** 400, "Lokalitäten anzeigen, entfernen oder hinzufügen", "Indicate, remove or add localities"

*Declaration*

**CONNECT** The ID number is followed by the name of the interconnected table (here OCCURRENCES), the name of the data field in this table which refers to the current table (here *ocitate* in OCCURRENCES, which refers to a record in CITATIONS) and the name of the data field to be selected in the interconnected file (here *locality* in the table OCCURRENCES).  
The mode is coded bit wise:

- bit 1 = 1 A newly created record will be displayed (see description of tables).
- bit 2 = 1 The items in the list are treated as graph files and are displayed.
- bit 3 = 1 The item is not dedicated to one table but shares it with other tables (OWNER mode).
- bit 4 = 1 The item is a document which has to be opened by an external program.
- bit 5 = 1 Lock selection.
- bit 6 = 1 Allow only one entry.

*Obligatory attributes*

**POSOBJ** Position and size of the button in pixels.  
**FLDLBL** Caption of the button. The et sign ('&') before a letter indicates that the letter will be underlined and the action can be started by pressing Alt+letter.

*Optional attributes*

FONT	Font number according to the font table.
FSIZE	Font size. Nine or 10 is normal. Can be skipped when the standard value is applied.
STYLE	Font style. The font style is bit wise coded. Bit 1 = bold, bit 2 = italics, bit 3 = underlined, bit 4 = strike out.
HINT	Optional addition of a hint to the connection.

*Replacements*

Replacements are non-visual objects used to replace automatically data fields (labels, list actions, symbols) with data (labels).

```
F7REPL 440, CREATED, date, 3
```

A new ID number is followed by the name of the field (number of label, list action, or name of the symbol), the replace expression and a mode:

1 = field is always automatically replaced

2 = field is only replaced if empty

3 = field is replaced when F7 is pressed

4= as 2 but the field is also replaced when zero

10= field is replaced when the record is modified

The name of the field can be also a number that refers to a label or to a list action:

```
LABEL 250, "... "
```

```
POSOBJ 1024, 100, 200, 100, 1, 1
```

```
...
```

```
F7REPL 450, 250, spmnloc.age.agename+'/' + spmnloc.lithos.luname, 1
```

The name of the field can be also a symbol:

```
F7REPL 450, lastloc, spmnloc, 1
```

There are no attributes.

*Tips*

1. Make backup copies before modifying edit form files.
2. Skip as much as possible. Many options (PREVIOUS, NEXT, FONT, FSIZE, COLOUR) will set to best fits with standard values.
3. After the declaration of objects (FLDID, LABEL, LBOX, LBACTION, CONNECT), use '1024' instead of the object number to refer to the previously declared object:

```
FLDID SOURCE, 2
```

```
FALIAS 1024, "Quelle", "Source", "Fuente"
```

```
POSOBJ 1024, 180, 75, 560, 1, 1
```

```
HINT 1024, "Auswahl der Quelle des Zitats (Literaturstelle)",
      "Selection of the source of citation (publication)",
      "Selección de la fuente (referencia)"
```

4. To create a new file card, just increase the number of pages.
5. Complete text attributes (label, fldlbl, hint) only as far as needed. When the Spanish label lacks, the English label is used, lacks the English, the German is taken.
6. After modification activate "Check consistency of forms" and "Display warning errors" in the Hdb2Win options (Hdb2Win > Application Library > Options > Error check). If everything works fine, you should deactivate this options again.

7. In predefined applications (PaleoTax, PalCol, Oliva) the standard part of the form file is finished with the line  
 ; --- End of Standard  
 Do not remove this line since it separates published standard items and personal items. If you modify the form, new items will be places after this line. This makes form updates easier.
8. Within the application library, the form file can be changed within the search form. If you want to modify an existing form, you may make a local copy and load this copy in the search form. The assignation of the form file is persistent.

The screenshot shows a data entry form for the species *Neoterebra dislocata*. The form is divided into several sections:

- Species Title:** Species: 1048/1 = dislocata, Neoterebra (1)
- Record Summary:** 2 lots of this species and 16 specimens, no sub-numbers and no images. (3)
- Taxonomy:** (Family / subfamily): Terebridae / Terebrinae; Genus / Subgenus: Neoterebra (4); Species / sub species: dislocata.
- Author:** Say, 1822
- Localities/Specimens:** 2 / 16; Frequency: very rare
- Localities % / μ:** 3 / 8.0; Endemic in: GC
- Internet:** (5)
- Actions:** Add, Edit (6), Visit, Remove
- Facies:** 15; Date: 13.04.2020; V: 0.0
- Maximum size (L):** 0.0 mm
- Literature:** (7) Literature (2) button; (9) Literature list content: Gulf of California, Mexico, Baja California, San Felipe, Estrella NW / GC087 – GC087013 (>3); Mexico, Baja California, San Felipe, Muelle / GC090 – GC090021 (x13)
- Images:** (8) Images button
- Map:** (A) Map of the Gulf of California showing the collection location.
- Navigation:** (B) Save, Close (Esc), Backward, Forward buttons.

This data acquisition form unifies most objects introduced above.

- |  |  |
|--|--|
| 1 Page labels.   | 5 List actions.  |
| 2 Labels.  | 6 Connected tables.  |
| 3 Information on the current record. This must be object 198 and it must be filled in a Enter procedure. | 7 Actions without list.  |
| 4 Data fields.   | 8 List without actions.  |
| 5 List with actions.   | A Image. This must be object 199 and it must be filled in a Enter procedure. |
|  | B Panels and lines.  |

	BEVEL	CBOX	CONNECT	F7REPL	FLDID	IMAGE	LABEL	LBACTION	LBOX	PAGELBL
Declaration		×	×	×	×		×	×	×	×
Declaration with position	×					×				
Obligatory attributes										
POSOBJ		×	×		×		×	×	×	
PREVIOUS		×			×					
NEXT		×			×					
FLDLBL		×	×		× <sup>1</sup>			×		
Optional attributes										
BGCOL					×					
COLOUR		×			×		×		×	
FALIAS		×			×					
FONT		×	×		×		×	×	×	×
FSIZE		×	×		×		×	×	×	×
HINT		×	×		×			×	×	
STYLE		×	×		×		×	×	×	×

1) A FLDLBL command is only mandatory if a text (Memo) field is addressed.

## Lists and list actions

Lists are created by programmes of the interpreter. The name of the programme is indicated in the declaration command for the lists. The programme should always check whether a new record is appended:

```
CMP      recno, reccount
JA       exit
```

In this case, the programme is aborted. The programme should also revise whether the table of interest is opened and not empty. Let us assume you want to compile in the data acquisition form of genera a list of species. In order to do so, you need to change the table, but before you need to save the record number of the current table:

```
POB      species          ; form "species" part of the database?
JNE      exit            ; no! so better abort
DEFINE   genrec, i
MOV      genrec, recno    ; save the current record in the Genera table
FILE     species         ; change the table
RESET
CMP      reccount, 0      ; are there records?
JE       onerror         ; no, so better abort
```

The label `onerror` is a reserved label name. In the case of an error, the programme goes to this label. As for instance in the above example, you need to return to the table of genera:

```
:onerror
file     genera
go       genrec          ; set correct record
:exit
exit
```

In order to address the list, the following commands essential:

```
LB.TOC   lbparam
```

It connects the Interpreter with the current list. The list is cleared with

```
LB.CLR
```

The items of the list are added with the following command

```
LB.ADD   <svar>
```

The argument can be any string variable. Let us continue the programme from above:

```
reset
:begin
CMP      genus, genrec
JNE      skip
LB.ADD   sname
:skip
SKIP
JNEOF   begin
```

Please note that per default the items in a list are alphabetically sorted. If you wish the list not to be sorted, you need to set bit 5 in the declaration. If you activate an index, you must close this index in the section following by the `onerror` label.

When list actions are used, it must be possible to identify the selected list items. So the programme that is started by a list action need to know which item was selected. This happens by the help of two symbols, `param1` and `param1s`. When a list action is called, the corresponding programme has access to the selected items in the list via `param1s`, which is a string variable. When the item in the list ends with an asterisk, followed by an index, the index number is stored in `param1` which is an integer.

Let us assume the list the following items

```
Spring * 1
Summer * 2
Fall * 3
Winter * 4
```

When marking the second item and clicking on one of the list actions connected to this list, the variable `param1` contains the integer value 2, whereas `param1s` contains the string Summer. If you need access to the record number, you need to adapt the programme as for instance

```
LB.ADD name+' * '+str(recno)
```

The record number helps in cases where the list items are very complex and do not allow to identify a record in a table from the item.

### **Programmes related to forms**

There are three programme types that are closely related to the data acquisition forms. All have the same name as the table, but distinguish in their extension. In complex applications (such as PalCol or Oliva) these programmes (all written for the database interpreter) are frequently used and form part of the respective standard.

#### ***Enter procedure***

The enter procedure (file extension ENT) is called when the record is displayed. When switching to another (the next or the previous) record, the procedure is called again. The procedure updates the box in the header area of the first page providing data about the current record and refreshes images.

#### ***Event handling***

There are no separate Event procedures for data fields. There is one file (extension EVT) that is called when a data field is modified. The field must be marked in having event handling: event handling is only started when programmed in the FLDID command for the data field. To be able to know which field was modified, a symbol `imfield` exists that inform about the field. The number is the current number of the field in the table, not the ID number of the data acquisition form. So the event handling does not work anymore properly when fields were inserted or deleted before the field for which an event handler was written.

#### ***Exit procedure***

The Exit procedure (extension EXT) is called when the record is left. It generally serves to control the data consistency. Depending on a return value, the user may return to the same record (`return = 0`), correct values and leave it again.

```
CMP return,0 ; this means the record was not modified
JE exit ; so no test is necessary
... ; check something
MOV return,1 ; 1 means that everything is OK (0 for not)
```

#### ***Album***

The Album is a page with images. Images can be enlarged, one image can be selected. The Album function is complex. Please compare to the manual of the Interpreter.

### **Creating new tables and forms**

When creating a new table (Hdb2Win > Application Library > Options > Tools > Create new table) a data acquisition form file is automatically created. You may edit this form directly afterwards or at any time you want.

## Modifying the structure

When modifying the structure of an existing table (Hdb2Win > Application Library > Options > Tools > Modify structure) the data acquisition form is automatically modified. You may edit this form directly afterwards or at any time you want.

## Editor

The data acquisition forms can be edited with the Entry Screen Editor (Hdb2Win > Application Library > Options > Tools > Modify form). It is a good idea to make a copy of a form which you wish to modify. When clicking on the button a file select menu is opened that shows all files of the current directory with the extension DB2. This file type describes the table. If you cannot find the file you want to modify, change the extension from \*.DB2 to \*.DBF. The data acquisition forms file must exist. You are not able to create a new file.

If you want to import data from an external source, it is possible that you have got a DBF table without a configuration file (DB2) and without a data acquisition form file (FRM). In this case you need to create at least the second one. To do so, open Hdb2Win, select the Interpreter and search in the working directory for the programme makeform.prf ("Creates from a DBF file a format file"). Start it and select the DBF file. A new form is created that must be renamed before use. Now you may start the editor again.

After selecting a table (a DB2 or DBF file) the table is opened with all related and subordinated tables. If one of these tables is missing, the form cannot be modified. When the table was successfully opened, the data acquisition form is shown in the currently selected screen format. It makes sense to select the most used screen format beforehand.

In the editor, the data acquisition form looks similar when opened in the edit mode. Just the background is darker.

Modifying the data recording form : Specimens (E:\NMARINE\DB\RCSPECMS.DBF)

Specimen Sub numbers

Specimens © HLK 2019

Number :  Samples :  Alternative number :

When clicking in/at one object, several things happen. First, the colour of the object changes to light blue. Except for buttons that just turn into bold, and panels/lines that cannot change the colour.

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Specimen Sub numbers

Specimens © HLK 2019

Number :  Samples :  Alternative number :

Second, a small window opens to the right hand side of the form.

**Edit object**

Object 1 : Char field "SPMNNO"

Position left : 243\_      Position top : 105\_

Width : 182\_      Height : 32\_

Label :  
\_\_\_\_\_  
\_\_\_\_\_

Font : 0\_      Font size (pt) : 11      Colour

Move to page (reopen form !) : 1

- Cursor keys to move object
- Cursor keys + Ctrl to modify object size
- Shift moves/modifies by 5 pixels (not one)
- Click and draw object to the new position

Apply      Delete object

In the top of this windows you may see the object number and the type. There are various fields you may modify as the position and size of the object, the font (in relation to the font table), the font size and colour. If you want to move an object to another page, modify the page number. You need to reopen the file to see the change. Click on "Apply" to apply changes.

With the cursor keys you can also move the objects (Cursor keys) or modify its size (Cursor keys + Ctrl). With the Shift key each step moves/enlarges/reduces the object by five pixels. It is also possible to click on an object, move this object (keeping the mouse key down) to another position and drop it by releasing the mouse key.

When finished, click on Save in the form.

## Imprint

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