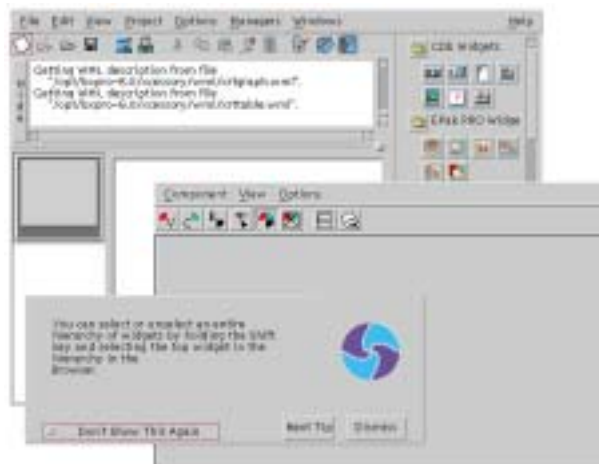# ICS Tutorials: Basic Operations

This tutorial introduces the basic components of Builder Xcessory. For more detailed information, see the *Builder Xcessory Reference Manual*. This book is directly accessible throught the Builder Xcessory help menu and is also available online from technical support at `http://www.ics.com/support/docs`

Note: Because you will not begin creating the tutorial example until Tutorial 3, there is no code example to accompany this tutorial.

Starting Builder Xcessory

Start Builder Xcessory by entering the following command on the command line:

```
%bx
```


The Main Window, Resource Editor and 'Tip Of The Day' windows are displayed.

> **Note:** By default, Builder Xcessory starts with an interface named `uil.uil`. If you are creating a new interface, you can keep this name or rename the interface when you save it (See S*aving Your User Interface* later in this tutorial.). If there is an existing interface named `uil.uil`, save your new work with a different name.

The Interface

If Builder Xcessory is already running, clear the interface as follows:

1. Select **New** from the Main Window **File** menu.

2. If you have any pixmaps, styles, procedures, identifiers, user-defined types, or literals that will be destroyed, Builder Xcessory displays a message dialog.
3. Set the toggle if you wish to retain these items, then click the **OK** button to dismiss the dialog.

4. If an old interface exists, another dialog is displayed warning you that it will be destroyed.

5. Click the **Yes** button to save your user interface and dismiss the dialog. Alternatively, if you click the **No** button, your changes will not be saved.

Setting the Working Directory

The recommended process when starting a new user interface is to create a new directory, change into this new directory, and start Builder Xcessory. By following this process, Builder Xcessory will automatically save your user interface and any generated code in this directory.

If you are working on an existing user interface, then by opening up the interface save file (typically <yourname>.uil), Builder Xcessory will automatically use the proper directory for code generation. The next section, *Opening an Existing User Interface* describes this process.

Sometimes you will start from an existing user interface, modify it, and then want to save it in another location. The section *Saving Your User Interface* describes how you can accomplish this task. After you save your user interface, all generated code will be saved in this directory too.
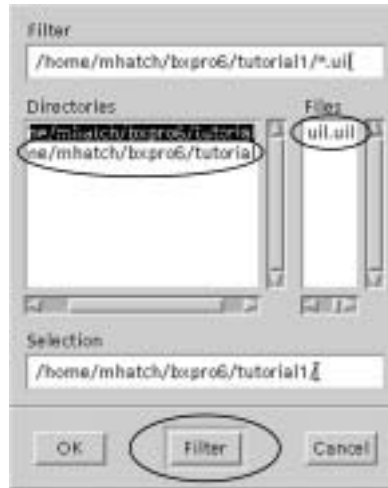
Opening an Existing User Interface

To open an existing user interface, perform the following procedure:

1. Click with MB1 the **Open** button on the toolbar of the **Main Window**. This will bring up a **File Selection** dialog. Alternatively, you could select the **File** menu in the **Main Window** and then select the **Open...** option.

2. Use the **File Selection** dialog to navigate within your directory structure. To go up to a parent directory, use MB1 to select the directory labeled <directory>/.. in the **Directories** window and hit the **Filter** button (also with MB1). Alternatively, to move into a child directory, select a directory in the Directories window and click on the **Filter** button.
3. When you located the directory of your choice, click on the user interface file in the **Files** window and then select **OK** with MB1.

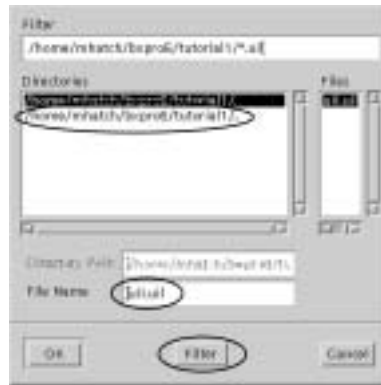***Saving Your User
Interface***

This process will open up an existing user interface file and set Builder Xcessory's
working directory.

To save your user interface, perform the following procedure:

1. Click with MB1 the **Save** button on the toolbar of the Browser window. This will
   bring up a **File Selection** dialog. Alternatively, you could select the **File** menu in the
   Main Window and then select the **Save as...** option.

2. Use the **File Selection** dialog to navigate within your directory structure. To go up to a parent directory, use MB1 to select the directory labeled <directory>/.. in the Directories window and hit the **Filter** button (also with MB1). Alternatively, to move into a child directory, select a directory in the Directories window and click on the **Filter** button.

3. When you locate the directory of your choice, click on the user interface file in the Files window and then select **OK** with MB1.

This process will open up an existing user interface file and Builder Xcessory's working directory.

Customizing Builder Xcessory

You can customize many aspects of the Builder Xcessory interface.

You can customize the items on the toolbars in the Main Window or the Resource Editor in two ways:

Toolbars

- Hold down Shift and select a menu item. The item is placed on the toolbar.
- To remove an item from the toolbar, hold down Shift and select the item on the toolbar, or on the corresponding menu item.
- Using your favorite editor, edit one of the following items in your .bxrc6 file:
  brwsrToolbar
  reToolbar

Changing the order of the items in the comma-separated list changes the order of the icons in the toolbar. The possible values for each toolbar are listed in *Appendix A—Resources in the Builder Xcessory Reference Manual*.

Palette

Note: *The Builder Xcessory Reference Manual* contains more information on the Palette

The Palette is on the right side of the Main Window and it contains sets of objects that you can use in your interface. You can manipulate the contents of the Palette in a number of ways:

Catalog Files

• Display different catalogs of objects

To add a new catalog to the Palette, first bring up the **User Preferences** dialog box that is under the **Options** menu in the **Main Window** (Main:Options:User Preferences). Select the **Palette** tab and then click the **Include Catalog** button.

Creating Groups

• Create groups of objects

To create a new group of objects, position your Cursor over the Palette area, press MB3, and select **New Group** from Quick Access Menu that appears.
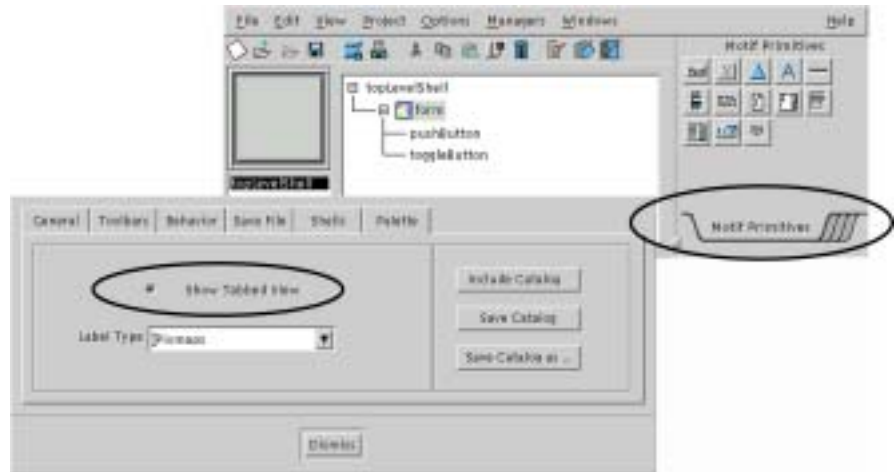
Grouping Widgets

- Regroup objects and create subgroups

To move an object from one group to another, use MB2 to drag it to the target group. If you drop it on the name of the new group, the object is placed at the end of the group. If you drop it on an object within the new group, the object appears just before the item onto which it was dropped.

Palette Views

- Switch between tab and outline views

To change the view of a Palette, select either **Tabbed View** or **Outline View** from the **Palette** tab located in the **User Preferences** dialog box that is under the **Options** menu in the **Main Window** (Main:Options:User Preferences:)

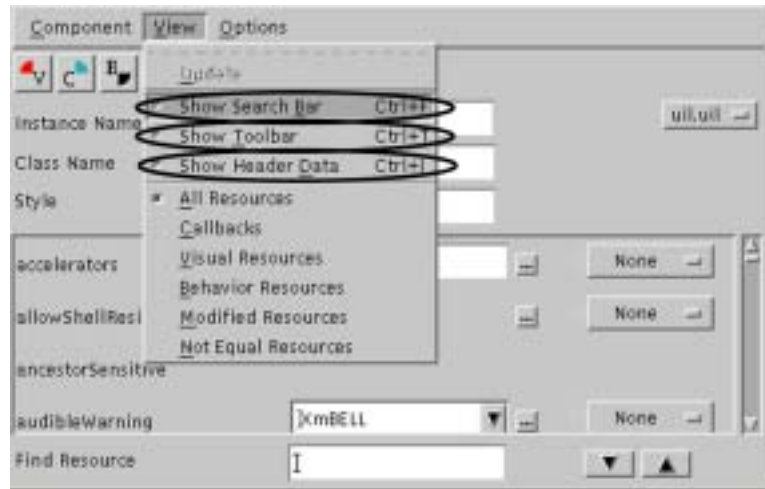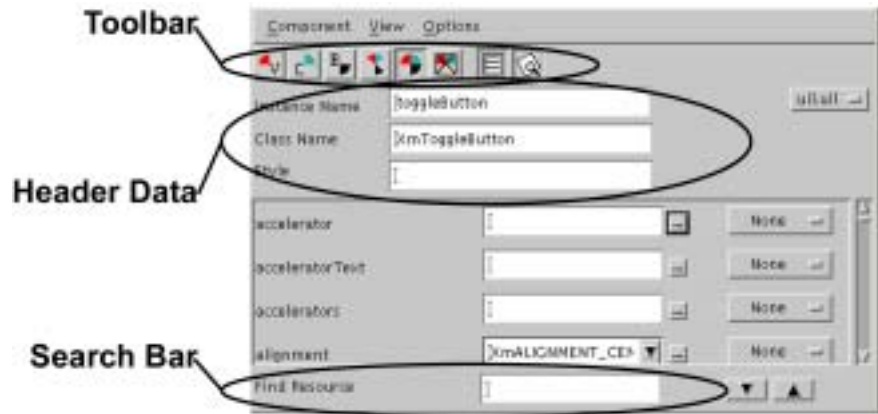• Display labels and/or icons for available widgets and classes

Resource Editor

Note: For more information on the Resource Editor, see "*Resource Editor*" in the *Builder Xcessory Reference Manual*.

Views

You can customize the resources displayed on the Resource Editor by selecting the following items from the View menu:

- **Show/Hide Search Bar** Displays or hides a panel at the bottom of the Resource Editor, containing the **Find Resource** text field and two arrow buttons.
- **Show/Hide Toolbar** Displays or hides the Toolbar just below the Resource Editor menu bar.
- **Show/Hide Header Data** Displays or hides the text fields which identifies the interface object being edited.
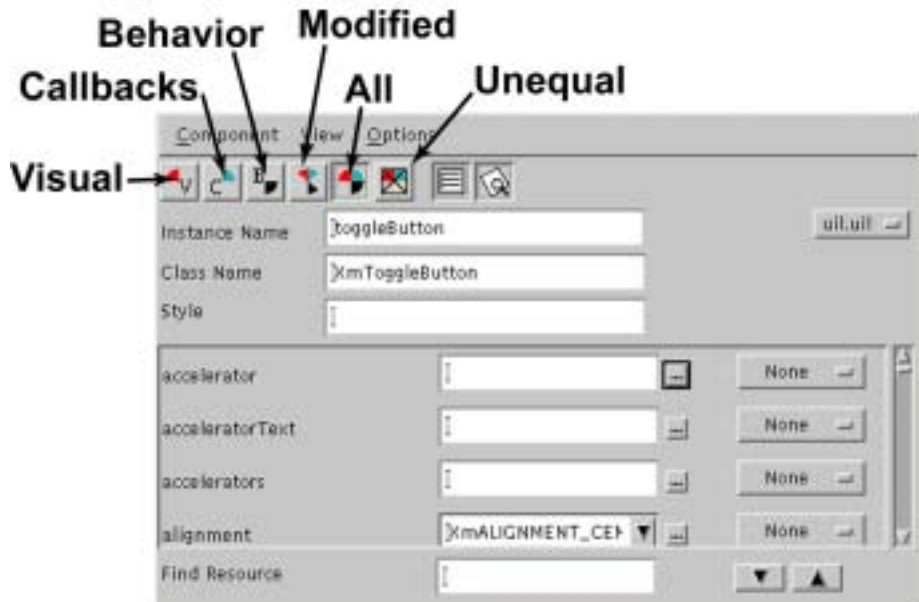
Resource Collection

You can also display the following collections of resources:

- **Visual** - resources related to how a user interface object appears.
- **Callbacks** - the resources that connect events (button pushes, text entry, etc.) with the appropriate application function that processes the event.
- **Behavior** - these resources determine how a user interface object will behave. For example, you would specify accelerators, tab traversal groups, wordwrap, etc.
- **Modified** - By selecting this group of resources, you can determine which resources you have modified.
- **All** - Displays all the resources associated with a object.
- **Unequal** - This is very useful when you have two objects (e.g., pushbuttons) that are behaving or displaying in slightly different ways. Select both objects, and then select the **Unequal** resource collection to see which resources are different between the two objects.

Refer to "*View Menu*" in the *Builder Xcessory Reference Manual* for a description of these categories.

Changing Default Settings

.bxrc **file**

.bxrc6 **File and .**builderXcessory6 **Directory**

The .bxrc6 file is located in your home directory and contains settings for many application default settings. For a complete list of the default contents of the .bxrc6 file, see "*Builder Xcessory Application Resource Defaults*" in the *Builder Xcessory Reference Manual*.

You can edit the .bxrc6 file to change the default settings. Changes to the standard items in .bxrc6 are retained for future Builder Xcessory sessions.

Note: You can also add defaults in .bxrc6; however, any item that Builder Xcessory does not itself save is lost when you exit Builder Xcessory.

.builderXcessory6 **directory**

The .builderXcessory6 directory is located in your home directory and provides a location for Palette settings for private use. You can use this directory for a version of the Palette that contains private widgets, or test versions of widgets, or that groups widgets in a non-standard way.

You can also use the .builderXcessory6 directory to extend Builder Xcessory with new widgets and class components privately without having write permission to the Builder Xcessory system directory.

Summary

You have now completed Tutorial 2. In this tutorial, you have learned about:

- Starting Builder Xcessory
- Clearing an open interface
- Opening an existing user interface
- Saving your user interface
- Changing the toolbars in the Main Window and Resource Editor
- Changing the Palette view
- Manipulating widgets and widget groups on the Palette
- Changing the Resource Editor view
- Using the .bxrc6 file
- Using the .builderXcessory6 directory