



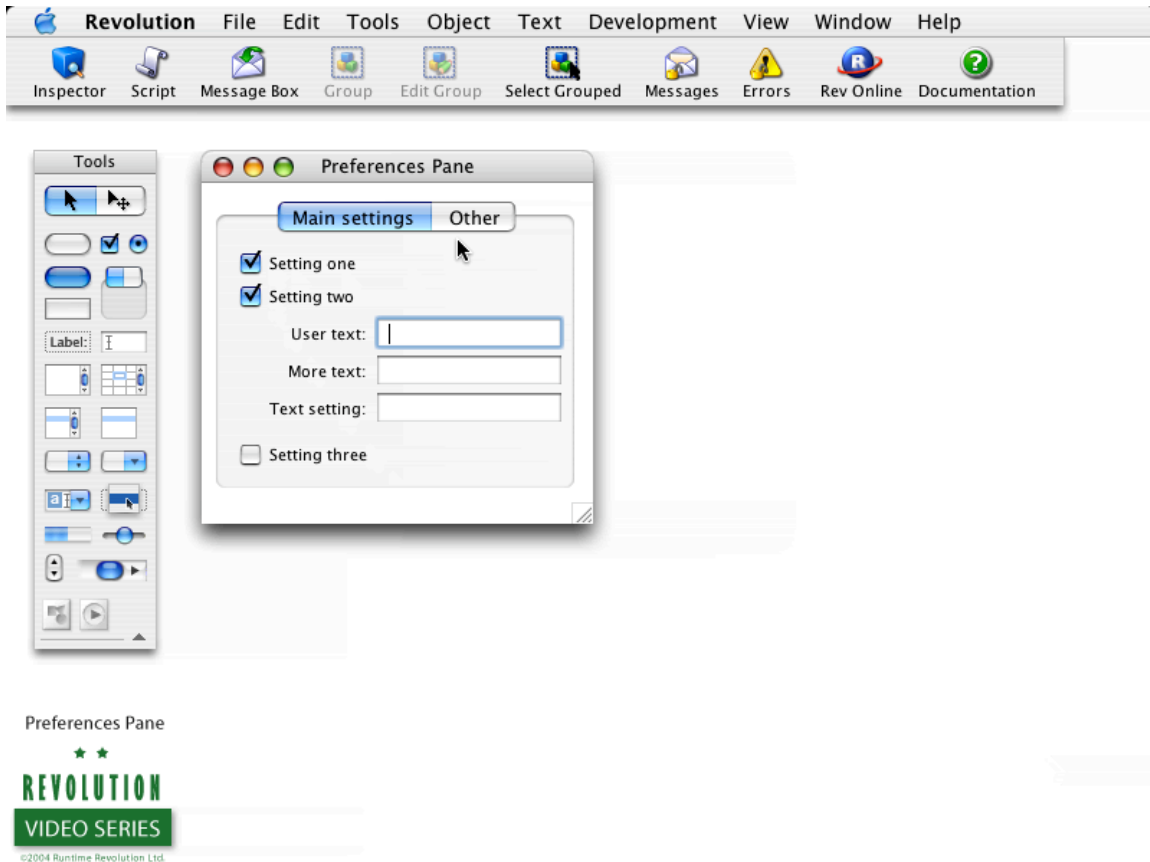
Sample project – Preferences pane: Saving to a stack or text file

Preferences Pane is a simple Preferences window with two panes. Two versions of the sample are provided: one which saves to a stack file, and another which saves to a delimited 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

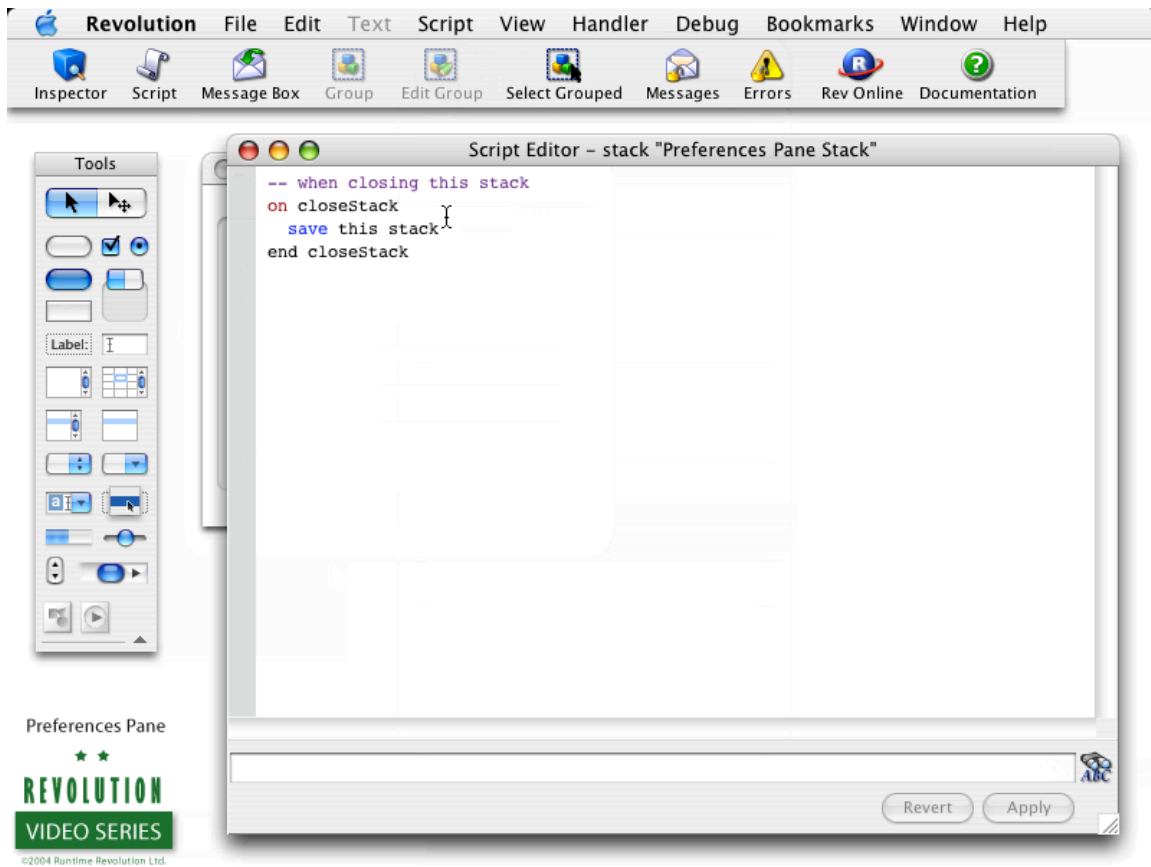
- A walk through the Preferences Pane sample project
- How to view the scripts
- Editing grouped objects
- A look at two simple ways of saving data

Preferences Pane is a simple Preferences window with two panes.

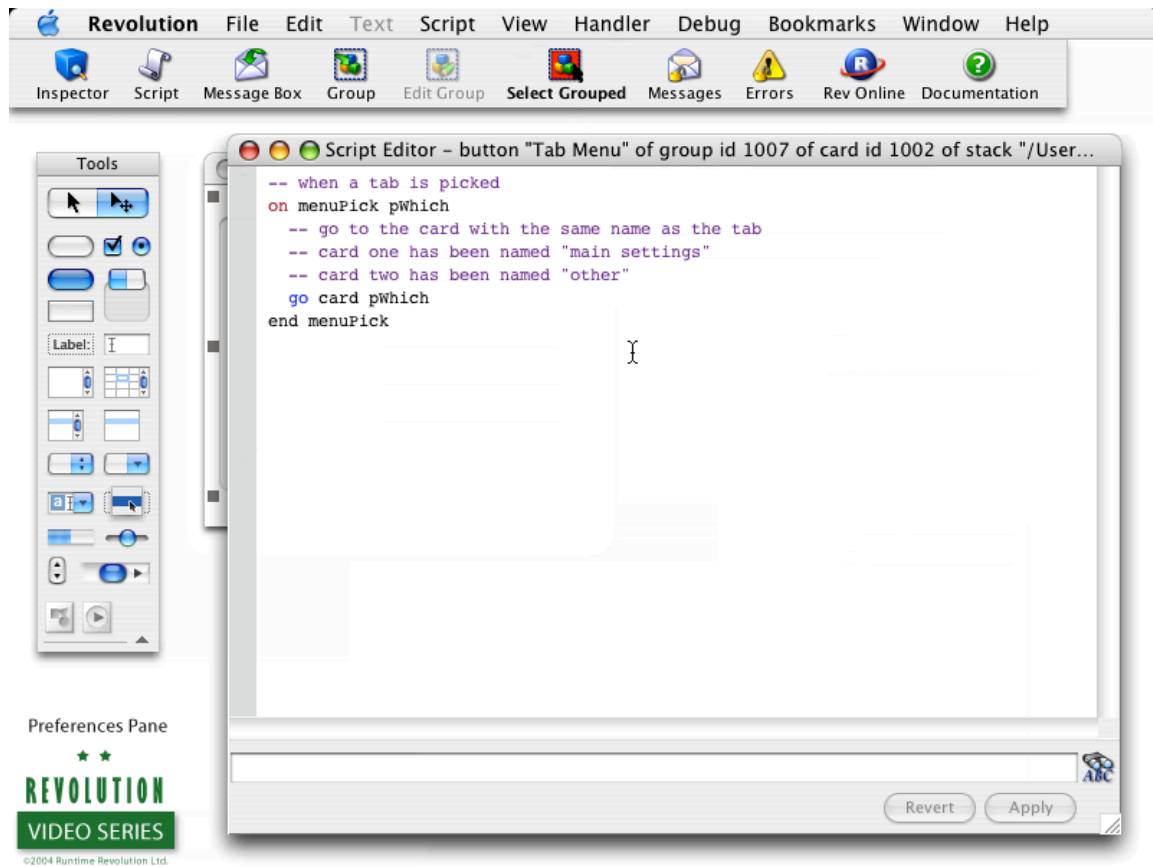


You can choose different settings and switch tab. Two versions of the sample are provided: one which saves to a stack file, and another which saves to a delimited text file. This version is the one which saves preferences to itself – to the stack file it is in.

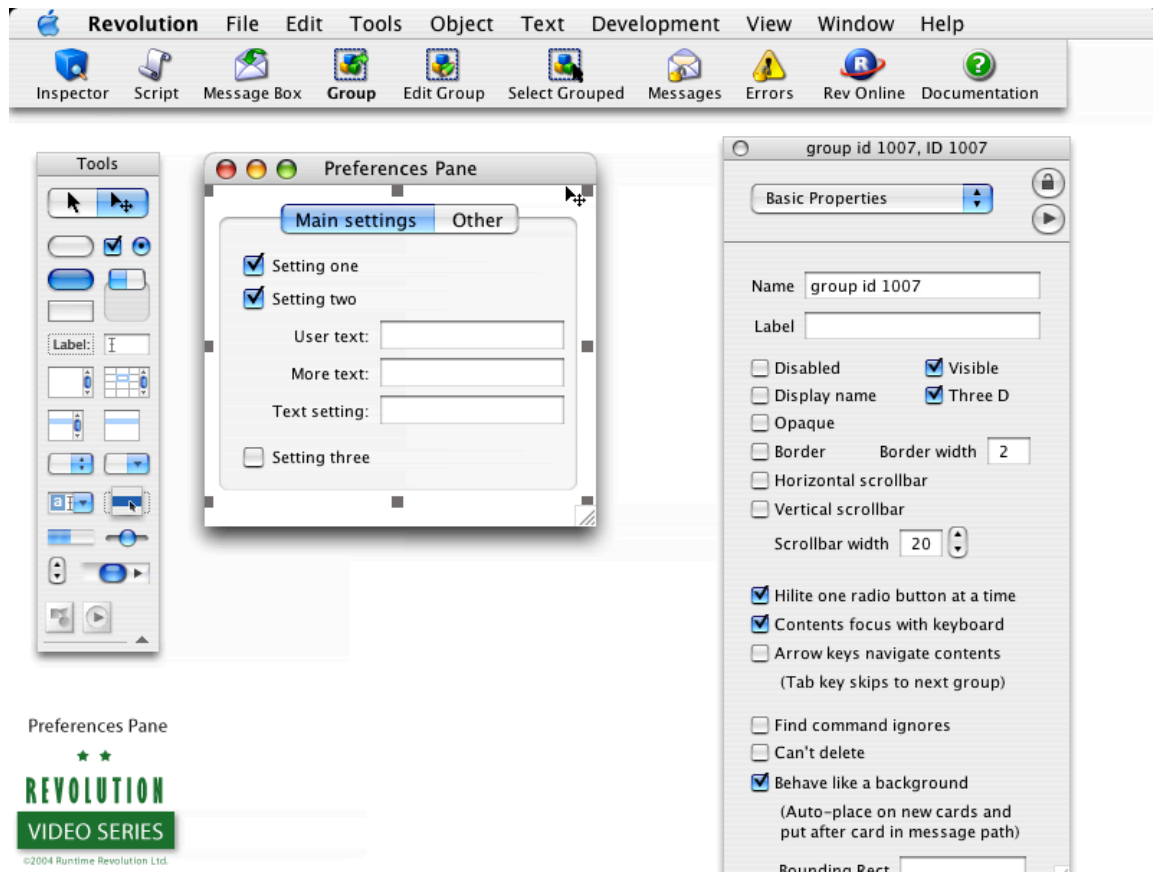
There are only two scripts, one in the stack which saves the stack when it is closed,



and one which changes tab, in the tabbed button.

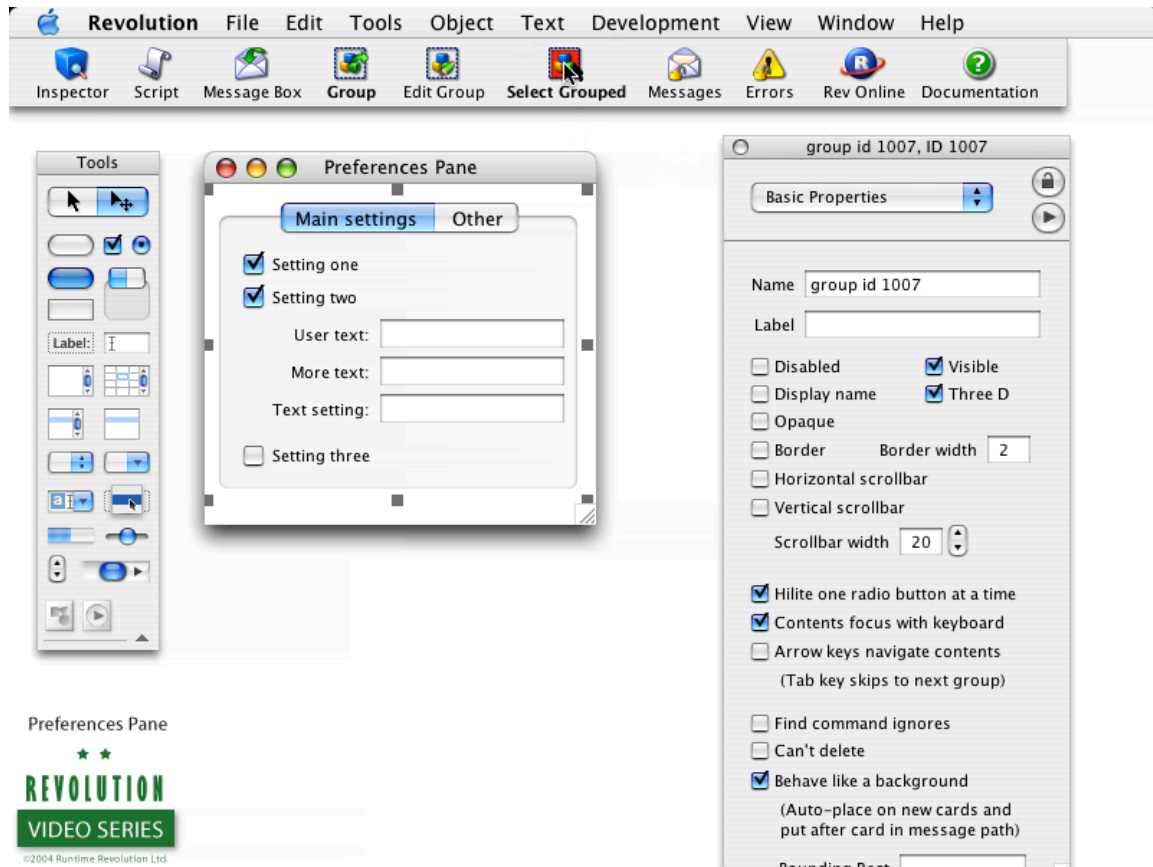


Notice that the selection handles are larger than the area occupied by the tabbed button.



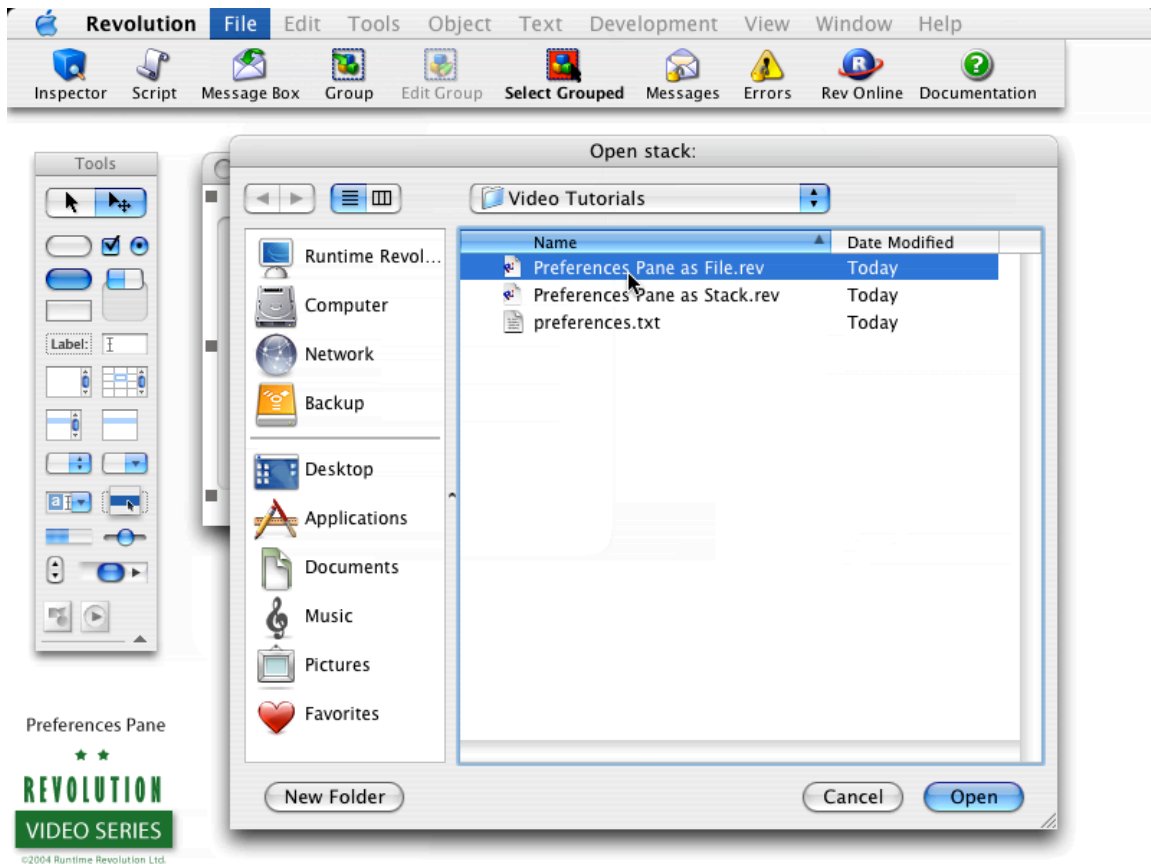
The Inspector shows us that in fact we have selected a group of objects.

To edit the script of the tabbed button in this group, we want to turn on `selectGroupedControls` which will allow us to directly select objects inside a group.

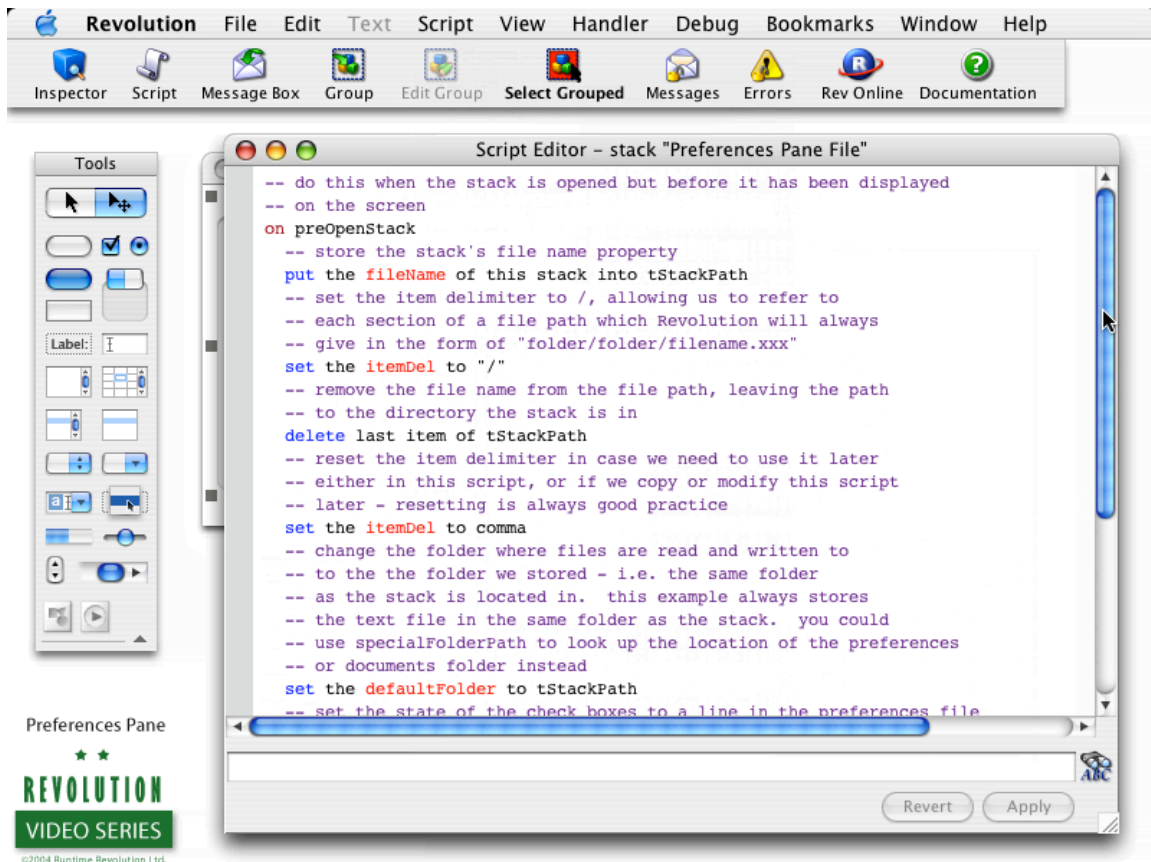


Now we can select it and edit the script.

The stack version of Preferences Pane just has these two simple scripts. Saving changes to a stack is usually the simplest way to save changes to something. However, sometimes you will want to write out the changes to a text file, for example if you want another program to be able to read the settings as well as your application.



This version of Preferences Pane reads and writes to a text file. It is a little more complex. The stack script loads data from the text file before the application is displayed on screen.



To understand these scripts, we recommend you open the sample project and read through the comments which are displayed in purple in the Script Editor. In this version of the application, each object also has its own script.

Finally, it is useful to note that the text fields in the Preferences Pane project do not allow a return character to be entered as part of the text. They have their `autoTab` property set to true which means that entering text and pressing return will send a `closeField` message and then tab to the next field, instead of entering a return character into the text.