



Button List App.



Revolutionising digital interaction.

Contents.

Introduction.....	3
Button List Settings– Source tab – XML File.	3
Button List Settings– Source tab – MySQL Database.....	4
Button List Settings– Settings tab.....	5
Button List Settings– Images tab.	6
Button List Settings– Draw tab.	7
Button List Settings– Click tab.	8
Button List Settings– Text tab.....	9
Button List Settings– Scrollbar tab.....	10
Licensing apps.	11

Introduction.

This page app converts records from various sources into a into a list of buttons.

When the buttons aren't all visible in the app area the list is scrollable and gesture controlled (for touch screens).

Records can be obtained from the sections of an XML file or from a table in a MySQL database.

The app will contain one button for each record found. A button contains all the record's fields.

These fields can be drawn on the button and used to set Acquire variables when the button is clicked.

Button List Settings– Source tab – XML File.

The screenshot shows a dialog box titled "Button List Settings" with a close button (X) in the top right corner. The "Source" tab is selected, showing instructions: "Where is your data stored? There will be one button per Record read and Fields are stored internally in the button. Fields can be drawn on the button and/or used when the button is clicked." Below this, there are two radio buttons: "XML File" (selected) and "MySQL Database". Under the "XML File" section, there are two text input fields: "File:" with the value "test.xml" and a browse button "...", and "Section:" with the value "breakfst_menu.food". At the bottom, there is a "Tip:" box stating: "For optimal performance ensure that the App width is the sum of the button and scrollbar widths." To the right of the tip are "OK" and "Cancel" buttons.

Point to the file and section (in Acquire XML notation) that contains your source records.

E.g. The following XML would display 2 buttons:

```
<breakfast_menu>
  <food>
    <name>Belgian Waffles</name>
    <price>$5.95</price>
    <description>
```

```

Two of our famous Belgian Waffles with plenty of real maple
</description>
<calories>650</calories>
</food>
<food>
  <name>Strawberry Belgian Waffles</name>
  <price>$7.95</price>
  <description>
    Light Belgian waffles covered with strawberries and whipped
    cream
  </description>
  <calories>900</calories>
</food>
</breakfast_menu>

```

The XML section to read the records from has been set to breakfast_menu.food and there are 2 of those sections, so 2 buttons.

Each record contains the fields name, price, description and calories. Those fields are saved into the button.

Any field can be drawn on the button and/or saved into an Acquire variable when the button is clicked.

Button List Settings– Source tab – MySQL Database.

Button List Settings

Source Settings Images Draw Click Text Scrollbar

Where is your data stored? There will be one button per Record read and Fields are stored internally in the button. Fields can be drawn on the button and/or used when the button is clicked.

☐ XML File

☒ MySQL Database

Server: Database:

Username: Password:

Query:

Tip: For optimal performance ensure that the App width is the sum of the button and scrollbar widths.

OK Cancel

Enter the database details and a query to select your information.

As with the XML source there will one button per SQL record and the record's fields are saved into the button to draw onto the button and/or save to an Acquire variable when clicked.

Button List Settings– Settings tab.

The screenshot shows the 'Button List Settings' dialog box with the 'Settings' tab selected. The dialog has a title bar with a close button (X) and a tabbed interface with tabs for Source, Settings, Images, Draw, Click, Text, and Scrollbar. The 'Settings' tab is active, showing various configuration options.

General settings.

- ☐ Multiselect
- ☐ Allow all unselected
- ☐ Smoother scrolling (lower quality)
- ☐ Force first button to be aligned

Button Size (W x H): 0 x 0 ?

Pressed Offset: 1

Filter Variable:

Control Variable: ?

Orientation:

- ☒ Vertical
- ☐ Horizontal

Swipe: ?
Short Long

Auto-select buttons where:

Field value is in

This can be a comma separated list of values.

Tip: For optimal performance ensure that the App width is the sum of the button and scrollbar widths.

OK Cancel

Multiselect = Allow more than one button to be selected at once.

Allow all unselected = If not checked then at least one item must be selected.

Smoother scrolling = Only set this if the scrolling is causing an issue. If there is an issue, before setting this, first check that button image width + scrollbar width exactly match the app width as this may cause problems in some instances.

Force top button to be aligned = The list will always auto-scroll to make the topmost item fully visible.

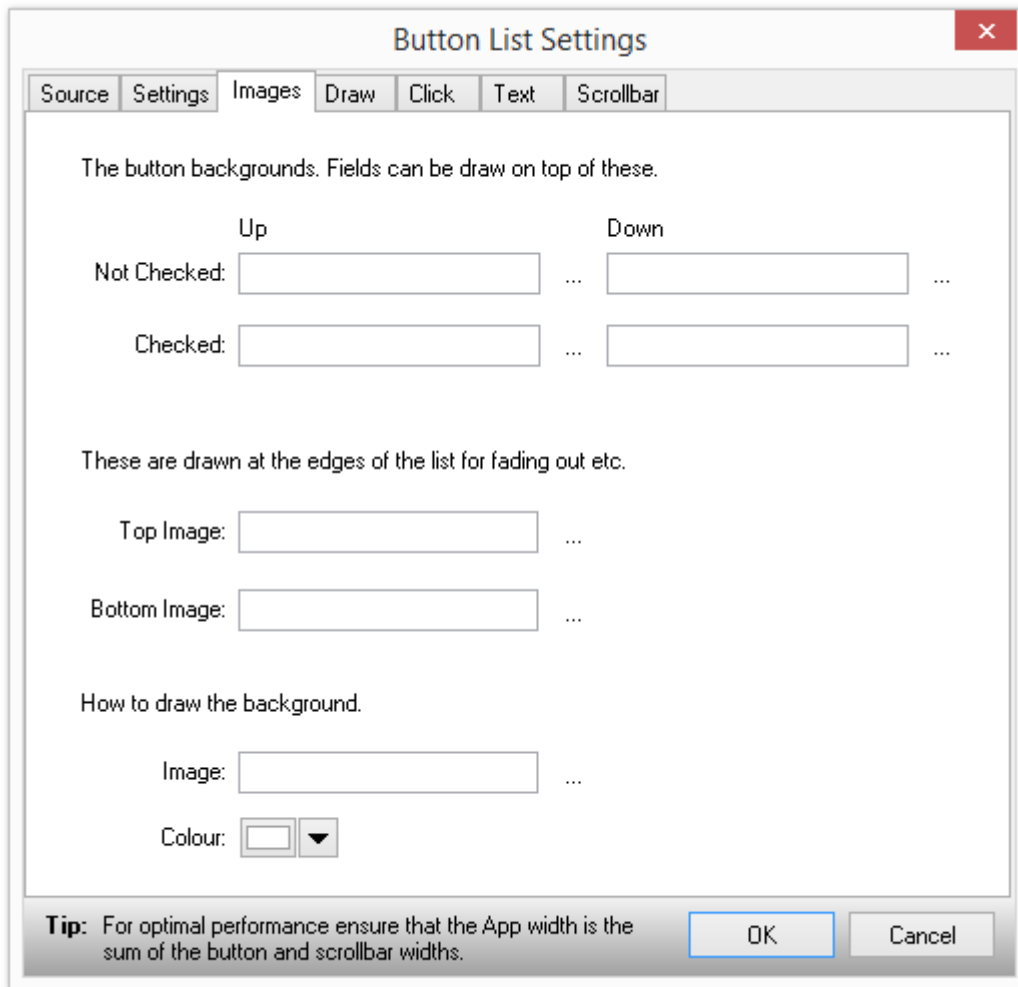
Background colour = To show in the area where there are no buttons

Auto-select buttons = Buttons will be initially selected (checked) where their Field value is in the comma separated list.

Button List Settings– Images tab.

Select the images used to draw the buttons. Fields can be drawn on top of these.

NOTE: For optimal performance please ensure that the image width + the scrollbar width exactly matches the width of the page app. Otherwise the list will be stretched to fit to app area and may result in the slower scrolling.



The screenshot shows the 'Button List Settings' dialog box with the 'Images' tab selected. The dialog has a title bar with a close button (X) and a tabbed interface with tabs for 'Source', 'Settings', 'Images', 'Draw', 'Click', 'Text', and 'Scrollbar'. The 'Images' tab contains the following sections:

- The button backgrounds. Fields can be draw on top of these.**
 - Up**
 - Not Checked: [Text Box] ...
 - Checked: [Text Box] ...
 - Down**
 - [Text Box] ...
 - [Text Box] ...
- These are drawn at the edges of the list for fading out etc.**
 - Top Image: [Text Box] ...
 - Bottom Image: [Text Box] ...
- How to draw the background.**
 - Image: [Text Box] ...
 - Colour: [Color Picker] [Dropdown Arrow]

At the bottom, there is a **Tip:** For optimal performance ensure that the App width is the sum of the button and scrollbar widths. To the right of the tip are 'OK' and 'Cancel' buttons.

Enter the up and down images for the checked and not-checked button states.

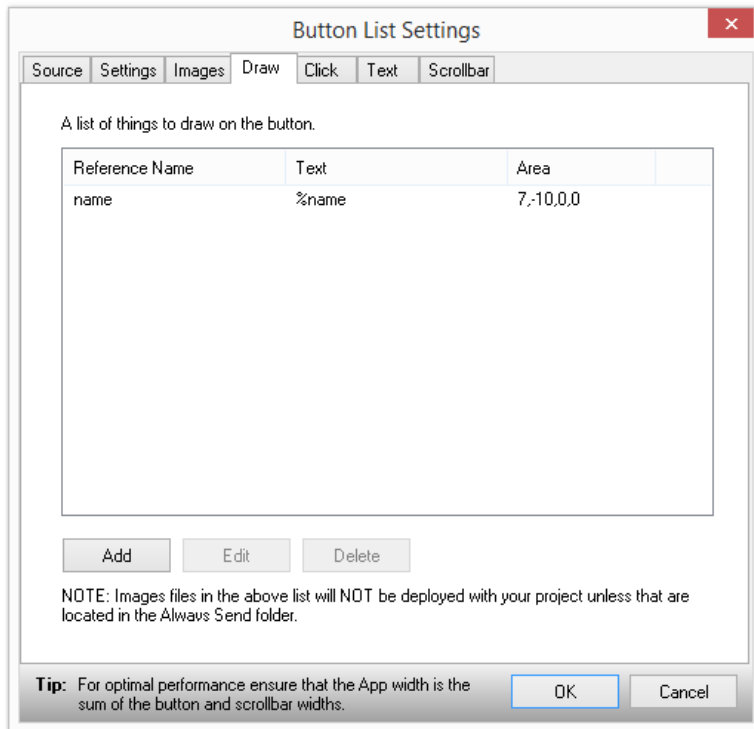
If you do not require the buttons to be checked, do not enter an image.

However, it is a minimum requirement that the “Not Check” image is set. This is because the buttons are sized from this image. Should there *NOT* be a Not Checked image then no buttons can be created!

The Top and Bottom images are drawn over the entire list and can be used to add a “fade” effect.

Button List Settings– Draw tab.

Make a list of items to draw on each button.



Use the Add, Edit and Delete buttons to manage the list.

Clicking Add or Edit will bring up this screen.

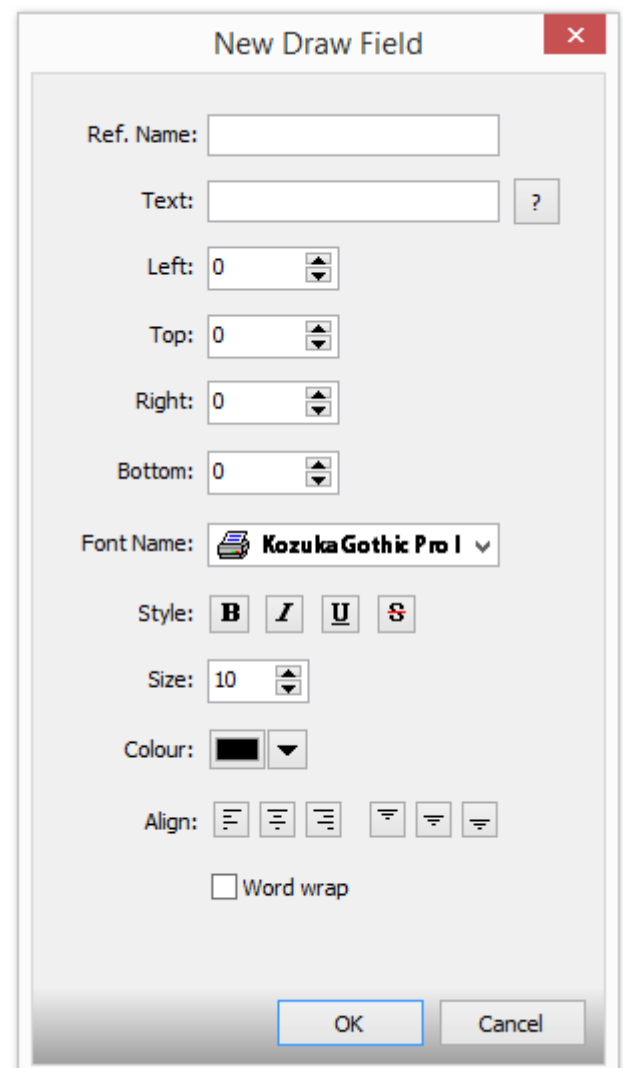
Enter details about the item to draw on the button.

Ref. Name = A name for your own reference.

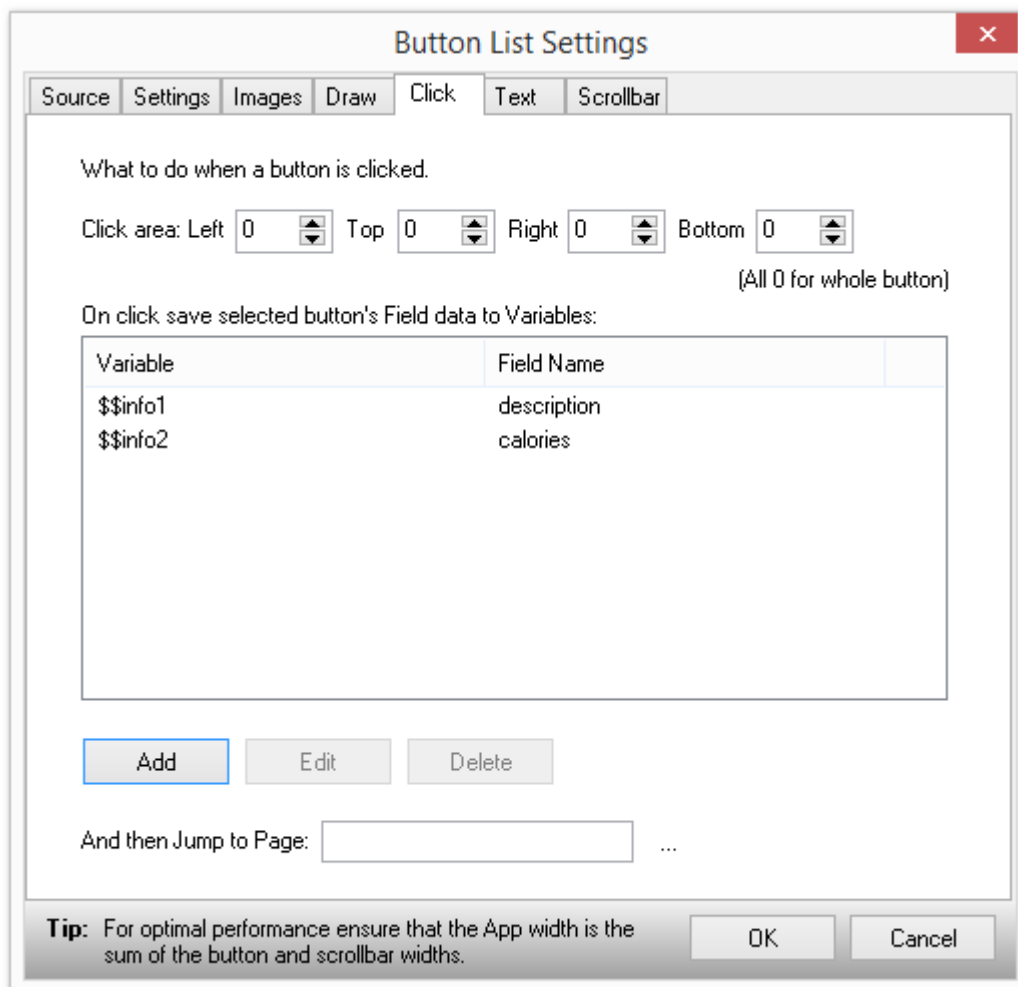
Text = The text to draw. It can contain a field from the button's record by inserting a "%" followed by the name of that field. If the field is an image filename then that image is loaded and drawn.

Left, Top, Right, Bottom = defines the area in which to draw the item.

You can also set font details for this item.



Button List Settings– Click tab.



The screenshot shows the 'Button List Settings' dialog box with the 'Click' tab selected. The dialog has a title bar with a close button. Below the title bar are tabs for 'Source', 'Settings', 'Images', 'Draw', 'Click', 'Text', and 'Scrollbar'. The 'Click' tab is active, showing options for what to do when a button is clicked. It includes a 'Click area' section with four spinners for Left, Top, Right, and Bottom, all set to 0. A note indicates that 0 means the whole button. Below this is a section for saving field data to variables, with a table containing two entries: '\$\$info1' for 'description' and '\$\$info2' for 'calories'. There are 'Add', 'Edit', and 'Delete' buttons below the table. At the bottom, there is a 'Jump to Page' field and a 'Tip' box. The 'Tip' box states: 'For optimal performance ensure that the App width is the sum of the button and scrollbar widths.' The 'OK' and 'Cancel' buttons are at the bottom right.

Button List Settings

Source Settings Images Draw Click Text Scrollbar

What to do when a button is clicked.

Click area: Left 0 Top 0 Right 0 Bottom 0
(All 0 for whole button)

On click save selected button's Field data to Variables:

Variable	Field Name
\$\$info1	description
\$\$info2	calories

Add Edit Delete

And then Jump to Page: ...

Tip: For optimal performance ensure that the App width is the sum of the button and scrollbar widths.

OK Cancel

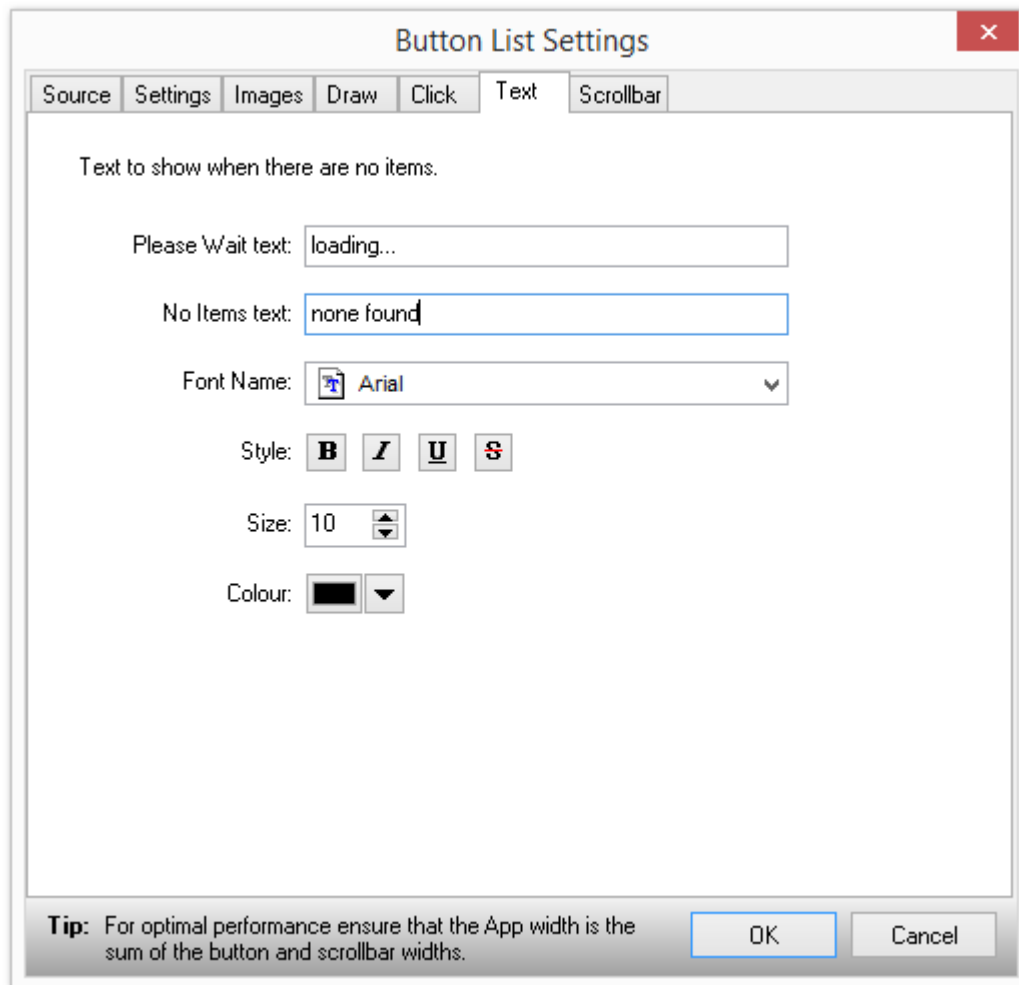
Click area = Actions only occur when clicked inside this area. The whole button can still be used to scroll.

On click list = A list of Acquire variables to set when the button is clicked. Use Add or Edit to select a variable and the name of the field to use. NOTE: if the list is Multi-Select (see Settings) then the variable will contain a comma separated list of the all selected button's field values.

Jump to Page = Acquire will jump to this page once all the variables have been set.

Button List Settings– Text tab.

What text show, and its style, if there are no items.



The screenshot shows the 'Button List Settings' dialog box with the 'Text' tab selected. The dialog has a title bar with a close button (X) and a tabbed interface with tabs for Source, Settings, Images, Draw, Click, Text, and Scrollbar. The 'Text' tab is active, displaying the following settings:

- Text to show when there are no items.**
- Please Wait text:** A text box containing 'loading...'.
- No Items text:** A text box containing 'none found'.
- Font Name:** A dropdown menu showing 'Arial'.
- Style:** Four buttons for Bold (B), Italic (I), Underline (U), and Strikethrough (S).
- Size:** A numeric input field showing '10' with up and down arrows.
- Colour:** A color selection button showing a black square.

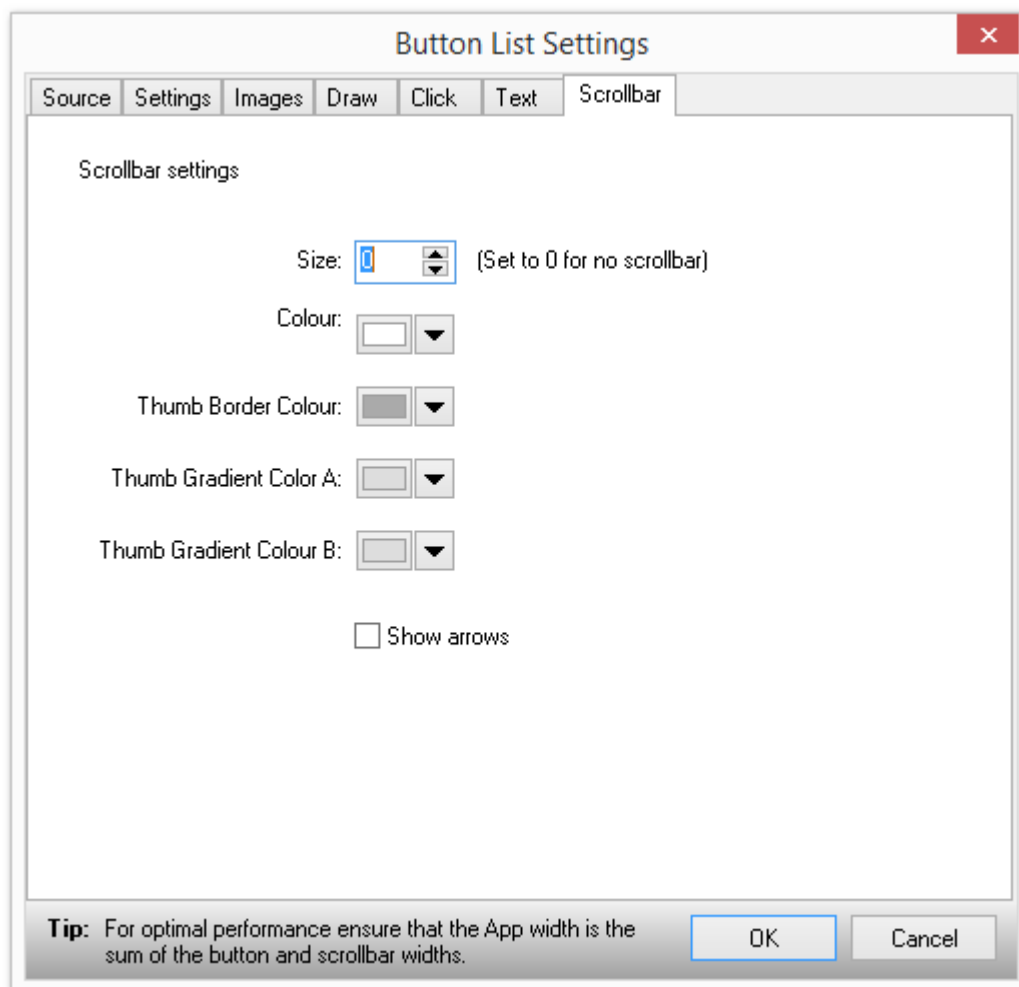
At the bottom of the dialog, there is a tip: **Tip:** For optimal performance ensure that the App width is the sum of the button and scrollbar widths. To the right of the tip are 'OK' and 'Cancel' buttons.

Please Wait text = This is shown while the buttons are being created.

No Items text = This is shown if there have been no buttons created.

Button List Settings– Scrollbar tab.

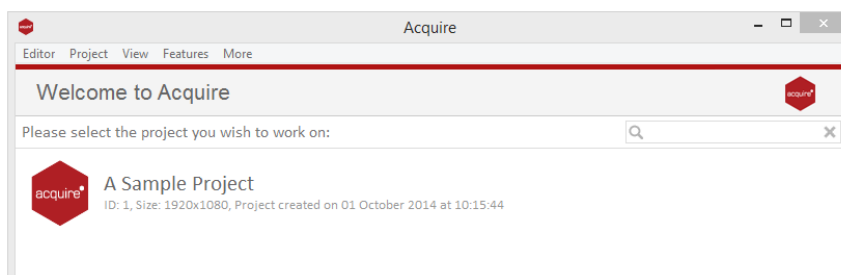
Set if you want to show a scrollbar and define how it looks.



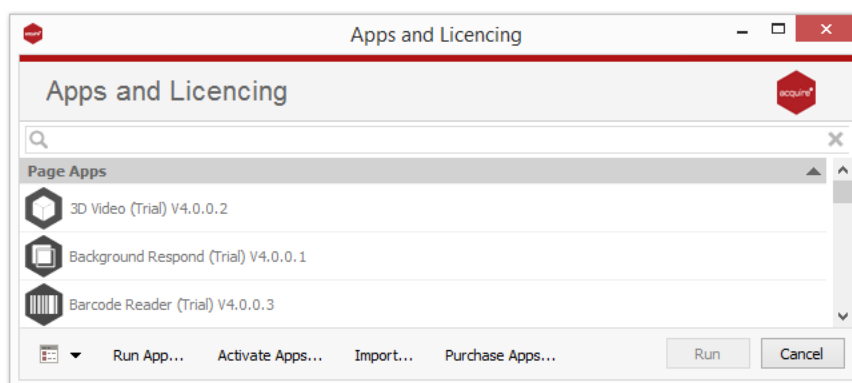
Licensing apps.

On purchasing an app pack you will be provided with a licence key. Save this to your computer.

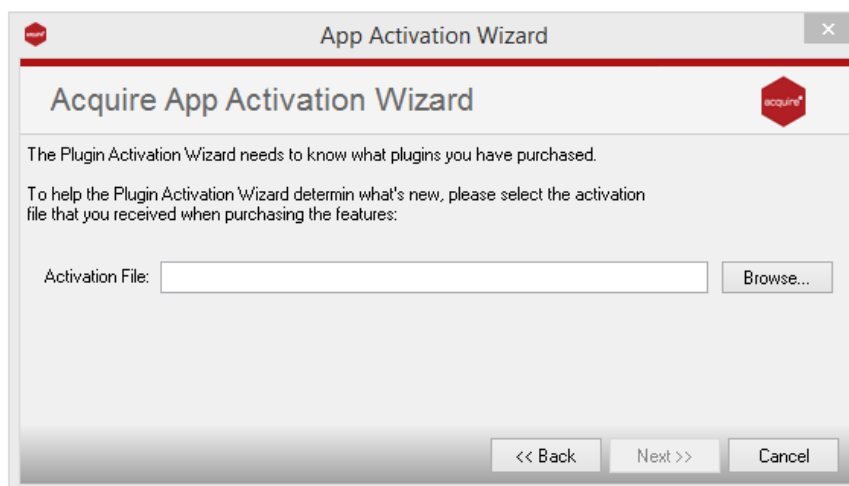
From the main 'Welcome Screen' click on *Editor* and select Apps and Licensing from the drop down menu.



Click *Activate Apps* and follow the onscreen instructions.



Use the 'Browse...' button to locate your saved licence key and follow the instructions to activate.



Your apps should now be activated and can be accessed from the apps list or from within a working project or project page.