



## Sample project – Open anything:

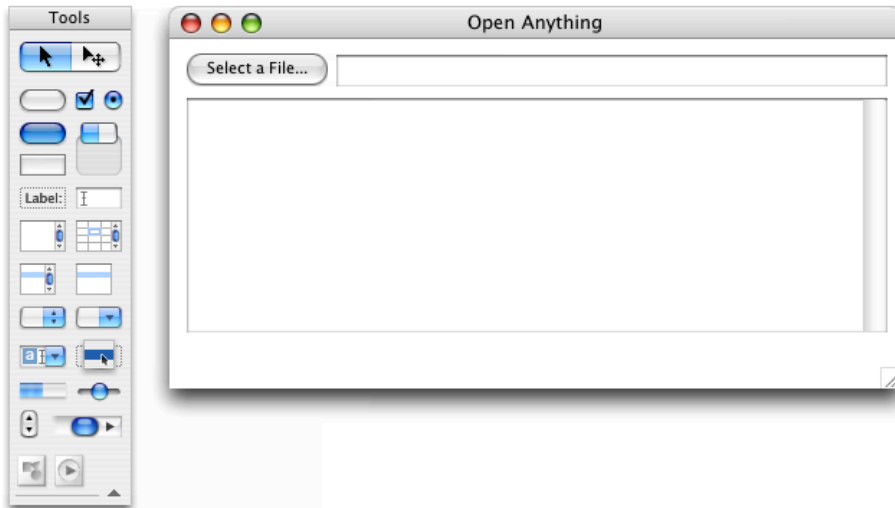
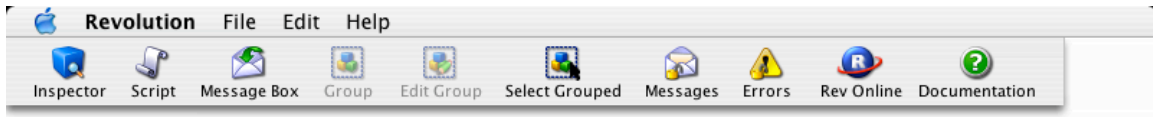
Display text from any file

‘Open Anything’, a simple utility, opens any file on disk and displays the text portion of the file. You can edit the text and save it out to a text file. This tutorial shows you how to use this sample project, and how to take it apart to understand how it works or copy portions of it for use in your own applications. We recommend you explore the introductory tutorials so you have a basic understanding of how Revolution works before you start on the sample projects.

### Key topics covered in this tutorial

- A walk through the Open Anything sample project
- How to view the scripts
- How to view the object-resizing options

The Open Anything application allows you to select any file on disk and display only the text portion of the file.

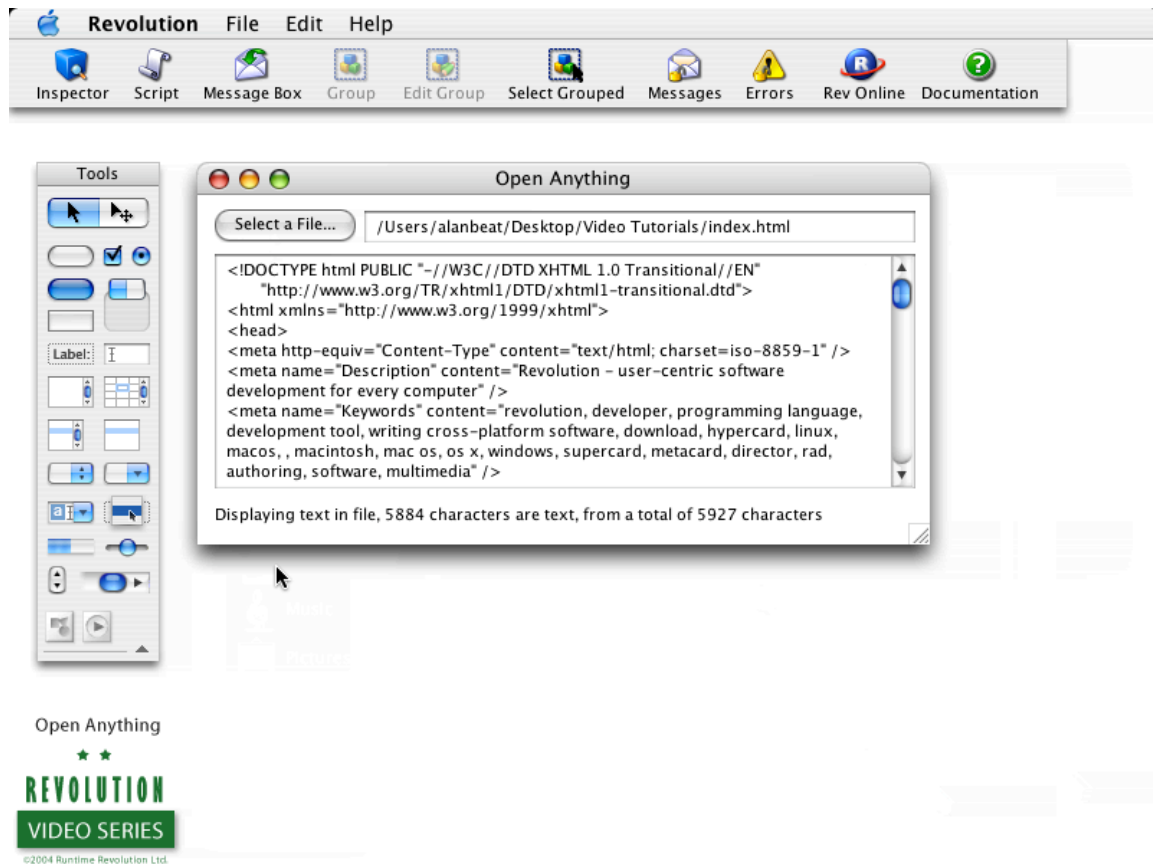


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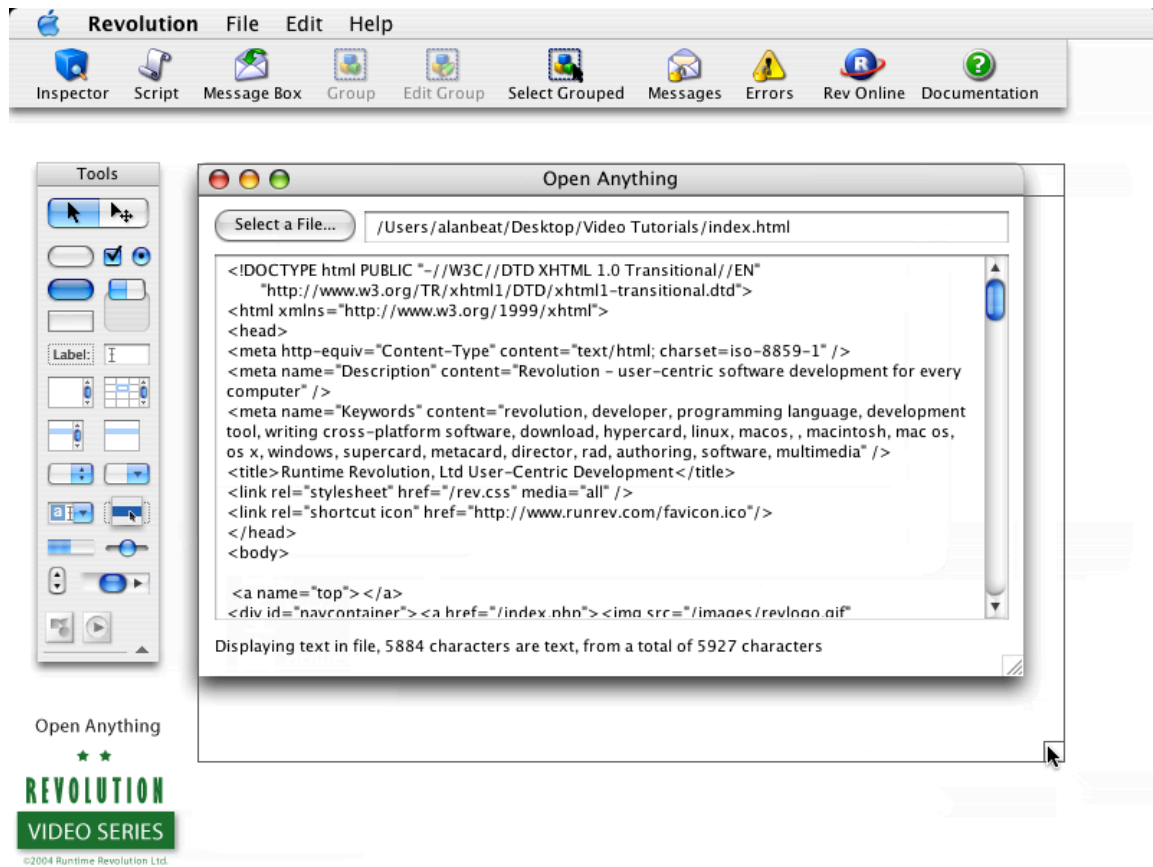
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Many files on your computer will be in a binary format that you can't easily open, or you may want to recover text. Let's take a look at the text content of a web page.

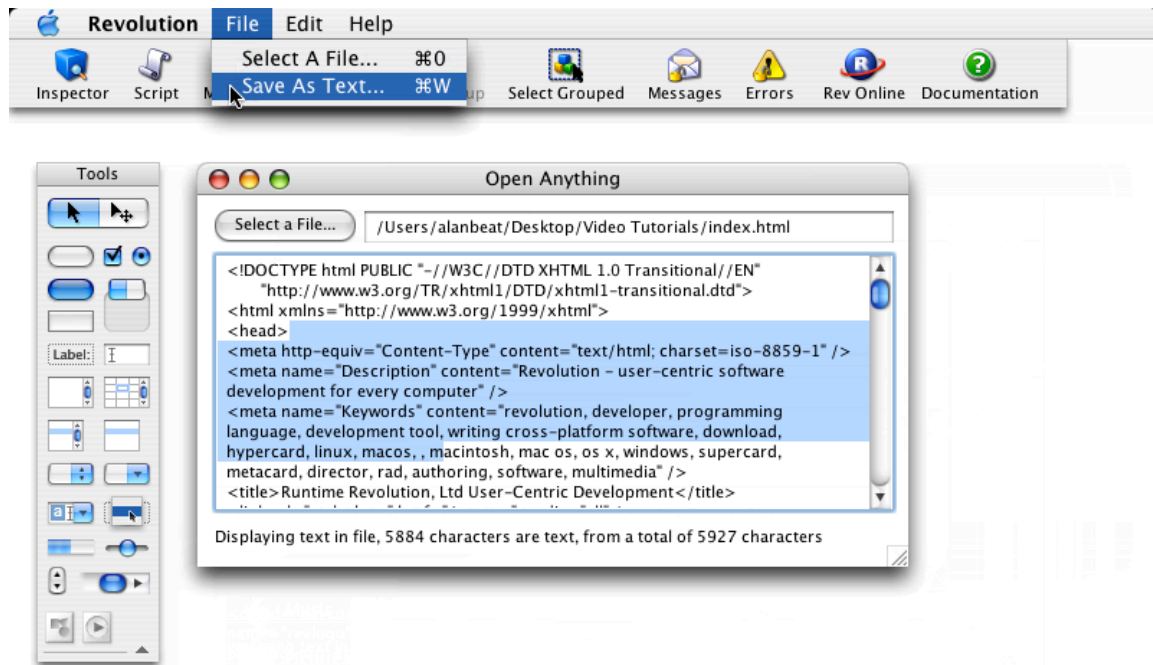


The read-out field at the bottom tells us how much of the file is text.

Note that we can resize the window and all the objects scale appropriately.



We can edit the text file and save it out as text using the Save As option in the File menu.

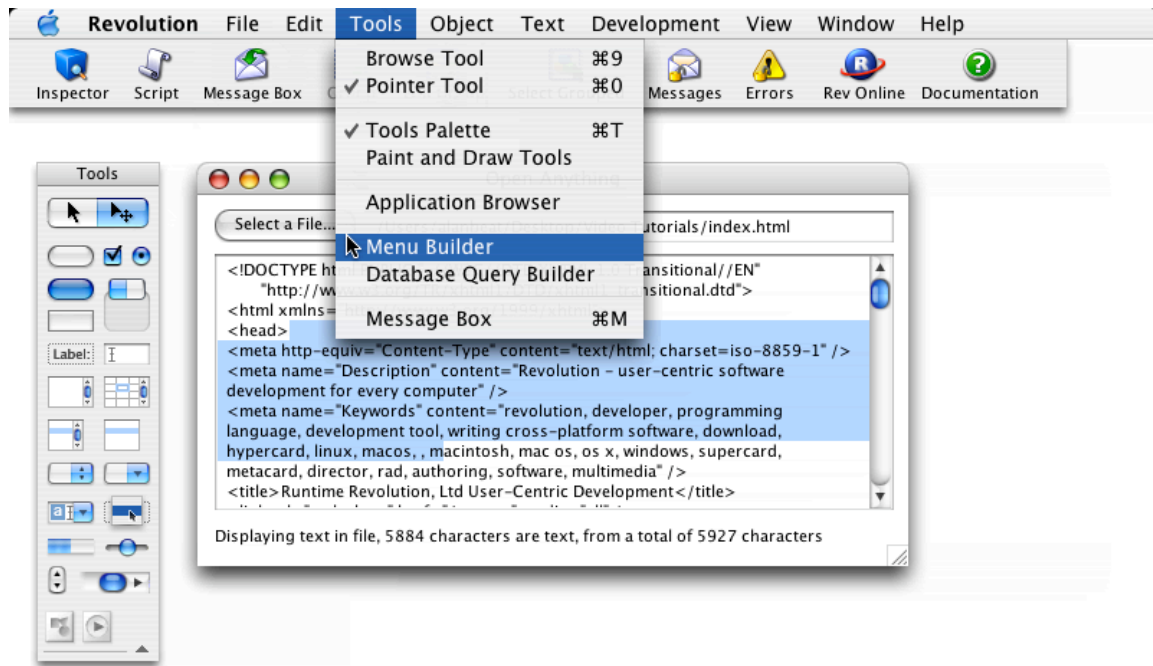


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The scripts for this stack are located in the 'Select a File' button and in the menu bar. To examine the scripts in the menu bar, we can use the Menu Builder.

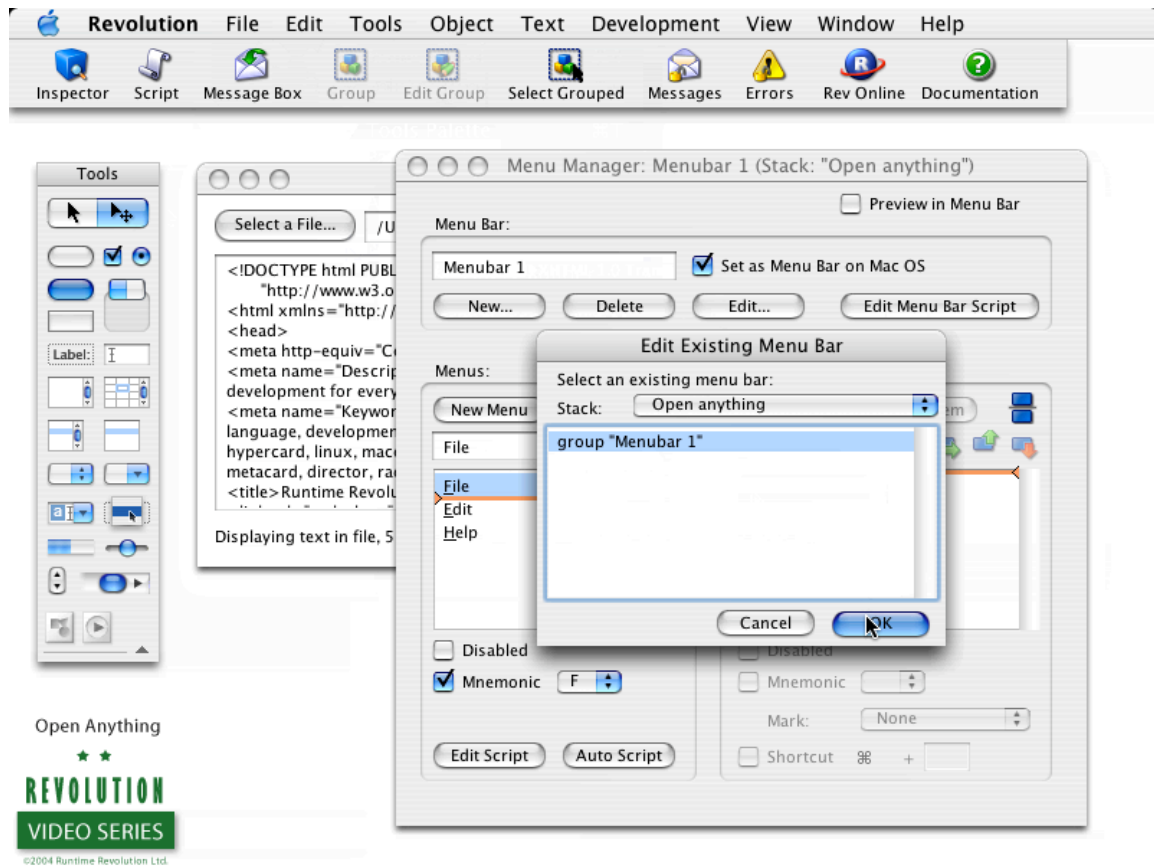


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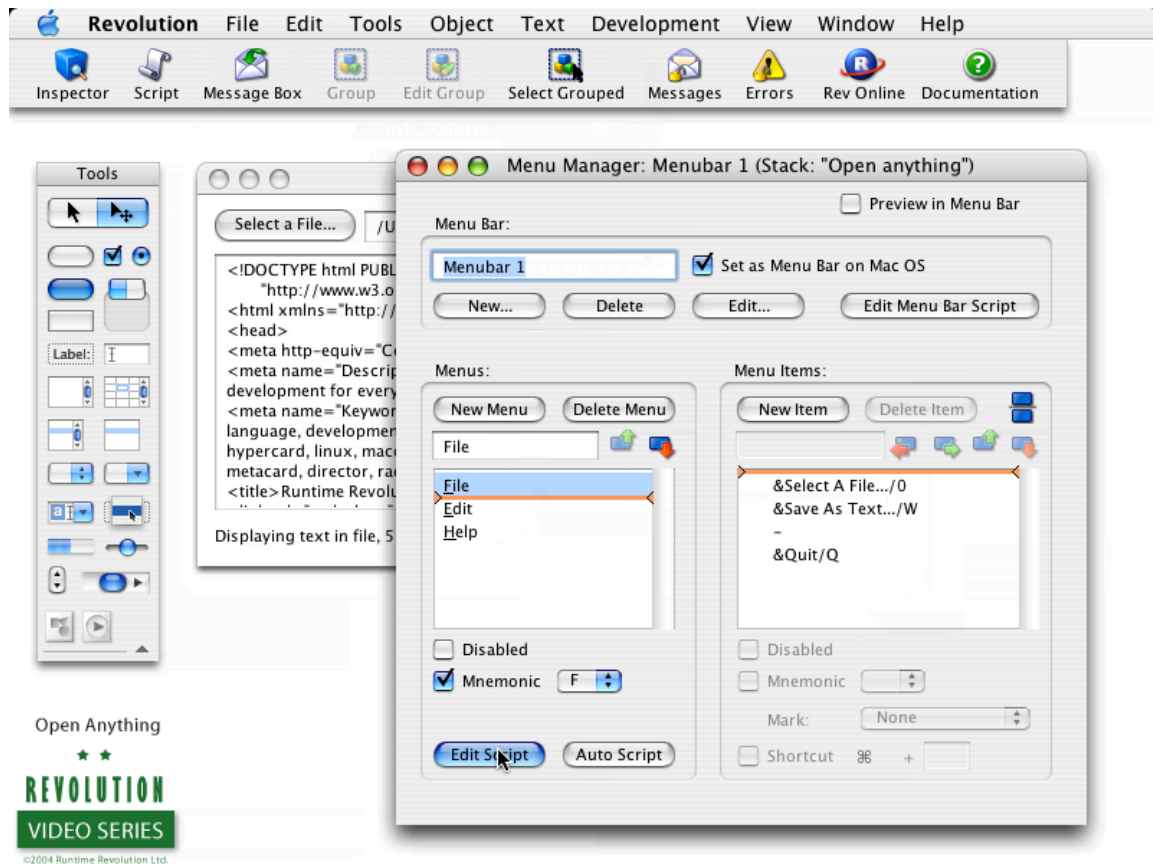
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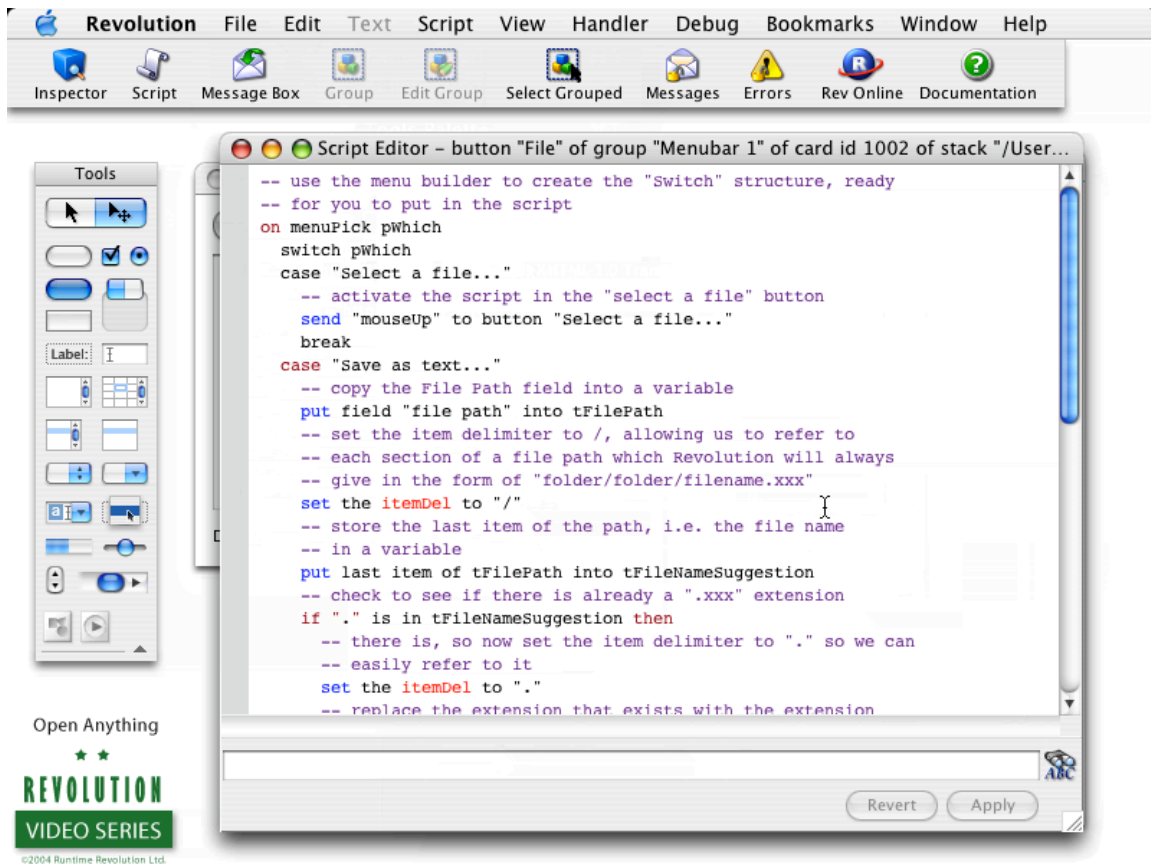
We need to load our menu bar into the builder.



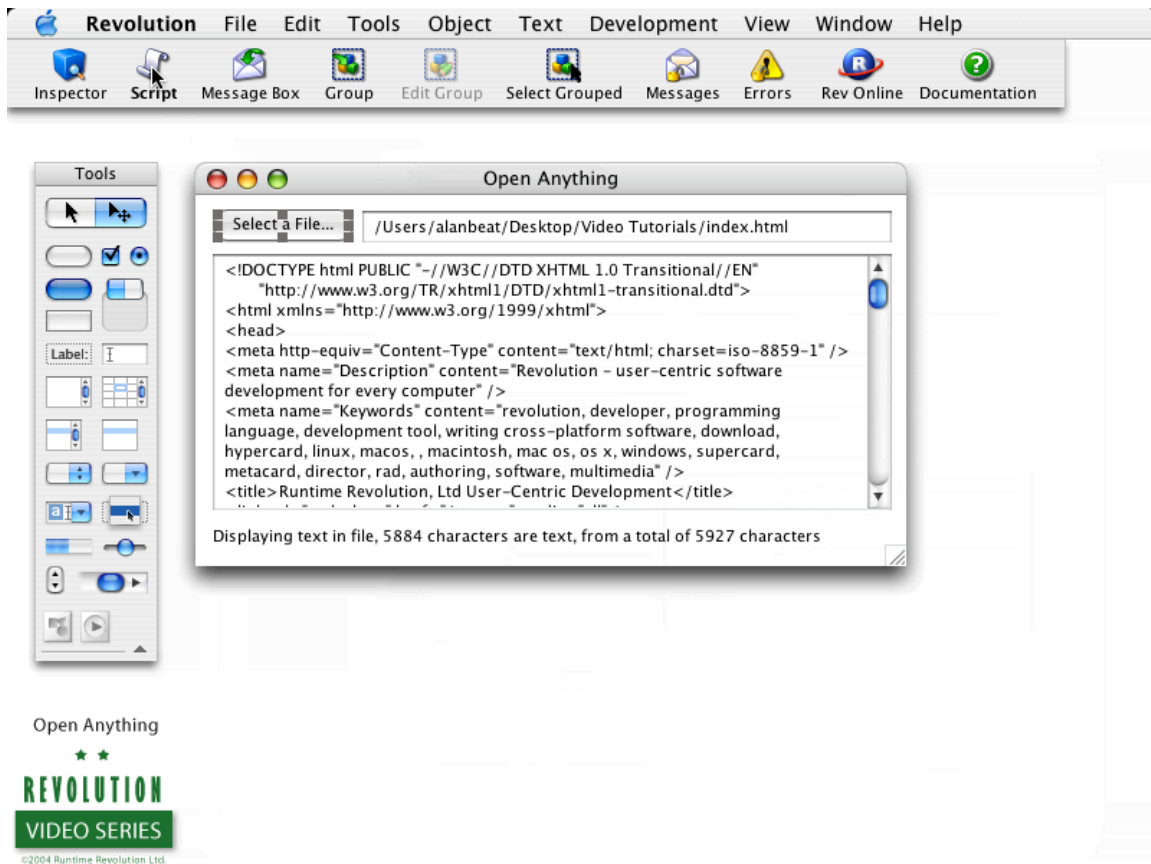
Now the menus are displayed. To edit the script of the File menu, we select the File menu and press Edit Script.





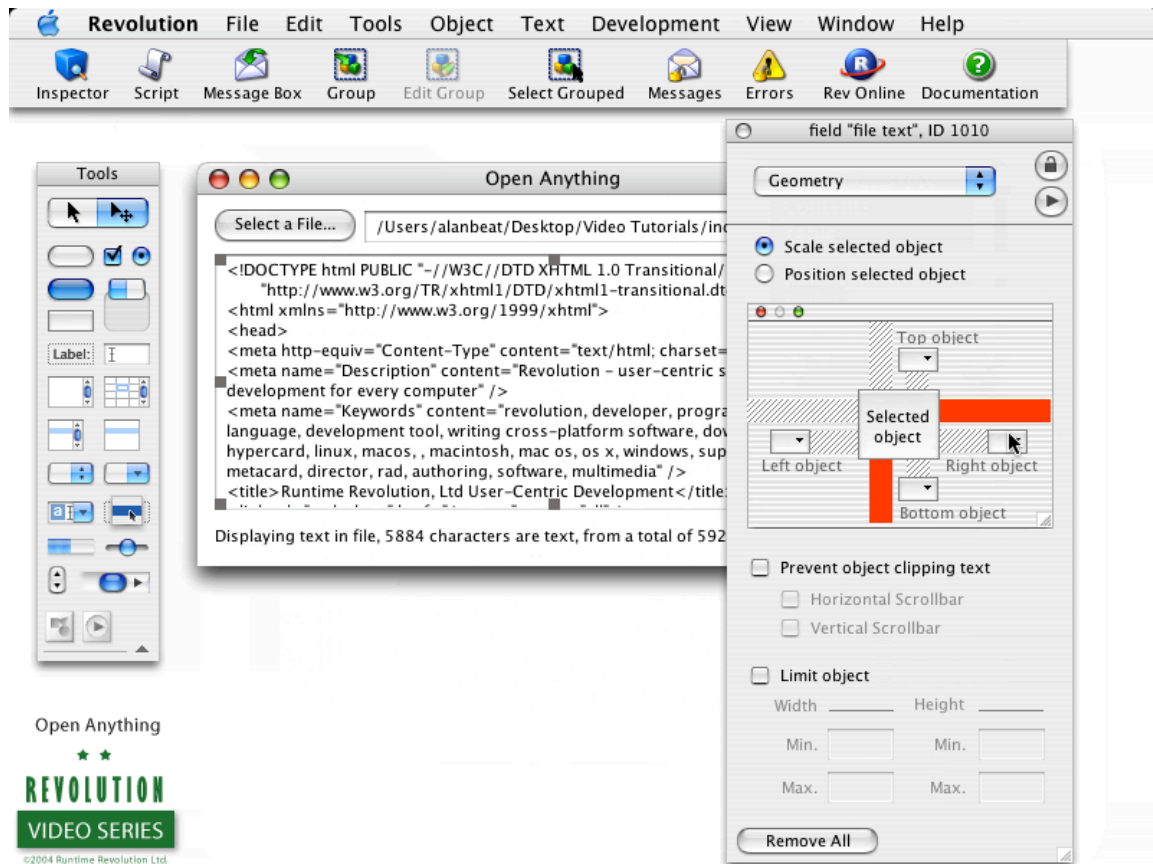


The script consists of a menuPick handler, which is activated when a choice is made in the menu. Each possible menu command runs the appropriate case statement. To understand how this script works, we recommend you open up this sample project, and read through the detailed comments which are displayed in purple in the script. The Edit menu and Help menu also contain short scripts, and can be edited in the same way. You can edit the script of the button 'Select a File...' to see how the import is done.



Again, study the comments in the script which explain how it works.

Finally, you can see how the resizing works by selecting the objects, and examining the Geometry Manager settings for each object.



You can see the right and bottom of this field have been linked to the edges of the window. This field does not have any scaling options set, but if we take a look at the positioning options you can see that its position has been linked to the bottom of the stack.

