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Genero User Interface Summary

Genero BDL 3.10
Genero Studio 3.10

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Chapter 1 - Overview

Key Genero terms and concepts

The Genero product suite

The Genero architecture

Usage of XML and DOM within Genero

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Chapter 2 - GDC

Genero Desktop Client (GDC)

How it can be used

Configuring

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Chapter 3 - Forms

Read and interpret a compiled form file.

Use the LAYOUT section to design a form.

Use containers and layout tags.

Add form items such as combo boxes.

Discover the attributes that can be used with Widgets.

See TOPMENU, ACTION DEFAULTS and TOOLBAR sections.

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Chapter 4 - DUI

Describe and manipulate the first layer of the Dynamic User Interface

Use Presentation Styles

Create Action Defaults

Create XML files for a ToolBar or TopMenu

Create a Start Menu

Use MDI Windows

Load XML files dynamically at runtime

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Chapter 5 – Classes

Define the packages containing the Genero
built-in classes

base
om
ui

Use the built-in classes and their methods in your
programs

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Chapter 6 – Programming the AUI
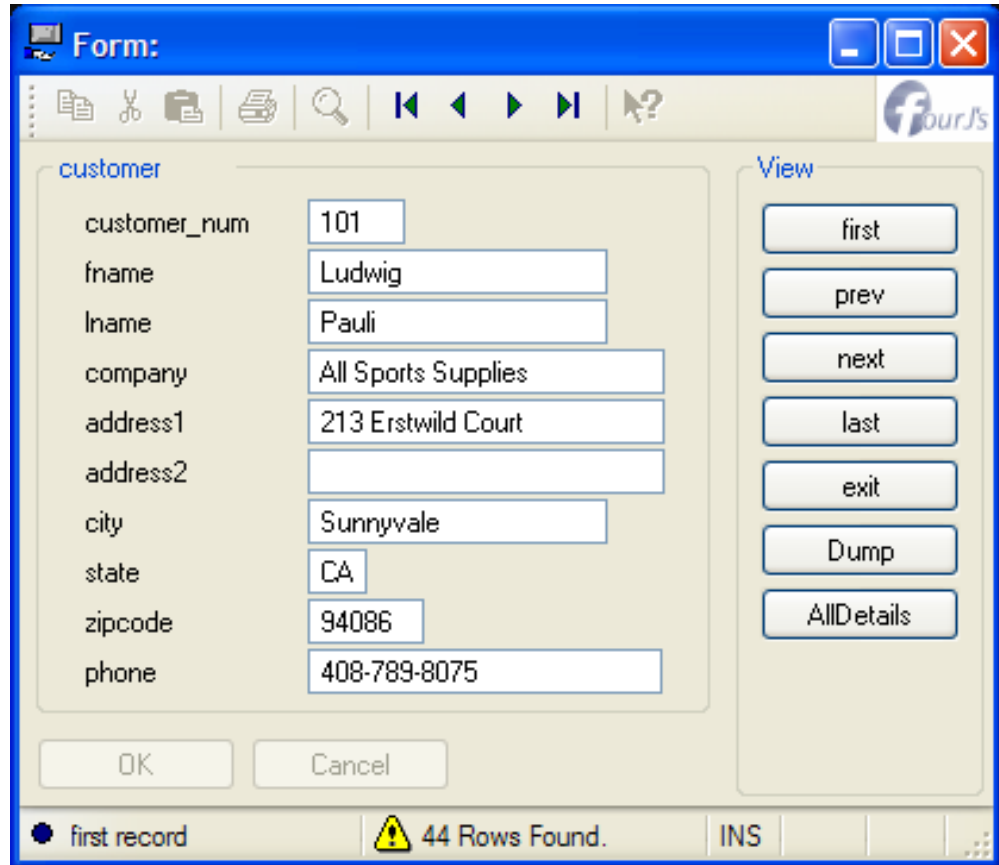
Find the node for the current window

Dump all the attributes of a node
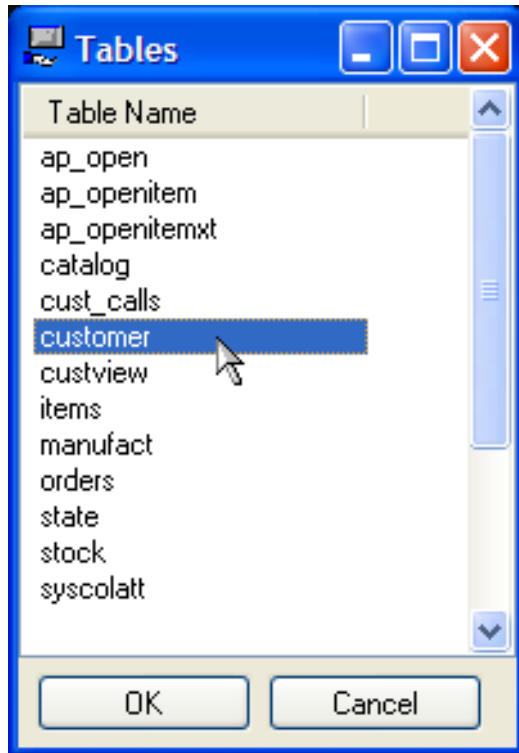
Use several methods for finding a node

Use these techniques to programmatically add new elements to a form

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Conclusion

Programming the AUI provides the capability to create completely dynamic user interface, WITHOUT any forms.

Note: screenshots from Alpha version of Genero!

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