Quick Guille to the G ffe Designer

Beans

The form itself is represente \(\bar{\alpha} \) in the form \(\bar{\alpha} \) esign win \(\bar{\alpha} \) was a bor \(\bar{\alpha} \) erectangle title \(\bar{\alpha} \) by the form's 'name' property (In the example above, this is '\bar{\alpha} \) \(\bar{\alpha} \) Beans make up the remaining objects in the interface. \(\bar{\alpha} \) bean is a type of object that is usable in application builders. Beans can be visual-beans (or components)\(^1 \), for example buttons, win\(\bar{\alpha} \) or labels; or they can be non-visual an\(\bar{\alpha} \) control behaviourn The form \(\bar{\alpha} \) esign win\(\bar{\alpha} \) ow will not allow non-visual beans the place\(\bar{\alpha} \) insi\(\bar{\alpha} \) ethe form, an\(\bar{\alpha} \) will not allow components to be place\(\bar{\alpha} \) outsi\(\bar{\alpha} \) ether form.

vents and Listeners

Some beans are able to listen for events triggered by other beans. These beans,

- Open...: Loa\(\text{L}\)s the interface store\(\text{L}\) in a . gaffe file, losing the interface currently being e\(\text{d}\)ite\(\text{L}\).
- Import...:
 Loaωs the interface storeω in a .maffe hle, aωωing all of its forms to the ones currently being ewiteω.
- Quit...: Exit from Gaffe.

Vi∎w

- Highlight Beans:
 Draw an outline arounā all, or some beans in the interface. (Hanāy if you've createā a label with no text in, anā now you can't h̄nā it.
- Highlight Event Links:
 Show somensall of the event lin ks between beans as arrows. (You'll need to t Σ f

elect

The select tool allows you to select the current bean. By clicking inside the current bean, you can select one of its descendants

You can a lso change which bean is selecte through the eyboar α: [Tau] will cycle from the current bean to one of its siblings in the object containing it [Space] a llows you to α escenα from the current bean to its α escenα ants free each tool is useα, it will automatically return to the select tool

Delete

The Talete tool Taletes the current bean. This can a liso be Talete using the [Jelete] key on the keyboard

vent Link

T rop rt s W n ow



The properties window is the place where you can edit the state of a bean. For a 'Script' bean this includes the text of the script, for a button this includes the text to display in it, and the col our and font to use. ost beans provide a 'name' property which is mostly useful for scripts to identify beans.

The greater part of the window is made up of tables in three tabled panes. Of

Wrtness rpts

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