

Creating Dialog Elements on a Canvas Control

You can use a canvas control as a background to draw the following dialog elements on it: the rectangle, line and graphictext controls. These dialog elements "visualize" information. You can, for example, create three or four rectangle controls, fill them with color and change their size at runtime. This way, you can build your own bar chart.

Once you have created a canvas control in the dialog, you can go on to create the rectangle, line and graphictext controls in it.

Note:

Graphictext controls do not repaint the background of the rectangle in which they are located. The background of the rectangle is specified at creation time of the graphictext control. What they do repaint is only the text specified in the text attribute.

To create dialog elements on a canvas control

- Use the `PROCESS GUI` statement action `ADD`.

The rectangle, line and graphictext controls are then displayed inside the borders of the canvas control; if they exceed the canvas borders, they are clipped.

The following attributes are useful for controlling the behavior of the canvas control and the dialog elements on it:

- `OFFSET-X` and `OFFSET-Y` determine the x and y axis offset of the canvas control's upper border against the upper border of the area by which the rectangle, line or graphictext control have exceeded the canvas control's borders.
- `RECTANGLE-X`, `RECTANGLE-Y`, `RECTANGLE-W` and `RECTANGLE-H` determine the size of a rectangle control and its position relative to the underlying canvas control.
- `P1-X`, `P1-Y`, `P2-X` and `P2-Y` determine the start position (`P1xx`) and the end position (`P2xx`) of a line control relative to the underlying canvas control.

The following example illustrates how to create a canvas control

```
/* In the dialog's local data area, the following must be defined:
01 #CNV1 HANDLE OF CANVAS
01 #XAX HANDLE OF LINE
01 #YAX HANDLE OF LINE
01 #H1 HANDLE OF RECTANGLE
01 #H2 HANDLE OF RECTANGLE
01 #H3 HANDLE OF RECTANGLE
01 #H4 HANDLE OF RECTANGLE
01 #RESPONSE (I4)
/* In the dialog's AFTER-OPEN event handler, the following must be defined:
PROCESS GUI ACTION ADD WITH
PARAMETERS
    PARENT = #DLG$WINDOW
    TYPE = CANVAS
    HANDLE-VARIABLE = #CNV1
    RECTANGLE-X = 20
```

```

RECTANGLE-Y = 20
RECTANGLE-W = 200
RECTANGLE-H = 200
STYLE = 'F'
END-PARAMETERS
GIVING RESPONSE
PROCESS GUI ACTION ADD WITH
PARAMETERS
    PARENT = #CNV1
    TYPE = LINE
    HANDLE-VARIABLE = #YAX
    STYLE = 'S'
    P1-X = 20
    P1-Y = 20
    P2-X = 20
    P2-Y = 180
END-PARAMETERS
GIVING RESPONSE
PROCESS GUI ACTION ADD WITH
PARAMETERS
    PARENT = #CNV1
    TYPE = LINE
    HANDLE-VARIABLE = #XAX
    P1-X = 180
    P1-Y = 180
    P2-X = 20
    P2-Y = 180
END-PARAMETERS
GIVING RESPONSE
PROCESS GUI ACTION ADD WITH
PARAMETERS
    PARENT = #CNV1
    TYPE = RECTANGLE
    HANDLE-VARIABLE = #H1
    RECTANGLE-X = 20
    RECTANGLE-Y = 180
    RECTANGLE-H = 20
    RECTANGLE-W = -60
    FOREGROUND-COLOUR-NAME = BLACK
    BACKGROUND-COLOUR-NAME = RED
END-PARAMETERS
GIVING RESPONSE
PROCESS GUI ACTION ADD WITH
PARAMETERS
    PARENT = #CNV1
    TYPE = RECTANGLE
    HANDLE-VARIABLE = #H2
    RECTANGLE-X = 40
    RECTANGLE-Y = 180
    RECTANGLE-H = 20
    RECTANGLE-W = -40
    FOREGROUND-COLOUR-NAME = BLACK
    BACKGROUND-COLOUR-NAME = BLUE
END-PARAMETERS
GIVING RESPONSE
PROCESS GUI ACTION ADD WITH PARAMETERS
    PARENT = #CNV1
    TYPE = RECTANGLE
    HANDLE-VARIABLE = #H3
    RECTANGLE-X = 60
    RECTANGLE-Y = 180
    RECTANGLE-H = 20

```

```
RECTANGLE-W = -55
FOREGROUND-COLOUR-NAME = BLACK
BACKGROUND-COLOUR-NAME = GREEN
END-PARAMETERS
GIVING RESPONSE
PROCESS GUI ACTION ADD WITH
PARAMETERS
  PARENT = #CNV1
  TYPE = RECTANGLE
  HANDLE-VARIABLE = #H4
  RECTANGLE-X = 80
  RECTANGLE-Y = 180
  RECTANGLE-H = 20
  RECTANGLE-W = -80
  FOREGROUND-COLOUR-NAME = BLACK
  BACKGROUND-COLOUR-NAME = MAGENTA
END-PARAMETERS
GIVING RESPONSE
```