

1. Bld API coverage tables 4 All Modules

1. dskCli: Desktop

1. Win SubMenu

2. Login/Init()

3. Logout()

2. dskCli: TableDef

1. CSV

3. dskCli: DyDef

4. dskCli: DzDv

5. dskCli: FormDef

6. dskCli: AgentDef

7. dskCli: Auth/State/Other

1. Lookup Masalo

2. State

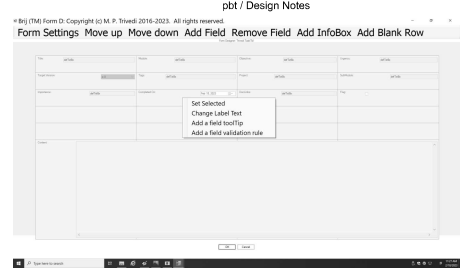
3. dskCli: Embedded Tbl/Embedded DV (in Frm)

4. dskCli: PropBox

8. webCli: DyDef

9. webCli: Form

1. JS validity



Notes:

- the two above have been merged ('23-34 mainRepo lockd) Srch 4 "Set Selected" (not in curr arcs)
- Some work also compl. on selectedPnl (red bkgd instd o' handles)

Notes:

- Prior vers of this mod exist, chk past commits (bld_v1 interleaves BlankRows)
- ☒ DnDTgt spans Row (see PostPitch Notes)
- ☒ this curr impl autoCasts to BMdzCell_v2Struc
- ☒ as decided, changes via UI updates def & autoUpdates UI
- ☒ @Add: bld_v1 interleaves dropCells(see output); nd to manually do that

Mar '25:

- ☒ The curr sys on drop will relay layout subseq rows/sections; this is _not_ desired: it may spoil completed layouts. Instd: if drop causes overflow/wrap, do an li.insertAt & leave rest struct unchanged (this means the tbl ros subseq have 2 be incr.d)
- ☒ Also beauc. deltas for FsChk modelling purps.

Apr03_25:

- ☒ The curr BMAux uses fldDefs. We nd a fn (fldDefs -> BMfldDef) to gen the default cellStruct.
Ren above BMfld to this + modify BMAux to use this _not_ the fldDefs (usrFlds above)
- ☒ Modify tbl struct to allow BlankRows + InfoBoxes (this exists somewhere) (poss ty changes nd.ed?)
dd use existing BMdzCell w/txt as "" / info
- ☒ BM already contains _colN_; roN shd be autoCalc (add member) via llen
- For _Undo_ we nd refCell 'StateChanged' + member 2 chk/set if necc.
Add this call to the 1st line of every handler 4 changes
+ last line of handler saves state 2 BM list last (unless cancelld)
☒ Note; the BM ref'll now store li not single, + pointer.

file:///C:/Users/inets/Desktop/tmp.html

1/4

file:///C:/Users/inets/Desktop/tmp.html

2/4

- ☒ For FormDnD Model chk [this](#)
- ☒ There's also a DnD Monad; tested; [here](#)

Apr08_25:

- ☐ On 1st open BMDz prompts 4 default settings (Appearance:colN/Fonts/Col) and THEN autoLayout frm.
- ☒ Remove BMAux.getDefault(): call order issues (avoid rec) move 2 fn; call from BmDz
- ☒ Run these cmds from cellRightClickMenu:
vFn / Thingy / ForeCol / BkCol / LblFont / DatFont / col-roSpan / removeFld / TtipTxt
- ☒ These from TBarBtns:
Defaults / AddBlankRo / AddInfoBox / AddFld
- ☒ Adding blankRos/InfBoxes **alw** adds below; usr may Dnd (if necc tell em)
- ☒ @TBD Another option: Instd of all the rt-click cmds; unify em in a DlgBox and menu simply says "Modify Fld"
(similar to Appearance stuff in earlier scrnshot) buttons for Validation etc.
When anything changed; run bkgcmdCmd >> updSt >> BM [only ok/cancel btns 4 dlg.]

Apr09_25:

- ☐ TBar btns (above) will be DropDns: AddBlankRo (Above-BelowSelectn), AddInfoBox (same), AddFld (bef/aftSelection)
Field options (AddFld) will disp **excluding** flds alr on Frm; incl intlFlds (Add '*' to title + make ReadOnly)
- ☒ To defaultSettings (onFrmOpen above) add "DefValue"
- ☒ We nd 2 decide on/impl defaultThingies
- ☒ Test/impl this: add handler 2 frm (+ lim all ctrls?) If (click + notShift) >> clearSelecti + DisableTBarBtns except undo/redo
- ☒ For multipleSelCells + Cmd (say AddRoBelow) Filter on List.max(row); 4 popupMnu it' auto 4 cell (single) chosen.
- ☒ In bldState curr we go [BmFld -> asCtrl (getCell:btn)] We want to return a cellPnl (as actual). **Ext** this + add prop BmFld + members to retrieve flds FOR use in handlers to sr cellPos etc to BmDzCmd

Apr12_25:

- ☐ Uncovered: DnD
For Rows + non-contiguous cellSelections; allow only cells + row(s)br> We'll have to reassign dropability (ie isTgt) after ea cellSelection
add member _resetDndTgts()
Shift-Click 2 cellSel; Ctrl-Click 2 sel Row(s)
Rows cannot be dropped on b4Tgts. Will nd to test these cases thoroughly for unexp fail