

Using the Control Editor

This chapter covers the following topics:

- Invoking the Control Editor
 - Creating an Editor Extension
 - Adding a Control to an Editor Extension
 - Adding a Data Type to an Editor Extension
 - Deleting a Control or Data Type
 - Saving an Editor Extension
 - Opening an Editor Extension
 - Invoking Help for the Control Editor
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Invoking the Control Editor

When you invoke the Control Editor, a dialog appears which shows a list of all editor extensions (that is, the XML files in the directory `<your-webapplication>/cis/config` which have the prefix "editor_"). A single editor extension may contain multiple controls. Application Designer comes along with a set of predefined editor extensions.

Important:

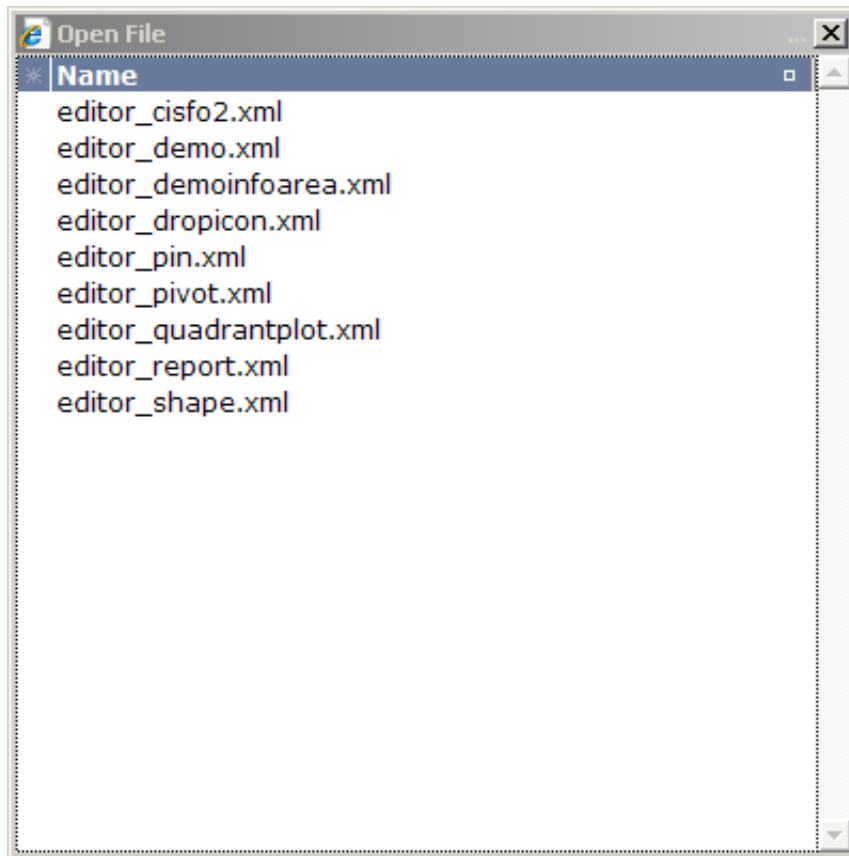
Never touch an editor extension file you do not own. Develop your controls within your own extension.

If you start the Control Editor for the first time, cancel the dialog and create a new editor extension. See *Creating an Editor Extension*.

To invoke the Control Editor

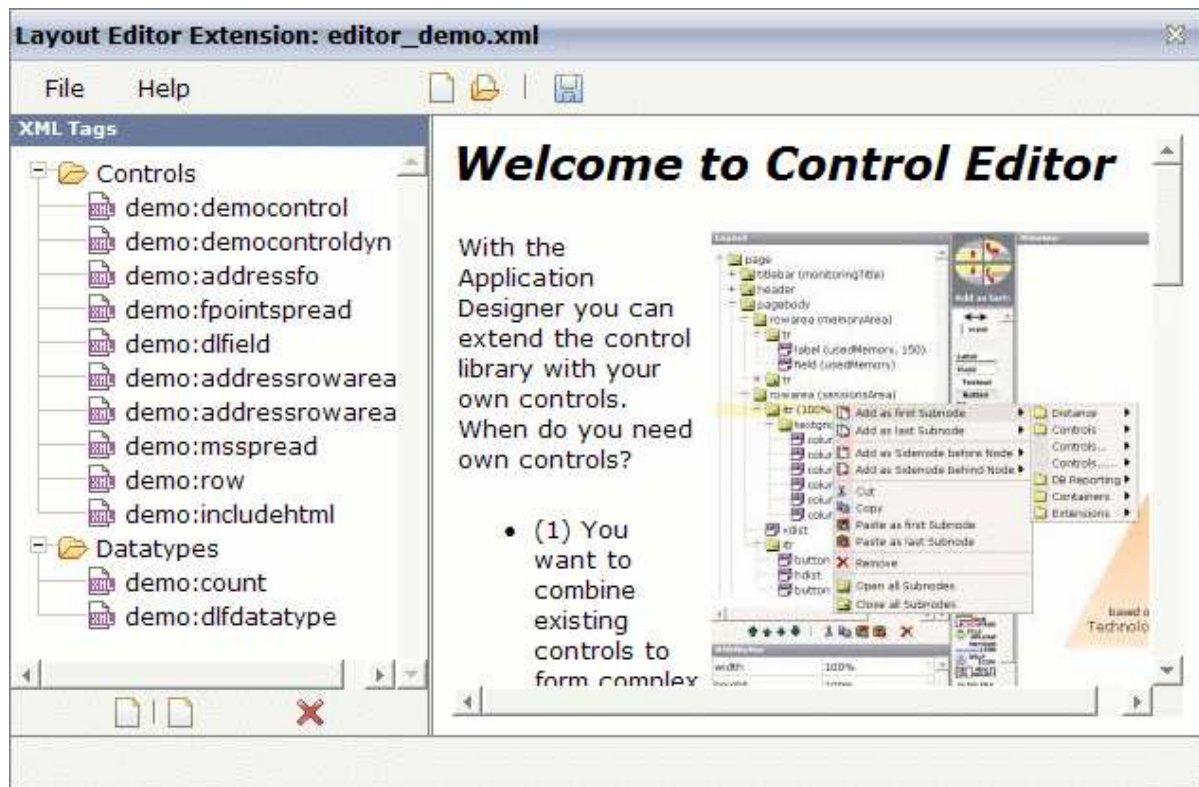
1. In the **Development Tools** node of the navigation frame (which is visible when the **Tools & Documentation** button has previously been chosen), choose **Control Editor**.

The following dialog appears, listing all available editor extensions.



2. Choose the editor extension that you want to open.

The contents of the editor extension are loaded into the Control Editor. Example:



You can now edit your editor extension as described in the remainder of this section.

Note:

You can also open an editor extension as described in *Opening an Editor Extension*.

Creating an Editor Extension

When you create a new editor extension, it is stored in the directory `<your-webapplication>/cis/config/`.

▶ To create an editor extension

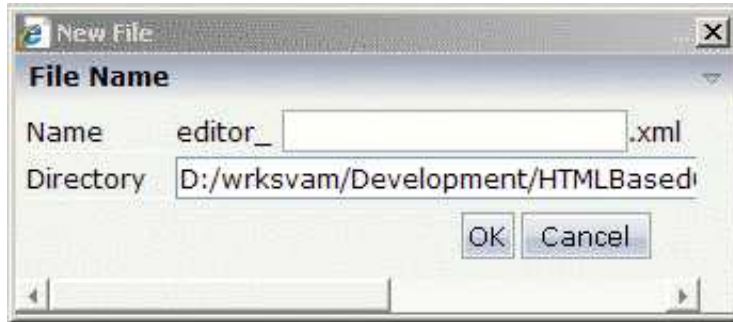
1. From the **File** menu of the Control Editor, choose **New**.

Or:

Choose the following button from the toolbar of the Control Editor.



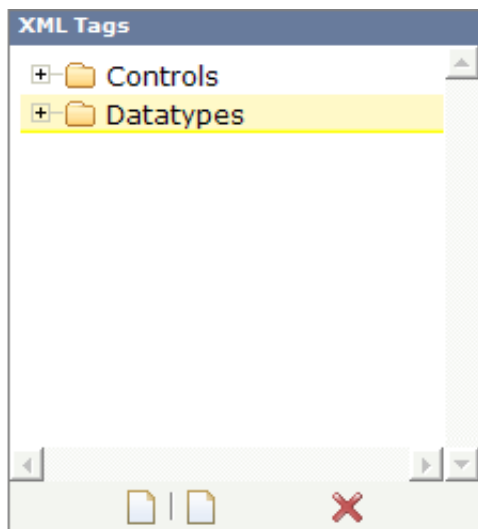
The following dialog appears.



- 2.
3. Enter the name of your editor extension (for example, "mycontrols").
4. Choose the **OK** button.

The name of your new editor extension is composed of the prefix "editor_" and the name you have specified (for example, *editor_mycontrols.xml*). The extension is always *xml*.

The following empty nodes are now shown.



You can now add controls and data types as described below.

Adding a Control to an Editor Extension

A control consists of the control's definition (attributes and positioning) and its corresponding tag handler (Java class). Typically, the handler class is a sequence of calls to the inner tag handler classes. However, instead of using the tag handler class, you can also define the inner structure directly within XML (XML/protocol extension). Such a control is called an "XML macro". In case of really new controls you certainly still have to provide for a corresponding tag handler in order to generate your own HTML/JavaScript code.

▶ To add a control

1. Choose the first button which is shown below the tree of XML tags (when you move the mouse over this button, the tooltip "New Control" appears):



The following dialog appears.



2. Enter a name for the new control.

The name of a control must be unique within your library. Therefore, you have to prefix the control name with the name of the library: "<library-name>:<control-name>". See also *Library Concept* in the *Customized Controls* documentation.

3. Choose the **OK** button.

The new control is inserted in the **Controls** node. If the **Controls** node already contains controls, each new control is automatically inserted at the bottom of the list.

4. Select the new control in the tree.

The following information is shown on the right side of the screen.



Using the buttons and you can hide and show the help information in this dialog.

5. Specify all required information on the different tabs. See *Defining a Control* for detailed information on these tabs.

See also *Examples*.

Adding a Data Type to an Editor Extension

A data type defines a list of valid values. The properties of your controls can have a data type; this is optional. Application Designer provides a set of predefined data types (such as `align` or `boolean`) that you can use within your control's definition. They are defined in the editor configuration file *editor.xml*. If there is no appropriate data type for your purpose, you can create your own data type.

▶ To add a data type

1. Choose the second button which is shown below the tree of XML tags (when you move the mouse over this button, the tooltip "New Datatype" appears):



The following dialog appears.



2. Enter a name for the new data type.

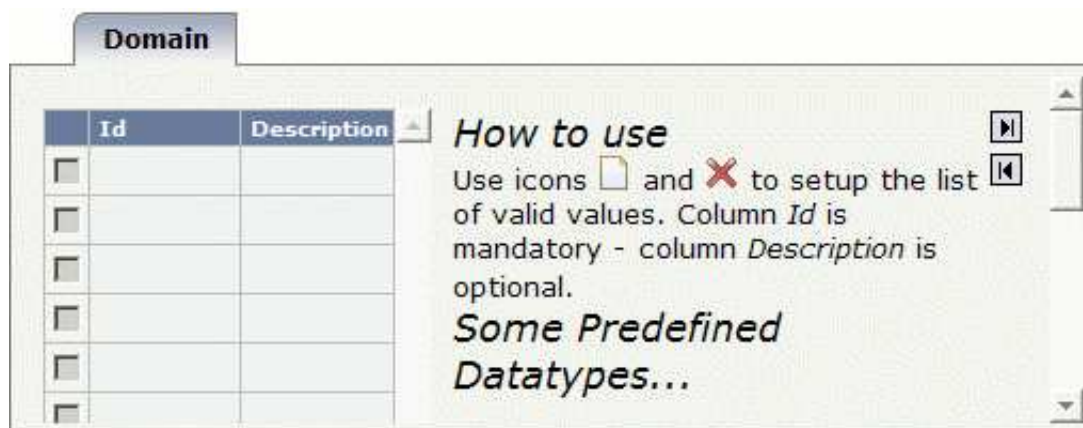
The name of a data type must be unique within your library. Therefore, you have to prefix the data type name with the name of the library: "`<library-name>:<data-type-name>`".



3. Choose the **OK** button.

The new data type is inserted in the **Datatypes** node. If the **Datatypes** node already contains data types, each new data type is automatically inserted at the bottom of the list.



4. Select the new data type in the tree.


The following information is shown on the right side of the screen.



Using the buttons  and  you can hide and show the help information in this dialog.

The following buttons are provided on this tab:

Button	Description
	Adds an empty line in which you can specify a data type.
	Deletes the selected data type(s).

- Use the  button to add one or more empty lines and specify the following:

Id

The name of the data type.

Description

Optional. A short description of your data type.

See also *Examples*.

Deleting a Control or Data Type

You can delete any controls or data types that are shown in the tree of XML tags.

 **To delete a control or data type**

- In the tree of XML tags, select the control or data type that you want to delete.
- Choose the following button which is shown below the tree of XML tags:



You are not asked to confirm the deletion.

Saving an Editor Extension

When you save an editor extension, all of your changes in the Control Editor are saved. This includes all controls and data types that you have added or changed.

▶ To save an editor extension

- From the **File** menu of the Control Editor, choose **Save**.

Or:

Choose the following button from the toolbar of the Control Editor.



The status bar of the Control Editor shows the name of the file (including the path) to which the information has been written.

Opening an Editor Extension

You can open any editor extension that is stored in the directory `<your-webapplication>/cis/config/`.

▶ To open an editor extension

1. From the **File** menu of the Control Editor, choose **Open**.

Or:

Choose the following button from the toolbar of the Control Editor.



Note:

When your latest changes in the Control Editor have not yet been saved, you are asked whether you want to save them.

The **Open File** dialog appears.

2. Choose the editor extension that you want to open.

The contents of the editor extension are loaded into the Control Editor.

Invoking Help for the Control Editor

You can invoke the online documentation for the Control Editor.

▶ To invoke help for the Control Editor

- From the **Help** menu of the Control Editor, choose **Documentation**.