

# HMGCASE

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Ovakav program je davno napisan za Clipper 5, kreirao je osnovni kod i oslanjao se na biblioteku funkcija. Glavna ideja je bila da sve bude brzo i da rezultat mora biti za minut. Osnovni delovi su rečnik podataka, menija, forme i izveštaji, kreiranje tih delova sa podrazumevanim opcijama i kompilacija traju toliko, vaše je samo da pokrenete izvršnu verziju programa

Prošle godine sam upoznao Harbour i oduševio se, prave Windows aplikacije u mom omiljenom programu koji sam upoznao i koristim od 1990. godine, Clipper. Radi u text režimu, ali odlično. Onda sam pronašao HMG, dodatak za Harbour koji omogućava pravljenje aplikacija sa grafičkim elementima.

Kao i Clipper aplikacije tako i Harbour/HMG imaju obavezne delove koje morate napisati, a morate priznati da je to mnogo linija koda.

Ovo je sada HMGCASE, program koji će vam napisati dosta koda koje možete doradivati po svojoj volji, želji i potrebama. Pošto sam u duši programer koji voli da ima kod pod kontrolom (edit text file) onda sam se potrudio da osnova bude napravljena što je otprilike 80% programa

Ostalo je vama ostavljeno da se igrate...

Program like this was written long ago for Clipper 5, created the basic code and rely on library functions. The main idea was that all goes quickly and the result must be a minute. The main parts of the data dictionary, menus, forms and reports, creating these parts with the default options and compilation lasts so, you should only run the executable version of the program

Last year I met Harbour and was glad, making Windows apps in my favorite program that I know and use since 1990., The Clipper. Works in text mode, but great. Then I found the HMG, the addition of the Harbour, which allows you to create applications with graphical elements.

As Clipper applications and Harbour / HMG are mandatory parts that you need to write, and you have to admit it's a lot of lines of code.

This is HMGCASE, a program that will let you write a lot of code that can be developed further by his own will, desires and needs. Since I'm a programmer at heart who loves to have in control (edit text file), then I made sure that the base is made which is approximately 80% of the program

The rest is left for you to play ...

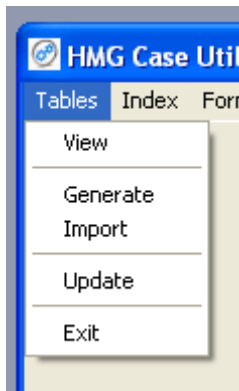
# TABLES

DBF je osnovni format u kome clipper programi čuvaju podatke. Svaki DBF fajl sadrži i strukturu podataka što je u vreme kad je nasato bilo odlična stvar

Danas su aktuelne relacione baze podataka koje imaju deo za čuvanje podataka o bazi, tabelama, podacima, vezama i ostalog što već zavisi od baze, i to se zove Rečnik podataka. Clipper i DBF to nema ali se može simulirati. Osnovno sam napravio to je čuvanje strukture tabela (DBF) i da se na osnovu toga napravi program koji će ih kreirati.

DBF is the basic format in which the clipper programs store data. Each DBF file contains the data structure that is the time when our was a great thing

Today, the current relational databases that are part of the storage data base, tables, data, relationships, and other things that it depends on the base, and it is called the Data Dictionary. Clipper DBF and it does but can be simulated. Basic I made to the storage structure of the table (DBF), and based on that make a program that will create them.



## 1 View

Ova stavka menija će vam prikazati strukturu DBF fajlova

This menu item will display the structure of DBF files

The screenshot shows the 'HMG Case Utility' application window. The 'DBF tables structure' menu is active, displaying a table of database fields. The table has six columns: 'DBF name', 'Seq', 'Name', 'Type', 'Len', and 'Dec'. The first two rows are highlighted in blue. The first row represents the 'DEPT' table with a primary key 'DEPTNO'. The second row represents the 'EMP' table with a primary key 'EMPNO'. The table lists fields for both tables, including 'DNAME', 'LOC', 'ENAME', 'JOB', 'MGR', 'HIREDATE', 'SAL', 'COMM', and 'DEPTNO'.

DBF name	Seq	Name	Type	Len	Dec
DEPT	1	DEPTNO	N	2	0
DEPT	2	DNAME	C	15	0
DEPT	3	LOC	C	13	0
EMP	1	EMPNO	N	4	0
EMP	2	ENAME	C	10	0
EMP	3	JOB	C	9	0
EMP	4	MGR	N	4	0
EMP	5	HIREDATE	D	8	0
EMP	6	SAL	N	7	2
EMP	7	COMM	N	7	2
EMP	8	DEPTNO	N	2	0

Keyboard status: NumLock CapsLock Insert 06.05.2014 10:37

## **2 Generate**

Na osnovu strukture koju ste videli na prethodnoj slici ova stavka menija će napraviti program koji će kreirati strukture ako ih nema

Program je OPEN\_DBF.PRG

Based on the structure that you saw in the previous picture, this menu item will create a program that will create a structure if there is no

The program is OPEN\_DBF.PRG

## **3 Import**

Kad krenete da pravite aplikaciju prvi korak je definisanje struktura za čuvanje podataka. Za to ima mnogo programa

Ovaj program će kada se pokrene prvi put pozvati ovu funkciju i učitati sve strukture

Ako budete pravili velike izmene u strukturama možete pokrenuti ovu opciju i osvežiti podatke o strukturama

Napomena: podaci se čitaju sa tekućeg foldera

When you go to make application the first step is to define structures for storing data. For it has many programs

This program will run when first call this function and load all structures

If you are making major changes in the structure, you can run the option and refresh the data structures

Note: Data is read from the current folder

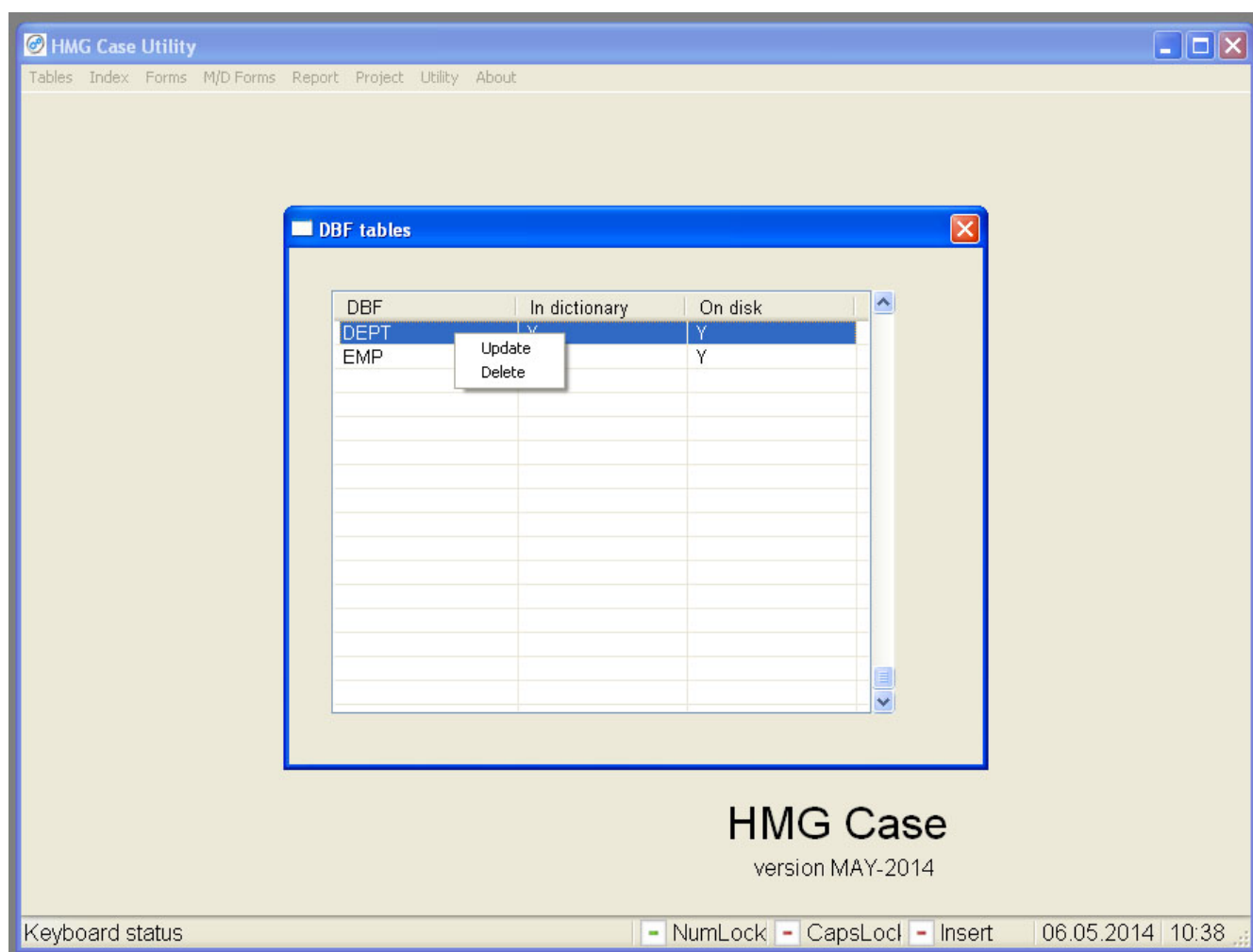
## 4 Update

Kreirane strukture podataka će se vremenom menjati pa ćete morati osvežiti i programe koji ih kreiraju

Ako strukturu treba promeniti ili obrisati klik desnim tasterom miša i dobićete mogućnost da to uradite

Created the data structure will be modified over time and you need to refresh and programs that create

If the structure needs to be changed or deleted by clicking the right mouse button and you will be able to do



## 5 Exit

Izlazak iz programa, isto će se postići pritiskom na Alt+F4 ili ESC

Exiting the program will also be achieved by pressing the Alt + F4 or ESC

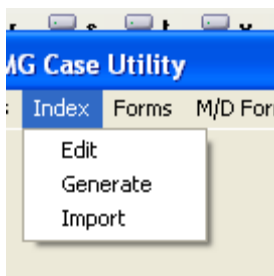
# INDEX

Pored DBF fajlova koji čuvaju strukturu i podatke postoje još vrsta fajlova koje koriste, to su u prvom redu indeksi.

Njihova uloga je da ubrzaju pristup podacima. Na žalost ili sreću, jedan DBF može imati više indeksa. Ovaj program radi sa NTX fajlovima. Nevolja je što nije standardizovano kako se povezuju, u osnovi su pojedinačni fajlovi na folderu, i na osnovu naziva ništa se ne može zaključiti.

In addition to the DBF file structure which stored data are more types of files that through, the most important indexes

Their role is to speed up data access. Unfortunately or fortunately, a DBF can have multiple indexes. This program works with the NTX files. The trouble is not standardized to connect, basically the individual files in the folder, and on the basis of the name, nothing can be concluded.



## 1 Edit

Ovde ćete videti indekse i indeksne ključeve, pošto nigde nema informacije za koji je DBF indeks vezan, podrazumevano DBF ime je kao indeks.

Ako koristite više indeksa za podatke, moraćete to ispraviti. Pozicioniranjem na red i pritiskom na *Enter* ili klikom na *Edit* u toolbaru dobićete mogućnost da promenite neki podatak, verovatno naziv DBF fajla

Klikom na *Save* će izmene biti sačuvane

Here you will see the indices and index key, since there is no information anywhere that is index linked DBF, DBF default name as an index.

If you use more than one index for the data, you will need to be corrected. Positioning on the line and press *Enter* or click on *Edit* in the toolbar you will be able to change some data, probably the name of the DBF file

Clicking on the *Save* changes will be saved

**Indexes**

First Prev Next Last Find New Edit Delete Print Exit

DBF	Ord	NTX	Unique?	Key
DEPT	1	DEPT		DEPTNO
EMP	1	EMP		EMPNO
EMP	2	EMPN		ENAME

DBF      Ord      NTX      Unique?

DEPT      1      DEPT     

Key

DEPTNO

Save Cancel Query

14:02



## 2 Generate

Na osnovu prethodnog ova opcija će kreirati program koji će kreirati indekse ako ih nema

Program je OPEN\_NTX.PRG

Based on the above, this option will create a program that will create indexes if they are not

The program is OPEN\_NTX.PRG

## 3 Import

Program će prilikom prvog pokretanja učitati indekse. Ako ste menjali indekse, dodavali ili brisali ova opcija će osvežiti podatke, ako treba nešto promeniti imate opciju *Edit*

Napomena: ovo se automatski izvršava prilikom prvog pokretanja programa

The program will start with the first load index. If you have modified indexes, add, or delete this option will refresh the data, if necessary, change something you have to Edit

Note: this is done automatically when you first start

## Napomena za tabele i indekse

Opcija Table-Generate kreira program **OPEN\_DBF.PRG**, opcija Index-Generate kreira program **OPEN\_NTX.PRG**

Pored ova dva programa kreira se i program **USE\_DBF.PRG** koji sadrži funkcije *USE\_<naziv tabele>* koje definišu otvaranje tabela sa svim indeksima

## Remarks for tables and indexes

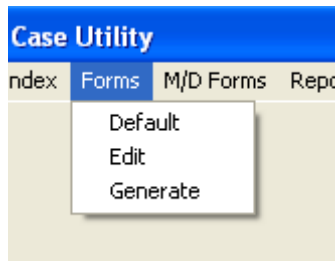
Option Table-Generate creates a program **OPEN\_DBF.PRG** option Index Generate creates program **OPEN\_NTX.PRG**

Pored ova dva programa kreira se i program **USE\_DBF.PRG** koji sadrži funkcije *USE\_<naziv tabele>* koje definišu otvaranje tabela sa svim indeksima

# FORMS

Osnovni deo korisničkog interfejsa su forme. Ovaj deo programa služi za kreiranje default forme, izmenu i na kraju generisanje programa

The main part of the user interface as form. This part of the program used to create a default form, change and generating programs



## 1 Default

Forme se prave za unos/izmenu/brisanje podataka koji se nalaze u DBF fajlovima

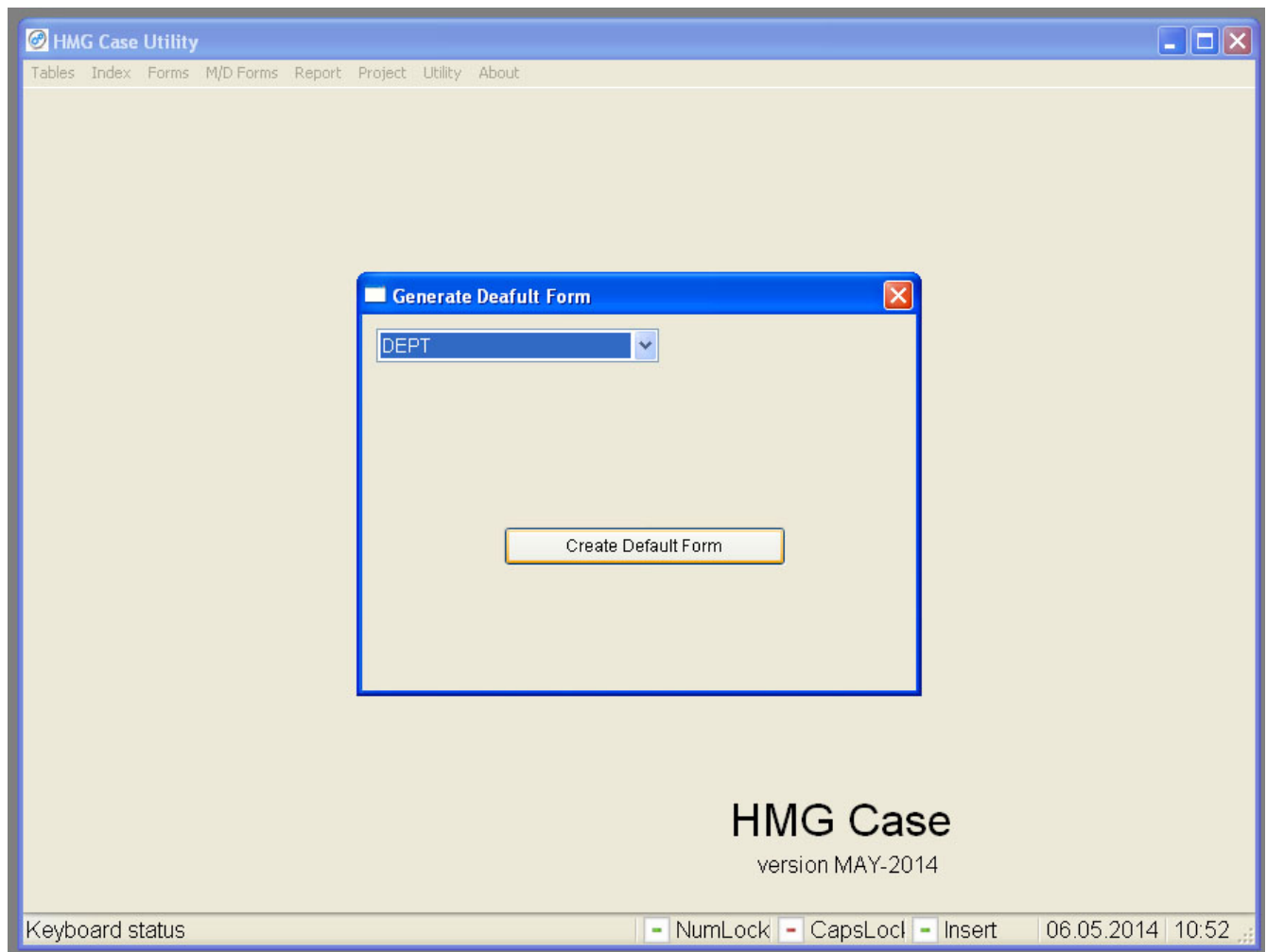
Forms are made to enter / edit / delete data stored in DBF files

Podaci o strukturi će biti iskorišćeni da se napravi Default forma za unos (izmenu i brisanje)

Data on the structure will be used to create Default form

Sve što treba da uradite je da pokrenete Default, izaberete naziv tabele iz padajućeg menija i kliknete na *Create Default Form*, sačekate i dobijete poruku *Finish*

All you need to do is run the Default, select a table name from the dropdown menu and click on the *Create Default Form*, wait and get a message *Finish*



## **2 Edit**

Sledeći korak je ova opcija. Iz padajućeg menija izabere DBF za koji ćete praviti formu, biće vam prikazana sva polja sa opisima iz structure (type i len), pozicija gde će biti na ekranu (row i col), kako ga prikazati (picture), koju default vrednost ponuditi prilikom unosa

Imate mogućnost za postavljanje atributa polja

Browse – da li prikazivati u browse prozoru?

Print – da li uključiti na štampi?

Validate – kontrola unosa tip LOV (list of value), dozvoljene vrednosti su u tabeli

Preview Form – prikazaće raspored polja na formi kako će izgledati u programu

The next step of this option. From the drop-down menu, select the DBF which will make the form, you will be presented with descriptions of all the fields of the structure (type and len), the position where it will be on the screen (row and col), as shown (picture), which offer a default value when input

You have the option for Installing the attribute fields

Browse - whether running in the browse window?

Print - whether to include the press?

Validate - control input type LOV (list of value), the allowed values are presented in Table

Preview Form - show schedule fields on the form as it will appear in

[illegible]

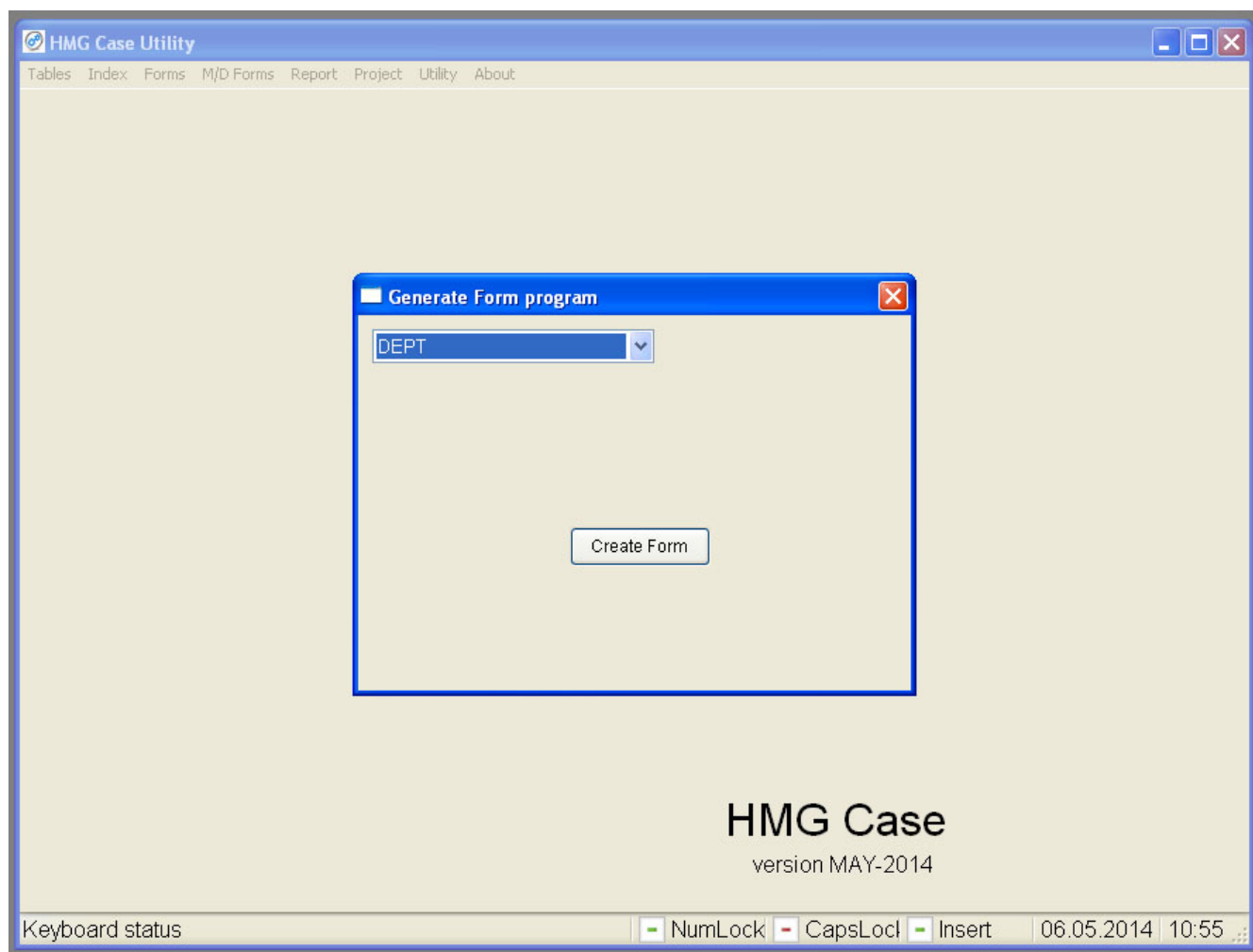
### 3 Generate

Kada ste podesili raspored polja po želji potrebno kliknuti na ovu opciju i kreirati program, kad završi biće prikazano kako se program zove

When you set the schedule fields as desired to click on this option and create a program, when complete it will be shown that the program called

Naziv programa je EDIT\_n.PRG

Program name is EDIT\_n.PRG



Izgledaće kao na slici

And look like on next picture

[illegible]

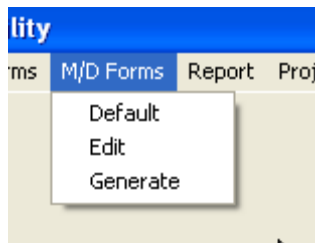
## M/D FORMS

Danas se često koristi forma sa više vezanih tabela koje su vezane ključnim poljima. Tipičan primer su narudžbenice gde se u jednu tabelu zapisuju opšti podaci, a u drugu stavke (kojih može biti više nego što stane na ekran)

Za to se koristi izraz master-detail i ovaj deo programa će Vam pomoći da napravite takvu formu

Today it is often used to form several associated tables that are related to key fields. A typical example is where purchase orders are recorded in a table general information, and other items (which can be more than will fit on the screen)

For this purpose, the term master-detail and this part of the program will help you to make such a form





## 1 Default

Prvi korak je kreiranje default forme

The first step is to create a default form

Morate izabrati MASTER i DETAIL tabelu, a zatim zajednička polja, kojih može biti više

You must select MASTER and DETAIL table, and common fields, which may be more

The screenshot shows the 'HMG Case Utility' application window. Inside, a dialog box titled 'Generate Master/Detail default Form' is open. The dialog has the following fields and controls:

- Master:** A dropdown menu with 'DEPT' selected.
- Detail:** A dropdown menu with 'EMP' selected.
- Relation:** Two dropdown menus, both with 'DEPTNO' selected.
- Add:** A button located below the relation fields.
- Table List:** A table with 4 columns: 'Master DBF', 'Field', 'Detail DBF', and 'Field'. It contains one row with 'DEPT', 'DEPTNO', 'EMP', and 'DEPTNO' respectively, and four empty rows below it.
- Create Default Form:** A button located below the table.

At the bottom of the main window, the text 'HMG Case version MAY-2014' is displayed. The status bar at the very bottom shows 'Keyboard status', 'NumLock', 'CapsLock', 'Insert', and the date/time '07.05.2014 14:21'.

Master DBF	Field	Detail DBF	Field
DEPT	DEPTNO	EMP	DEPTNO

2 Edit

Sledeći korak je promena rasporeda polja i prikaza    The next step is to change the field layout and display

Table FMD\_FLD

First

Prev

Next

Last

Find

New

Edit

Delete

Print

Exit

DEPT

Form	Bl...	DBF	No	Field Name
DEPT	1	DEPT	1	DEPTNO
DEPT	1	DEPT	2	DNAME
DEPT	1	DEPT	3	LOC
DEPT	2	EMP	1	EMPNO
DEPT	2	EMP	2	ENAME
DEPT	2	EMP	3	JOB
DEPT	2	EMP	4	MGR
DEPT	2	EMP	5	HIREDATE
DEPT	2	EMP	6	SAL
DEPT	2	EMP	7	COMM
DEPT	2	EMP	8	DEPTNO

Form

DEPT

Block

1

DBF

DEPT

No

1

Field Name

DEPTNO

Label

DEPTNO

Field Type

N

Field Len

2

Field Dec

Row

50

Col

20

Picture

99

Default

0

☒ Browse

☒ Input

☐ Sum

☐ Display

☒ Display

☒ Edit

☒ Query

☐ Validate

DBF

Key

Valid

Display

Save

Cancel

Query

14:22

### 3 Generate

Sledeći korak je generisanje programa

Kreiran program će se zvati **EDMD\_n.PRG** i izgledaće slično kao na slici

The next step is to generate for program

Created program will be called EDMD\_n.PRG  
and will look similar to Figure

**Master / Detail Form**

DEPTNO DNAME LOC

10 ACCOUNTING NEW YORK

<< First < Prev Next > End >> Find Edit New Delete Exit

Rec...	EMPNO	ENAME	JOB	MGR	HIREDATE	SAL	COMM	DEPTNO
1	7369	SMITH	CLERK	7902	12/17/80	800.00	0.00	10
7	7782	CLARK	MANAGER	7839	08/09/81	2450.00	0.00	10
9	7839	KING	PRESIDENT	0	11/17/81	5000.00	0.00	10
14	7934	ABCD	CLERK	7782	01/23/82	1300.00	0.00	10

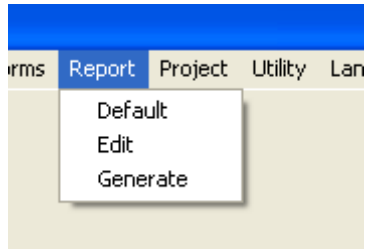
Edit New Delete Exit

Master Detail

# REPORT

Deo korisničkog interfejsa su izveštaji. Ovaj deo programa služi za kreiranje default reposrta, izmenu i na kraju generisanje programa

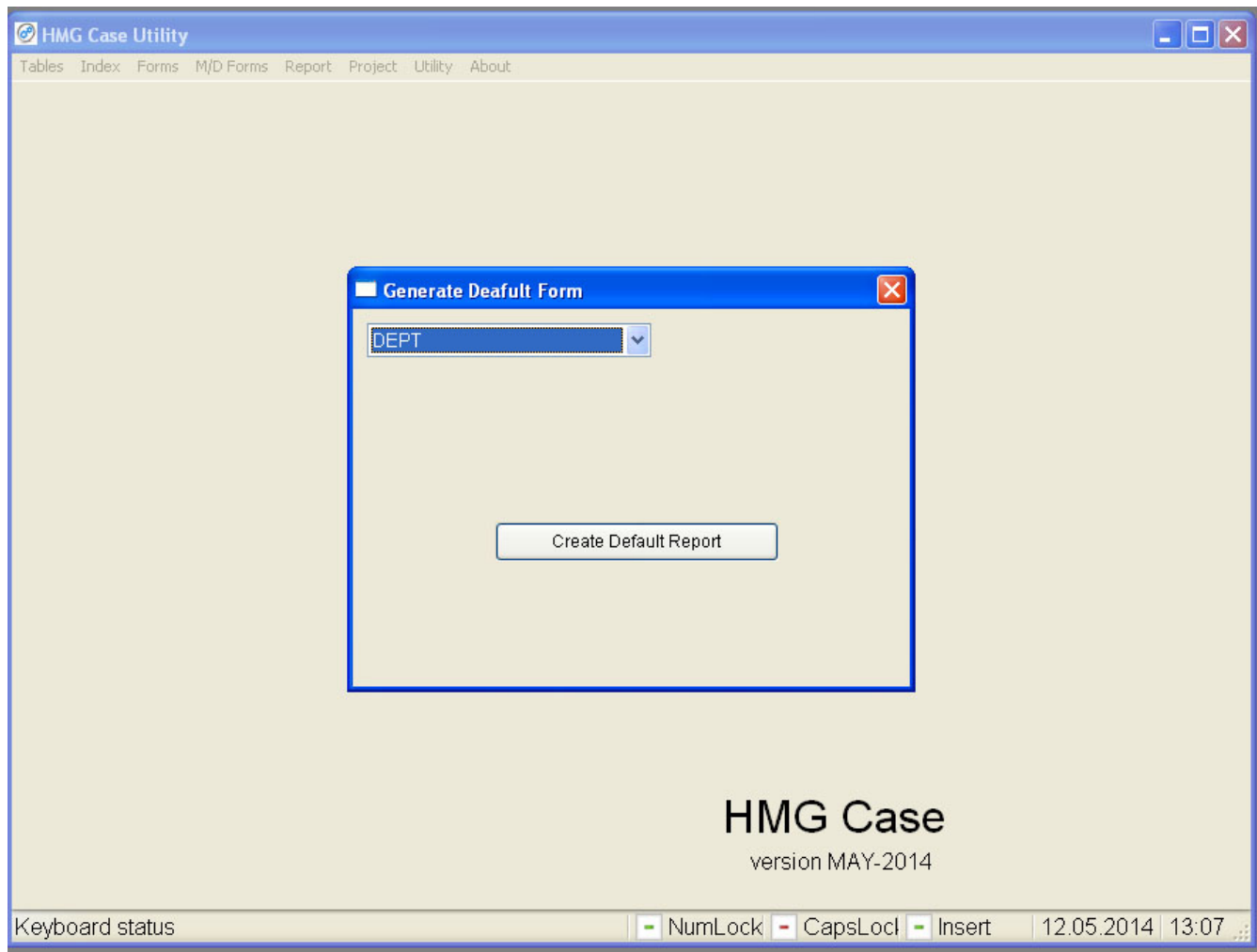
Part of the user interface reports. This part of the program used to create the default Report, edit, and finally generating programs



## 1 Default

Na osnovu structure će biti definisan izveštaj koji uključuje sve kolone tabele

Based on the structure will be defined in a report that includes all columns of the table



## 2 Edit

Malo će izveštaja biti kreirano na osnovu default podešavanja, ovde imate mogućnost da promenite izgled polja

Few reports will be created based on the default settings, here you have the ability to change the appearance of the field

The screenshot shows the 'Forms' application window. The title bar is blue with the text 'Forms' and a close button. The menu bar is light blue with icons for First, Prev, Next, Last, Find, New, Edit, Delete, Print, and Exit. The main area is divided into three sections. On the left, there is a dropdown menu showing 'DEPT' and a table with the following data:

Form	DBF	No	Field Name
DEPT	DEPT	1	DEPTNO
DEPT	DEPT	2	DNAME
DEPT	DEPT	3	LOC

On the right, there is a configuration panel for the 'DEPT' form. It contains the following fields and values:

- Form: DEPT
- DBF: DEPT
- No: 1
- Field Name: DEPTNO
- Label: DEPTNO
- Field Type: N
- Field Len: 2
- Field Dec:
- Row: 100
- Col: 520
- Picture: 99
- Default: 0

Below these fields, there are checkboxes for various options:

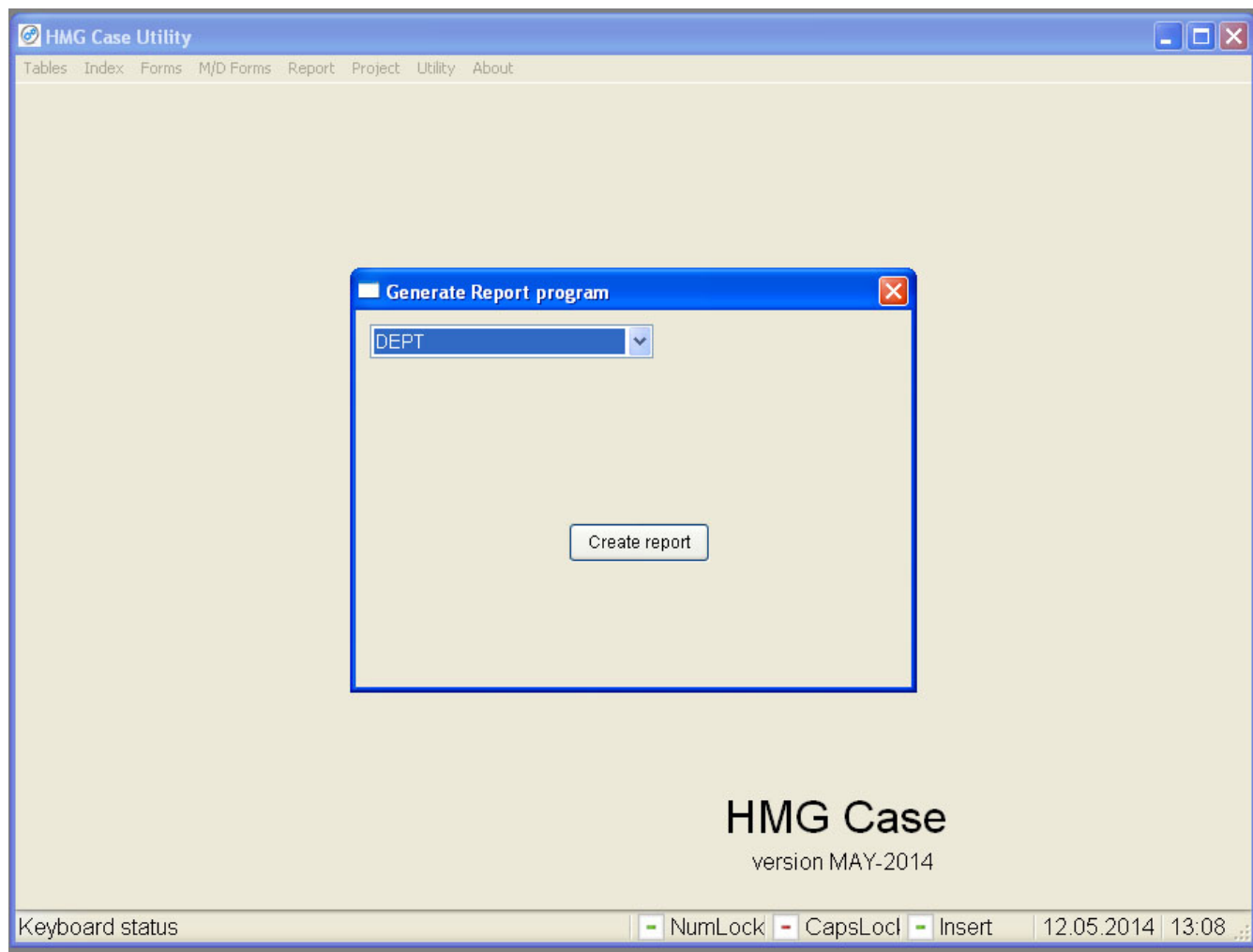
- ☒ Browse
- ☒ Input
- ☒ Query
- ☐ Display
- ☒ Display
- ☒ Edit
- ☒ Print
- ☐ Validate

On the far right, there are four empty input fields labeled DBF, Key, Valid, and Display. At the bottom, there are buttons for Save (with a green checkmark), Cancel (with a red X), Query (with a magnifying glass), and Preview form. The status bar at the bottom shows 'Forms', 'NumLock', 'CapsLock', 'Insert', and the date/time '13.12.2013 12:46'.

### 3 Generate

Na kraju će biti generisan program REP\_n.PRG

At the end of the program will be generated  
REP\_n.PRG



Napomena: datumska polja na štampi su širine 10 karaktera

Note: The date field in the print width of 10 characters

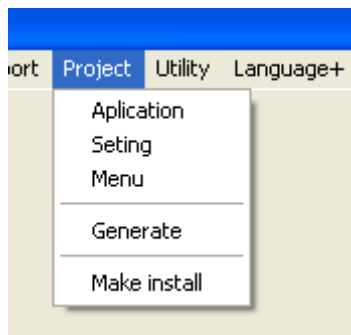
# PROJECT

Kreiranje menija, definiše se naziv aplikacije, zaglavlje, veličina prozora i veličina menija (kolona i redova), zatim osnovna podešavanja i stavke menija

Na kraju se generiše MAIN program

Creating a menu defines the application name, the header, the window size and the size of the menu (columns and rows), then the basic settings and menu items

At the end of the generated program MAIN





## 1 Application

Definisanje aplikacije, kako će se zvati i veličina na ekranu

Defining the application, it will be called the size of the screen

The image shows a Windows-style dialog box titled "Application". It contains a form with the following fields and values:

Field	Value
Application	main
Title	main from hmgcase
Width	800
Height	600
Menu Column	3
Menu Row	3

At the bottom of the dialog, there are two buttons: "Save" with a green checkmark icon and "Cancel" with a red X icon.

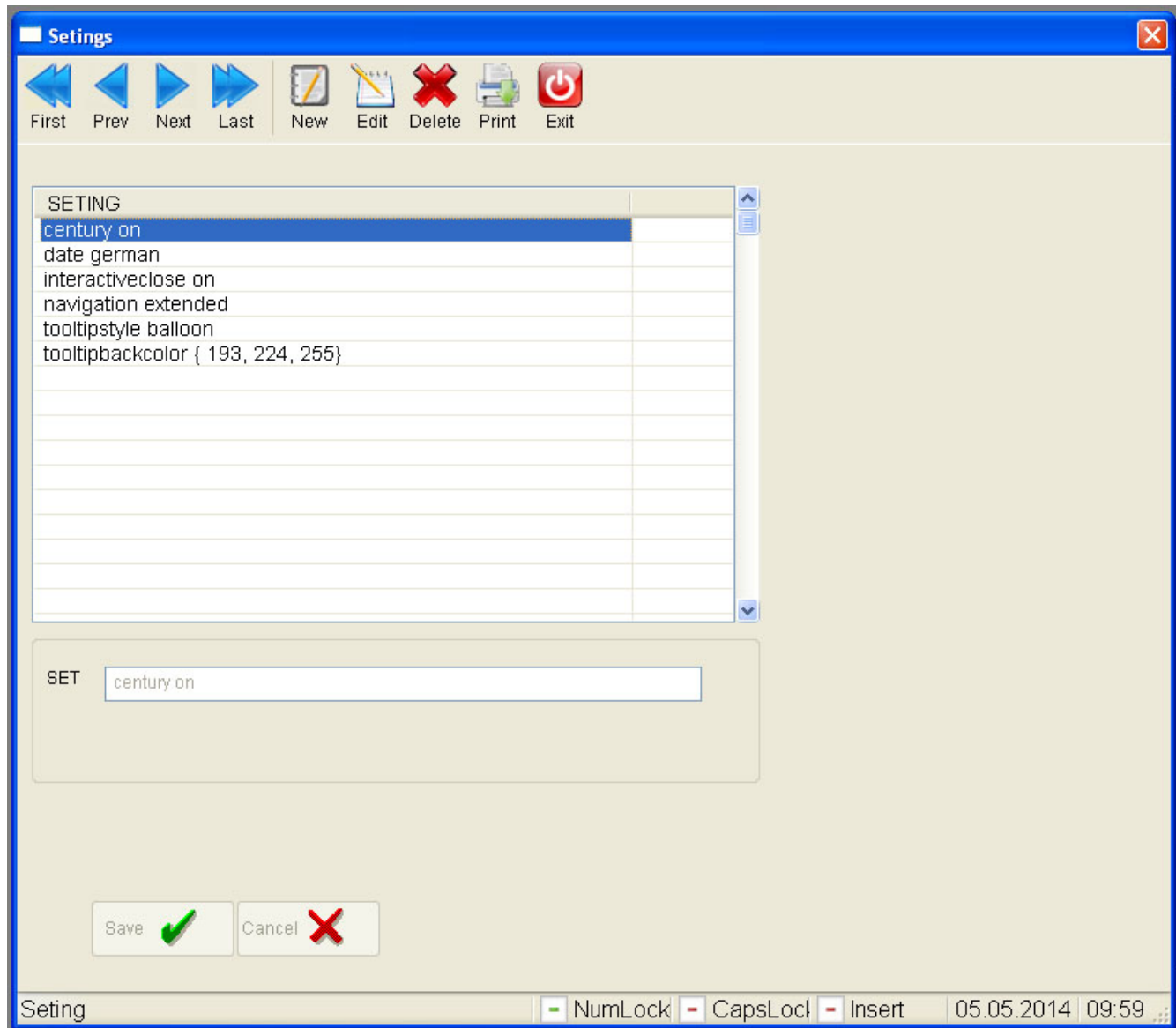
## 2 Seting

Osnovna podešavanja, definisanje prikaza datuma, boja pozadine i slično

Basic settings, defining the date, background color, etc.

Nalaze se u \_APLSET.DBF i kad jednom pripremite samo kopirate u folder novog projekta

They are in \_APLSET.DBF and once you prepare just copy the folder of the new project



### 3 Menu

#### Stavke menija

Predviđeno je za početni meni, u ITEM polje mozete uneti "." ili „-“, i taj red će biti separator u meniju

U polje ACTION se unosi poziv funkcije/procedure

U polje MODUL je unosi .PRG gde se nalazi funkcija, služi za kreiranje .HBP fajla

#### Menu Items

The plan is to start menu, the ITEM field, you can enter "." Or "-" and the line will be a separator in the menu

In the ACTION is given callback function / procedure

In the module is entered. PRG where the function is used to create. HBP file

L 1	L 2	ITEM	ACTION	MODUL
0	1	Menu 1		
0	2	Menu 2		
0	3	Menu 3		
1	1	Item 1 1	nil	
1	2	Item 1 2	nil	
1	3	Item 1 3	nil	
2	1	Item 2 1	nil	
2	2	Item 2 2	nil	
2	3	Item 2 3	nil	
3	1	Item 3 1	nil	
3	2	Item 3 2	nil	
3	3	Item 3 3	nil	

L1	L2	ITEM	ACTION	MODUL
	1	Menu 1		

Save Cancel

Menu NumLock CapsLock Insert 05.05.2014 10:00

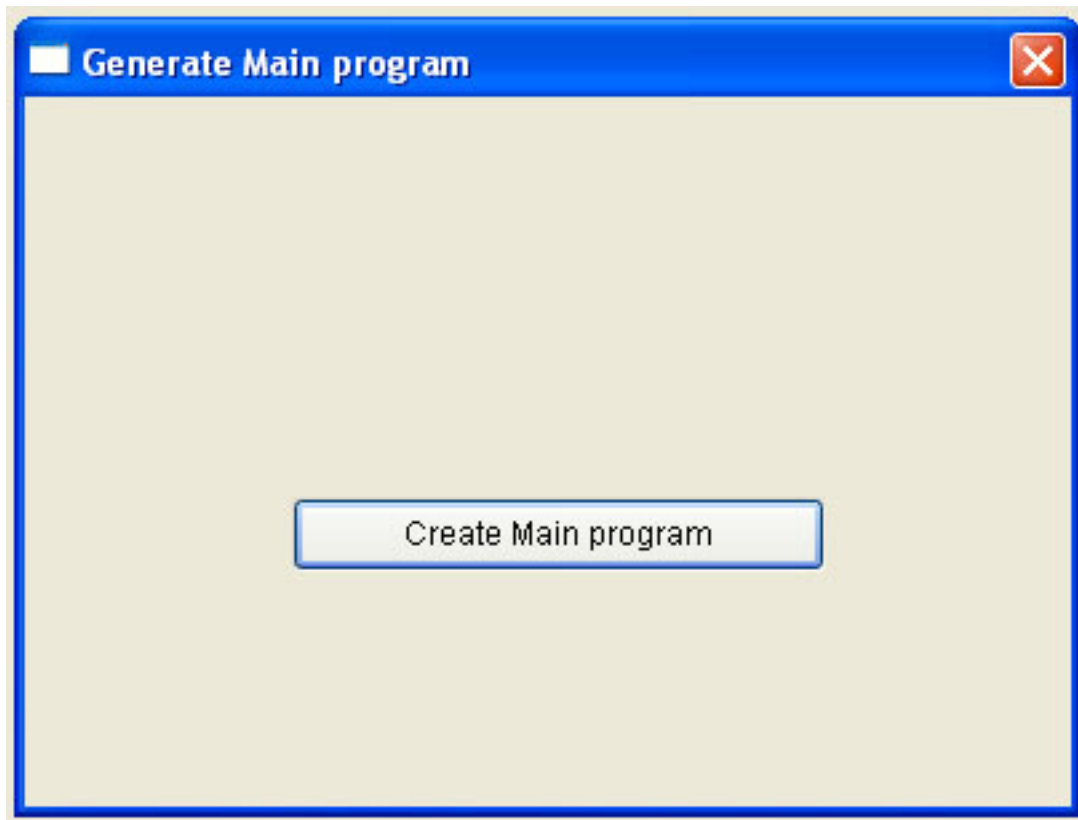
## 4 Generate

Kad definišete stavke menija pokrenite ovu opciju porograma i biće kreiran osnovni program aplikacije: MAIN.PRG i MAIN:HBP (ili kako ste već nazvali aplikaciju)

When you define a menu item Run this program option and will be created basic program applications: .PRG and MAIN:HBP (or whatever you call it but an application)

Treba samo da otkucate **BUILD MAIN.HBP**

You just have to type the **BUILD MAIN.HBP**



## **5 Make install**

Kada dobijete neki program obično je potrebna instalacija.

Zasniva se na izradi skript fajla za Inno Setup program koji je besplatan, pogledajte [www.jrsoftware.org/isinfo.php](http://www.jrsoftware.org/isinfo.php) i skinite program

Prvi korak je da pokrenete Project -> Application i upišete naziv aplikacije

Zatim pokrenite Project -> Make install i videćete parameter aplikacije, dovoljno je kliknuti na Generate i biće kreiran .ISS datoteka

Izađite iz aplikacije i kliknite na .iss datoteku

Napomena: u skript za kreiranje setup programa je uključena aplikacija i dbf datoteke, po potrebi to možete menjati kako Vam treba

When you get a program usually require installation.

It is based on the development of the script file for Inno Setup is a free program that look [www.jrsoftware.org/isinfo.php](http://www.jrsoftware.org/isinfo.php) and download program

The first step is to run the Project -> Application and enter the name of the application

Then run the Project -> Make install and you'll parameter applications, just click on Generate and it will be created. ISS file

Exit the application and click the .Iss file

Note: the script to create a setup program is included applications and DBF files, if necessary, it can be changed as you need

Inno setup file

First

Prev

Next

Last

Find

New

Edit

Delete

Print

Exit

GROUP	ITEM	TEXT	GR
Setup	AppName	main from hmgcase	
Setup	AppVersion	1.0	
Setup	DefaultDirName	{pf}\main	
Setup	DefaultGroupName	hmgcase	
Setup	UninstallDisplayIcon	{app}\main.exe	
Setup	Compression	lzma2	
Setup	SolidCompression	yes	
Setup	OutputDir	userdocs\Inno Setup	
Files	Source	main.exe	
Files	Source	cost.dbf	
Files	Source	payment.dbf	
Files	Source	report.dbf	
Files	Source	report2.dbf	

GROUP

ITEM

TEXT

GNO

INO

Setup

AppName

main from hmgcase

1

1

Save

Cancel

Generate

setup file11.06.2014 13:42

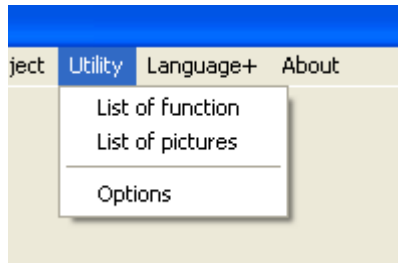
# UTILITY

Kad se neko bavi programiranjem dešava se da neke stvari ponavlja mnogo puta pa se za to napravi program da olakša rad

Ovde su dve sitnice koje ponekad zatrebaju

When one deals with programming going to be some things repeated many times and for a program to make the work easier

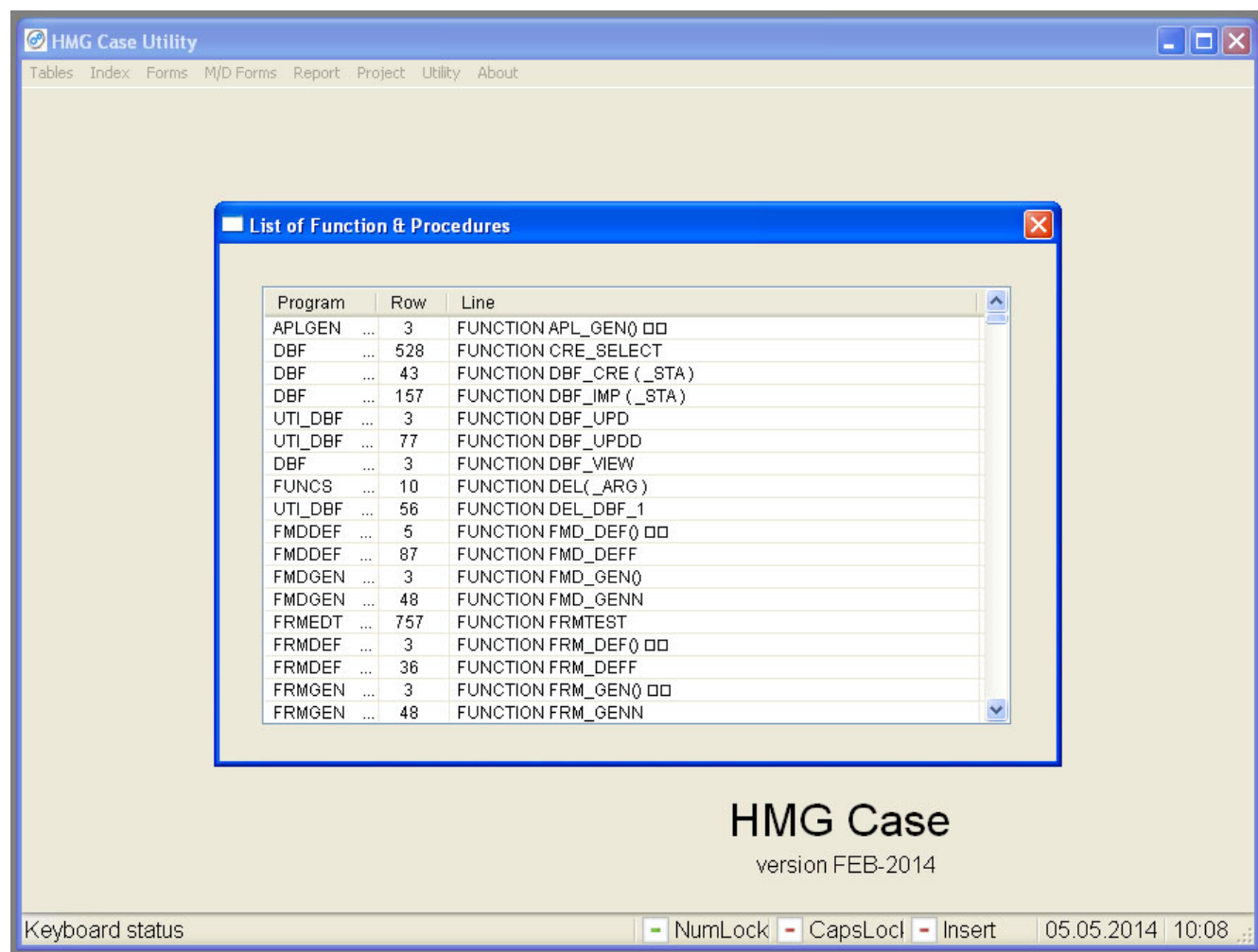
There are two things that sometimes need them



## 1 List of functions

Mnogo puta mi je kompajler javio da je funkcija više puta definisana, kod velikih aplikacija to je mnogo programa pa sam napravio ovo da mi olakša

Many times it appeared the compiler that the function is defined multiple times, in large-scale applications to a lot of programs, so I made this for me facilitate





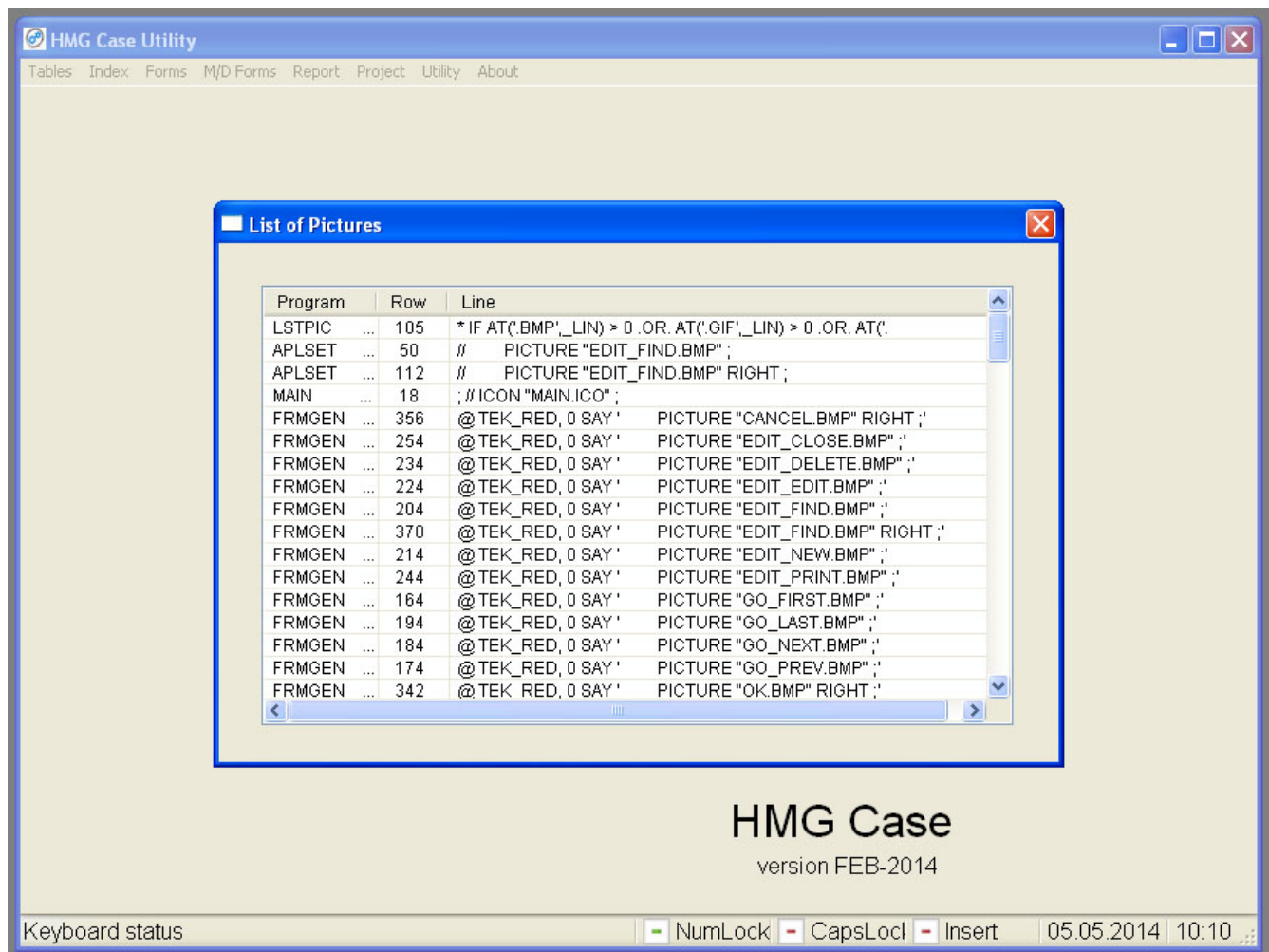
## 2 List of pictures

Kada se aplikacija kompletira pravi se resource fajl (**.rc**) gde se ubacuju slike, spisak slika u programima ćete dobiti ovde

Biće kreiran fajl **main.rc**

When the application is completed right the resource file (**.RC**) where you get the picture, a list of files in the program you will get here

File will be created **main.rc**



### 3 Options

Mnogo puta mi je trebao u prrogramu deo koji definiše neko ponašanje programa, kako prikazati ili šta prikazati

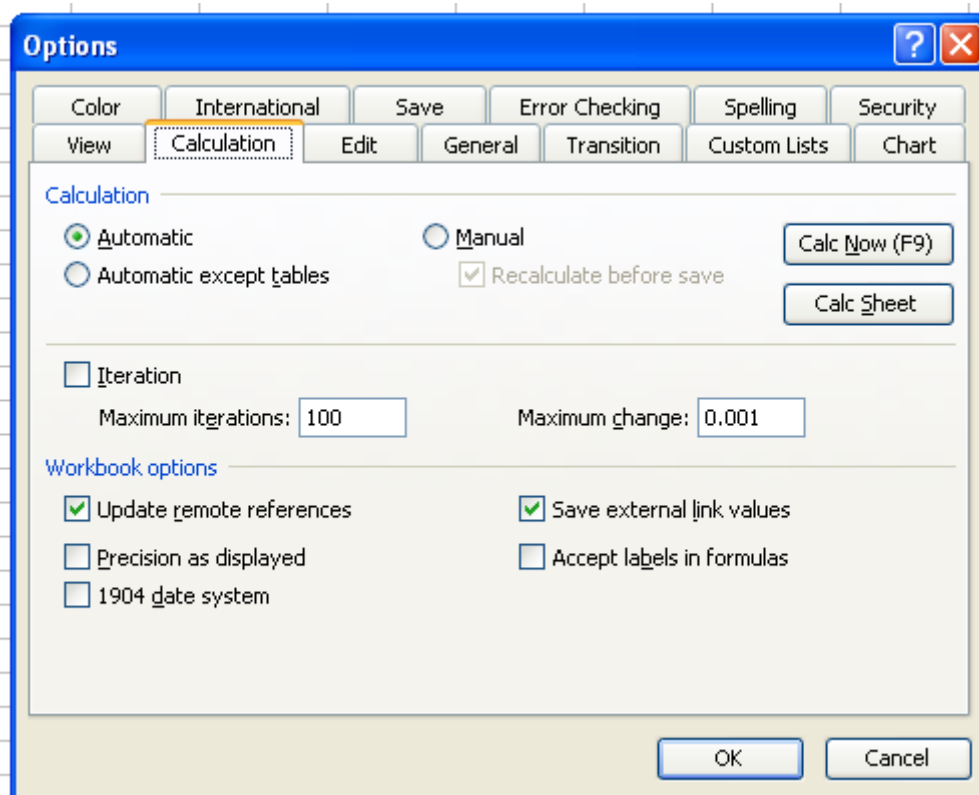
Many times I needed to prrogramu part define for a program behavior, how to show or what show

U velikim programima to je obično u meniju Tools stavka Options i tamo ima jako mnogo opcija

In large programs it is usually in the Tools menu item Options, and there are a lot of options

Pogledajte program Excell i opciju Tools Options

See program Excell option Tools Options



Kao što se može videti na slici ima dosta mogućnosti a organizovano je po stranama (tabovima) i grupama na njima

As you can see in the picture has a lot of options and is organized by pages (tabs) and groups on them

Opcije se zadaju putem

Checkbox – da/ne

RadioGroup – izbor jedne opcije

Textbox – unos vrednosti

Combobox – izbor jedne opcije (na kartici Edit)

Options are given by

Checkbox - yes / no

RadioGroup - select one option

Textbox - enter value

ComboBox - select one option (the Edit tab)

Ovo bi bilo vrlo komplikovano za jednu funkciju pa sam onda napravio strukturu gde se unose opcije **\_OPTIONS.DBF** i na osnovu toga generiše program **OPTIONS.PRG**

Struktura **\_options.dbf** je

Page – broj strane  
PageName – ime strane  
Group – grupa  
GrpName – naziv grupe  
Opt – redni broj opcije  
OptName – naziv opcije  
Type – tip opcije ( F – checkbox, R- radiogroup, C – combobox, T - text)  
TypeDef – drfinicija tipa, samo kod T, i može biti C – karakter, N – broj  
OptValue – vrednost opcije  
OptNum – redni broj opcije

Program će vam olakšati unos opcija i na kraju generisati program options.prg koji treba samo kompajlirati (kreiran je da bude samostalan)

This would be very difficult for one function and then I made a structure where the input options **\_OPTIONS.DBF** and on the basis that generates program **OPTIONS.PRG**

The structure is **\_options.dbf**

Page - the page number  
PageName - name by  
Group - group  
GrpName - the group name  
Wholesale - number of options  
OptName - name options  
Type - type options (F - checkbox, RadioGroup R, C - ComboBox, T - text)  
Typedef - drfinicija type, a code t, and can be a C - character N - Number  
OptValue - the value of options  
OptNum - number of options

Program will facilitate the introduction of options and in the end generate program options.prg that should only compile (it is designed to be independent)

Table OPTIONS

First Prev Next Last Find New Edit Delete Print Exit

PA...	PAGENAME	GROUP	GRPNAME	OPT	OPTNAME
1	View	1	Show	1	Startup Task
1	View	1	Show	2	Formula bar
1	View	1	Show	3	Status bar
1	View	1	Show	4	Window in Taskbar
1	View	2	Comments	1	None
1	View	2	Comments	2	Comment indicator
1	View	2	Comments	3	Comment & indicator
1	View	3	Objects	1	Show all
1	View	3	Objects	2	Show placeholders
1	View	3	Objects	3	Hide all
1	View	4	Window options	1	Page breaks
1	View	4	Window options	2	Row & column header
1	View	4	Window options	3	Horizontal scroll ba
1	View	4	Window options	4	Gridlines
1	View	4	Window options	5	Outline symbols

PAGE PAGENAME GROUP GRPNAME OPT OPTNAME

1 View 1 Show 1 Startup Task

TYPE TYPE OPT VALUE OPTNUM

L ☐ T ☐ 1

Save Cancel

Table OPTIONS

Napravljena je kao deo projekta HMGCASE i omogućiće vam da unesete, izmenite i obrišete stavke.

It was made as part of HMGCASE and allow you to enter, edit, and delete items.

Za početak morate definisati stane i nazive (Page i PageName), zatim grupu i naziv (Group i GrpName) i na kraju opciju i naziv (Opt i OptName)

For starters, you must define fit and names (Page and filename), then the group name (Group and GrpName) and at the end of the option and the name (Opt and optName)

**Table OPTIONS**

First Prev Next Last Find New Edit Delete Print Exit

OPT	OPTNAME	TYPE	TYPEDEF	OPTVALUE	OPTNUM
1	Startup Task	L		T	1
2	Formula bar	L		F	2
3	Status bar	L		F	3
4	Window in Taskbar	L		T	4
1	None	R		1	5
2	Comment indicator	R		1	5
3	Comment & indicator	R		1	5
1	Show all	R		1	6
2	Show placeholders	R		1	6
3	Hide all	R		1	6
1	Page breaks	L		T	7
2	Row & column header	L		F	8
3	Horizontal scroll ba	L		F	9
4	Gridlines	L		T	10
5	Outline symbols	L		F	11

PAGE PAGENAME GROUFGPNAME OPT OPTNAME

1 View 1 Show 2 Formula bar

TYPTYPEOPTVALUE OPTNUM

L F 2

Save Cancel

Table OPTIONS

Dalje treba definisati Tip opcije i to

L- checkbox

R-radiogroup

T- text

C – combobox

Still supposed to define type and options to

L checkbox

R-RadioButton

T text

C - combobox

Ako izaberete Text moraćete definisati tip i to

C – karakter

N- broj

if you select Text will need to define the type and

C - character

N number

Polje OPTVALUE sadrži vrednost i ako unesete neku vrednost biće podrazumevana

OPTVALUE field contains a value and if you enter a default value will be

Za checkbox polja (L) vrednost može biti T ili F,

For checkbox fields (L) can be either T or F,

Za RadioButton i ComboBox polja unesite vrednost reda, za početak 1

For RadioButton and ComboBox field, enter the value of order, start 1

Za TextBox unesite tekst vodeći računa da li je karakter ili brojevano polje

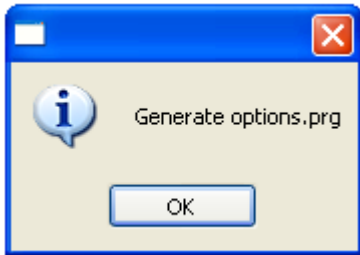
For TextBox unesite text, taking into account whether the character or number field

Na kraju unos treba da izađete iz programa klikom na Exit ili pritiskom na ESC

At the end of the entry should exit the program, click on Exit or press the ESC

Sledeći korak je klik na dugme Generate, i dobićete poruku

The next step is clicking on button Generate and you will get a message



I onda imate program OPTIONS.PRG koje je biti kreiran na osnovu \_options.dbf i omogućiće da menjate opcije

And then you have the OPTIONS.PRG that have been created on the basis of \_options.dbf and will allow you to change options

Početak programa izgleda kao na slici

Start the program looks like this

```

#include "hmg.ch"

Procedure MAIN // for test, usually Procedure Options"

USE _options index _options new

DEFINE WINDOW OptionForm ;
    WIDTH 500 HEIGHT 400 ;
    Title "Options" ;
    MAIN // for test

    DEFINE TAB OptionTabs ;
        AT 10,10 ;
        WIDTH 475 HEIGHT 320 ;
        VALUE 1

        DEFINE PAGE " View "

            @ 30, 20 LABEL label_1 VALUE "Show" FONTCOLOR BLUE BOLD
            @ 50, 20 CHECKBOX mOPT_1 CAPTION "Startup Task" WIDTH 150
            @ 50, 170 CHECKBOX mOPT_2 CAPTION "Formula bar" WIDTH 150
            @ 50, 320 CHECKBOX mOPT_3 CAPTION "Status bar" WIDTH 150
            @ 70, 20 CHECKBOX mOPT_4 CAPTION "Window in Taskbar" WIDTH 150

            @ 95, 20 LABEL label_5 VALUE "Comments" FONTCOLOR BLUE BOLD

            @ 115, 20 RADIOGROUP mOPT_5 ;
                OPTIONS {'None', 'Comment indicator', 'Comment & indicator' } ;
                WIDTH 100 ;
                HORIZONTAL

            @ 140, 20 LABEL label_6 VALUE "Objects" FONTCOLOR BLUE BOLD

            @ 160, 20 RADIOGROUP mOPT_6 ;
                OPTIONS {'Show all', 'Show placeholders', 'Hide all' } ;
                WIDTH 100 ;
                HORIZONTAL

            @ 185, 20 LABEL label_7 VALUE "Window options" FONTCOLOR BLUE BOLD
            @ 205, 20 CHECKBOX mOPT_7 CAPTION "Page breaks" WIDTH 150
            @ 205, 170 CHECKBOX mOPT_8 CAPTION "Row & column header" WIDTH 150
            @ 205, 320 CHECKBOX mOPT_9 CAPTION "Horizontal scroll bar" WIDTH 150
            @ 225, 20 CHECKBOX mOPT_10 CAPTION "Gridlines" WIDTH 150

```

Funkcije u programu su

MAIN koju treba promeniti u Options ili drugačije ako ga dodajete u svoju aplikacije

LoadOptions – učitava tekuće vrednosti

SaveOptions – čuva tekuće vrednosti

GetOptions – funkcija koju možete koristiti

Functions in the program are

MAIN to be changed in Options or otherwise, if it is added to your application

LoadOptions - loads the current value

SaveOptions - saves the current values

GetOptions - functions that you can use

iz drugih programa da pričitete vrednost neke opcije

other programs to pričitete value of an option

SetOptions – funkcija koju možete koristiti iz drugih programa da direktno promenite vrednost neke opcije

SetOptions - functions that you can use in other programs that directly change the value of an option

Init\_opt – funkcija koja kreira tabelu i indeks gdje se čuvaju podaci

Init\_opt - the features that creates a table and an index where the data is stored



# LANGUAGE+

Napravio sam program HMGCASE i postavio na forum, stigli su komentari a jedna je bio da takav program treba biti višejezičan

I made a program HMGCASE and by the forum, here are the comments and one was that such a program should be multilingual

To sam shvatio kao izazov i odlučio da to rešim. U nastavku je moje rešenje

I took it as a challenge and decided to solve. Below is my solution

Ukratko, pomoć je u traženju reči i fraza u programu koje treba prevesti. Za pomoć u prevođenju koristim Google Translate

In short, help in the search for words and phrases in a program to be translated. For help with the translation using Google Translate

Kada imate rečnik napravi se funkcija (nazvao sam je GOOGLE) i sa njom zamene reči koje treba prevesti

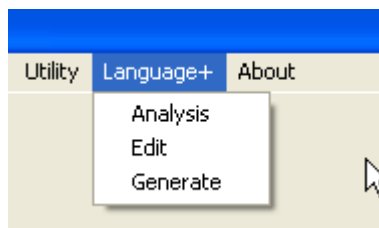
When you make the Dictionary function (I called the GOOGLE) and replacing it with the words to be translated

U praksi je to mnogo jednostavnije

In practice, it is much easier

Za to imate program TRANSHLP.EXE koji ima tri opcije

You have the program TRANSHLP.EXE which has three options



Analiza programa  
Izbor reči i fraza koje treba prevesti

Analysis of Program  
Edit - choice of words and phrases to be translated  
Generate - translation and generation functions

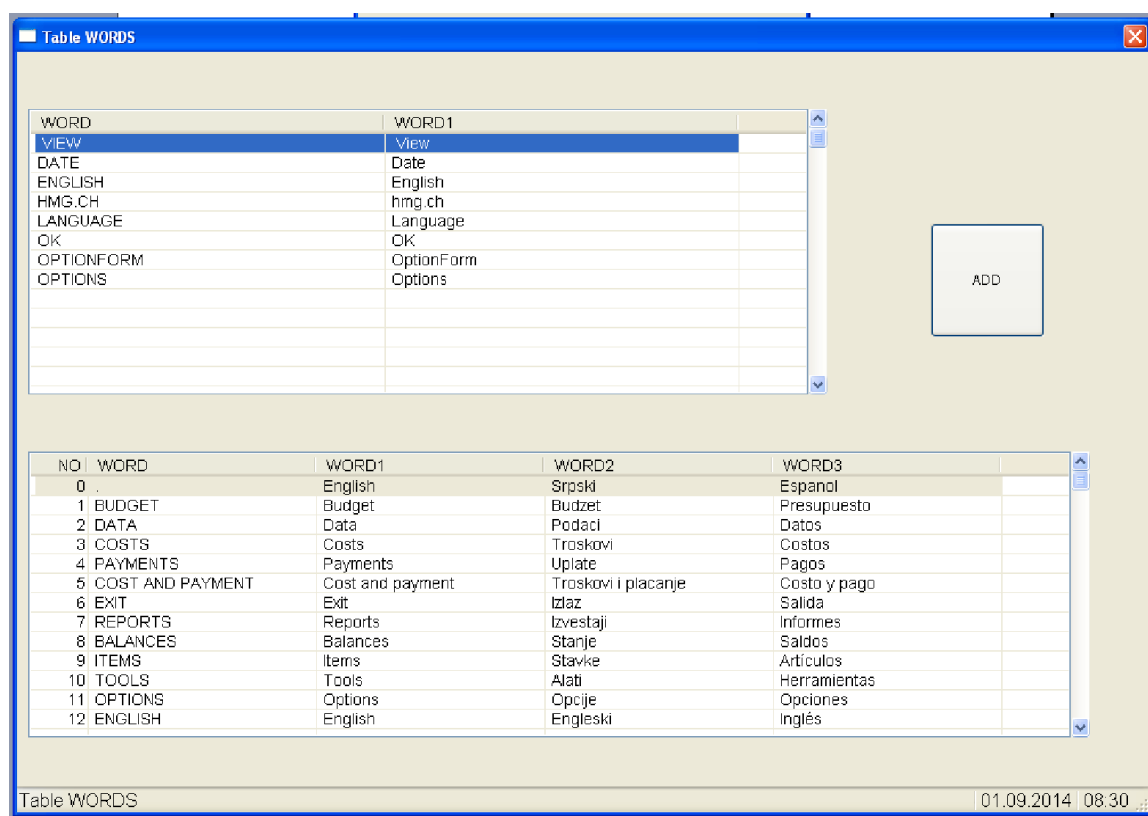
Prevod i generisanje funkcije

## 1. Analysis

Pokrenite ovu opciju i biće analizirani svi programi, konkretno biće pronađeni svi tekstovi u programima i ubačeni u tabeli WORDS

Run this option and will be analyzed in all programs, in particular all texts will be found in the programs and inserted into the table WORDS

## 2. Adding



U gornjem delu su reči koje je program izvadilo, u donjem delu su reči već prevedene

In the upper part are the words that the program has pulled in the bottom of the words are already translated

Treba se pozicionirati na red sa reči koje treba prevesti, i kliknuti na dugme ADD

Should be positioned in line with the words to be translated, and kliknuti button ADD

### 3. Generate

NO	WORD	WORD1	WORD2	WORD3
0		English	Srpski	Espanol
1	BUDGET	Budget	Budzet	Presupuesto
2	DATA	Data	Podaci	Datos
3	COSTS	Costs	Troskovi	Costos
4	PAYMENTS	Payments	Uplate	Pagos
5	COST AND PAYMENT	Cost and payment	Troskovi i placanje	Costo y pago
6	EXIT	Exit	Izlaz	Salida
7	REPORTS	Reports	Izvestaji	Informes
8	BALANCES	Balances	Stanje	Saldos
9	ITEMS	Items	Stavke	Articulos
10	TOOLS	Tools	Alati	Herramientas
11	OPTIONS	Options	Opcije	Opciones
12	ENGLISH	English	Engleski	Inglés
13	SERBIAN	Serbian	Srpski	Serbio
14	SPANISH	Spanish	Spanski	Español
21	FIRST	First	Prvi	Primero
22	PREV	Prev	Prethodni	Anterior
23	NEXT	Next	Sledeci	Siguiente
24	LAST	Last	Zadnji	Última
25	FIND	Find	Nadji	Encontrar
26	NEW	New	Novi	Nuevo
27	EDIT	Edit	Izmena	Edición

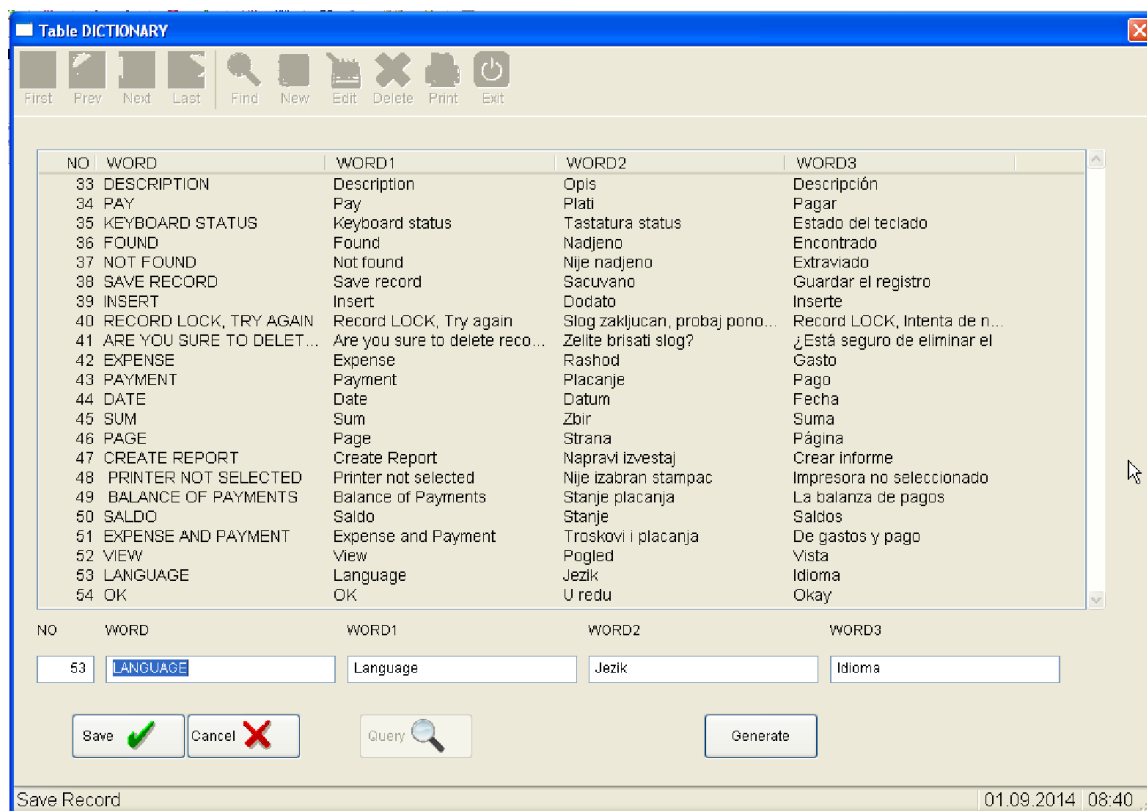
NO: WORD: WORD1: WORD2: WORD3:

Save Cancel Query Generate

Table DICTIONARY 01.09.2014 08:35

Ovde već imate izabrane reči koje trebate prevesti, program je urađen standardno kao i ostali, kliknite na enter i dobićete mogućnost izmene

There already have chosen words that need to be translated, the program was made standard as the rest, click enter and you will get the possibility to switch



Unesite prevod i završite sa Save

Enter the translation and press the Save

Na kraju kliknite na dugme Generate i biće kreiran program GOOGLES.PRГ koji treba dodati u projekt

Finally, click on the Generate button and the program will be created GOOGLES.PRГ and add in project

\* PUBLIC \_google [999][3] // put in MAIN program

FUNCTION google ( \_line, \_lang, \_opt )

RETURN \_google [ \_line ][ \_lang ]

\*\*\*\*\*

FUNCTION Init\_Google ()

FOR i = 1 to 999

\_google [i] := {"1" + alltrim(str(i)) + "???", "2" + alltrim(str(i)) + "???", "3" + alltrim(str(i)) + "???" }  
NEXT

\* language : 1-English, 2-Srpski, 3-Espanol

\_google [1] := {"Budget", "Budzet", "Presupuesto"}  
 \_google [2] := {"Data", "Podaci", "Datos"}  
 \_google [3] := {"Costs", "Troskovi", "Costos"}  
 \_google [4] := {"Payments", "Uplate", "Pagos"}  
 \_google [5] := {"Cost and payment", "Troskovi i placanje", "Costo y pago"}  
 \_google [6] := {"Exit", "Izlaz", "Salida"}  
 \_google [7] := {"Reports", "Izvestaji", "Informes"}  
 \_google [8] := {"Balances", "Stanje", "Saldos"}  
 \_google [9] := {"Items", "Stavke", "Artículos"}  
 \_google [10] := {"Tools", "Alati", "Herramientas"}  
 \_google [11] := {"Options", "Opcije", "Opciones"}  
 \_google [12] := {"English", "Engleski", "Inglés"}  
 \_google [13] := {"Serbian", "Srpski", "Serbio"}  
 \_google [14] := {"Spanish", "Spanski", "Español"}  
 \_google [21] := {"First", "Prvi", "Primero"}  
 \_google [22] := {"Prev", "Prethodni", "Anterior"}  
 \_google [23] := {"Next", "Sledeci", "Siguiente"}  
 \_google [24] := {"Last", "Zadnji", "Última"}  
 \_google [25] := {"Find", "Nadji", "Encontrar"}  
 \_google [26] := {"New", "Novi", "Nuevo"}  
 \_google [27] := {"Edit", "Izmena", "Edición"}  
 \_google [28] := {"Delete", "Brisi", "Eliminar"}  
 \_google [29] := {"Print", "Stampa", "Impresión"}  
 \_google [30] := {"Save", "Sacuvaj", "Guardar"}  
 \_google [31] := {"Query", "Trazi", "Consulta"}  
 \_google [32] := {"Cancel", "Prekid", "Cancelar"}  
 \_google [33] := {"Description", "Opis", "Descripción"}  
 \_google [34] := {"Pay", "Plati", "Pagar"}  
 \_google [35] := {"Keyboard status", "Tastatura status", "Estado del teclado"}  
 \_google [36] := {"Found", "Nadjeno", "Encontrado"}  
 \_google [37] := {"Not found", "Nije nadjeno", "Extraviado"}  
 \_google [38] := {"Save record", "Sacuvano", "Guardar el registro"}  
 \_google [39] := {"Insert", "Dodato", "Inserte"}  
 \_google [40] := {"Record LOCK, Try again", "Slog zakljucan, probaj ponovo", "Record LOCK, Intenta de nuevo"}  
 \_google [41] := {"Are you sure to delete record?", "Zelite brisati slog?", "¿Está seguro de eliminar el"}  
 \_google [42] := {"Expense", "Rashod", "Gasto"}  
 \_google [43] := {"Payment", "Placanje", "Pago"}  
 \_google [44] := {"Date", "Datum", "Fecha"}  
 \_google [45] := {"Sum", "Zbir", "Suma"}

```

_google [46] := {"Page", "Strana", "Página"}
_google [47] := {"Create Report", "Napravi izvestaj", "Crear informe"}
_google [48] := {"Printer not selected", "Nije izabran stampac", "Impresora no seleccionado"}
_google [49] := {"Balance of Payments", "Stanje placanja", "La balanza de pagos"}
_google [50] := {"Saldo", "Stanje", "Saldos"}
_google [51] := {"Expense and Payment", "Troskovi i placanja", "De gastos y pago"}
_google [52] := {"View", "Pogled", "Vista"}
_google [53] := {"Language", "Jezik", "Idioma"}
_google [54] := {"OK", "U redu", "Okay"}

```

RETURN

I na kraju treba napraviti nekoliko izmena u programu      I eventually need to make a few changes in the program

```
#include <hmg.ch>
```

PROCEDURE MAIN

```
PUBLIC _google[999][3], _lang := 1 // define translate array
```

```
_lang = val(getOptions(1)) // get seting language
```

```
if _lang < 1
```

```
  _lang = 1
```

```
endif
```

```
SET century on
```

```
SET date german
```

```
SET interactiveclose on
```

```
SET navigation extended
```

```
SET tooltipbackcolor { 193, 224, 255}
```

```
SET tooltipstyle balloon
```

```
init_google() // initialize array with translate
```

```
DEFINE WINDOW MainForm ;
```

```
  AT 0,0 ;
```

```
  WIDTH 800 ;
```

```
  HEIGHT 600 ;
```

```
  TITLE google(1,_lang) ; // change text with function
```

```
  MAIN ;
```

```
ICON "budget" ;  
ON INIT on_start() ;  
ON RELEASE dbcloseall()
```

```
ON KEY ESCAPE ACTION MainForm.Release
```

```
DEFINE STATUSBAR FONT "Arial" SIZE 12  
  STATUSITEM "Keyboard status"  
  *KEYBOARD  
  DATE  
  CLOCK  
END STATUSBAR
```

```
create_main_menu() // MAIN MENU must be created thru function
```

```
END WINDOW
```

```
ACTIVATE WINDOW MainForm
```

```
RETURN
```

```
*:-----*
```

```
PROCEDURE create_main_menu
```

```
IF IsMainMenuDefined ( "MainForm" ) == .T.
```

```
  RELEASE MAIN MENU OF MainForm
```

```
ENDIF
```

```
DEFINE MAIN MENU of MainForm
```

```
  DEFINE POPUP google(2,_lang) // change text with function, etc
```

```
    MENUITEM google(3,_lang)    ACTION edit_cost()
```

```
    MENUITEM google(4,_lang)    ACTION edit_payment()
```

```
    SEPARATOR
```

```
    MENUITEM google(5,_lang)    ACTION edit_cost_pay()
```

```
    SEPARATOR
```

```
    MENUITEM google(6,_lang)    ACTION MainForm.Release
```

```
  END POPUP
```

```
  DEFINE POPUP google(7,_lang)
```

```
    MENUITEM google(8,_lang)    ACTION report_a()
```

```
    MENUITEM google(9,_lang)    ACTION report_b()
```

END POPUP

DEFINE POPUP google(10,\_lang)

    MENUITEM google(11,\_lang)    ACTION tools\_options()

END POPUP

END MENU

RETURN

\*:-----\*

PROCEDURE on\_start

    open\_dbf()

    open\_ntx()

RETURN

\*:-----

FUNCTION Tools\_Options ()

    optionss()

    \_lang := val(getOptions(1) )

    create\_main\_menu() // refresh main menu

RETURN

Izmene treba napraviti i u svim ostalim  
programima

Changes should be made in all other  
programs



## User interface

## FORMS










Kada se kreira i kompilira program izgledaće slično kao na slici

Once created and compiled program will look similar to Figure

Neke funkcije će se naći u svakom programu i to

Some features will be found in each program and to

[illegible]

Icon	Function	Opis	Description	Function in program
	Prvi slog / First record	Taster HOME	Key HOME	DbGoTop()
	Prethodni slog / Previous record	Taster UP	Key UP	DbSkip(-1)
	Sledeći slog / Next record	Taster DOWN	Key DOWN	DbSkip()
	Zadnji slog / Last record	Taster END	Key END	DbGoBottom()
	Nađi / Find records	Omogućava izbor slogova koji zadovoljavaju kriterijum	Allows selection of records that meet the criteria	Find_nnnn()*
	Novi / New record	Unos novog sloga	Entering a new record	NewRecord_nnnn()
	Izmena / Edit record	Izmena sloga	Editing record	
	Brisanje / Delete record	Brisanje sloga, traži se potvrda	Delete records, looking for confirmation	DeleteRecord_nnnn()
	Štampa / Print data	Štampa svih slogova	Print all records	PrintData_nnnn()
	Izlaz / Exit	Izlaz iz programa	Exiting	
	Save / Snimi	Snima uneti slog	Save enter record	SaveRecord_nnnn()
	Prekid / Cancel	Prekida unos sloga	Terminates input record	CancelEdit_nnnn()
	Upit / Query	Izvršava izbor zadat funkcijom FIND	Performs choice given function FIND	QueryRecord_nnnn()

\*nnnn slučajan broj koji se generiše kad se kreira program

\*nnnn a random number that is generated when a program is created