

ObjectEditor.NET

WinForms User Guide

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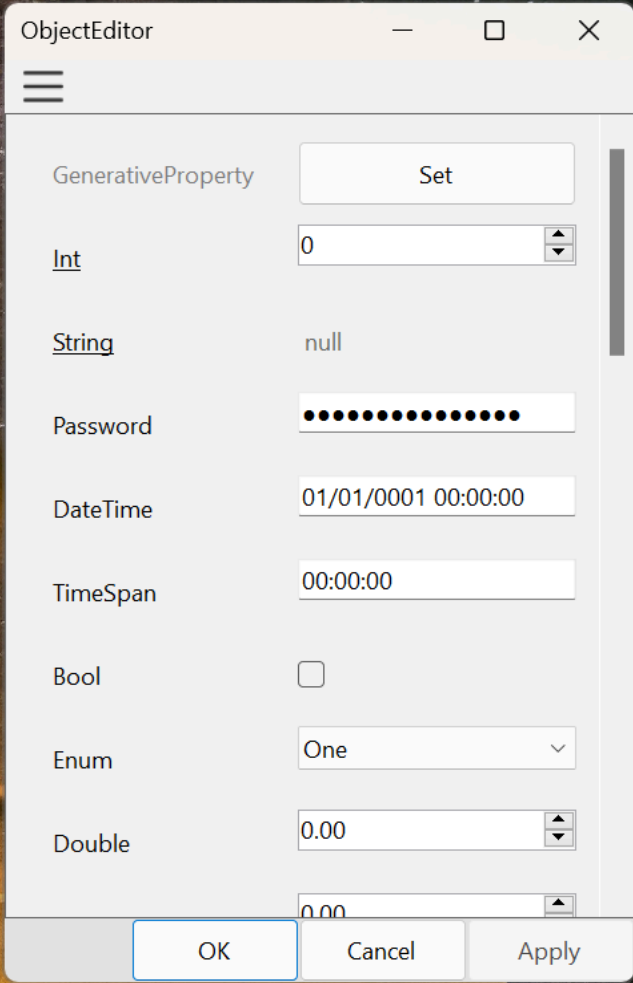
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1. Object Editor Form

A dynamic and recursive editing tool for manipulating any .NET object at runtime. Making it easy to work seamlessly with nested and collection-based data structures.

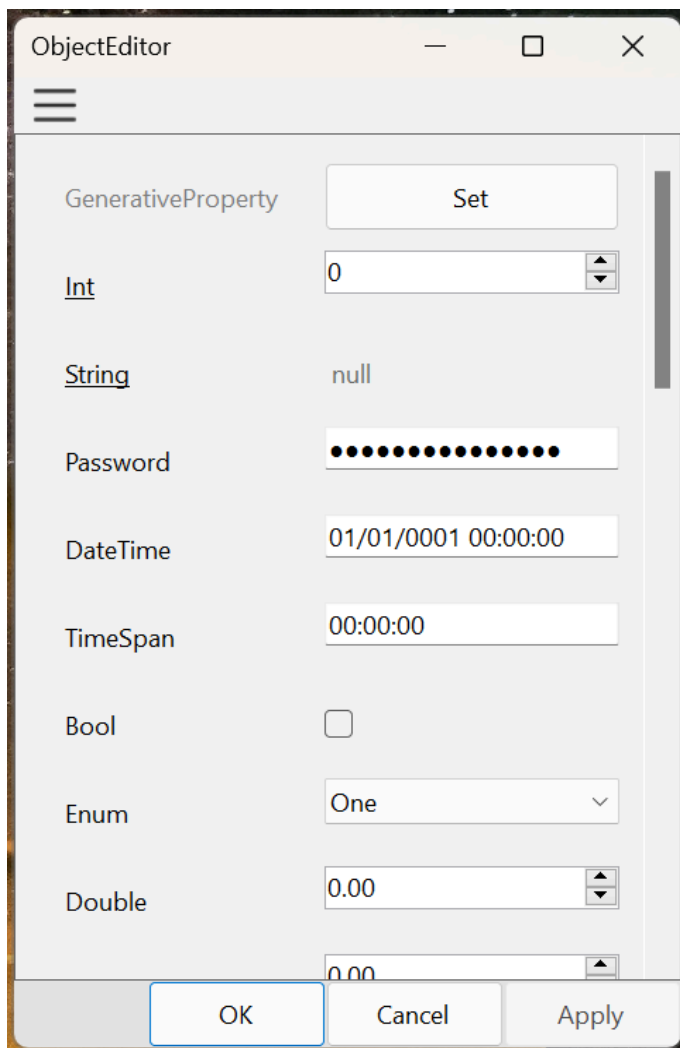


The screenshot shows the 'ObjectEditor' application window. It features a menu icon in the top-left corner. The main area displays a list of data types with their corresponding values and controls:

Property	Value / Control
GenerativeProperty	Set (button)
Int	0 (spin box)
String	null (text box)
Password (password field)
DateTime	01/01/0001 00:00:00 (text box)
TimeSpan	00:00:00 (text box)
Bool	<input type="checkbox"/> (checkbox)
Enum	One (dropdown menu)
Double	0.00 (spin box)

At the bottom of the window are three buttons: 'OK', 'Cancel', and 'Apply'.

2. Types of Fields



The ObjectEditor dialog box displays a list of fields on the left and their corresponding controls on the right. The fields and their controls are:

Field Name	Control
GenerativeProperty	Set button
Int	NumericUpDown control with value 0
String	Text box with value null
Password	Password box (masked with dots)
DateTime	Text box with value 01/01/0001 00:00:00
TimeSpan	Text box with value 00:00:00
Bool	Checkbox (unchecked)
Enum	ComboBox with value One
Double	NumericUpDown control with value 0.00

At the bottom of the dialog are three buttons: OK, Cancel, and Apply.

2.1 Numeric Field

Using NumericUpDown control for any numeric type.

2.2 Text Field

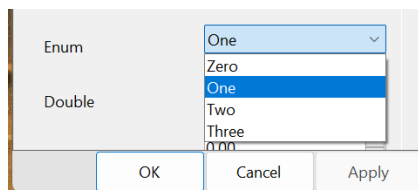
Using TextBox for strings or parsable formatted values (e.g. DateTime, TimeSpan, etc..).

2.3 Boolean Field

Using CheckBox.

2.4 Enum Field

Using ComboBox.



The Enum field control is a ComboBox. The dropdown menu is open, showing the following options: One, Zero, One, Two, Three, and null. The 'One' option is currently selected.

2.5 Object Field

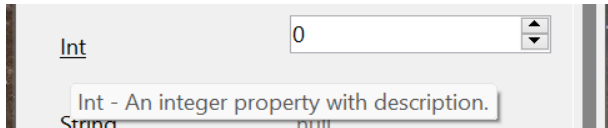
A single button to open a sub-editor form for the nested object.

3. Field Control

3.1 Field Info

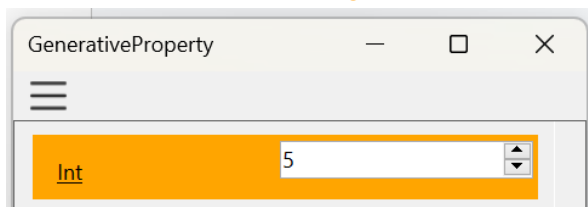
A field with a description will be underlined.

An informational balloon will appear when hovering over its name with the cursor.

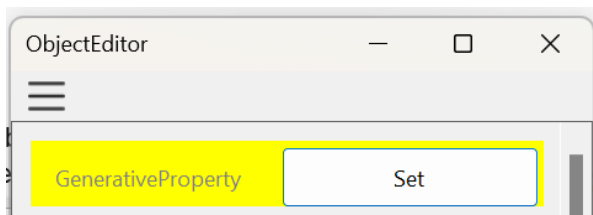


3.2 Field Status

A field will be marked **orange** when its value is changed but has not been applied yet.



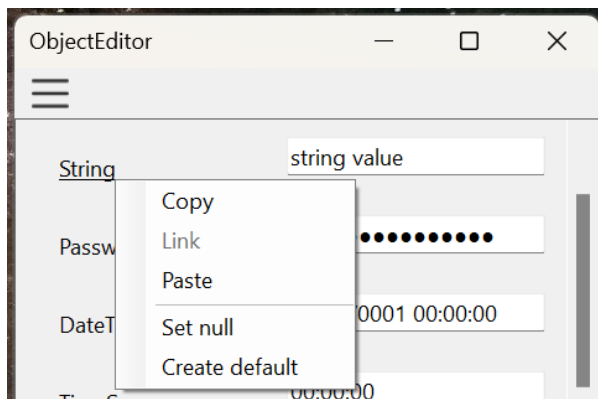
A sub-object field will be marked **yellow** when a nested (inner) value is changed but has not been applied yet (in other words, if it has at least one nested **orange** field).



A read-only field name label will be grayed out.

3.3 Field Actions Menu

Right-click on the field name will open the field's actions menu.



Copy

Stores the value globally to link or paste later, somewhere in the same program.
Available when the value is not null.

Link

Sets two reference fields to point to the same object.
Available when it's an editable reference type and assignable from the copied value type.

Paste

Creates a deep copy of the copied value and sets the field's value.
Available when it's an editable value type that is assignable from the copied value type.

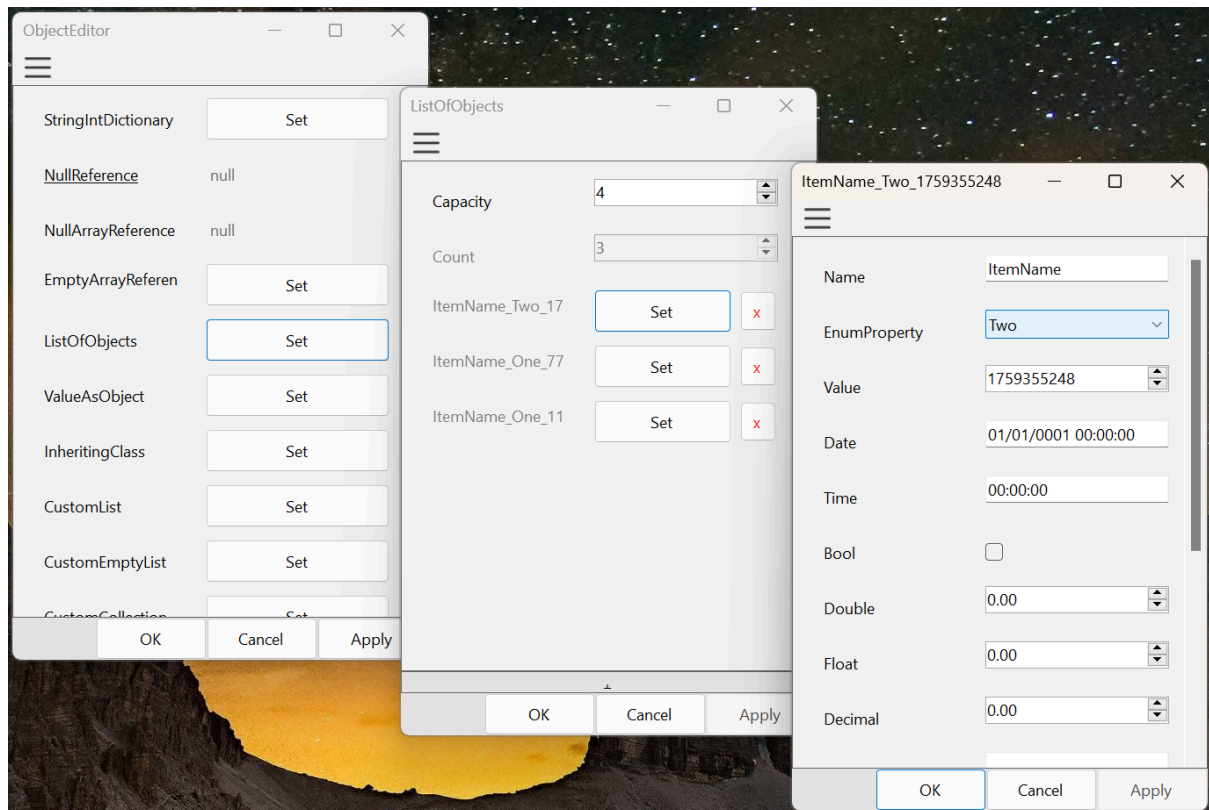
Set Null

Set the field value to null.
Available when it's a nullable and editable field.

Create Default

Creates a new default instance of the field type and sets the field's value.
Available when it's an editable field and an instance of its type can be created.

4. Object Collection Editor



4.1 Adding a new item

By clicking the '+' add button at the form bottom, a new item will be created and appended. The add button will be disabled when the collection is read-only or if there is no permission.

5. Dictionary Editor

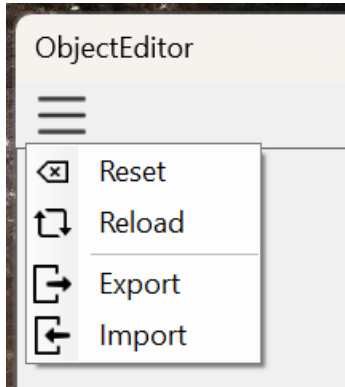
The image shows two overlapping windows from a software application. The background window is titled 'ObjectEditor' and contains a list of properties: UInt (0), Long (0), Users (Set), IntList (Set), StringIntDictionary (Set), NullReference (null), NullArrayReference (null), EmptyArrayReferen (Set), and ListOfObjects (Set). The 'StringIntDictionary' property is highlighted in yellow. The foreground window is titled 'StringIntDictionary' and contains settings for a dictionary: Comparer (Set), Count (3), Keys (Set), and Values (Set). Below these are three key-value pairs: 'one1' with value '111', 'two' with value '2', and 'three' with value '3'. Each pair has a red 'x' button to its right. The 'one1' pair is highlighted with an orange border. At the bottom of both windows are 'OK', 'Cancel', and 'Apply' buttons.

5.1 Adding KeyValuePair

By clicking the '+' add button, a new key-value pair field will be created and added. Multiple fields with the same key can be added to the dictionary editor form, but when applying the changes - only the last field for the same key will actually be store. By reloading the form - fields with duplicated keys will be removed.

6. Editor Actions Menu

Every editor form has a menu button on its top left corner, by clicking it a menu of editor actions will be shown.



6.1 Reset Action

Reads all values from the source object and sets all created fields (including nested fields) under that object.

6.2 Reload Action

Remove all fields and then rebuild them with initial values from the source object.

6.3 Export Action

Writes the whole source object to a file (XML/JSON), including nested values.

6.4 Import Action

Reads values from a data file (XML/JSON) and sets the source object of the form.