

wmain.w



DEFINITIONS

```
/*-----  
File:  
  
Description: from cntnrwin.w - ADM SmartWindow Template  
  
Input Parameters:  
    <none>  
  
Output Parameters:  
    <none>  
  
History: New V9 Version - January 15, 1998  
  
-----*/  
/*          This .W file was created with the Progress AB.          */  
/*-----*/  
  
/* Create an unnamed pool to store all the widgets created  
   by this procedure. This is a good default which assures  
   that this procedure's triggers and internal procedures  
   will execute in this procedure's storage, and that proper  
   cleanup will occur on deletion of the procedure. */  
  
CREATE WIDGET-POOL.  
  
/* ***** Definitions ***** */  
/* Parameters Definitions --- */  
  
/* Local Variable Definitions --- */  
DEF VAR LASTHDL AS HANDLE NO-UNDO.  
DEF VAR LASTIMAGE AS CHAR NO-UNDO.
```

MAIN BLOCK

```
/* ***** Main Block ***** */  
  
/* Include custom Main Block code for SmartWindows. */  
{src/adm2/windowmn.i}
```



btnexit

CHOOSE

```
ON CHOOSE OF btnexit IN FRAME fMain /* Exit */
DO:
    RUN exitObject.
END.
```



BUTTON-1

CHOOSE

```
ON CHOOSE OF BUTTON-1 IN FRAME fMain /* Button 1 */
DO:

    IF VALID-HANDLE(lasthdl) THEN
        lasthdl:LOAD-IMAGE(search(lastimage)).
        button-1:LOAD-IMAGE(search("images\mnudynqryd.gif")).
        lastimage="images\mnudynqryu.gif".
        lasthdl = button-1:HANDLE.

    RUN wfndcust.w (h_dcust).

END.
```



BUTTON-2

CHOOSE

```
ON CHOOSE OF BUTTON-2 IN FRAME fMain /* Button 2 */
DO:

    IF VALID-HANDLE(lasthdl) THEN
        lasthdl:LOAD-IMAGE(lastimage).
        button-2:LOAD-IMAGE(SEARCH("images\mnudynbufd.gif")).
        lastimage="images\mnudynbufu.gif".
        lasthdl = button-2:HANDLE.

    RUN wquery.w.

END.
```



BUTTON-3

CHOOSE

```
ON CHOOSE OF BUTTON-3 IN FRAME fMain /* Button 3 */
DO:

    IF VALID-HANDLE(lasthdl) THEN
        lasthdl:LOAD-IMAGE(lastimage).
        button-3:LOAD-IMAGE(SEARCH("images\mnudradrod.gif")).
        lastimage="images\mnudradrou.gif".
        lasthdl = button-3:HANDLE.

    RUN wdragdrop.w.

END.
```



BUTTON-4

CHOOSE

```
ON CHOOSE OF BUTTON-4 IN FRAME fMain /* Button 4 */
DO:

    IF VALID-HANDLE(lasthdl) THEN
        lasthdl:LOAD-IMAGE(lastimage).
        button-4:LOAD-IMAGE(SEARCH("images\mnuresbrwd.gif")).
        lastimage="images\mnuresbrwu.gif".
        lasthdl = button-4:HANDLE.

    RUN wfndord.w(h_dorder).

END.
```



BUTTON-5

CHOOSE

```
ON CHOOSE OF BUTTON-5 IN FRAME fMain /* Button 5 */
DO:

  IF VALID-HANDLE(lasthdl) THEN
    lasthdl:LOAD-IMAGE(lastimage).
    button-5:LOAD-IMAGE(SEARCH("images\mnusdod.gif")).
    lastimage="images\mnusdou.gif".
    lasthdl = button-5:HANDLE.

  RUN wmntitem.w.

END.
```



BUTTON-6

CHOOSE

```
ON CHOOSE OF BUTTON-6 IN FRAME fMain /* Button 6 */
DO:

  IF VALID-HANDLE(lasthdl) THEN
    lasthdl:LOAD-IMAGE(lastimage).
    button-6:LOAD-IMAGE(SEARCH("images\mnusdfd.gif")).
    lastimage="images\mnusdfu.gif".
    lasthdl = button-6:HANDLE.

  RUN wordupd.w.

END.
```



BUTTON-7

CHOOSE

```
ON CHOOSE OF BUTTON-7 IN FRAME fMain /* Button 7 */
DO:

  IF VALID-HANDLE(lasthdl) THEN
    lasthdl:LOAD-IMAGE(lastimage).
    button-7:LOAD-IMAGE(SEARCH("images\mnupubsubd.gif")).
    lastimage="images\mnupubsubu.gif".
    lasthdl = button-7:HANDLE.

  RUN subpub.p.

END.
```



BUTTON-8

CHOOSE

```
ON CHOOSE OF BUTTON-8 IN FRAME fMain /* Button 8 */
DO:

  DEF VAR runflag AS LOGICAL NO-UNDO.

  IF VALID-HANDLE(lasthdl) THEN
    lasthdl:LOAD-IMAGE(lastimage).
    button-8:LOAD-IMAGE(SEARCH("images\mnusab2bd.gif")).
    lastimage="images\mnusab2bu.gif".
    lasthdl = button-8:HANDLE.

  RUN gb2bintro.w (OUTPUT runflag).
  IF runflag = TRUE THEN RUN wstore.w.

END.
```



BUTTON-9

CHOOSE

```
ON CHOOSE OF BUTTON-9 IN FRAME fMain /* Button 9 */
DO:

    IF VALID-HANDLE(lasthdl) THEN
        lasthdl:LOAD-IMAGE(lastimage).
        button-9:LOAD-IMAGE(SEARCH("images\mnuordtrad.gif")).
        lastimage="images\mnuordtrau.gif".
        lasthdl = button-9:HANDLE.

    RUN worder.w.

END.
```



wWin

END-ERROR

```
ON END-ERROR OF wWin /* Main Menu */
OR ENDKEY OF {&WINDOW-NAME} ANYWHERE DO:
    /* This case occurs when the user presses the "Esc" key.
       In a persistently run window, just ignore this. If we did not, the
       application would exit. */
    IF THIS-PROCEDURE:PERSISTENT THEN RETURN NO-APPLY.

END.
```

WINDOW-CLOSE

```
ON WINDOW-CLOSE OF wWin /* Main Menu */
DO:
    /* This ADM code must be left here in order for the SmartWindow
       and its descendents to terminate properly on exit. */
    APPLY "CLOSE":U TO THIS-PROCEDURE.
    RETURN NO-APPLY.

END.
```



exitObject

```
PROCEDURE exitObject :
/*-----
Purpose: Window-specific override of this procedure which destroys
its contents and itself.
Notes:
-----*/

APPLY "CLOSE":U TO THIS-PROCEDURE.
RETURN.

END PROCEDURE.
```



initializeObject

```
PROCEDURE initializeObject :
/*-----
Purpose: Super Override
Parameters:
Notes:
-----*/

/* Code placed here will execute PRIOR to standard behavior. */

RUN SUPER.
DEF VAR OK AS LOGICAL.
DO WITH FRAME {&FRAME-NAME}:

OK = button-1:LOAD-MOUSE-POINTER("GLOVE").
OK = button-2:LOAD-MOUSE-POINTER("GLOVE").
END.

/* Code placed here will execute AFTER standard behavior. */

END PROCEDURE.
```

SCREEN

Design_____1

DEFINITIONS

_____2

MAIN-BLOCK

_____3

BUTTON

btnexit_____4

BUTTON-1_____4

BUTTON-2_____4

BUTTON-3_____4

BUTTON-4_____4

BUTTON-5_____5

BUTTON-6_____5

BUTTON-7_____5

BUTTON-8_____5

BUTTON-9_____6

WINDOW

wWin_____6

PROCEDURES

exitObject_____7

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