

MCL-Technologies

# Sample “Buttons” - Project Notes

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## Overview

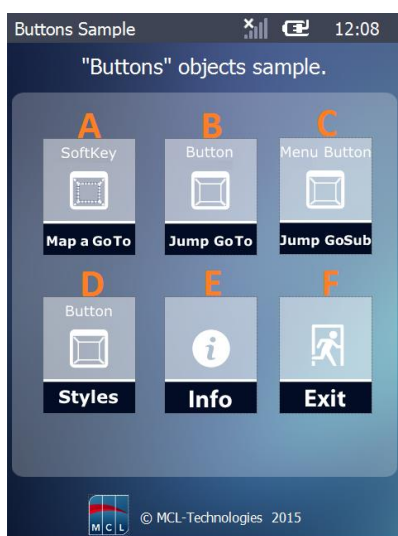
The purpose of this document is to provide an explanation for certain screens/related options concerning this application sample and to offer a few tips on *MCL-Designer V4* application development.

## Project Description

This application sample intends to illustrate a few simple and effective uses of the “SoftKey”, “Button” and “Menu Button” controls:

- The combined use of the “SoftKey” control and a screen’s “On Hotkey” event.
- The standard use of a “Button” control.
- “Button” style possibilities.
- The standard use of a “Menu Button”.

## Application Workflow



This is the first screen (*S:Welcome*).

It includes 6 “Display Image” controls, each with a “Go To” process triggered by an “On Click” event.

Each option redirects the application’s workflow:

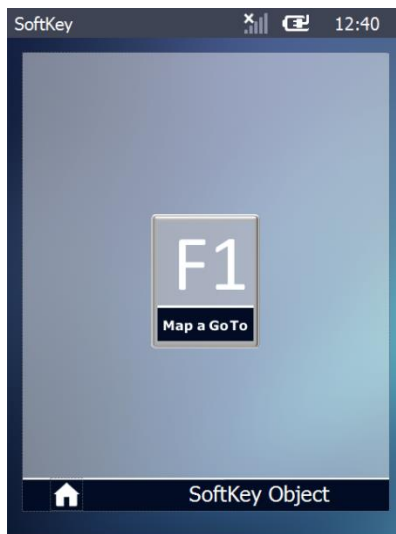
- A** – target screen is *S:SoftKey0* (screen with a “SoftKey”).
- B** – target screen is *S:Button0* (screen with a “Button”).
- C** – target screen is *S:Menu\_Button* (screen with a “Menu Button”).
- D** – target screen is *S:Button\_Styles* (screen with “Button” style examples).
- E** – target screen is *S:Info1* (provides info on the application).
- F** – Exit the application.



Instead of a “Button” to redirect the application’s flow (with a *Branch* process), use a “Display Image” control.

The screen also includes a “Go to: <Exit>” process added to an “On Hotkey <Clear>” event.

## Option A



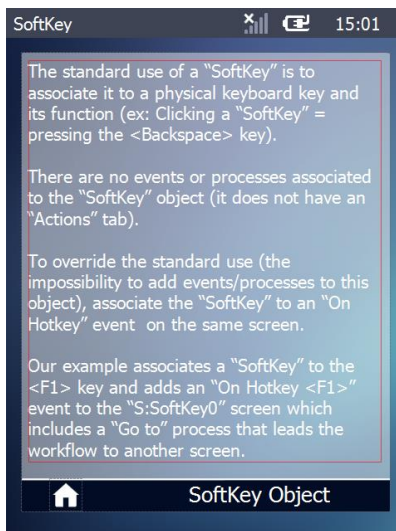
### *S:SoftKey0*

This screen displays a “SoftKey” control and includes an “On Hotkey” event. Their combined use provides two options to redirect the application’s workflow to a single destination screen (*S:Softkey1*).

“Softkey” – is associated to a physical keyboard key - <F1>.

#### The screen’s “On Hotkey <F1>” event

Defines the action to be performed when the user clicks the *soft* button (the “SoftKey”) or presses the *hard* button (<F1> keyboard key). In this case, proceed to the *S:Softkey1* screen (via an added “Go to” process).



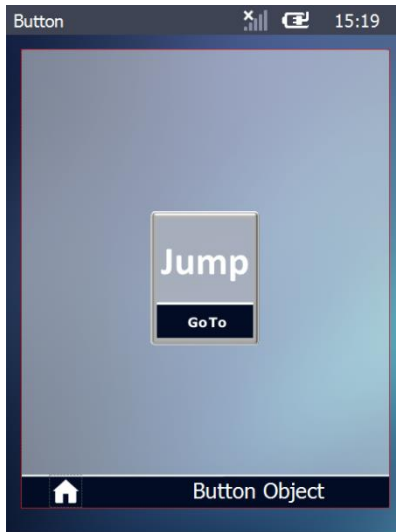
### *S:Softkey1*

This screen includes a “Display Text” control with info on the “SoftKey” control.

It also includes two ways to exit the screen:

- A “Display Image” control with a “Go to *S:Softkey0*” process added to its “On Click” event.
- An “On Hotkey <CLEAR>” event with a “Go to *S:Softkey0*”

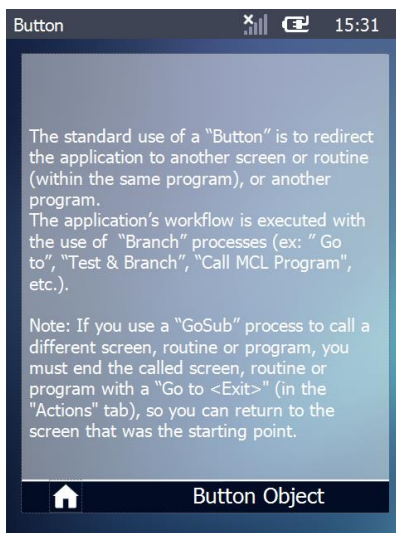
## Option B



### *S:Button0*

This screen contains a “Button” control with a “Go to: S:Button1” process added to its “On Click” event.

The purpose is to redirect the application’s workflow to the defined destination (the screen S:Button1).



### *S:Button1*

This screen includes a “Display Text” control with info on the “Button” control.

It also includes two ways to exit the screen:

- A “Display Image” control with a “Go to S:Button0” process added to its “On Click” event.
- An “On Hotkey <CLEAR>” event with a “Go to S:Welcome”.

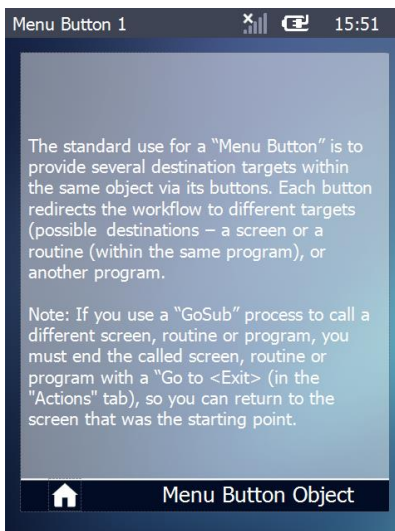
## Option C



### *S:Menu\_Button*

This screen includes a “Menu Button” control, each of its buttons redirecting the application’s workflow to a different destination (a program).

Each of the “Menu Button” control’s buttons is associated to a shortcut key. Consequently, you can call the intended program by clicking the corresponding control’s button or you can press the keyboard key that represents the attributed shortcut (**ex:** to call “P:Menu\_Button\_P2”, the user can click the “2 – Program – 2” button OR press <2> in the device’s keyboard).



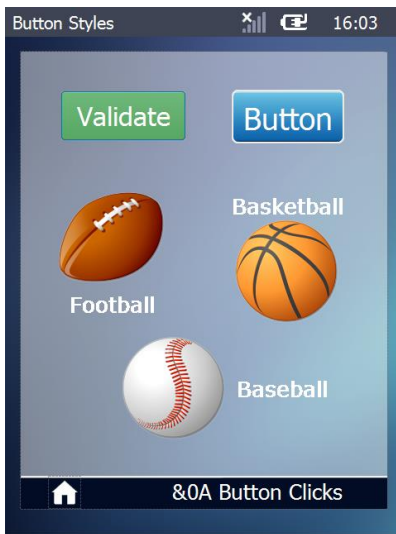
### *S:Menu\_Button\_1*

This screen includes a “Display Text” control with info on the “Menu Button” control.

It also includes two ways to exit the screen:

- A “Display Image” control with a “Go to <Exit>” process added to its “On Click” event.
- An “On Hotkey <CLEAR>” event with a “Go to <Exit>”.

### Option D



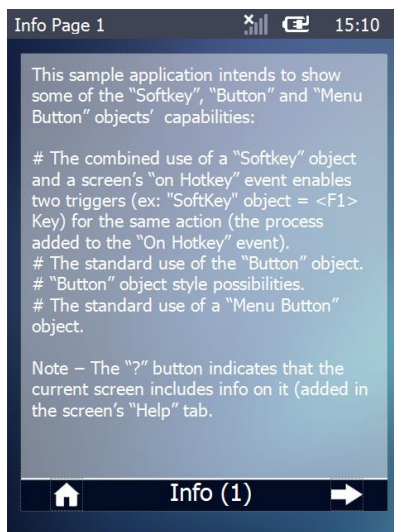
#### *S:Button\_Styles*

This screen includes several “Button” controls each with its own style and elements (text/text and image and different text alignments).

Each “Button” also contains an “Arithmetic” process in its “On Click” event that counts the number of clicks and stores them in a variable. The content of that variable is shown in a “Display Text”.

The “Display Image” control provides an exit from this screen (it includes a “Go to S:Welcome” process).

### Option E



#### *S:Info1*

This screen includes a “Display Text” control with info on the application.

It also contains “Display Image” controls. Clicking these controls redirects the application to the main menu or to the second page of information on the application.

### Option F

Clicking the “Exit” “Display Image” control, which contains a “Go to <Exit>”, closes the application.