



In this section the Developer will learn...

- About the functionality of the Property Palette in Forms 10g



Every Object in a Form has attributes, these attributes can be amended either programmatically or by accessing the Property Palette.

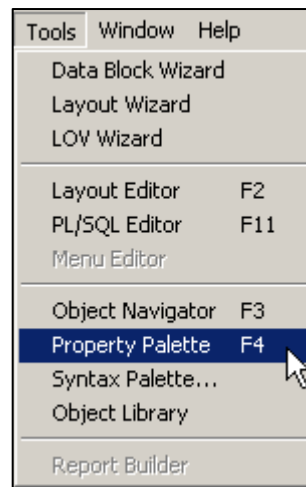
This section deals with the usage of the Palette and the various options available when editing with it.

Individual attributes of Forms Objects will be discussed later ...

Forms 10g Property Palettes – Invoking Property Palettes



The Property Palette for an item can be edited by selecting the item, right clicking and selecting the option from the list or selecting from the menu ...



In most circumstances double clicking on the item itself will bring the Property Palette up, the notable exceptions to this are Canvases and Menu Items.



Forms 10g Property Palettes – Anatomy of the Palette

Each Objects's Property Palette will have different attributes but all have the same basic design of Category Headings which expand to groupings of node values

Property Palette	
Item: C65_MEMBER_NAME	
General	
Name	C65_MEMBER_NAME
Item Type	Text Item
Subclass Information	
Comments	
Help Book Topic	
Functional	
Enabled	Yes
Justification	Start
Implementation Class	
Multi-Line	No
Wrap Style	Word
Case Restriction	Mixed
Conceal Data	No
Keep Cursor Position	No
Automatic Skip	No
Popup Menu	<Null>
Navigation	
Keyboard Navigable	Yes
Previous Navigation Item	<Null>
Next Navigation Item	<Null>
Data	
Data Type	Char
Data Length Semantics	BYTE
Maximum Length	30
Initial Value	
Required	Yes
Format Mask	
Lowest Allowed Value	
Highest Allowed Value	
Copy Value from Item	
Synchronize with Item	<Null>

Forms 10g Property Palettes – Anatomy of the Palette



The Property Palette is colour and symbol coded

Each Property section is dark blue, each attribute is a lighter blue within it, the current selection will be coloured yellow, multiple attributes can be selected at a time, this is principally for the copying of Properties which is discussed later ...

Data	
◦ Data Type	Char
▣ Data Length Semantics	BYTE
◦ Maximum Length	30
◦ Initial Value	
▣ Required	Yes
◦ Format Mask	
◦ Lowest Allowed Value	



Alongside each node is a symbol, either a square or a circle...

A circle denotes that the item is unchanged and is still default and a square denotes that the Developer has amended the item.

Even if the Developer has returned the item to its original value the square symbol will remain unless the inherit option is used.

Certain nodes in the property palette can be expanded to reveal more data and others will have pull down menus for pre-defined values.



More than one object can have their properties edited at the same time ... this is particularly useful when a lot of items need the same values in certain nodes, also it can be used to display differences between two items... differences are denoted by the palette marking the node with a question mark and changing the different values to asterisks ...

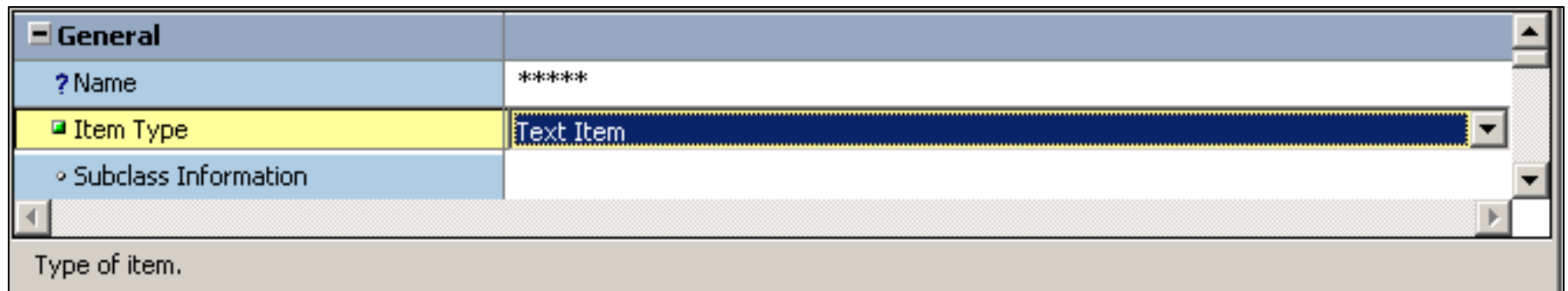
General	
? Name	*****
Item Type	Text Item
Subclass Information	
Comments	
Help Book Topic	

Forms 10g Property Palettes – Anatomy of the Palette



Each attribute in the Property Palette will have a hint which will display at the bottom, this can be invoked by selecting the attribute

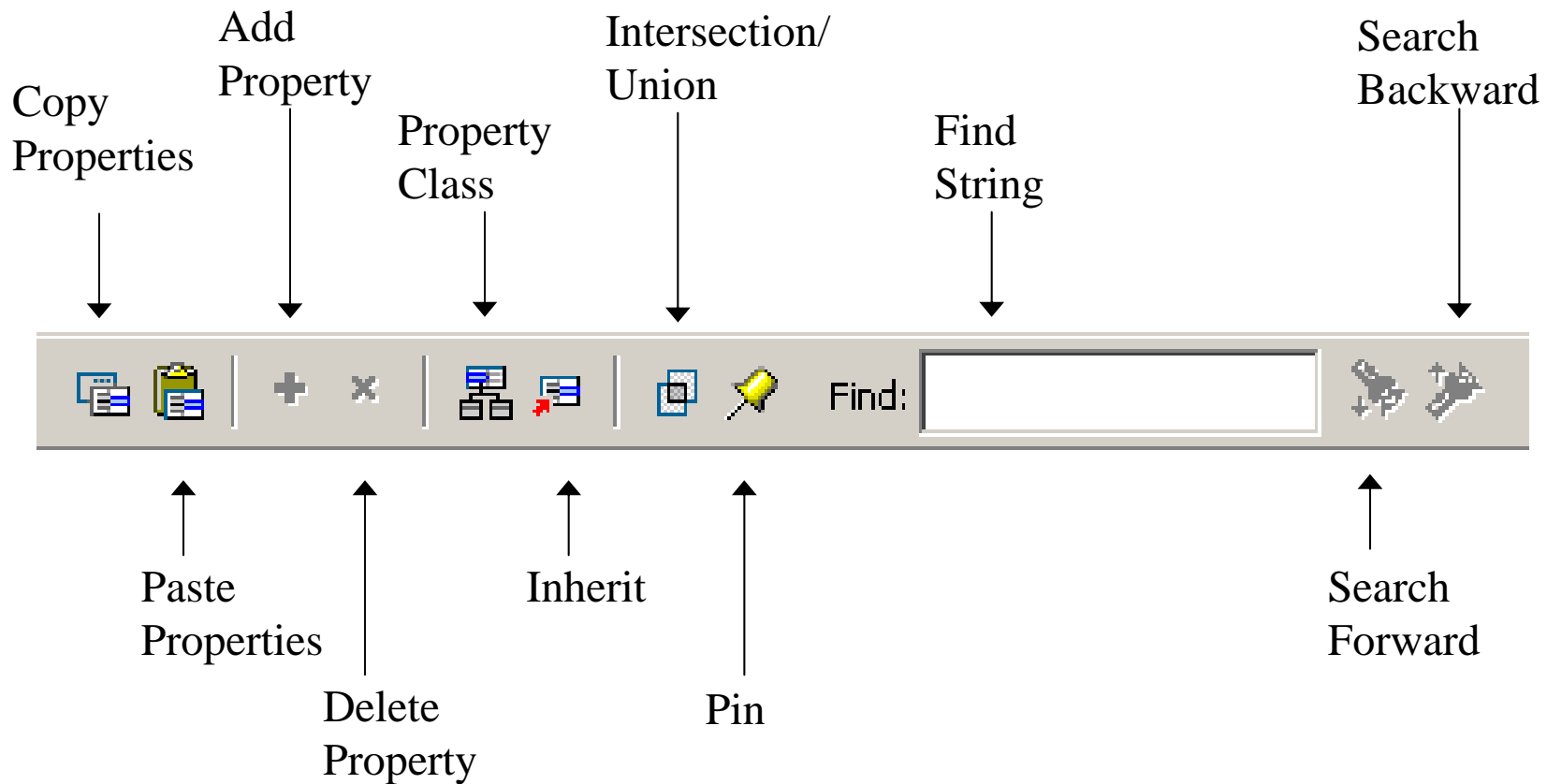
...





Forms 10g Property Palettes – Palette Toolbar

Along the top of the Palette are a series of buttons which can help during development ...





Copy/Paste Properties - Properties can be cut and pasted from one node to another, these can be nodes for entirely different item types but the nodes must be the same. Use the shift key to select more than one node.

Add/Delete Properties - These options are only enabled when in the Property Palette for Property Class items. Usage of this option will be discussed in the Property Classes Section.

Property Class - Creates a new Property Class within the Palette, from selected nodes.

Inherit - This restores the original default value for the node.



Intersection/Union - Used when items of different types are selected, Intersection will display only those nodes the items have in common, Union displays all nodes.

Pin - Stops synchronisation between Palette and Object Navigator, an example of this is given next ...



Forms 10g Property Palettes – Opening Several Palettes

The Developer may wish to compare two or more Property Palettes at once, this can be achieved by taking the following steps ...

Opening the first Property Palette and pressing on the 'pin' button, this will freeze this Palette, then the Developer may open another property palette by clicking on another object ...

