



## **Rumba 9.3**

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A large, abstract graphic consisting of several overlapping, flowing blue ribbons or waves that curve and swirl across the lower half of the page. The ribbons have a gradient from dark blue to light blue, giving them a three-dimensional appearance.

# **Screen Designer User Guide**

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# About This Guide

This guide provides a step-by-step introduction to the Micro Focus Rumba Screen Designer.

The guide shows you how to:

- Create a history file
- Use the Rumba Screen Designer to customize a set of screens
- Test the customized screens
- Use the customized screens in the Rumba Desktop.

A comprehensive *How To* section provides further information about customizing screens and information about exporting customized screens to Rumba+ Web and Rumba+ Mobile.



**Note:** You can only customize screens for 3270 mainframe and 5250 AS/400 (iSeries) sessions.

## Who should read this guide

This guide is intended to be read by all those interested in customizing green screen applications to create applications with a modern look and feel.

It is expected that readers would mostly be system administrators or other IT personnel with a similar level of expertise.

## Prerequisites

- Rumba Desktop 9.3
- Rumba+ Build Tool 1.2 for export to Rumba+ Mobile and Rumba+ Web

## Accompanying files

The package file containing this guide also contains the following files:

- MF\_logo.png
- pie\_chart.png
- WebFrame\_URL.txt
- welcome.png

If you do not have these files, you will not be able to complete some of the exercises in this guide.

## Conventions used in this guide

The following typographic conventions are used in this guide:

This typeface ...	Is used for ...
<b>Bold</b>	Windows user interface elements such as window titles, fields, and buttons. Also used for keyboard keys.
Monospace	Host user interface elements such as screen titles and labels. Also used for file names as well as for text that you are asked to type.

#### Entering commands:

This instruction ...	Means this...
Enter TSOA.	Type the TSOA command, then press the <b>Enter</b> key.

# Introduction

You use the Screen Designer to provide a modern look and feel to green screen applications and make them easier to use. You do this without touching any application code.

This guide provides instructions for you to start using the Screen Designer to customize green screens.



**Note:** For the purposes of this guide, only 3270 mainframe screens are used. However, you can also use the same principles to customize 5250 AS/400 (iSeries) screens.

## Terminology

### Screen Designer

The customization engine for Rumba+. It consists of two parts:

#### Screen Design

Used to add static controls on top of specific screens.

#### Rule Manager

Used to add dynamic or conditional controls which target an entire green screen application.

### Control

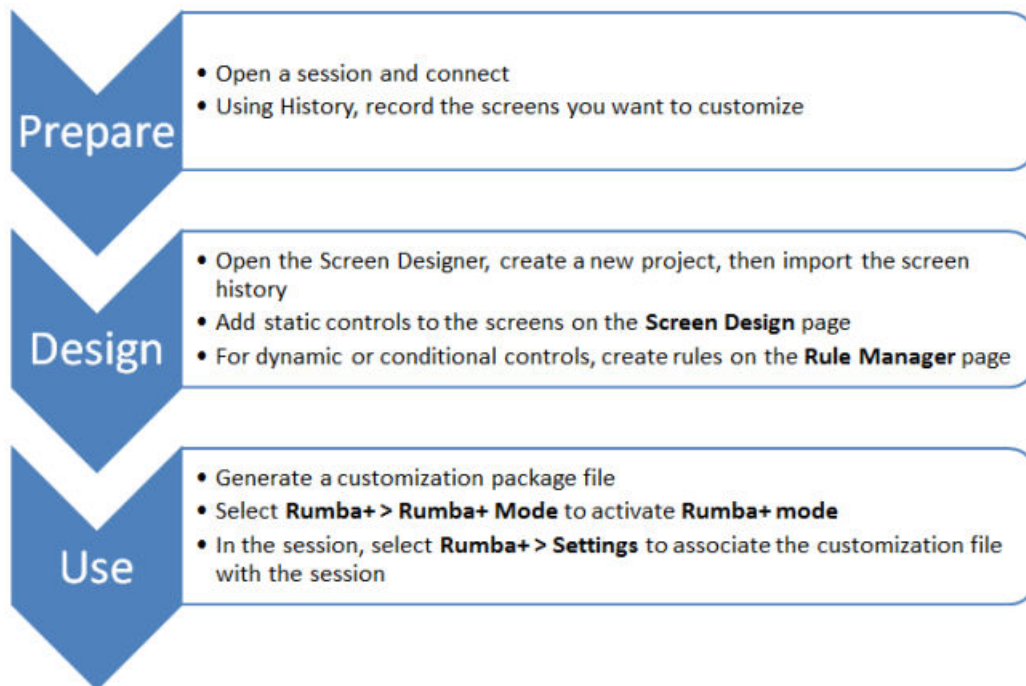
A modern visual element that interacts with a green screen. For example, a button.

### Rule

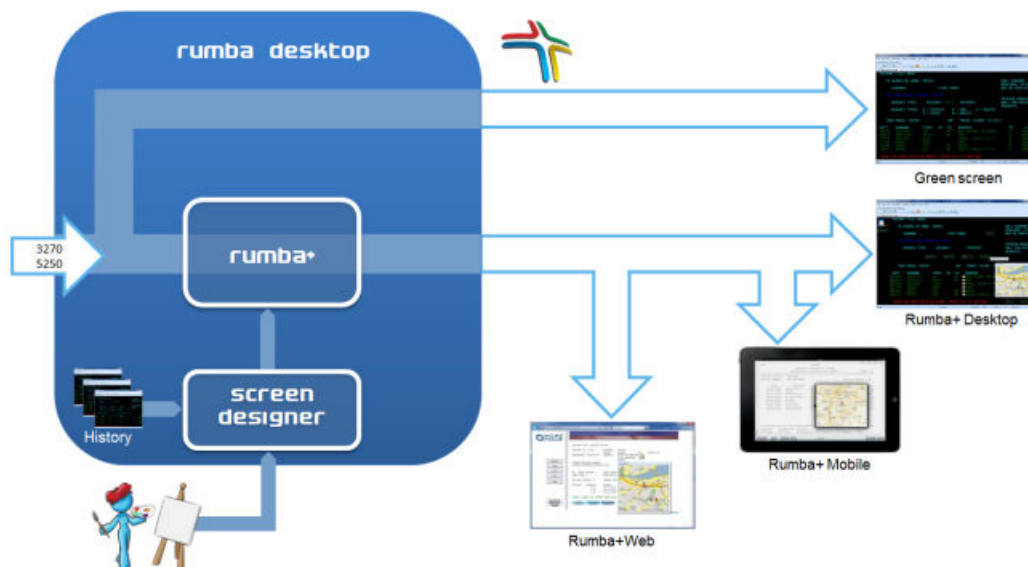
A mechanism that automatically creates one or more conditional controls on one or several screens, managed by rules.

## How it works

The figure below provides an overview of what you do to create and use customized screens:



## Architecture





# Using the Screen Designer

This section provides a step-by-step guide to creating a customization project. You add a number of controls to various green screens to create a project, then see the results of the customization in Rumba+ mode.

## Getting started

Before you start using the Screen designer, you need to:

- Extract the files that came with this guide.
- Start a mainframe session.
- Change the color of the screen text to make it more visible.
- Connect to the Rumba Demo Host.

## Extracting the package files

Extract the following files from the package .ZIP file to your local machine:

- MF\_Logo.png
- pie\_chart.png
- WebFrame\_URL.txt
- welcome.png

Make a note of where you save them because you will need them later.

## Starting a mainframe session

1. From the Windows **Start** menu, select:

**Start > All Programs > Micro Focus Rumba > Micro Focus Rumba Desktop**

The **Welcome** screen appears:



2. Click **Mainframe Display**.

A mainframe session window appears on the Rumba desktop.

## Changing the display options

Some of the screens used by the Demo Host can be difficult to see because of the blue text color they use. The simple solution is to change the color.

To do this:

1. Select **Options > Display**.

The **Display Options** dialog box appears.

2. Click the **Color Attributes** tab.

3. In the **Multi Color Attributes** frame, click the **Protected** button.

The color palette appears:

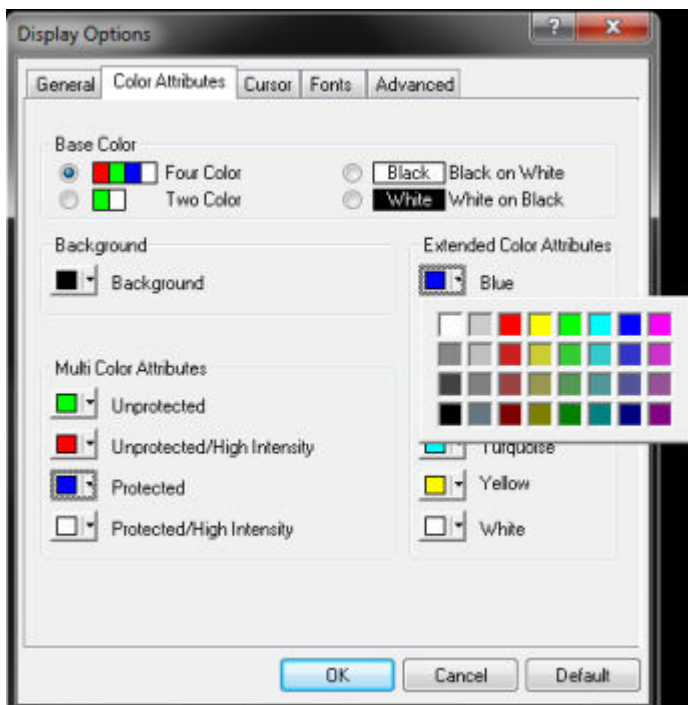


4. Click the light green box.

The blue **Protected** button changes to green.

5. In the **Extended Color Attributes** frame, click the **Blue** button.

The color palette appears:



6. Click the light green box.

The blue button changes to green.

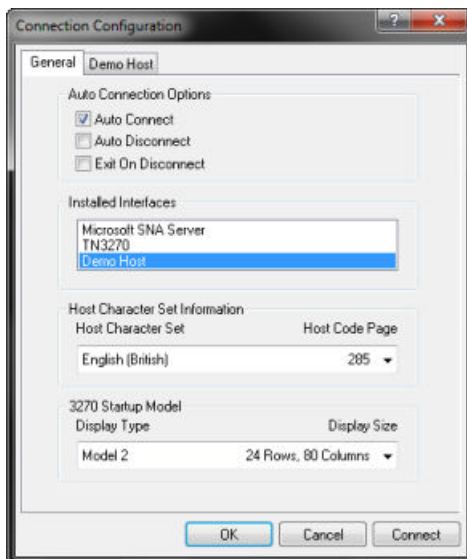
7. Click **OK**.

All dark blue text on screens will now appear as green.

## Configuring the connection to the Demo Host

1. Select **Connection > Configure**.

The **Connection Configuration** window appears:



2. In the **Auto Connection Options** frame, check **Auto Connect**.
3. In the **Installed Interfaces** frame, select **Demo Host** from the list.
4. Click **OK**.

5. Select **File > Save session Profile As**.

The **Save Session Profile** dialog box appears.

6. In the **File name** field, type `DemoHost`.
7. Click **OK**.

The **Connection Configuration** window closes.

## Creating a history file

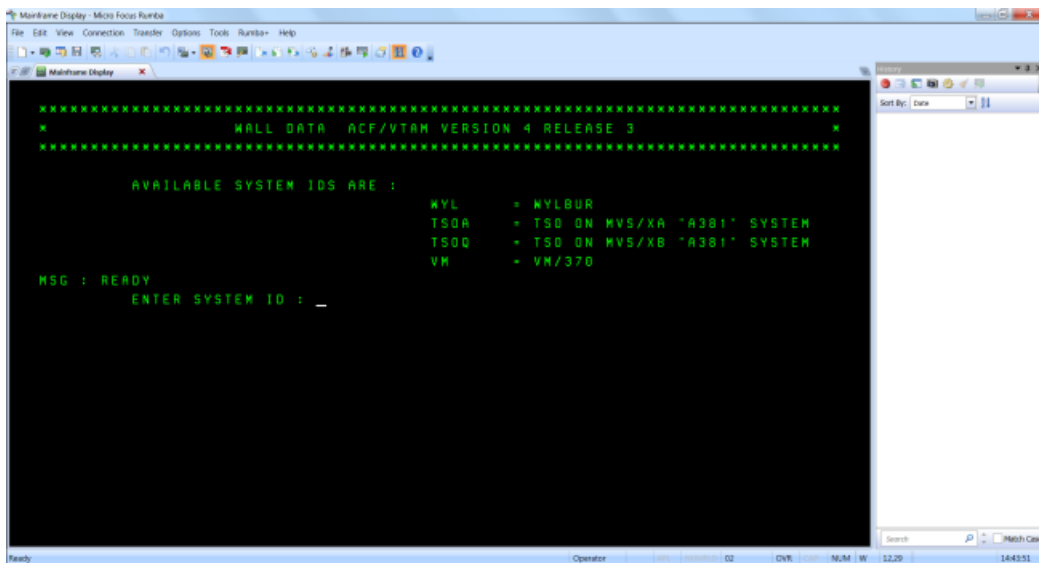
Before you start customizing screens, you need to capture a set of screens in a history file. This section describes how to record a sequence of screens to use in the Screen Designer.

### Recording history


You need to create a history file so you have a set of screens to use in the Screen Designer. To do this:

1. Click the **History** icon  on the Rumba toolbar.  
The **History** pane appears.
2. Click the **Record** icon  on the **History** pane toolbar.
3. Select **Connection > Connect**.

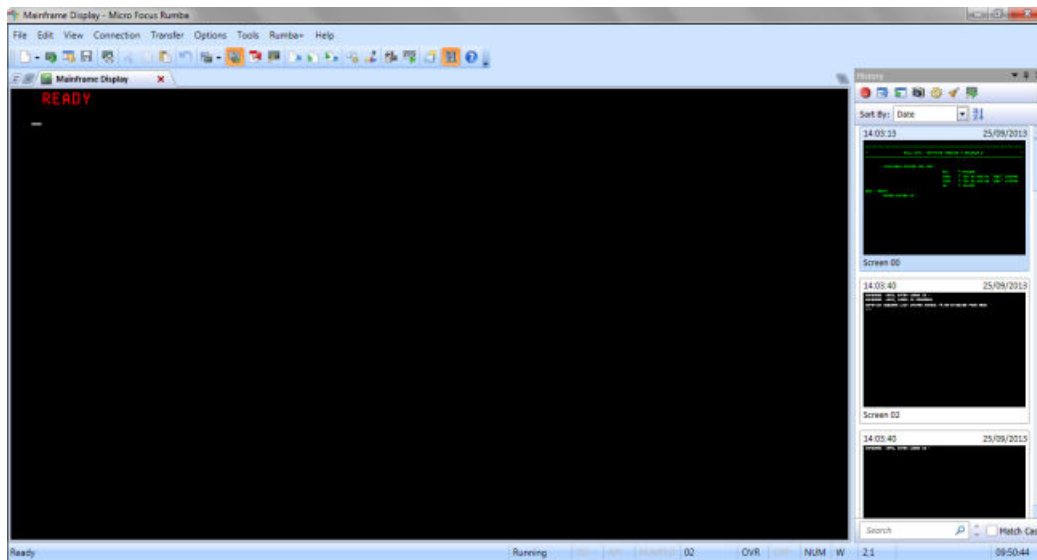
The Demo Host mainframe session starts:



4. Press **Enter**.  
The screen appears in the **History** pane.  
The rest of the screens will be captured automatically.
5. At the `ENTER SYSTEM ID :` prompt, enter:  
`TSOA`
6. At the `ENTER LOGON ID :` prompt, press **Enter**.
7. At the `LAST SYSTEM ACCESS` prompt, press **Enter**.
8. At the `READY` prompt, enter:  
`TOYS`


9. At the TOPCO TOYS, INC screen, press **Enter**.
10. Enter O.
11. At the CUSTOMER SCREEN, press PF8.
12. At the DETAIL LINE ENTRY SCREEN, press **Enter**.
13. At the READY prompt, enter:  
E
14. At the TOP OF DATA screen, press **Enter**.
15. At the READY prompt, enter:  
R
16. At the TOPCO TOYS, INC screen, press PF3.
17. At the READY prompt, enter:  
A
18. At the EXTENDED ATTRIBUTE TEST screen, press PF3.
19. At the READY prompt, enter:  
C
20. At the EUROPEAN CUSTOMER LIST screen, press PF1.
21. Click the **Record** icon  again to stop recording history.

Each screen has been added, in sequence, to the **History** pane:




## Recording a single screen

You can also record screens one at a time. To do this:

1. At the READY prompt, enter:  
Q
2. Click the **Manual capture** icon  on the **History** pane toolbar.  
The screen is added to the list of screens in the **History** pane.

## Saving the history to a file

To save the recorded history to a file:

1. Click the **Export history to file** icon  on the **History** pane toolbar.

The **History Export** dialog box appears.

2. Navigate to where you want to save the history file.
3. In the **File name** field, type `DemoHistory`.
4. Click **Save**.

You now have a number of screens to use in your customization project.



5. Click the **History** icon  on the Rumba toolbar.

The **History** pane closes.

6. Select **Connection > Disconnect**.

## Opening the Screen Designer











To open the Screen Designer, do one of the following :

- On the menu bar, select **Rumba+ > Open Screen Designer**.
- On the toolbar, click the **Open Screen Designer** icon .
- On the **History** pane toolbar, click the **Customize captured screens** icon .

The **Screen Designer** window appears, with two tabbed pages, the **Screen Design** page and the **Rule Manager** page.

## The project toolbar



	Start a new project.
	Open an existing project.
	Import an existing project
	Save a project.
	Save a project with a different name.
	Toggle the grid.
	Change the opacity of displayed controls.
	Show / hide Rule Manager controls.
	Change project settings.
	Import history.

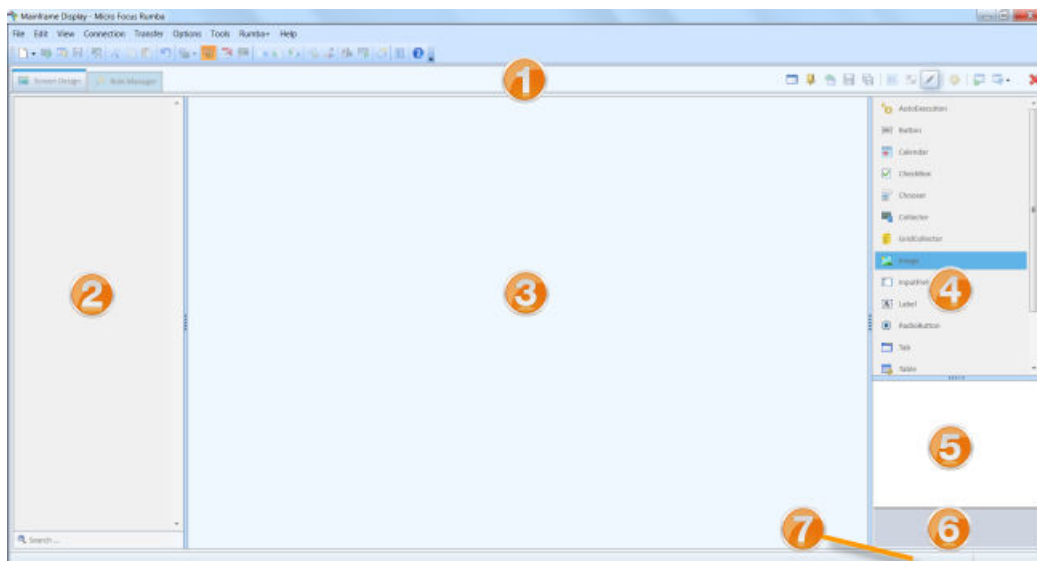


Generate a customization file.



Close the Screen Designer.

## The Screen Design page



1

Screen Designer tabs and toolbar.

2

History pane. Contains thumbnails of all the screens recorded in the imported history file, together with a search box to search and filter screens.

3

Work area. Contains a full size version of the selected thumbnail. Shows the controls associated with the screen.

4

Control panel. Contains a list of available controls that can be applied to the screen in the work area.

5

Property grid. Contains a list of available properties for the selected control.

6

Property description. Provides a description of the selected property in the property grid.

7

Status bar. Displays the coordinates of the cursor. Useful when looking for coordinates of fields.

## The Rule Manager page

For information about the Rule Manager and when to use it, see [Using the Rule Manager](#).

## Starting a new project

1. Click the **New project** icon  on the project toolbar.

The **New Rumba+ Project** dialog appears.

2. In the **Name** field, type a name for your project, such as `DemoHost`, then click **OK**.

## Importing history

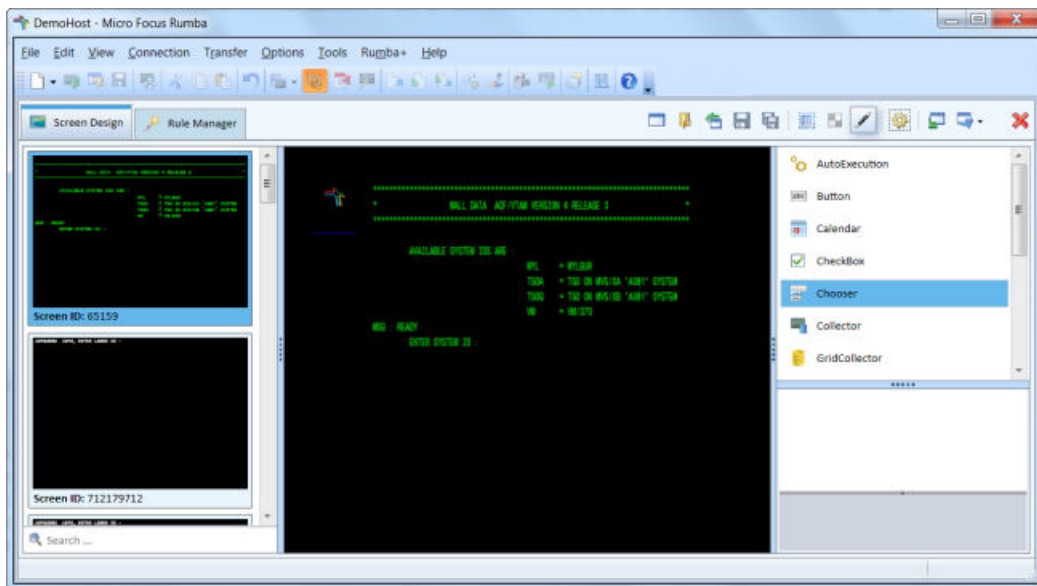
1. Click the **Import History** icon  on the project toolbar.

The **History Import** dialog box appears.

2. Choose your history file, then click **Open**.

Thumbnails of the recorded screens appear in the history pane. Each screen has a unique screen ID, generated by Rumba. You can also create screen identifications instead of, or in addition to this default ID (see [Identifying screens](#)).

The first screen is selected by default and a larger version of it appears in the work area:



3. Click the **Save Project** icon  on the project toolbar.



**Note:** It is always good practice to save your project after you have made any changes to it.

## Selecting a theme

A theme defines the layout of the screen and the look of each control across all screens in a customization project.

It is best to choose a theme early in the customization project.

To select a theme:

1. Click the **Project Settings** icon on the project toolbar.  
The **Project Settings** dialog box appears.
2. Click **Themes** in the left pane.
3. Click **Change** in the right pane. The **Choose Rumba+ Theme** dialog box appears.
4. Select the thumbnail of the theme you want to use from the left pane.
5. Click **OK**.



6. Click **OK** in the **Project Settings** dialog box.

The theme is applied to all the screens in your project.

For more information about themes, see [Using themes](#).

## Adding controls

You will now use the **Screen Design** page to add controls to your screens.

The **Screen Design** page is used to add controls to specific screens. To add controls that repeat on multiple screens or many times on a single screen, you use the Rule Manager. For information about the Rule Manager, see [Using the Rule Manager](#).

As you go through this section, you add controls to your captured screens progressively. We recommend that you add the controls in the order they are described to build a completed project.



**Note:** It is important to remember that, while the Screen Designer is a very powerful tool, it is not WYSIWYG. You should always adopt an approach of design and test to ensure that what you do in the Screen Designer has the desired appearance in Rumba+ mode.

## Adding a Button control

Button triggers an action or a sequence of actions when clicked.



**Note:** In this section you use the MF\_Logo.png file supplied with the package file.

1. Ensure the first thumbnail is selected.
2. Drag the Button control icon from the control panel on to the work area and drop it to the left of the AVAILABLE SYSTEM IDS ARE row.

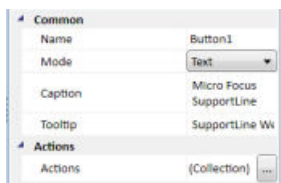


**Note:** When you drop the control on the screen, the property grid is populated.

3. In the property grid, click in the **Caption** field and delete the text Button.
4. Type Micro Focus SupportLine.

When you click elsewhere on the screen, the text changes on the control.

5. To make the text appear on two lines, click in the **Caption** field and place your cursor after **Micro Focus**, then press **Alt+Enter**. This splits the line.
6. Use the control's handles to size the control to fit the text.
7. Click in the **Tooltip** field and type SupportLine Web Site.



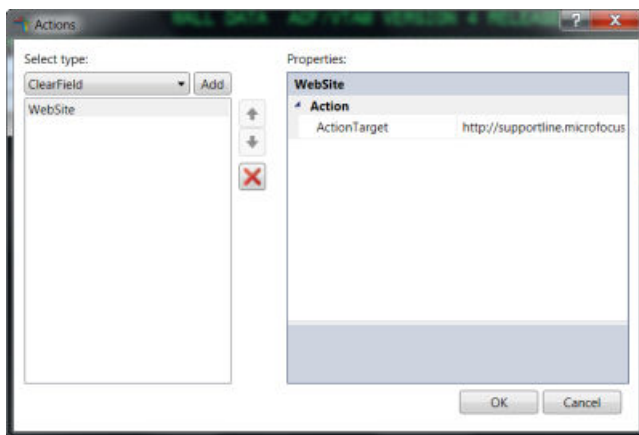
8. Click the accelerator button (...) next to the **Actions** field.

The **Actions** dialog box appears.

9. Under **Select type**, select **WebSite** from the drop-down list.
10. Click **Add**.

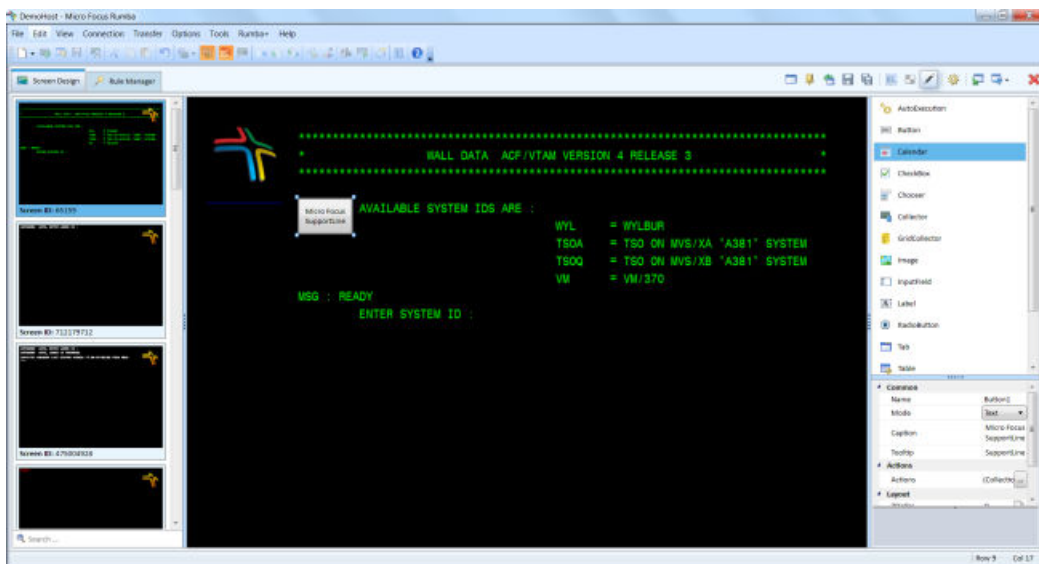
A new action appears in the **Actions** frame and its properties appear in the **Properties** frame.

11. In the **Properties** frame, type `http://supportline.microfocus.com/` in the **ActionTarget** field:



12. Click **OK**.

Your screen should look like this:



13. You can also use an image for the button instead of text. To do this, select **Image** from the **Mode** list.

14. Click the accelerator button next to **ImagePath**.

The **Open** dialog box appears.

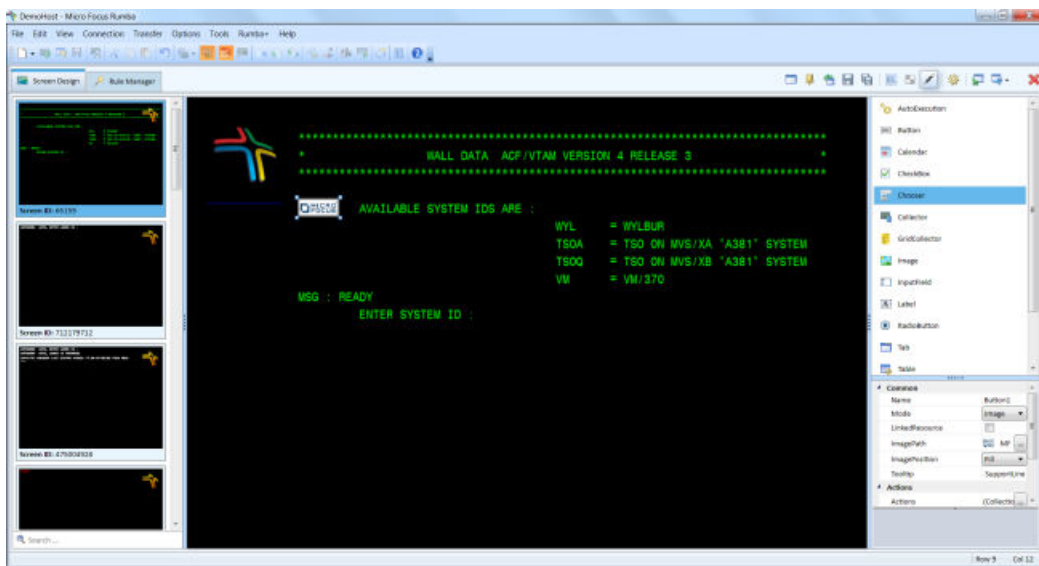
15. Select the **MF\_Logo.png** file supplied with this document.


16. Click **Open**.

The image appears on the button.

17. Resize the button to 6x1.

Your screen should look like this:



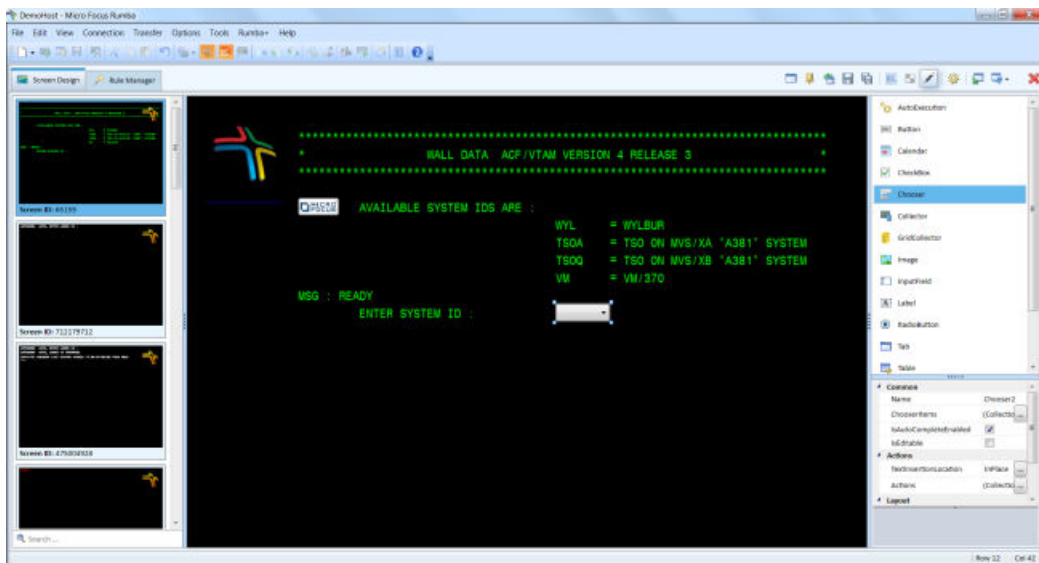
 **Note:** You can also provide a link to an image that is not on your machine. To do this, check **LinkedResource**, then type the Web address of the image.

18. Click the **Save** icon  on the project toolbar.

## Adding a Chooser control

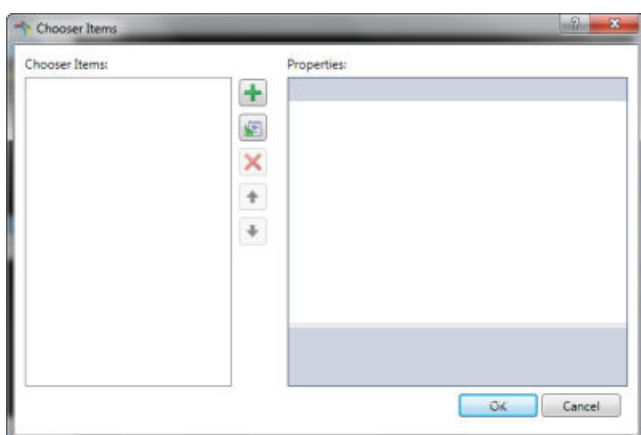
Chooser appears on the screen like a drop-down list. Chooser is used to insert data into a field on the screen by selecting an item from the list.


1. Drag the Chooser control icon from the control panel on to the work area and drop it next to **ENTER SYSTEM ID :**




2. In the property grid, click the accelerator button  next to **ChooserItems**.

The **ChooserItems** dialog box appears:



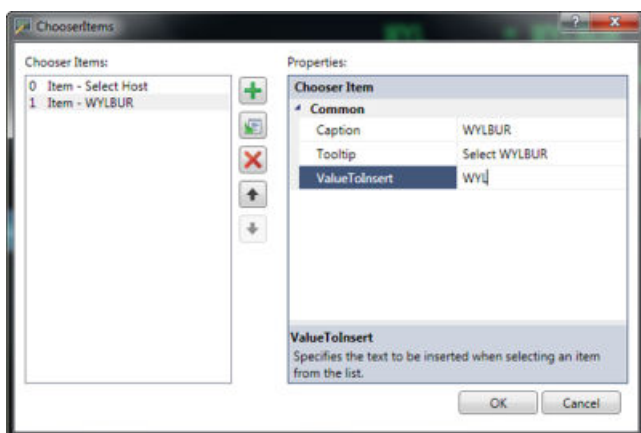
3. Click the **Add** button .
4. In the **Properties** frame, type `Select Host` in the **Caption** field.
5. In the **Tooltip** field, type `Select host system`.

This text will appear as you hover over the selection. Tooltip text can be used for tips and helpful information on the selection.

6. Leave the **Value to Insert** field empty.
7. Click the **Add** button .
8. In the **Properties** frame, type `WYLBUR` in the **Caption** field.
9. In the **Tooltip** field, type `Select WYLBUR`.
10. In the **Value to Insert** field, type `WYL`.

This is the text that will be placed in the entry field and must match the commands you would normally manually type in the field.

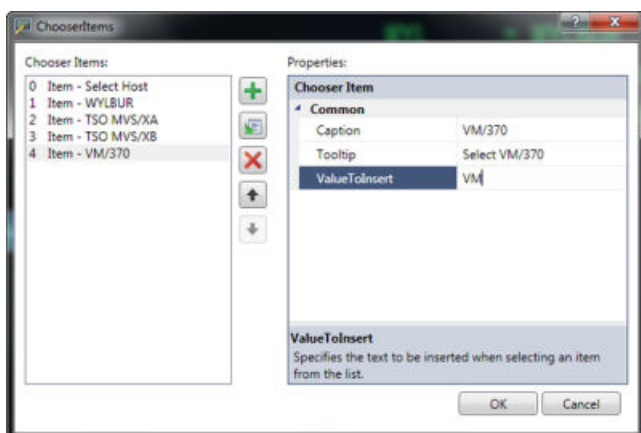
The **ChooserItems** dialog box looks like this:



11. Repeat the above steps to add the following Chooser items:

Caption	Tooltip	Value To Insert
TSO MVS/XA	Select TSO MVS/XA	TSOA
TSO MVS/XB	Select TSO MVS/XB	TSOQ
VM/370	Select VM/370	VM

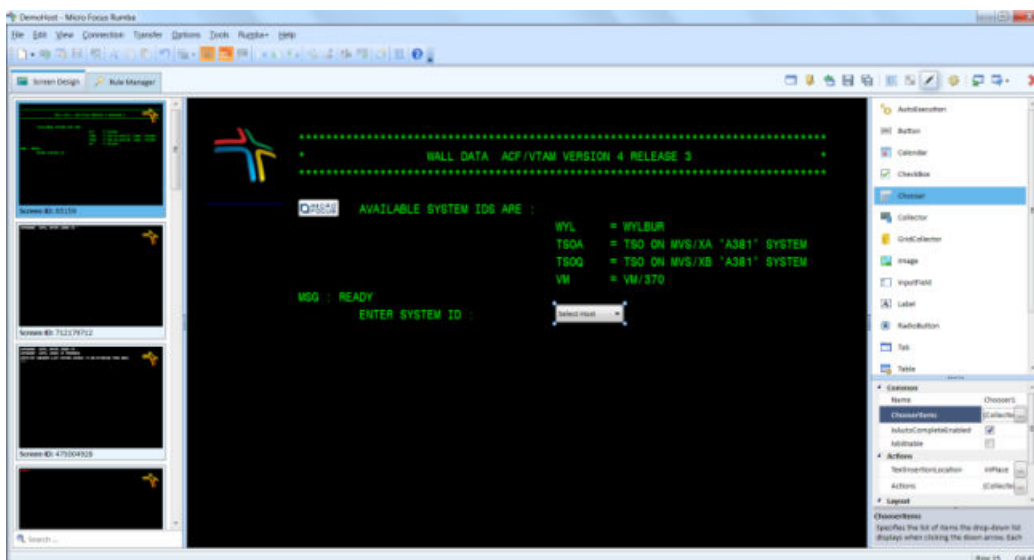
When complete, the **ChooserItems** dialog box looks like this:



12. When you have finished, click **OK**.

13. Use the handles on the control to size it so that the text shows correctly.

Your screen should look like this:




14. In the property grid, click the accelerator button  next to **TextInsertionLocation**.

The **Select Screen Location** window appears.

15. Select **Location** from the **Select By** list.

16. Click one space to the right of **ENTER SYSTEM ID:** at the location 12, 29.

17. Click **OK**.

18. In the property grid, click the accelerator button  next to **Actions**.

The **Actions** dialog box appears.

19. From the **Select type** list, select **Emulation Command**.

20. Click **Add**.

21. From the **Action** list, select **Enter**.

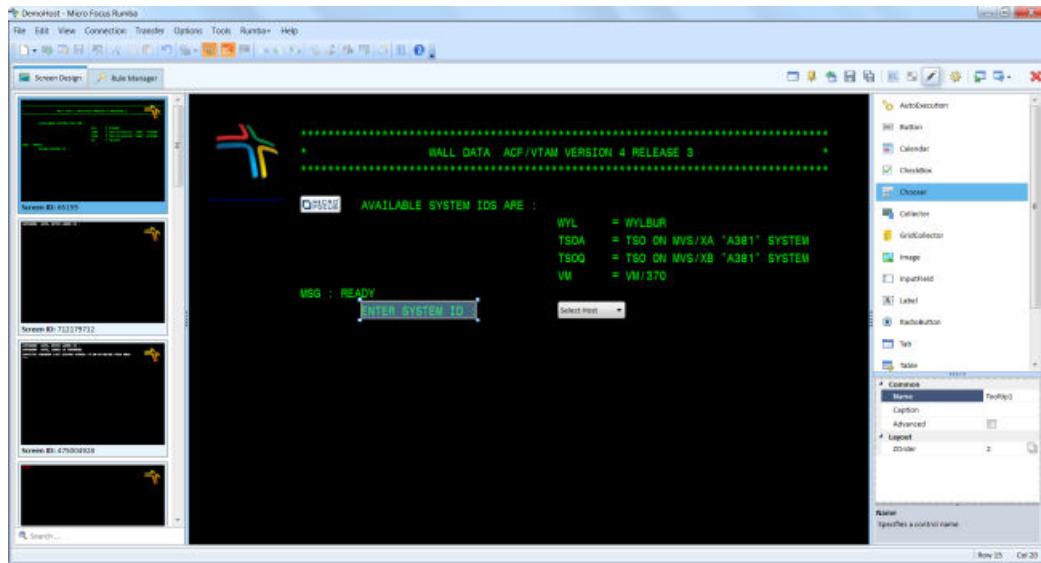
This action sends an **Enter** command to the host after the Chooser sends the selected text to the screen location specified by **TextInsertionLocation**.


22. Click the **Save** icon  on the project toolbar.

## Adding a Tooltip control

Tooltip displays text when the mouse hovers over the screen area that Tooltip occupies.

1. Drag the Tooltip control icon from the control panel on to the work area and drop it on top of ENTER SYSTEM ID :
2. Drag the handles on the control so the control covers the screen text:

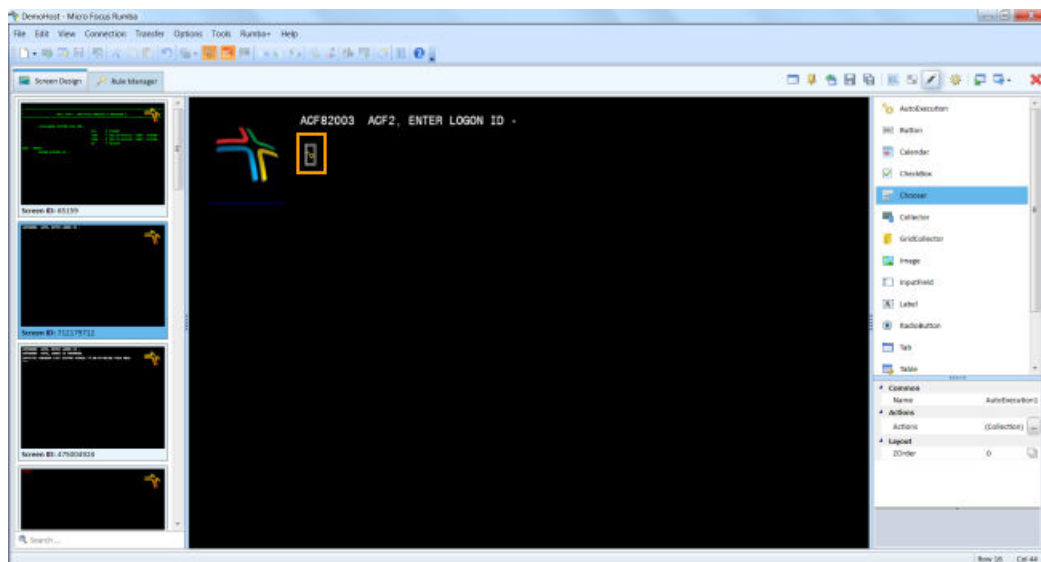



3. In the property grid, type the following in the **Caption** field:  
Click drop-down list to select system
4. Click in the **Caption** field and position your cursor just before to.
5. Press **Alt+Enter**.  
The line splits into two.
6. Click the **Save** icon  on the project toolbar.

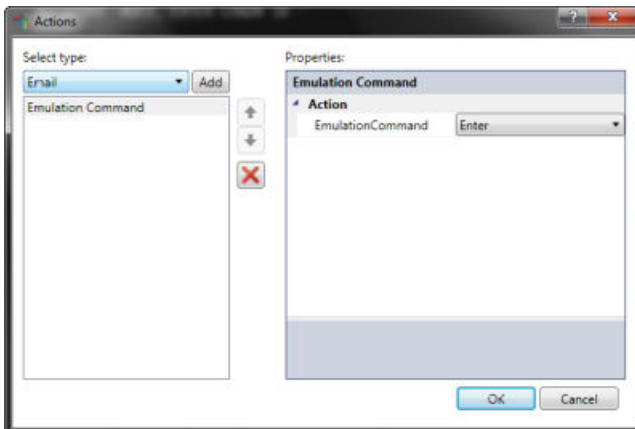
## Adding an AutoExecution control

After you log into Demo Host, you need to press **Enter** twice before the **READY** prompt appears. You can use an AutoExecution control to automate this sequence. To do this:

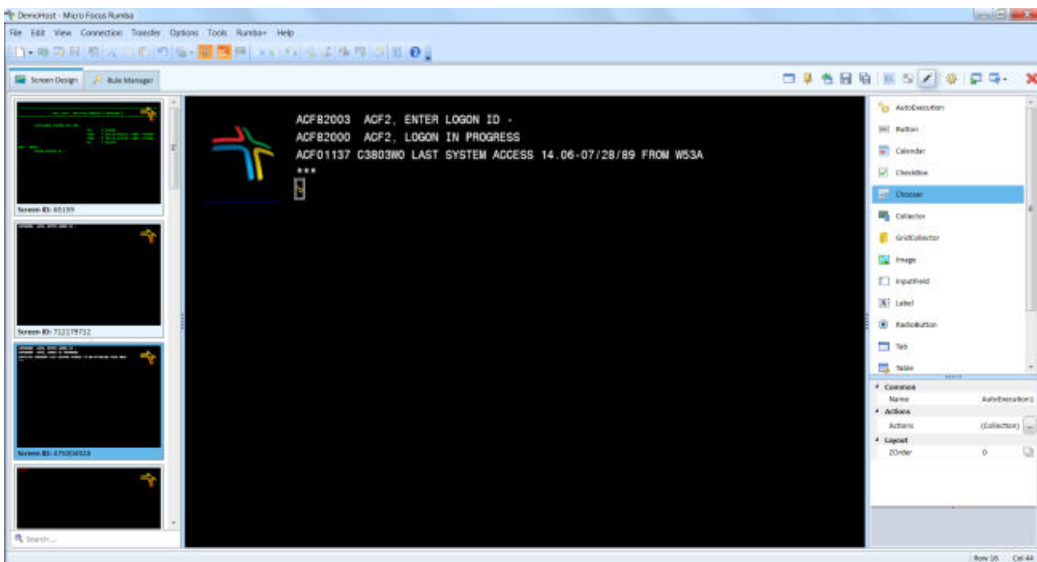
1. In the left pane, select the second screen.
2. Drag the AutoExecution control from the control panel and drop it to the right of the Rumba icon:



3. In the property grid, click the accelerator button  next to the **Actions** field.
4. From the **Select type** list, select **Emulation Command**.



5. Click **Add**.
6. From the **Action** list, select **Enter**:
7. Click **OK**.
8. Select the third screen in the left pane:
9. Add another AutoExecution control and give it the same properties:



10. Click the **Save** icon  on the project toolbar.

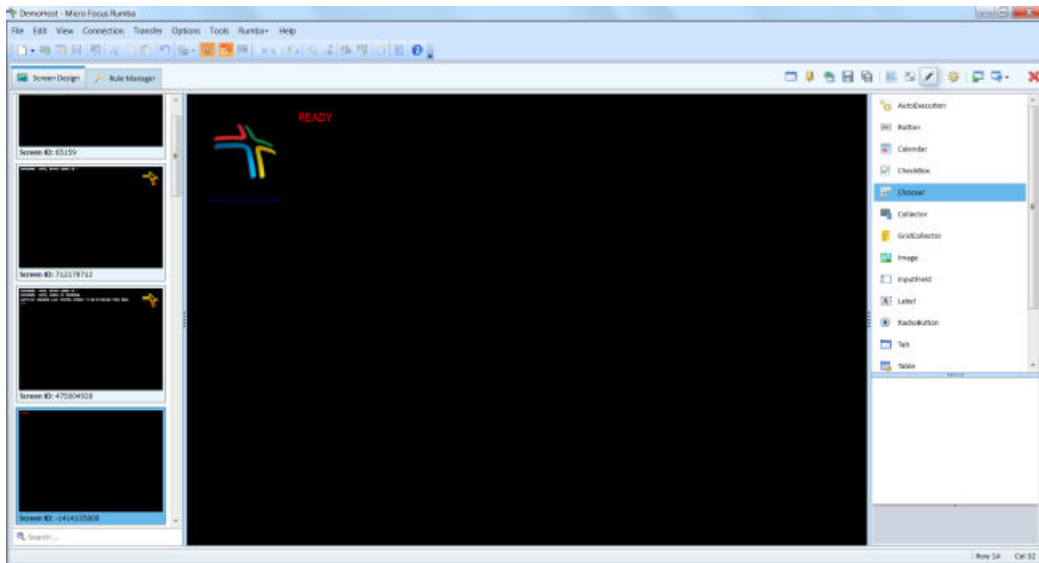
## Adding an Image control

Image masks an area of a screen with either a color or an image.

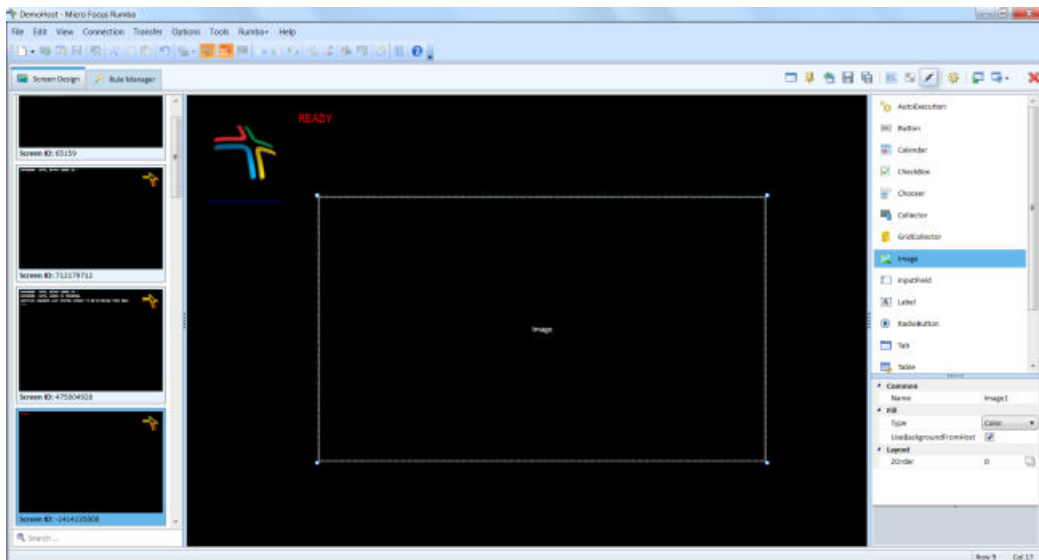



**Note:** In this section you use the `welcome.png` file supplied with the package file.

1. In the history pane, scroll down and select the fourth thumbnail. This shows the **READY** prompt.  
A larger version of the screen appears in the work area:

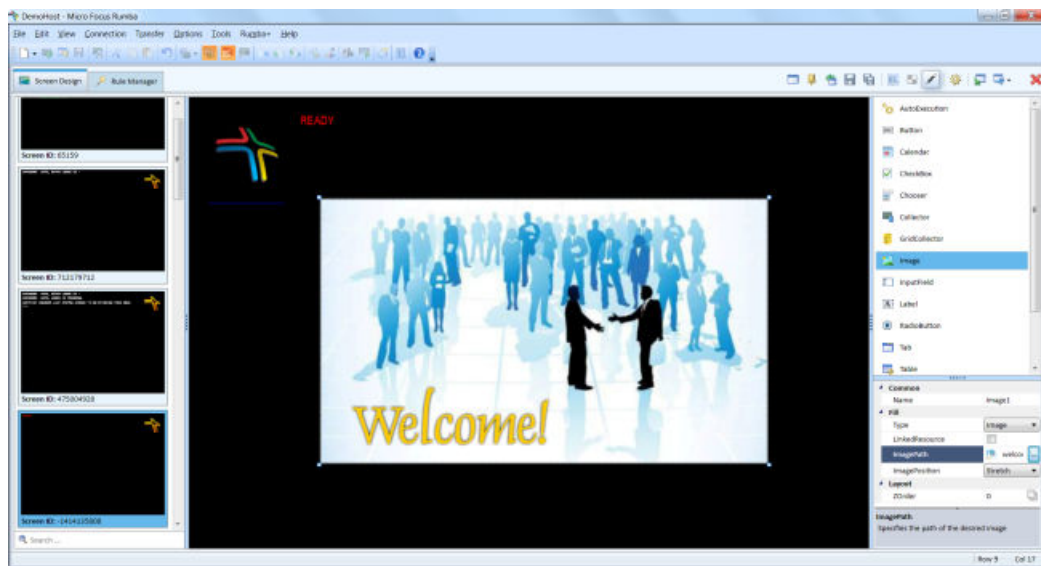



2. Drag the Image control icon from the control panel onto the work area, size it to 15x66, then place the top left corner at the screen location ( 3 , 3 ) :



3. In the property grid, select **Image** from the **Type** drop-down list.  
The **ImagePath** field appears.
4. Click the accelerator button  next to the **ImagePath** field.  
The **Open** dialog box appears.
5. Navigate to where you have saved the `welcome.jpg` file, select the file, then click **Open**.  
The selected image now fills the control on the screen:





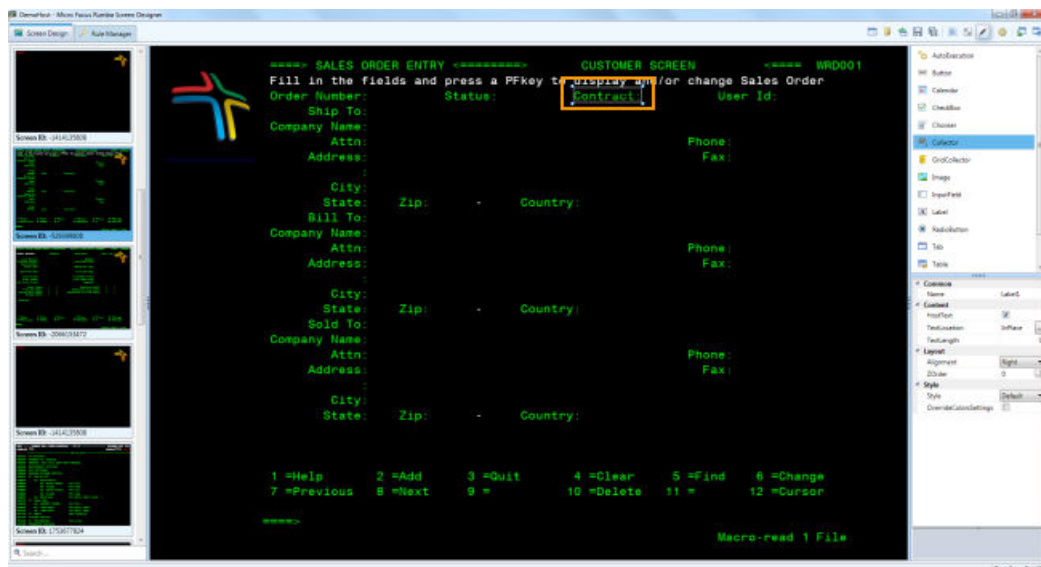
 **Note:** You can also provide a link to an image that is not on your machine. To do this, check **LinkedResource**, then type the Web address of the image.

6. Click the **Save** icon  on the project toolbar.

## Adding a Label control

Label adds a text label to a green screen. You can use Label to either replace an existing screen label or create a new label.

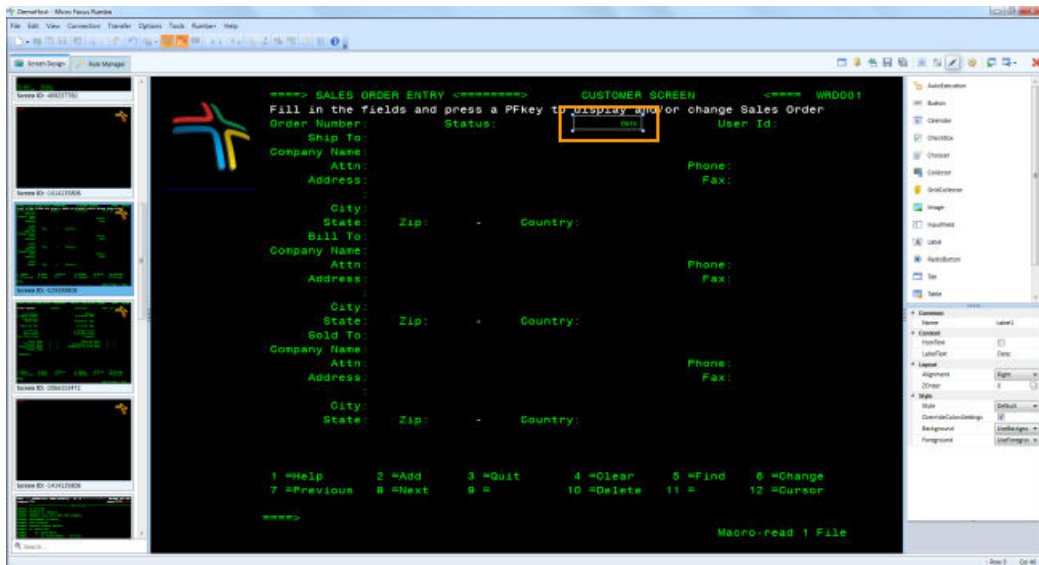
1. In the history pane, select the **SALES ORDER ENTRY - CUSTOMER SCREEN**.  
A larger version of the screen appears in the work area.
2. Drag the Label control icon from the control panel on to the work area and drop it on top of the Contract field.
3. Size the control so it covers the field completely:



4. In the property grid, uncheck **HostText**.  
The **LabelText** field appears.
5. In the **LabelText** field, delete the default text Label and type Date :

6. Select **Right** from the **Alignment** list.
7. Check **OverrideColorsSettings**.

The control now uses the screen background and foreground colors for the label background and the text. The label text is now visible in the control:

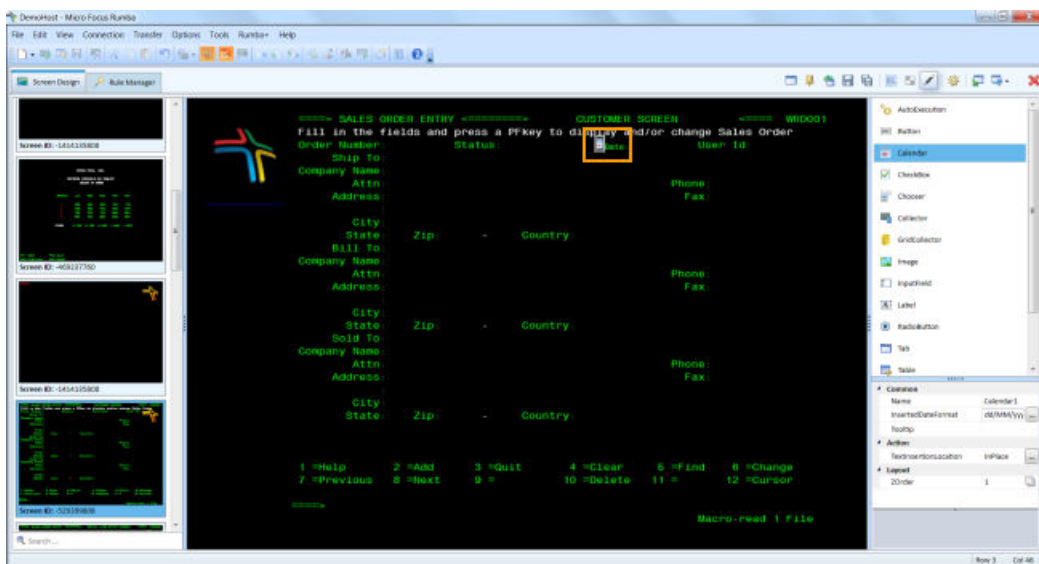



8. Click the **Save** icon  on the project toolbar.

## Adding a Calendar control

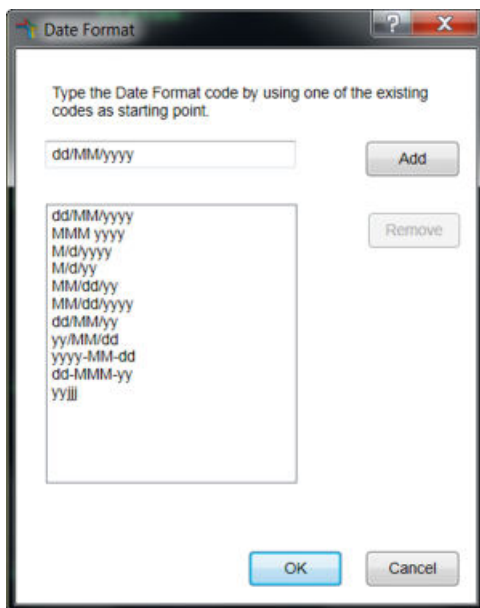
Calendar inserts a selected date at a specified point on the screen.

1. Ensure the **SALES ORDER ENTRY - CUSTOMER SCREEN** screen is still displayed in the work area.
2. Drag the **Calendar** control icon from the control panel on to the work area and drop it to the left of the (new) **Date** field:



3. In the property grid, click the accelerator button  next to the **InsertedDateFormat** field.

The **Date Format** dialog box appears:



You can select from a variety of supplied date formats. Alternatively, you can specify a custom date format.

4. In the field at the top of the dialog box, type `MM-dd-yy`, then click **Add**.

The date format is added to the main list.

5. Click **OK**.

The dialog box closes and the date format appears in the **InsertedDateFormat** field.

6. In the **Tooltip** field, type `Select date`

7. Click the accelerator button  next to the **TextInsertionLocation** field.

The **Select Screen Location** window appears.

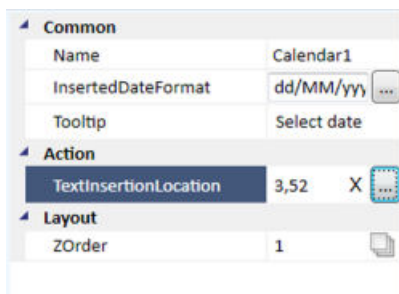
8. Select **Location** from the **Select By** list.

9. Click one space to the right of the **Contract** field at screen location `( 3 , 52 )`.

10. Click **OK**.

The window closes and the coordinates appear in the **TextInsertionLocation** field. In this case, `3 , 52`. The coordinates also appear in the status bar, below the property grid.

When complete, the property grid looks like this:

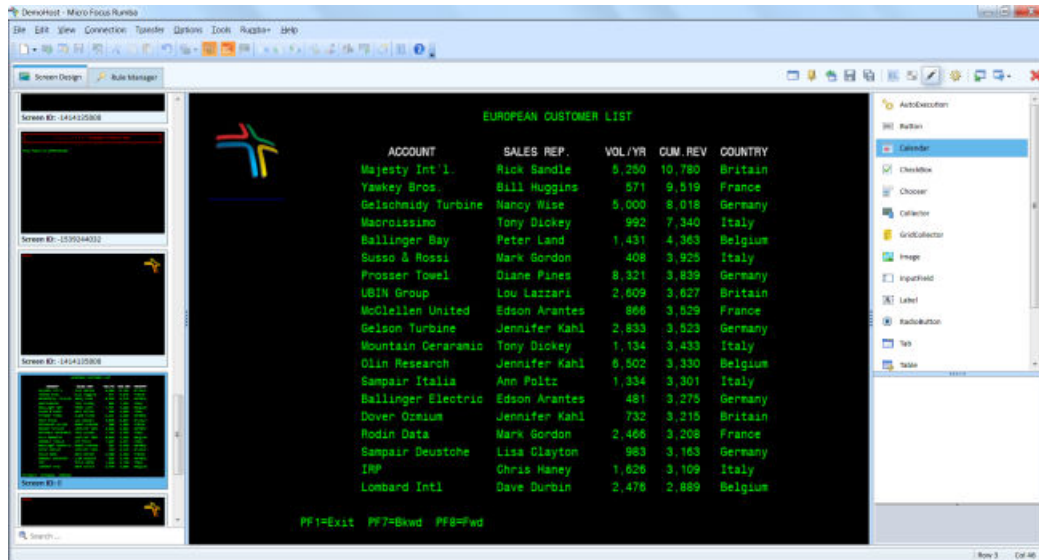


11. Click the **Save** icon  on the project toolbar.

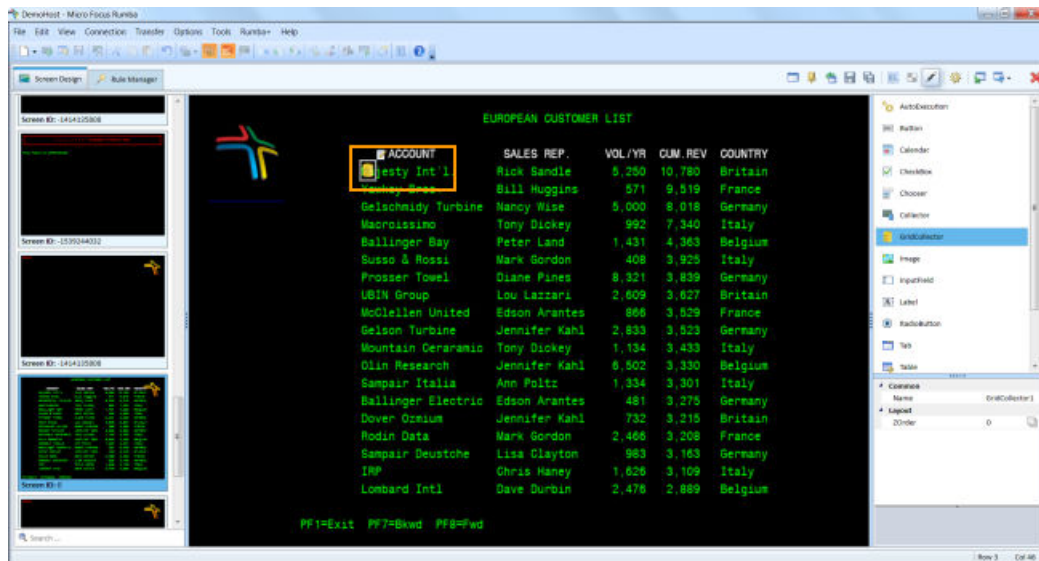
## Adding a GridCollector control


GridCollector gathers information from a specific screen location and displays the information in a table.

1. In the left pane, scroll down and select the EUROPEAN CUSTOMER LIST screen.



2. Drag the GridCollector control from the control panel and drop it at the start of the first row:

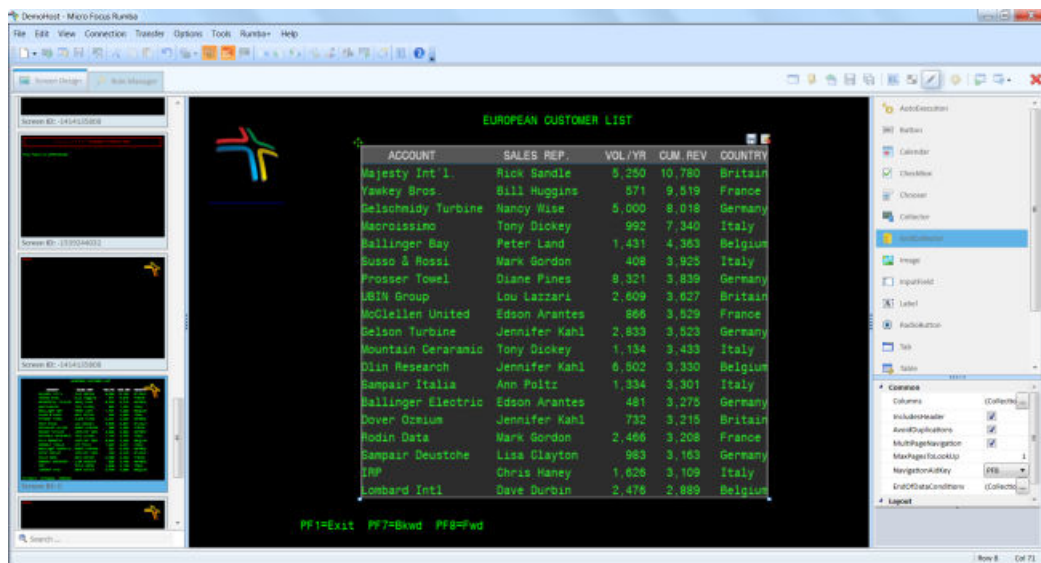


3. In the property grid, in the **Name** field, delete GridCollector and type CustomerList.
4. Click the **Edit** icon  on the control.

The GridCollector frame appears:

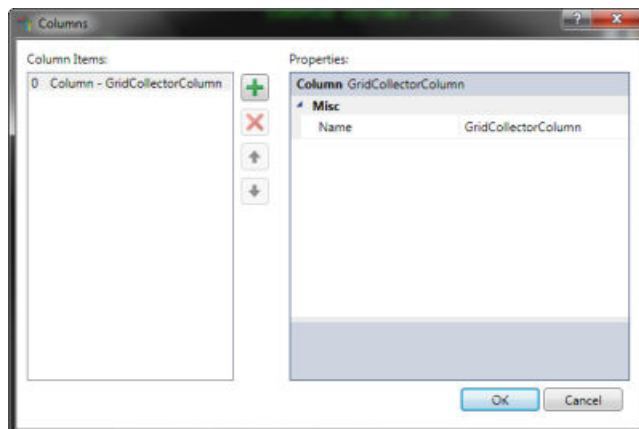


5. Move and size the GridCollector frame so that it overlays the screen data:



6. Click the accelerator button  next to the **Columns** field.

The **Columns** dialog box appears:



7. In the **Name** field, delete `GridCollectorColumn`, and type `Account`.



8. Click the **Add** button .

Another item appears in the **Column Items** frame.

9. In the **Name** field, type Sales Rep.

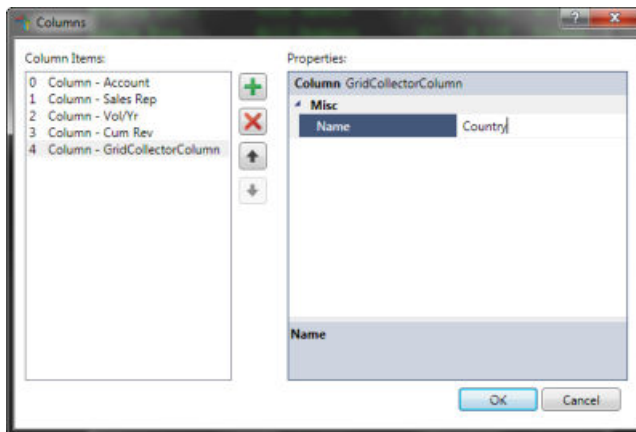
10. Click the **Add** button .

Another item appears in the **Column Items** frame.

11. Continue to add columns for:

- Vol/Yr
- Cum Rev
- Country

The dialog box should look like this:

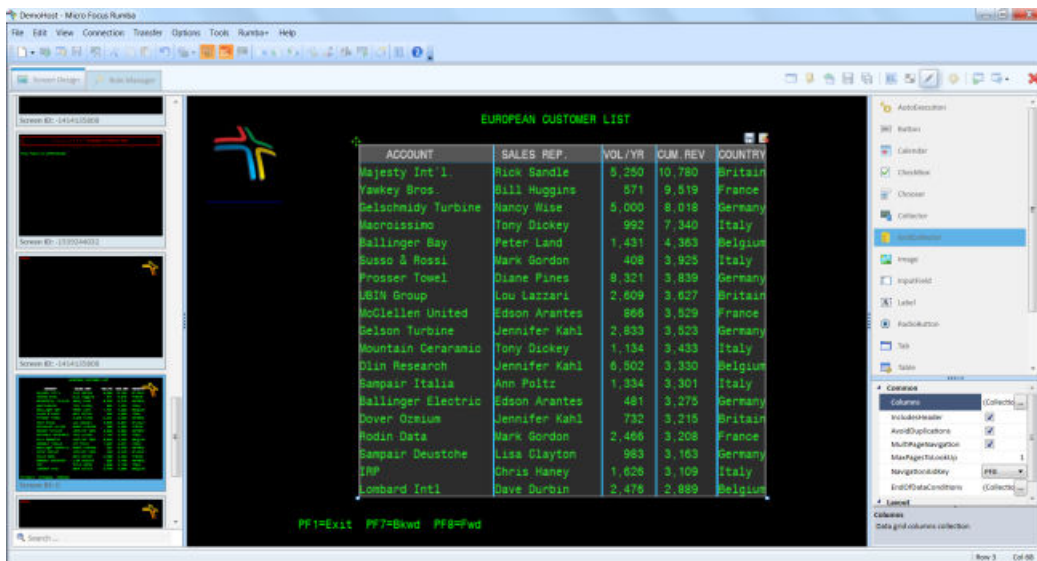


12. Click **OK**.

The GridCollector frame now contains a number of blue vertical lines. These represent column dividers.

13. Drag each column divider to the left of each column.

The GridCollector should look like this:



**Tip:** In some cases, such as Web applications, system parameters do not look for leading spaces. It is therefore best to start a column on the first character of data.

14. At the top right of the GridCollector, click the **Save** icon .

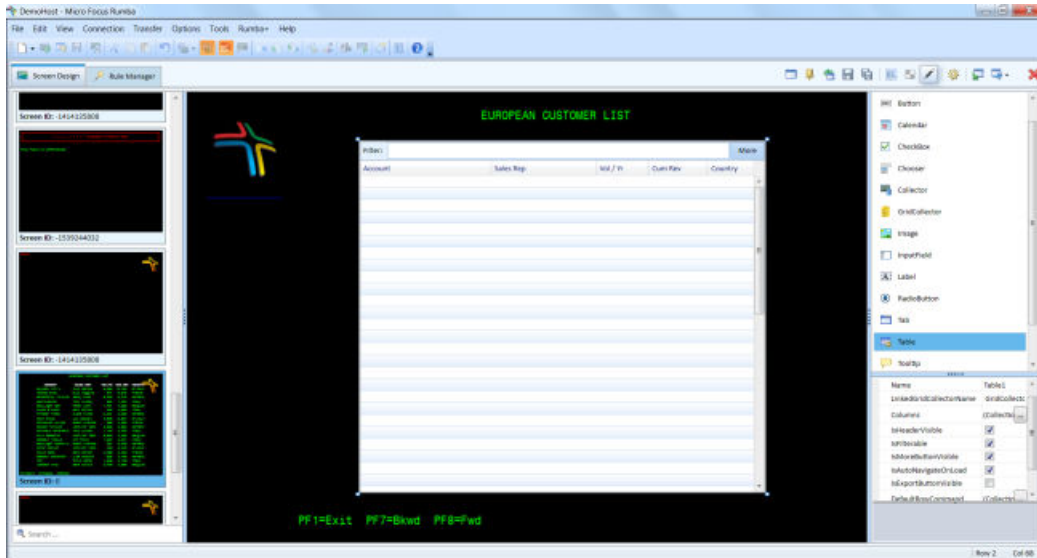
15. Click the **Save** icon  on the project toolbar.


## Adding a Table control


This section describes how to add a Table control and link it to the GridCollector control.

1. Drag the Table control from the property grid and drop it on the GridCollector control.

The table automatically links to the GridCollector control and maps on to the area defined by the GridCollector:



 **Note:** The **LinkedGridCollectorName** field in the property is completed automatically, and the table header and columns properties are taken from the linked GridCollector properties.

2. Uncheck **IsMoreButtonVisible**.
3. Uncheck **IsAutoNavigateOnLoad**.
4. Check **IsExportButtonVisible**.
5. Click the **Save** icon  on the project toolbar.

## Adding a Collector control

Collector controls gather screen data for use in other functions. In this case you will add a Collector control to collect data to generate a pie chart for January.

1. In the history pane, select the `TOPCO TOYS, INC Revenue Analysis By Region` screen.

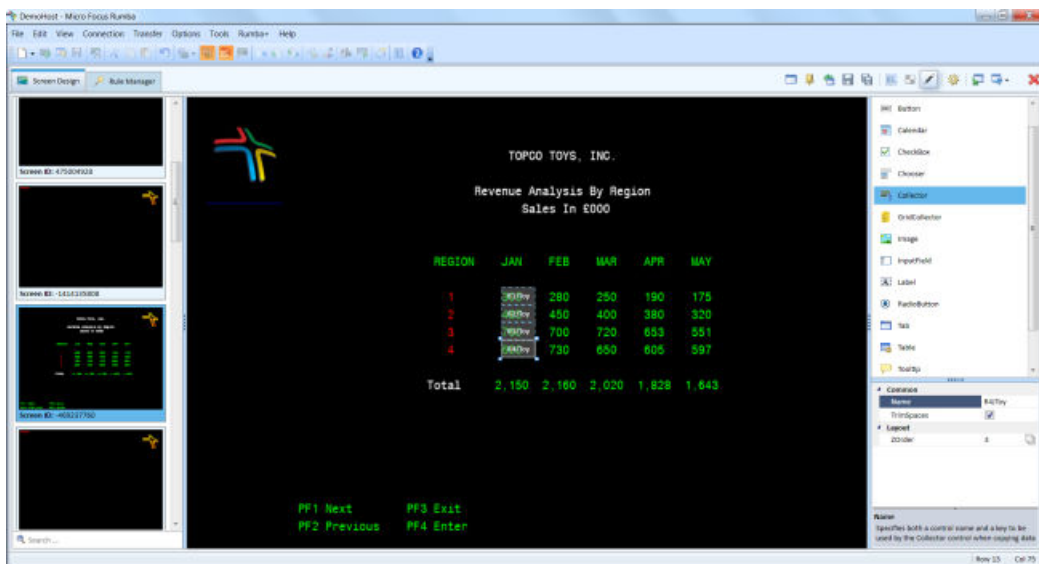
A larger version of the screen appears in the work area.

2. Drag the Collector control icon from the control panel on to the work area and drop it on top of 305 in the `JAN` column for region 1.
3. In the property grid, type `R1Jtoy` in the **Name** field.

This is the name of the variable where the value will be stored.

4. Leave **Trim Spaces** checked.
5. Add Collector controls for the three other regions. Use `R2Jtoy`, `R3Jtoy`, and `R4Jtoy` as global parameter names.

The Screen Design page looks like this:



6. Click the **Save** icon  on the project toolbar.

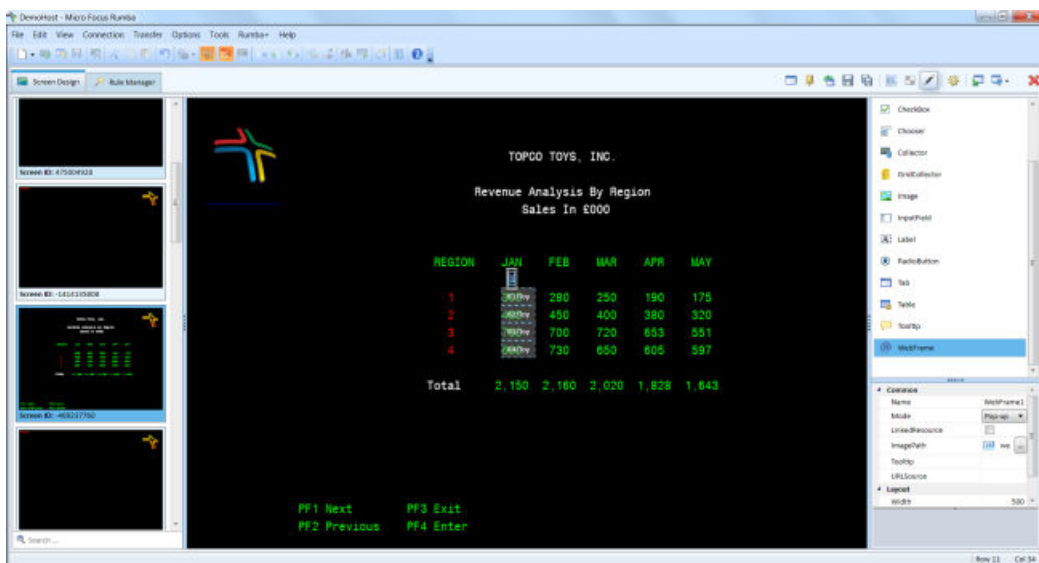
## Adding a WebFrame control

In the previous section, you added four Collector controls to collect data for a pie chart. You will now add a WebFrame control to use the variables of the Collector controls to generate the pie chart.



**Note:** In this section you use the `WebFrame_URL.txt` file and `pie chart.png` files supplied with the package file.


1. Drag the WebFrame control icon from the control panel on to the work area and drop it just underneath JAN:



2. Select **Pop-up** from the **Mode** list.



**Note:** If you were to select **Embedded**, the resulting pie chart would appear as an embedded window on the green screen.


3. Click the accelerator button  next to **ImagePath** and select the `pie chart.png` file that came with this document.
4. In the **Tooltip** field, type `Pie chart`.



5. Open the WebFrame\_URL.txt file.

The file contains the following URL:

```
http://chart.googleapis.com/chart?chs=300x150&cht=p3&chco=0000FF|00FF00|FF0000|FFFF00&chds=0,1000&chd=t:%%R1Jtoy%%,%%R2Jtoy%%,%%R3Jtoy%%,%%R4Jtoy%%&chdl=Region1|Region2|Region3|Region4&chtt=TOYS
```

6. Copy the content of the file and paste it in the **URLSource** field.
7. Click the **Save** icon  on the project toolbar.

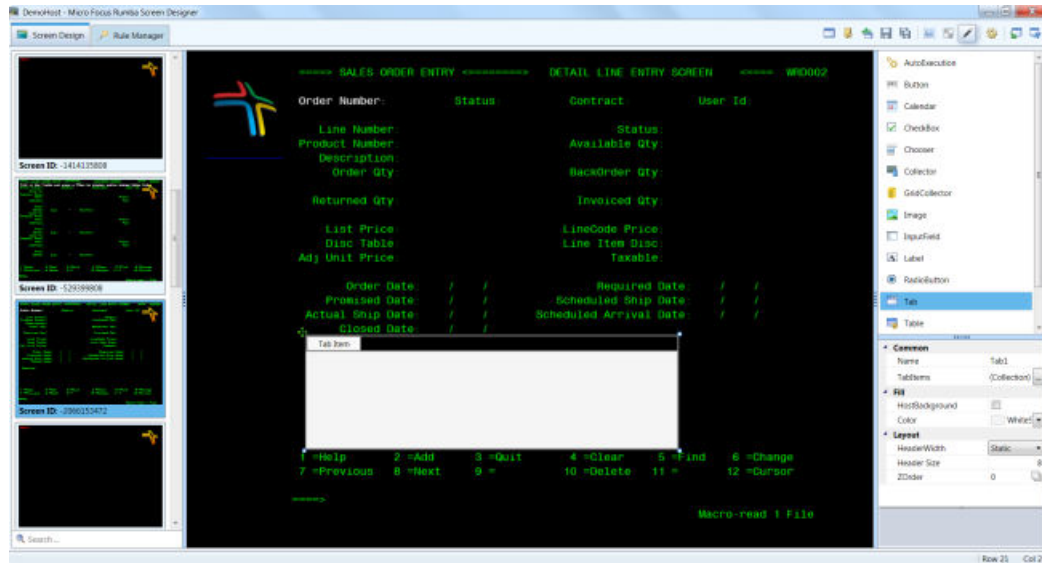
## Adding a Tab control

Tab provides an area of the screen to which you can assign other controls. You can have multiple Tab controls on a screen, with multiple tab items within a Tab control.

1. In the history pane, select the SALES ORDER ENTRY - DETAIL LINE ENTRY SCREEN.

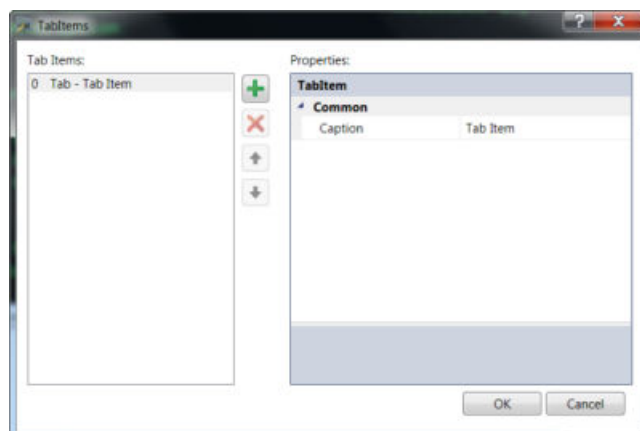
A larger version of the screen appears in the work area.

2. Drag the Tab control icon from the control panel to work area and drop it on the Remarks area on the screen:



3. In the property grid, click the accelerator button  next to the **TabItems** field.

The **TabItems** dialog box appears:



4. In the **Caption** field, delete Tab Item and type Order.

5. Click the **Add** button .

Another item appears in the **Properties** frame.

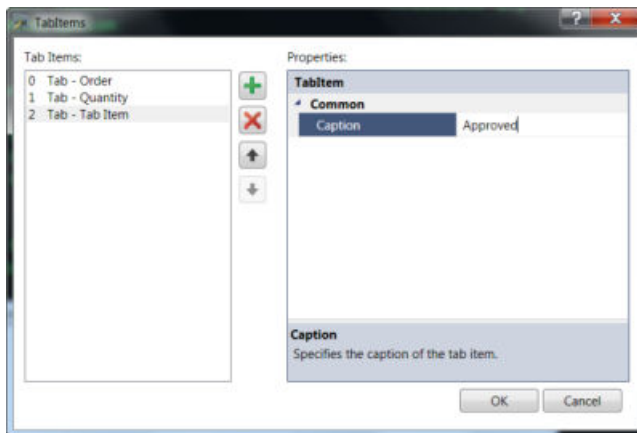
6. In the **Name** field, delete Tab Item and type Quantity.

7. Click the **Add** button .

Another item appears in the **Properties** frame.

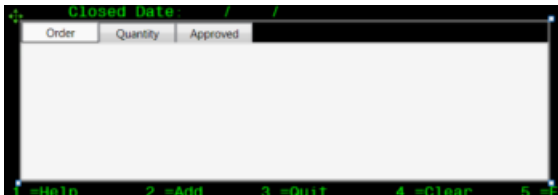
8. In the **Name** field, delete Tab Item and type Approved.

The dialog box looks like this:

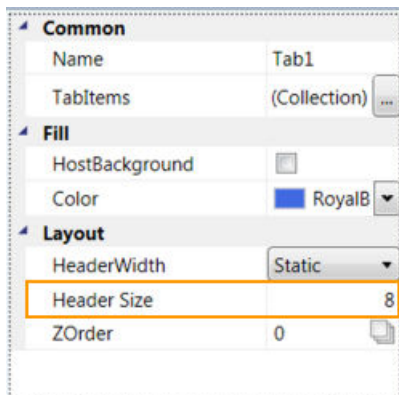


9. Click **OK**.

The Tab control now has three Tab items:



You can change the width of the tab item headers to fit the text you choose. For example, the default width is eight characters. You can specify a different width by changing the value in the **HeaderSize** field:



10. Change the value in the **HeaderSize** field to 12.

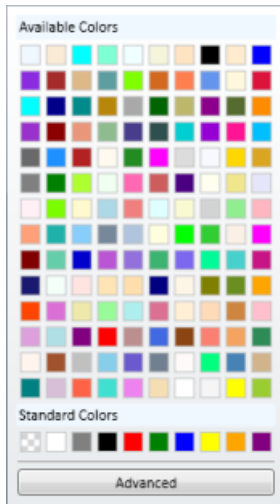
You can see the change in the width of the tab item headers.



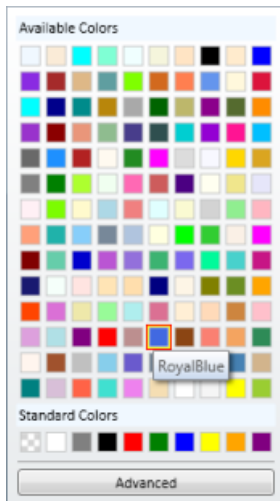
**Note:** If you select **Dynamic** from the **HeaderWidth** list, the headers automatically size to fit the length of text in each header.

11. In the property grid, click the down button  next to the **Color** field.

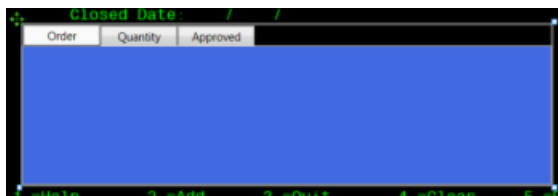
The **Available Colors** palette appears:



12. Select **RoyalBlue**:



The color fills the Tab control and its Tab items:



13. Click the **Save** icon  on the project toolbar.

## Adding an InputField control

InputField provides a text input field in which you type text at a specific screen location.

1. Each input field requires a label. Drag the Label control icon from the control panel and drop it onto the Tab control you have created:



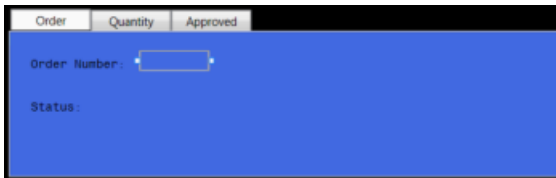
2. In the property grid, uncheck **HostText**.

The **LabelText** field appears.

3. In the **LabelText** field, delete the default text `Label` and type `Order Number:`.
4. Add another Label control below the first and call it `Status:`.
5. Size both labels:



6. Drag the InputField control icon from the control panel and drop it on the **Order Number** row:



7. Click the accelerator button  next to the **TextInsertionLocation** field.

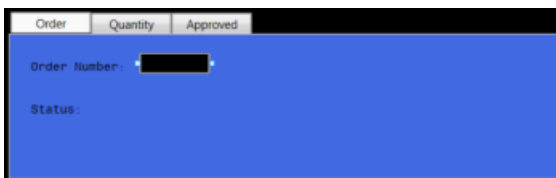
The **Select Screen Location** window appears.

8. Click in the **Order Number** field, then click **OK**.

The coordinates `3,16` appear in the **TextInsertionLocation** field.

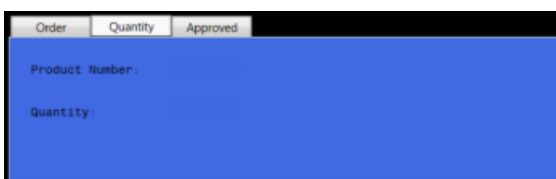
9. Check **OverrideColorsSettings**.

The Tab item currently looks like this:



10. Click the **Quantity** tab.
11. Drag the Label control icon onto the tab item.
12. Uncheck **HostText** and call the label `Product Number:`.
13. Size the label.
14. Add another label below the first, call it `Quantity:`, then size it.

The Tab item should look like this:



15. Add an InputField control on the **Product Number** row.

16. Open the **Screen Location** window and click in the `Product Number` field.
17. Click **OK**.

The coordinates 6,18 appear in the **TextInsertionLocation** field.

18. Check **OverrideColorsSettings**.
19. Add an **InputField** control on the **Quantity** row.
20. Open the **Screen Location** window and click in the `Order Qty` field.
21. Click **OK**.

The coordinates 8,18 appear in the **TextInsertionLocation** field.

22. Check **OverrideColorsSettings**.

The Tab item should look like this:



23. Click the **Approved** tab.
24. Drag the Label control icon onto the tab item.
25. Uncheck **HostText**, call the label `Approval :`, then size the label:



26. Click the **Save** icon  on the project toolbar.

## Adding a RadioButton control

**RadioButton** adds text at a specified screen location.

This section uses the Tab control you created previously.

1. Click the **Order** tab:



2. Drag the **RadioButton** control from the control panel and drop it on the `Status` row:



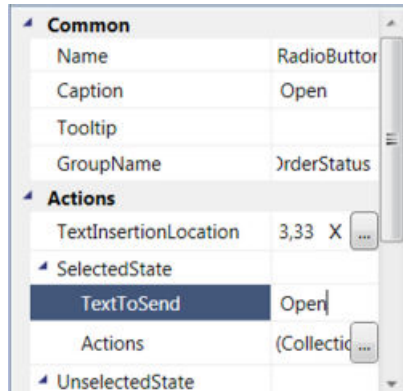
3. In the property grid, delete **RadioButton** from the **Caption** field and type `Open`.
4. In the **GroupName** field, type `OrderStatus`.
5. Open the **Screen Location** window from the **TextInsertionLocation** accelerator button.

6. Click in the `Status` field on the top row of the green screen.
7. Click **OK**.

The coordinates 3,33 appear in the **TextInsertionLocation** field.

8. In the **TextToSend** field, type `Open`.

The property grid should look like this:




9. Drag the **RadioButton** control from the property grid and drop it below the **Open** radio button:

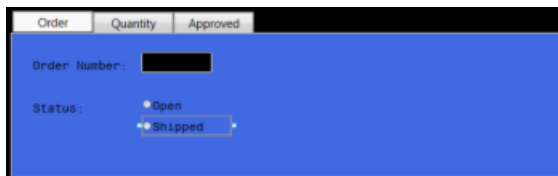


10. In the property grid, delete **RadioButton** from the **Caption** field and type `Shipped`.
11. In the **GroupName** field, type `OrderStatus`.
12. Open the **Screen Location** window from the **TextInsertionLocation** accelerator button.
13. Click in the `Status` field on the top row of the green screen.
14. Click **OK**.

The coordinates 3,33 appear in the **TextInsertionLocation** field.

15. In the **TextToSend** field, type `Shipped`.
16. Click the accelerator button  next to the **Actions** field.
- The **Actions** window appears.
17. Select **Email** from the **Select type** list, then click **Add**.
18. In the **ActionTarget** field, type: `customer@address.com`
19. Click **OK**.

The Tab item should look like this:



20. Click the **Save** icon  on the project toolbar.

## Adding a CheckBox control

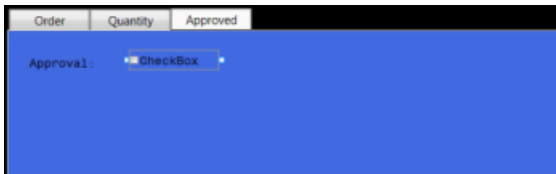
**CheckBox** acts like an on/off toggle in the same way as a typical check box.

This section uses the Tab control you created previously.

1. Click the **Approved** tab:

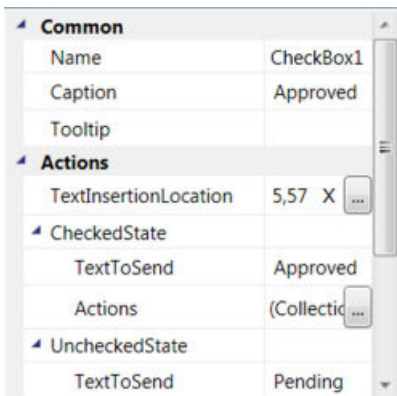


2. Drag the CheckBox control from the control panel and drop it on the Approval row:

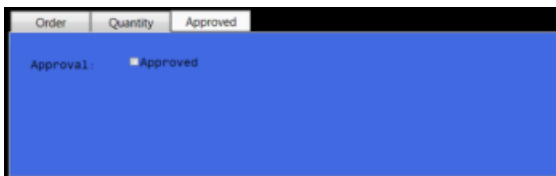


3. In the property grid, delete CheckBox in the **Caption** field and type `Approved`.
4. Click the accelerator button next to the **TextInsertionLocation** field.  
The **Screen Location** window appears.
5. Click in the **Status** field on the **Line Number** row, then click **OK**. The coordinates `5, 57` appear in the **TextInsertionLocation** field.
6. Under **CheckedState**, type `Approved` in the **TextToSend** field.
7. Under **UncheckedState**, type `Pending` in the **TextToSend** field.

The property grid should look like this:



The Tab item should look like this:




8. Click the **Save** icon  on the project toolbar.

## Generating a customization file

You must now generate all the controls and rules you have created to a customization file. You will then link the file to a mainframe session.

To generate the customization file:

1. Click the **Generate customization file** icon  on the project toolbar.  
The **Save Rumba Designer Archive** dialog appears.
2. In the **File name** field, type a name for the file, such as `DemoHost`.
3. Click **Save**.

## Closing the Screen Designer

To close the Screen Designer, click the **Close Screen Designer** icon  on the project toolbar.

## Associating the customization file with a host session

The final step is to associate the customization file with a host session. To do this:

1. On the Rumba desktop, select **Rumba+ > Rumba+ Mode**.
2. Select **Rumba+ > Settings**.

The **Rumba+ Settings** window appears.

3. Next to the **Associate Rumba Designer Archive** field, click **Browse**.

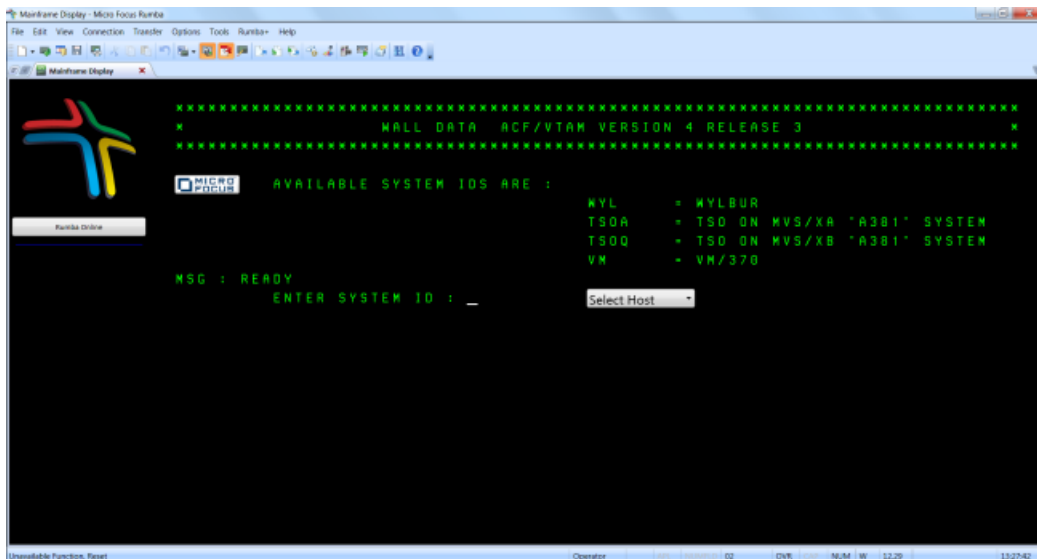
The **Associate Customization File** dialog box appears.

4. Choose the customization file you created, then click **Open**.
5. In the **Rumba+ Settings** window, click **OK**.

## Testing the screens

1. Select **Connection > Connect**.

The mainframe screen appears in Rumba+ mode, showing the controls you added to it:



2. Hover your mouse over the **Micro Focus** button.

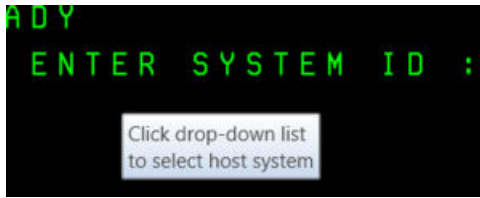
The tooltip text you created appears:





3. Hover your mouse over ENTER SYSTEM ID:

The tooltip text you created appears:



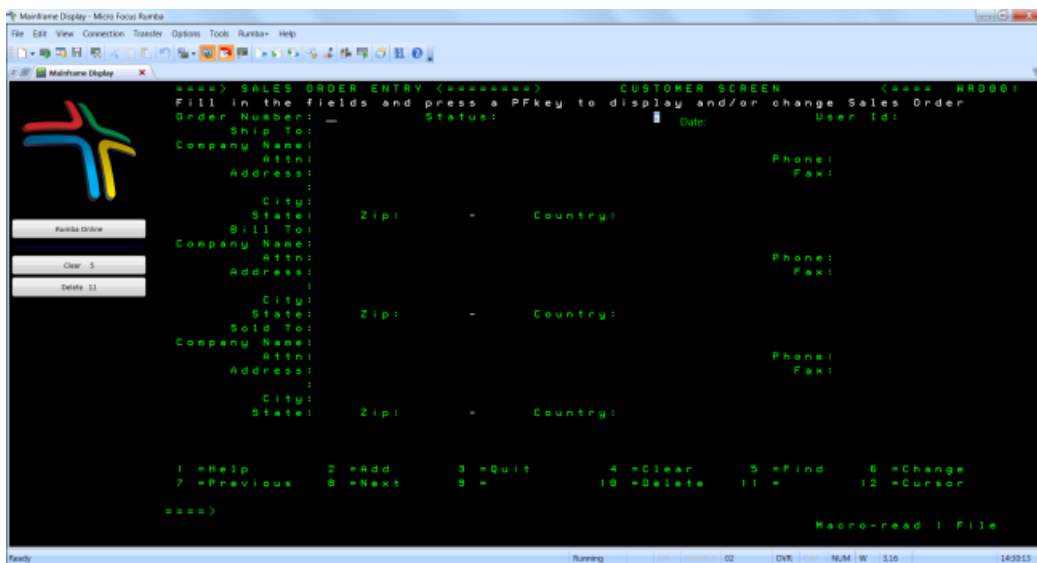
4. From the drop-down list, select **TSO MVS/XA**. The AutoExecution action you specified in the Chooser automatically sends an **Enter** command to execute the system selection. The additional AutoExecution controls you created send **Enter** commands automatically at the ENTER LOGON ID: and LAST SYSTEM ACCESS prompts, presenting you with the READY prompt screen and the image you added with the Image control:



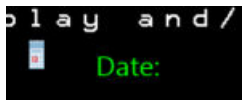
5. At the READY prompt, enter:

O

The SALES ORDER ENTRY CUSTOMER SCREEN appears:

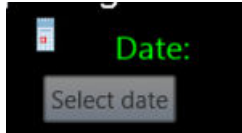


This screen contains the **Date** label and Calendar control you created:



6. Hover your mouse over the Calendar control.

The tooltip text you entered appears:



7. Click the Calendar control.

A calendar appears:



8. Select today's date.

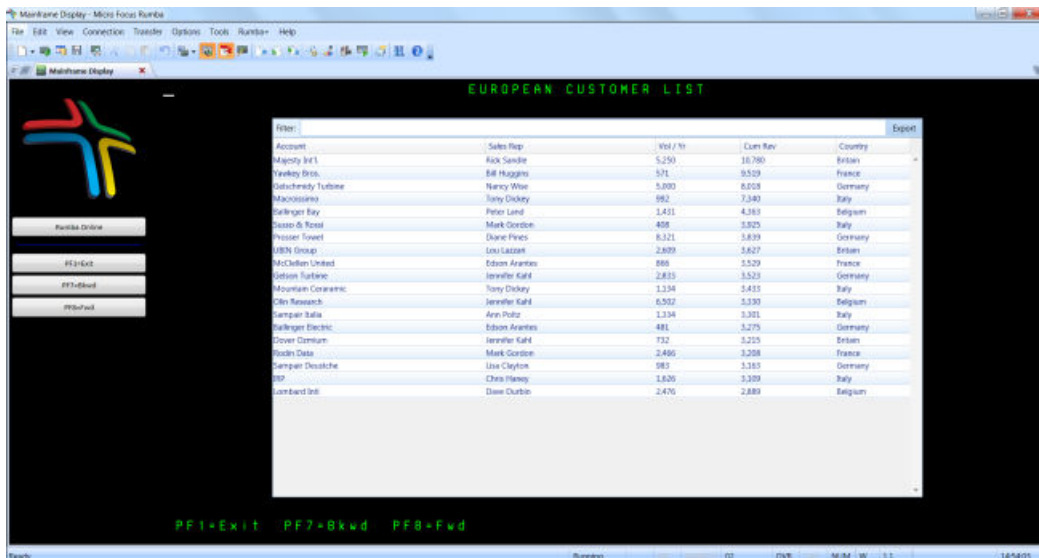
The date appears:



9. Press PF3.

10. At the READY prompt, enter C.

The EUROPEAN CUSTOMER LIST screen appears, showing the table you created with the GridCollector and Table controls:



11. Click **Export** at the top right of the table.

The **Save As** dialog appears.

12. Specify a name for the table and click **Save**. The contents of the table are saved in .CSV format.

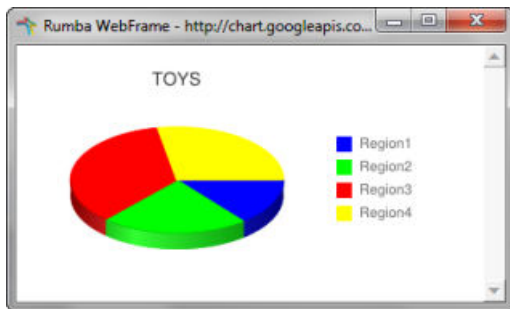
13. Press **PF1**.

14. At the **READY** prompt, enter:

TOYS

15. At the **TOPCO TOYS, INC** screen, click the **WebFrame** control under **JAN**.

The pie chart you created appears in a separate window:



16. Close the pie chart window.

17. In the **TOPCO TOYS, INC** screen, press **Enter**.

18. At the **READY** prompt, enter:

O

The **SALES ORDER ENTRY CUSTOMER SCREEN** appears.

19. Press **PF8**.

The **SALES ORDER ENTRY DETAIL LINE ENTRY SCREEN** appears, showing the **Tab** control you created:

20. On the **Order** Tab item, in the **Order Number** field, type 12345.

The number appears in the **Order Number** field on the green screen.

21. Select the **Open** radio button.

The text **Open** appears in the **Status** field next to the order number.

22. Select the **Shipped** radio button.

The text **Shipped** replaces **Open** in the **Status** field:

```
Order Number: 12345      Status: Open
```

Your default email client opens a new message window so you can advise the customer that the order has shipped.

23. Click the **Quantity** tab.

24. In the **Product Number** field, type ABC77701.

The text appears in the **Product Number** field.

25. In the **Quantity** field, type 25.

The text appears in the **Order Qty** field:

```
Line Number:
Product Number: ABC77701
Description:
Order Qty: 25
```

26. Click the **Approved** tab.

27. Check **Approved**.

The check box is unchecked and the text **Pending** appears in the second **Status** field.

28. Check **Approved** again.

The check box is checked and the text **Approved** appears in the second **Status** field.

The screen looks like this:

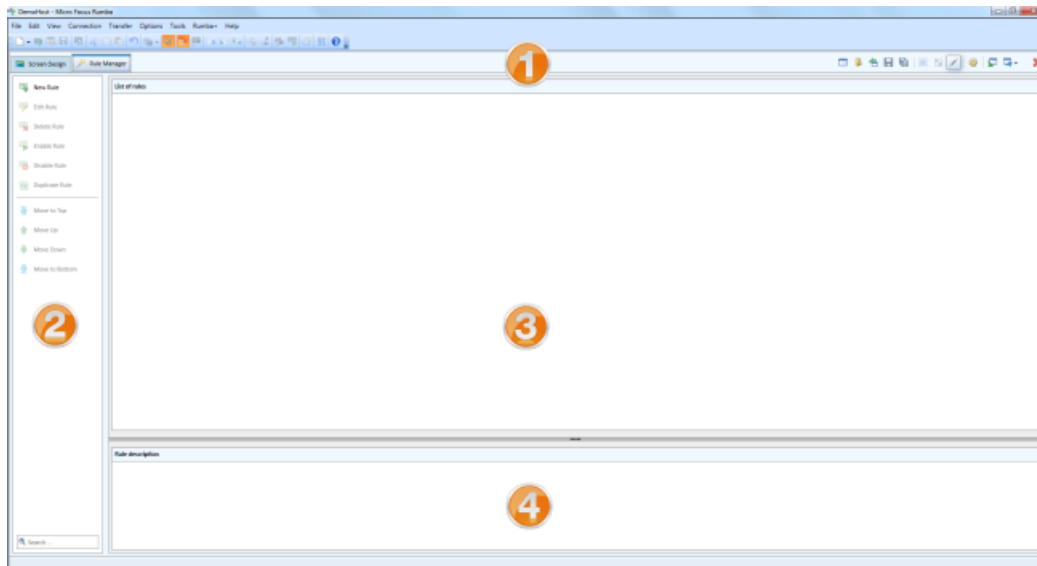
```
                Status: Approved
Available Qty:
```

29. Select **Connection > Disconnect**.

# Using the Rule Manager

Use the Rule Manager to add controls that repeat on multiple screens or many times on a single screen.

## The Rule Manager page



1

Screen Designer tabs and toolbar.

2

Control panel. Contains a list of the following actions:





<b>New Rule</b>	Opens the Rule Wizard to create a new rule.
<b>Edit Rule</b>	Opens the selected rule in the Rule Wizard for editing.
<b>Delete Rule</b>	Deletes the selected rule.
<b>Enable Rule</b>	Enables the selected rule, if disabled.
<b>Disable Rule</b>	Disables the selected rule.
<b>Duplicate Rule</b>	Creates a copy of the selected rule.

The control panel also contains:

- Buttons to move a rule up, down, or to the top or bottom of a list.
- A search box to search rules.

3

**List of rules** pane. Contains a list of configured rules. Each rule consists of:

- A description.
- An icon to use the rule to filter screens .
- An icon to show whether the rule is enabled .
- An icon to show whether the rule is disabled .
- An icon to edit the rule .

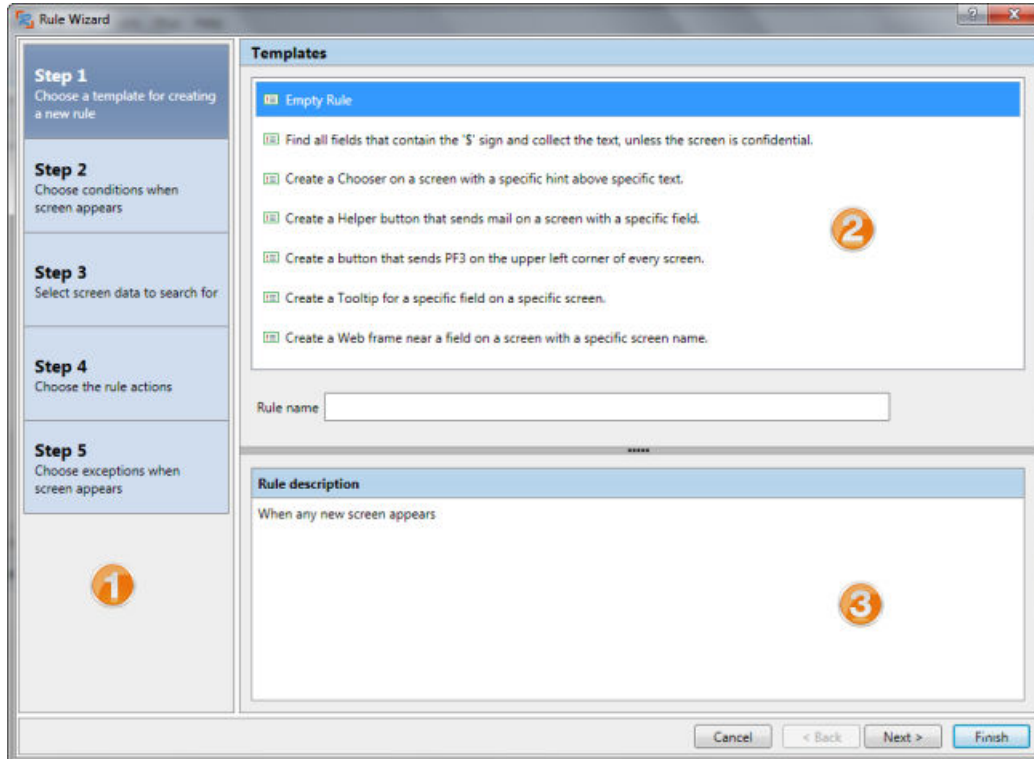
- An icon to delete the rule 

4

**Rule description** pane. Displays a natural language version of the rule.

## The Rule Wizard

The Rule Wizard help you to define rules and conditions that govern what actions occur on a screen ad when.



1

Steps pane. Contains the steps you need to go through to create a rule. The current step is highlighted.

2

Options pane. Contains the options available for the selected step:

When this step is highlighted ...	The options pane contains ...
Step 1	A list of templates that you can use to build a rule.
Step 2	Conditions that identify the screen the rule will apply to.
Step 3	The field, location, or text to look for on the screen.
Step 4	The controls to create according to the rules.
Step 5	Exceptions to the rules that select screens.

3

**Rule description** pane. Contains a natural language version of the rule.

The Rule Wizard also contains the following command buttons:

Click this ...	To do this ...
<b>Cancel</b>	Close the Rule Wizard without saving any changes.
<b>Back</b>	Go back to the previous step.
<b>Next</b>	Go to the next step.
<b>Finish</b>	Finish creating the rule and return to the Rule Wizard main screen.

## When to use the Rule Manager

The following basic scenarios describe when to use the Rule Manager instead of the **Screen Design** page.

- Adding Tooltip or Button controls to entire applications.

Fields with specialized Tooltip controls or assistance which remain consistent within the application. Especially useful to explain account, customer, and status information that is abbreviated or appears in abbreviated form on the screen.

Buttons such as **Exit**, **Clear** (screen), and **Reset** (keyboard).

- Adding controls to screens within subsystems.

Controls which are consistent with major subsystems such as accounts payable, help ticket systems, or customer lookup. A subsystem might consist of five to ten screens, but operator functions are consistent throughout.

Screen content can change, but header information needs to offer similar modernization control.

- Data scroll areas with modernizations that repeat on each line.

One Rumba+ rule can generate multiple modernizations.

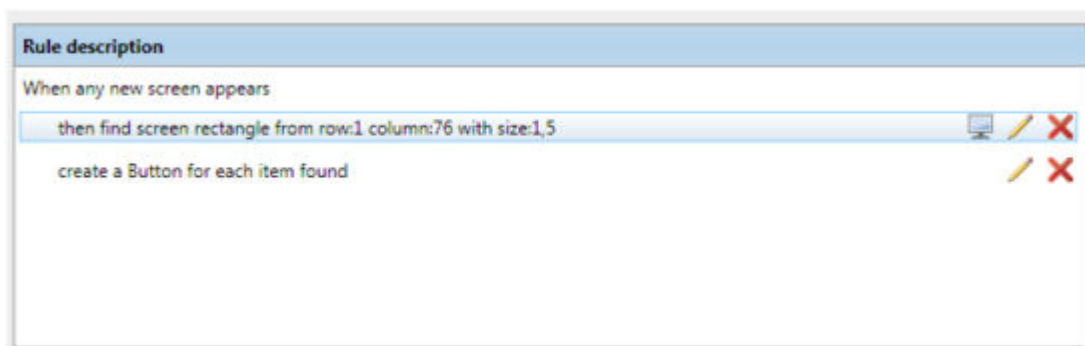


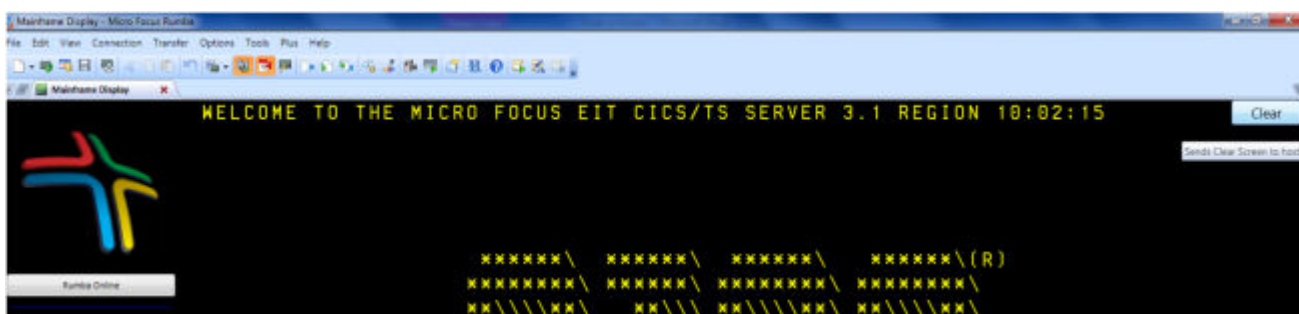
**Tip:** If you find that a control on the **Screen Design** page might be used better as a rule, right-click the control and select **Move to Rule Manager** from the pop-up menu. The Screen Designer moves the control to the Rule Manager where you can edit it.

## Adding Tooltip or Button controls to entire applications

A simple system **Clear** button is designed with a rule that places it on every screen of the application in the top right corner.

Button controls like this help users who are not used to the rules that apply to 3270 / 5250 protocols.

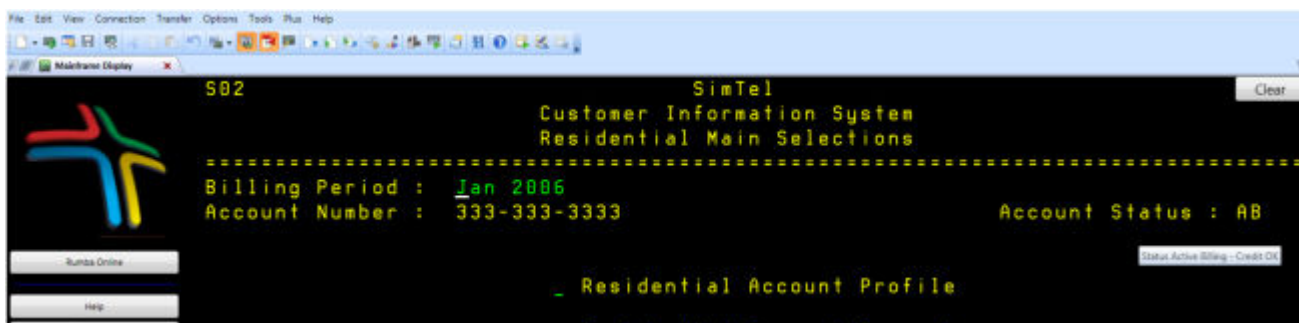
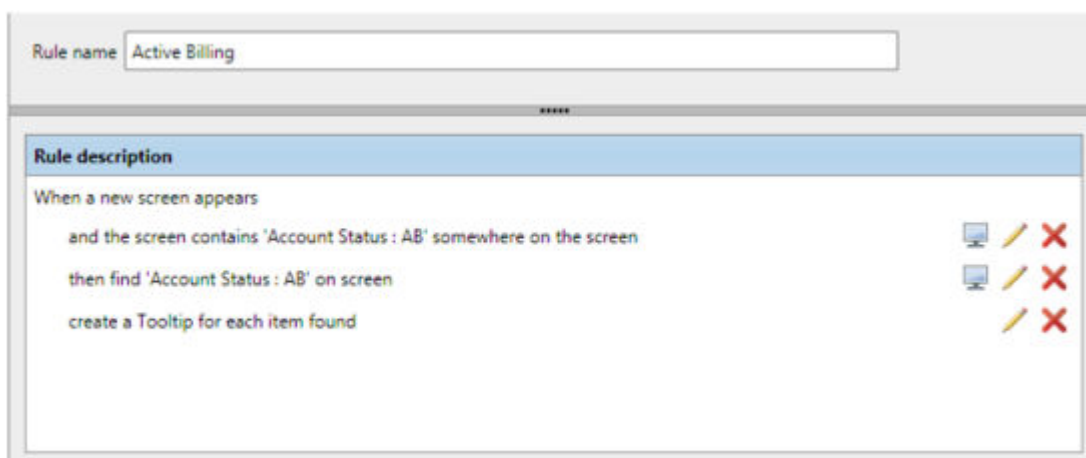




## Adding controls to screens within subsystems

In this example, the administrator wants to help users identify an account status. Anywhere in the application where the string `ACCOUNT STATUS : AB` appears, a tooltip appears so that the operator knows that the account status is active with credit approved.

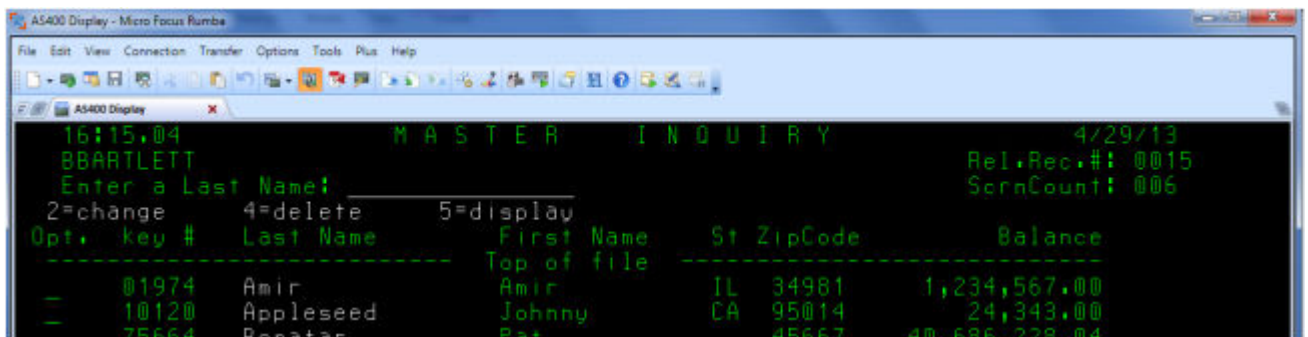
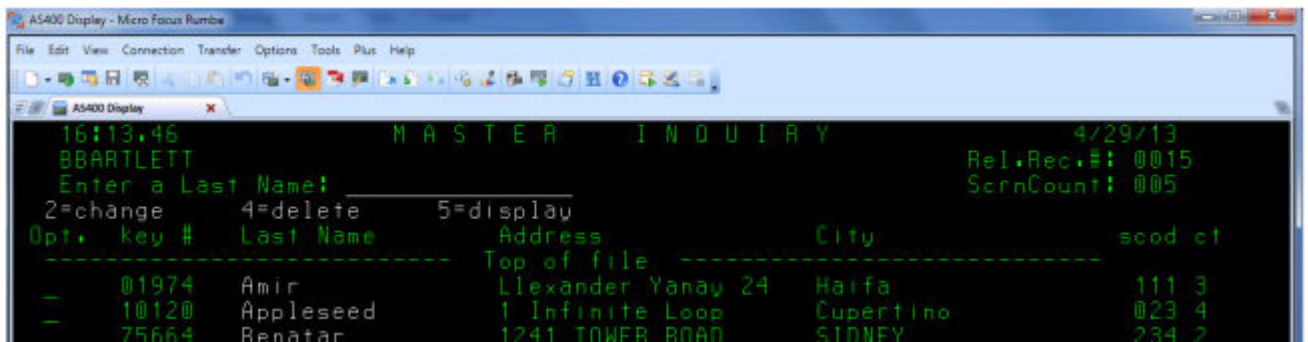
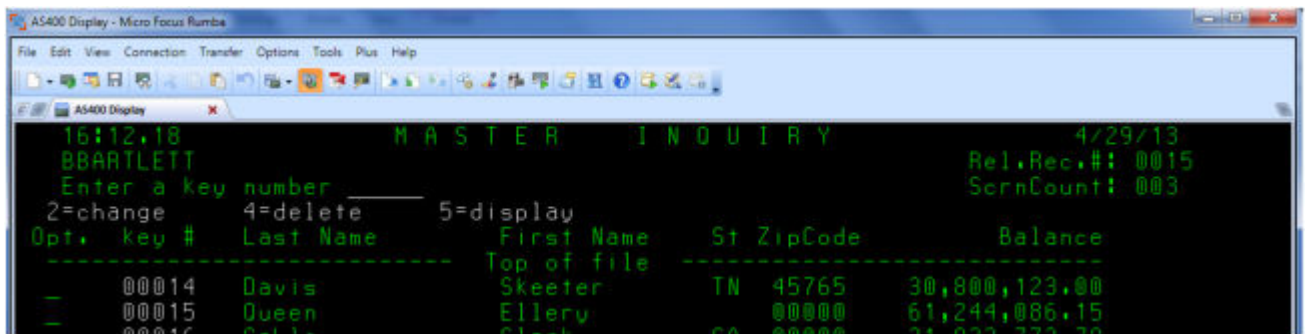
The rule first finds the character string, then places a tooltip over the entire string. Moving the mouse over the abbreviated field provides in a more detailed description.



## Adding rules to be used on a set of screens

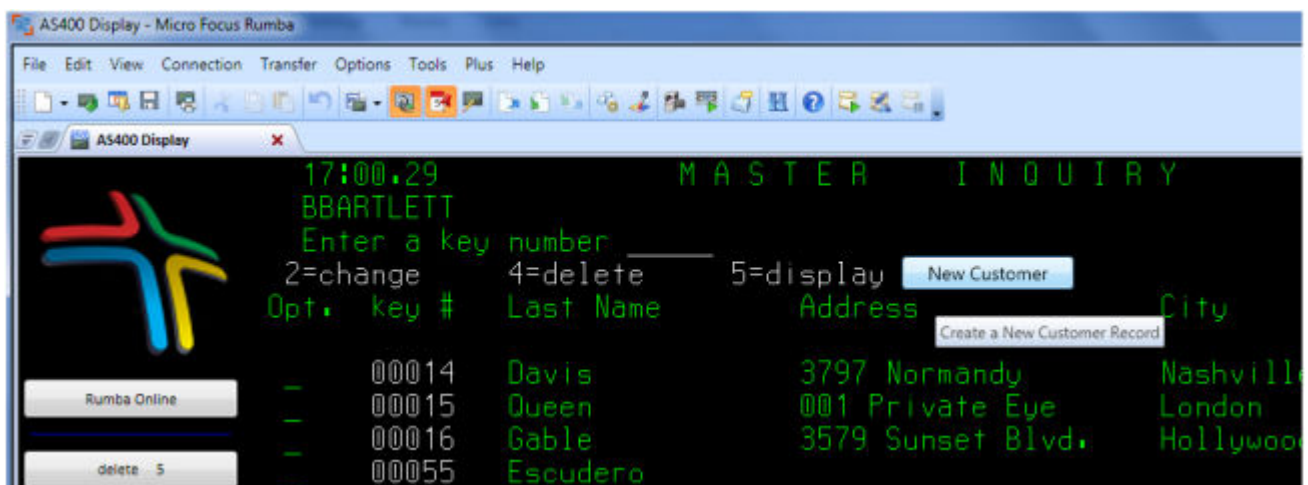
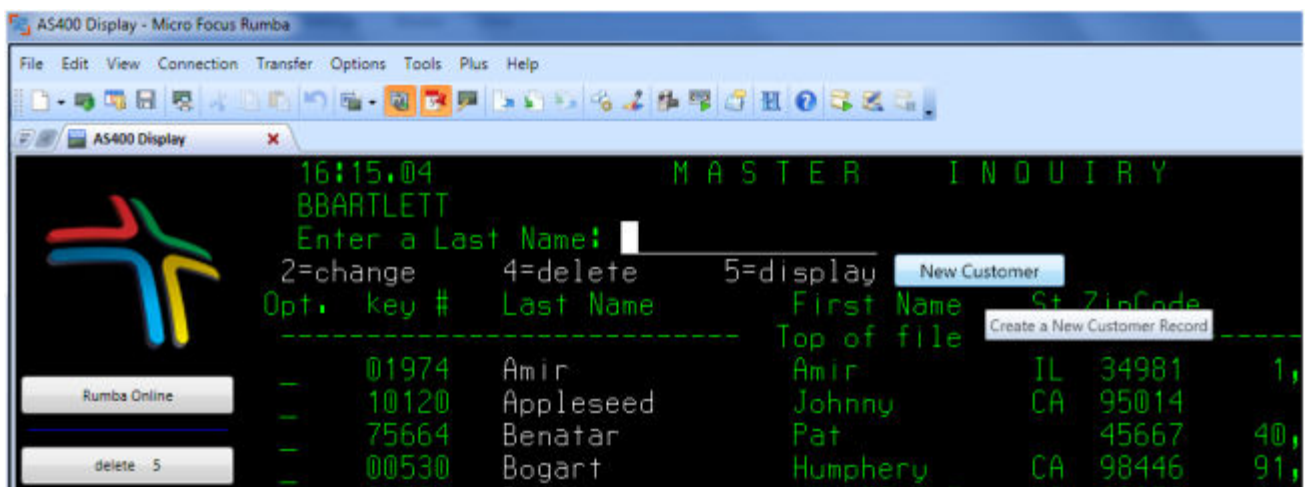
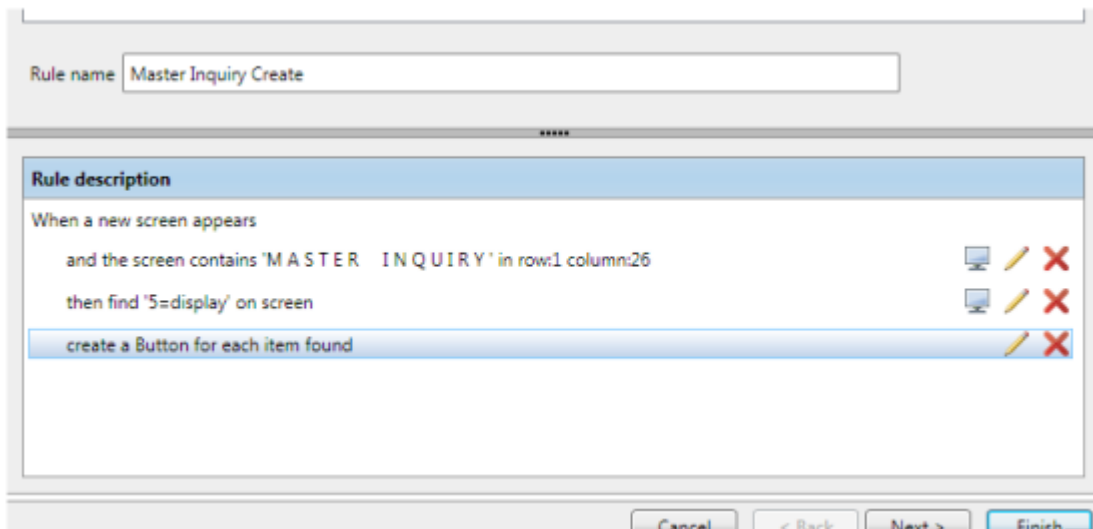
This example shows three screens in an application called **Master Inquiry**. The screens are similar, but have different input prompts and different data headings. Each screen would be identified automatically as a different screen.





The example creates a rule that puts a **Create New Customer** button near the first entry field.

The rule for this button is based on the **Master Inquiry** screen designation. If the screen identifies itself as Master Inquiry and the string 5=display is found, the rule automatically puts a button by the 5=display field. On screens that do not match the criteria, no button is created. The button is programmed with the keystrokes to initiate the creation of a customer record within the application.



## Adding controls to each line on a screen

This example uses screens containing tables of data and adds the same controls to each line on the display. If you were to use the **Screen Designer** page you would need to add a separate control for each line of each table. However, instead, you can use rules to replicate controls on each line.

To select a customer, the user types 1, then presses **Enter**. The example sets up a rule that replaces these actions.



**Note:** The number of data entries per page varies. The rule creates 10 static selections per page. As a result, the last page will only have three buttons because only three selections are valid.

Parts Order Entry

Select Customer

Type choices, press Enter.

1=Select

Opt Customer

- BLANKERTZ, Wilfried
- RASANEN, Pentti S
- NARTOVICH, Aleksandr
- PAQUAY, Camille E
- FAIRALL, David
- WILLIS, Janet Y
- Abdel Karim, Nagi
- OAKLEY, Annie R
- ASCHEMAN, Dean
- NUUTINEN, Petri

More...

F12=Cancel

at Order

Order Entry

Select Customer

Type choices, press Enter.

1=Select

Opt Customer

- ☒ ZULIANI, FERNANDO R
- Ascherman, Dean R
- yy8+896+89+6, +788+87+8+779+ y

Bottom

F12=Cancel

r

The rule looks for the character strings `Select Customer` and `1 Select`. It then replaces the single character input field with a button labeled **SEL**. This button replaces the two actions of typing `1` in the data field and pressing **Enter** with a simple point and click.

The screenshot shows a 'Rule Manager' dialog box. At the top, there is a text field labeled 'Rule name' containing the text 'Select a Customer'. Below this is a section titled 'Rule description' with a light blue header. The description text reads: 'When a new screen appears', 'and the screen contains '1=Select' in row:8 column:45', 'and the screen contains 'Select Customer' in row:5 column:53', 'then find Unprotected and visible field with text: ' ', and 'create a Button for each item found'. To the right of each line of the description is a set of three icons: a monitor, a pencil, and a red X. At the bottom of the dialog box are four buttons: 'Cancel', '< Back', 'Next >', and 'Finish'.

Because the rule looks for the input field, if that input field is not found, the control is not added to the screen.

Parts Order Entry

Select Customer

Type choices, press Enter.

1=Select

Opt Customer

☐ SEL BLANKERTZ, Wilfried  
☐ SEL RASANEN, Pentti S  
☐ SEL NARTOVICH, Aleksandr  
☐ SEL PAQUAY, Camille E  
☐ SEL FAIRALL, David  
☐ SEL WILLIS, Janet Y  
☐ SEL Abdel Karim, Nagi  
☐ SEL OAKLEY, Annie R  
☐ SEL ASCHEMAN, Dean  
☐ SEL NUUTINEN, Petri

More...

F12=Cancel

pt Order

Parts Order Entry

Select Customer

Type choices, press Enter.

1=Select

Opt Customer

☐ SEL ZULIANI, FERNANDO R  
☐ SEL Ascheman, Dean R  
☐ SEL yy8+896+89+6, +788+87+8+779+ y

Bottom

F12=Cancel

ept Order

# Types of control

## AutoExecution

AutoExecution is used to trigger a sequence of actions when a green screen appears. The control is not visible in a Rumba+ session.

### Properties:

Name	Default value	Description
Actions	Empty list	One or many actions are executed sequentially from the top to the bottom in the specified list.

## Button

Button is used to trigger a sequence of actions when clicked. The control can include text or an image.

### Properties:

Name	Default value	Description
Mode	Text	Specifies the type of content for the control. Can be <b>Text</b> or <b>Image</b> .
Caption	Button	The text to be displayed on the button.
LinkedResource	Unchecked	When checked, allows you to specify a full Web address to create a link to an image.  Only available if <b>Mode</b> is <b>Image</b> .
ImagePath	Empty string	Clicking the accelerator button opens the <b>Open</b> dialog box which allows you to select an image file with a format of JPG, GIF, or PNG. The image file is copied to the project folder and saved with the project.  Only available if <b>Mode</b> is <b>Image</b> .
ImagePosition	Stretch	Specifies the position of the image inside the button:  <b>Stretch</b> (default) <b>Fill</b> <b>Fit</b> <b>Center</b>
Tooltip		The tool tip is displayed when the mouse pointer hovers over the button.  If empty, the button's caption is displayed.

Name	Default value	Description
<b>Actions</b>	Empty list	One or many actions which are executed sequentially from the top to the bottom in the specified list.
<b>Style</b>	Default	The button style.
<b>OverrideColorsSettings</b>	Unchecked	When checked, the background and foreground color options are made available, overriding the <b>Style</b> property.
<b>Background</b>	<b>UseBackgroundFromHost</b>	<p>A list box containing two options:</p> <ul style="list-style-type: none"> <li>• <b>UseBackgroundFromHost</b> (the host screen text color is used as the background color)</li> <li>• <b>CustomColors</b></li> </ul> <p>Available only if <b>OverrideStyleSettings</b> is checked.</p>
<b>Foreground</b>	<b>UseForegroundFromHost</b>	<p>A list box containing two options:</p> <ul style="list-style-type: none"> <li>• <b>UseForegroundFromHost</b> (the host screen text color is used as the foreground color)</li> <li>• <b>CustomColors</b></li> </ul> <p>Available only if <b>OverrideStyleSettings</b> is checked.</p>

## Calendar

Calendar is used to pick a date and is initially displayed on the screen as an icon. Calendar opens when you click the icon. It closes on losing focus, or when you select a date.

When you select a date in the date picker, the date is inserted on the screen at the coordinates defined by **TextInsertionLocation**. The format used is defined by **InsertedDateFormat**.

If the field occupied by Calendar contains `date`, the field is used by Calendar when it opens. Otherwise, Calendar uses the current date.

### Properties:

Name	Default value	Description
<b>TextInsertionLocation</b>	<b>InPlace</b>	<p>The (row,column) where the control is inserted on the screen. <b>InPlace</b> means the location of the control as specified on the <b>Screen Design</b> page, or the location of the logical marker defined by the <b>SearchFor</b> condition.</p> <p>The screen location can also be defined by using the <b>Select Screen Location</b> window, opened by clicking the accelerator button next to the <b>TextInsertionLocation</b> field.</p>
<b>InsertedDateFormat</b>	Empty string	Specifies the format of the text representing the date format.




Name	Default value	Description
		If empty, the default date format is used: dd/MM/yyyy For example, 03/01/2014.
Tooltip	Empty string	If empty, no tool tip is displayed.

## Using the Date Format dialog box

Use the **Date Format** dialog box either to select a predefined date format or to create a customized date format.

### Selecting date formats

To select a date format other than the default:

1. Click the accelerator button  next to the **InsertedDateFormat** field in the property grid.

The **Date Format** dialog box appears.

2. Select a date format from the list shown, then click **OK**.

The dialog box closes and the chosen date format appears in the **InsertedDateFormat** field.

### Using customized date formats

To use a customized date format:

1. Type the format you want in the field at the top of the **Date Format** dialog box.



**Note:** Day and year must always be specified in lower case. Month must always be specified in upper case.

2. Click **Add**.

The custom format appears in the main list.

3. Click **OK**.

The dialog box closes and the chosen date format appears in the **InsertedDateFormat** field.

4. To remove a custom format from the list, select the format, then click **Remove**.



**Note:** You can only remove custom formats, not a supplied format.

### Custom date format specification

The table below describes the date formats you can use with the Calendar control.

Format specifier	Description	Example	Interpretation
j	Represents the sequence number of a day in the calendar year.  j displays values between 1, which represents January 1, and 366, which represents December 31 in a leap year.	j-yy j-yyyy	The date 1/1/2014, j is displayed as <b>1-14</b> .  The date 12/31/2014, j is displayed as <b>365-2014</b> .

Format specifier	Description	Example	Interpretation
<b>jjj</b>	Represents the sequence number of a day in the calendar year.  <b>jjj</b> displays values between 1, which represents January 1, and 366, which represents December 31 in a leap year.  For <b>jjj</b> , values less than 100 are padded with a leading zero or zeros.	<b>jjj-yy</b> <b>jjj-yyyy</b>	The date 1/1/2014, <b>jjj</b> is displayed as <b>001-14</b> .  The date 12/31/2014, <b>jjj</b> is displayed as <b>365-2014</b> .
<b>d</b>	The day of the month, from 1 through 31.	<b>M/d/yyyy</b> <b>M/d/yy</b>	For the date 6/1/14, <b>d</b> is interpreted as <b>1</b> .  For the date 6/15/14, <b>d</b> is interpreted as <b>15</b> .
<b>dd</b>	The day of the month, from 1 through 31.	<b>M/dd/yyyy</b> <b>M/dd/yy</b>	For the date 6/1/2014 <b>dd</b> is interpreted as <b>01</b> .  For the date: 6/15/14 <b>dd</b> interpreted as <b>15</b> .
<b>ddd</b>	The abbreviated name of the day of the week.	<b>M-ddd-yyyy</b> <b>M-ddd-yy</b>	For the date 6-Mon-2014, <b>ddd</b> is interpreted as <b>Mon</b> (for EN-US).  For the date 6-lun.-14, <b>ddd</b> is interpreted as <b>lun.</b> (for FR)
<b>dddd</b>	The full name of the day of the week.	<b>M-dddd-yyyy</b> <b>M-dddd-yy</b>	.  For the date 6- Monday -2014 <b>dddd</b> is interpreted as <b>Monday</b> (for EN-US).  For the date 6- lundi -14, <b>dddd</b> is interpreted as <b>lundi</b> (for FR).
<b>M</b>	The month, from 1 through 12.	<b>M-dd-yyyy</b>	For the date 6/15/2014, <b>M</b> is interpreted as <b>6</b> .  For the date 12/15/2014, <b>M</b> is interpreted as <b>12</b> .
<b>MM</b>	The month, from 01 through 12.	<b>MM-dd-yyyy</b>	For the date 06/15/2014, <b>MM</b> is interpreted as <b>06</b> .  For the date 12/15/2014, <b>MM</b> is interpreted as <b>12</b> .
<b>MMM</b>	The abbreviated name of the month.	<b>MMM-dd-yyyy</b>	For the date Jun-15-2014, <b>MMM</b> is interpreted as <b>Jun</b> (for EN-US).

Format specifier	Description	Example	Interpretation
<b>MMMM</b>	The full name of the month.	<b>MMMM-dd-yyyy</b>	For the date juin-15-2014, <b>MMMM</b> is interpreted as <b>juin</b> (for FR).  For the date January-15-2014, <b>MMMM</b> is interpreted as <b>January</b> (for EN-US).
<b>y</b>	Represents only the last digit of the year.	<b>M-dd-y</b>	For the date 2-03-14, <b>y</b> is interpreted as <b>4</b> .  While Calendar is opened by the user, Rumba adds the current decade digit to the left. That is, the year would be set to 14 (2014)
<b>yy</b>	The year, from 00 to 99.	<b>M-dd-yy</b>	For the date 6-15-14, <b>yy</b> is interpreted as <b>14</b> .
<b>yyyy</b>	The year, as a four-digit number.	<b>M-dd-yyyy</b>	For the date 6-15-2014, <b>yyyy</b> is interpreted as <b>2014</b> .
Any string	Data separators.	Examples: <b>M dd yyyy</b> <b>M-dd-yyyy</b> <b>M/dd/yyyy</b> <b>M#dd#yyyy</b>	

## CheckBox

The CheckBox control acts as an on/off toggle control in the same way as a typical check box.

CheckBox provides the user with the choice of one of two options, such as Yes and No.

### Properties:

Name	Default value	Description
<b>TextInsertionLocation</b>	<b>InPlace</b>	The (row,column) where the text is inserted on the screen. <b>InPlace</b> means the location of the control as specified on the <b>Screen Design</b> page, or the location of the logical marker defined by the <b>SearchFor</b> condition.  The screen location can also be defined by using the <b>Select Screen Location</b> window, opened by clicking the accelerator button next to the <b>TextInsertionLocation</b> field.
<b>CheckedState</b>	Empty string	The text to be used at the specified screen location and any specified actions to be performed if the check box is checked.

Name	Default value	Description
<b>UncheckedState</b>	Empty string	The text to be used at the specified screen location and any specified actions to be performed if the check box is unchecked.
<b>Caption</b>	Check Box	The label text that appears next to the check box.
<b>Tooltip</b>	Empty string	The tool tip text that appears when the mouse hovers over the control.
<b>OverrideStyleSettings</b>	Unchecked	When checked, the background and foreground color options are made available which, when selected, override the <b>Style</b> property.
<b>Background</b>	<b>UseBackgroundFromHost</b>	<p>A list box containing two options:</p> <ul style="list-style-type: none"> <li>• <b>UseBackgroundFromHost</b> (the host screen background color is used as the background color)</li> <li>• <b>CustomColors</b></li> </ul> <p>Available only if <b>OverrideStyleSettings</b> is checked.</p>
<b>Foreground</b>	<b>UseForegroundFromHost</b>	<p>A list box containing two options:</p> <ul style="list-style-type: none"> <li>• <b>UseForegroundFromHost</b> (the host screen text color is used as the foreground color)</li> <li>• <b>CustomColors</b></li> </ul> <p>Available only if <b>OverrideStyleSettings</b> is checked.</p>
<b>BackgroundColor</b>	Black	A color palette for choosing the background color. Only available if <b>Background</b> is set to <b>CustomColors</b> .
<b>ForegroundColor</b>	White	A color palette for choosing the text color. Only available if <b>Foreground</b> is set to <b>CustomColors</b> .

## Chooser

Chooser is displayed on the screen as a drop-down control. Chooser is used to insert data into a field on the screen by selecting an item from the list.

Auto-complete is supported.

### Properties:

Name	Default value	Description
<b>ChooserItems</b>	Empty list	The list of items displayed by the drop-down list when clicking the down arrow. The list of items can be imported from a .csv file (see below). Each item is specified by <b>Caption</b> , <b>Tooltip</b> , and <b>ValueToInsert</b> .

Name	Default value	Description
<b>Caption</b>		The text to be displayed on the drop-down list item.
<b>Tooltip</b>		The text to be displayed by ToolTip when the mouse cursor hovers over the drop-down list item.
<b>ValueToInsert</b>		Specifies the text to be inserted when selecting an item from the list.
<b>IsAutoCompleteEnabled</b>	Checked	When checked, Chooser automatically offers a case-insensitive matching item to be selected from the list. If the user is not typing in the screen field occupied by Chooser, no suggestions are made.
<b>IsEditable</b>	Checked	When checked, data can be typed into the field that Chooser is using. If unchecked, data can only be selected from the drop-down list.
<b>TextInsertionLocation</b>	<b>InPlace</b>	<p>The (row,column) where the text is inserted on the screen. <b>InPlace</b> means the location of the control as specified on the <b>Screen Design</b> page, or the location of the logical marker defined by the <b>SearchFor</b> condition.</p> <p>The screen location can also be defined by using the <b>Select Screen Location</b> window, opened by clicking the accelerator button next to the <b>TextInsertionLocation</b> field.</p>
<b>Actions</b>	Empty list	A collection of actions to be performed when a Chooser item is selected.
<b>OverrideStyleSettings</b>	Unchecked	When checked, the background and foreground color options are made available, overriding the <b>Style</b> property.
<b>Background</b>	<b>UseBackgroundFromHost</b>	<p>A list box containing two options:</p> <ul style="list-style-type: none"> <li>• <b>UseBackgroundFromHost</b> (the host screen text color is used as the background color)</li> <li>• <b>CustomColors</b></li> </ul> <p>Available only if <b>OverrideStyleSettings</b> is checked.</p>
<b>Foreground</b>	<b>UseForegroundFromHost</b>	<p>A list box containing two options:</p> <ul style="list-style-type: none"> <li>• <b>UseForegroundFromHost</b> (the host screen text color is used as the foreground color)</li> <li>• <b>CustomColors</b></li> </ul> <p>Available only if <b>OverrideStyleSettings</b> is checked.</p>

Name	Default value	Description
<b>BackgroundColor</b>	<b>Black</b>	A color palette for choosing the background color. Only available if <b>Background</b> is set to <b>CustomColors</b> .
<b>ForegroundColor</b>	<b>White</b>	A color palette for choosing the text color. Only available if <b>Foreground</b> is set to <b>CustomColors</b> .

### Importing items from a .csv file

To use this feature successfully, the contents of the .csv file must be in the following format:

```
<CAP><DEL><TIP><DEL><VAL>
```

where:

This ...	Denotes this ...
<CAP>	Caption.
<DEL>	Delimiter (;). This is the only supported delimiter.
<TIP>	Tool tip.
<VAL>	Value to insert.

For example:

```
#First block
AAA;BBB;CCC
AAA;BBB;CCC
DDD;EEE;ZZZ
GGG;HHH;III
JJJ;KKK;LLL
MMM;NNN;OOO
```

To import a .csv file:

1. Click the accelerator button next to **ChooserItems** in the property grid.
2. In the **ChooserItems** dialog box, click the **Import** icon.
3. Select the .csv file.
4. Click **OK**.

## Collector

Collector is not visible in a Rumba+ session. It is used to copy text from the screen location of the Collector to the session database. The screen location of the Collector is defined by the two pairs (Row Offset, Column Offset), (Row Span, Column Span).

The database lifetime is the whole session. Data is collected when host screen appears as a list of (key, value) pairs of strings. The data can be used by other controls only from the current session. When the screen location of the Collector spans screen rows, appropriate line breaks are inserted into the collected data.

For example, a Button control looking like a small handset icon can be set up with an action **Run\_Application** to run Skype. **Additional\_Arguments** of this action can use a phone number stored by the Collector located in a phone number field on another screen of the session.

**Properties:**

Name	Default value	Description
<b>Name</b>	Empty string	<p>A name of the Collector control.</p> <p><b>Name</b> also specifies a key to be used by a Collector when copying data from the Collector screen location to the database.</p> <p>Data stored with the same key more than once is overwritten.</p> <p>Data can be accessed later in the session by using the syntax:</p> <p>%%PhoneNumber%%</p> <p>where <code>PhoneNumber</code> is the global variable name.</p>
<b>TrimSpaces</b>	Checked	<p>When checked, whitespace characters are not copied to the database. When unchecked, whitespace characters are included in the data.</p>

## GridCollector

The GridCollector control is an extended version of the Collector control. Collector collects data as text from a specific screen location. GridCollector collects data as a table (grid).

The control stores the collected information in a database for the lifetime of the current session. The information can be used by any other control.


To configure GridCollector properties, click the **Edit Mode** button at the top right corner of the control. When you have finished, click either the **Save and Exit** button or the **Cancel Edit Mode** button.

### Properties:

Name	Default value	Description
<b>Name</b>	GridCollector	The name for a GridCollector. Must be unique.
<b>Columns</b>	<b>GridCollector Column</b>	<p>Columns collection. Each column has one property:</p> <p>Name: Non-empty string.</p>
<b>IncludesHeader</b>	Checked	When checked, the selection includes the table header.
<b>AvoidDuplications</b>	Checked	When checked, duplicate rows are not collected.
<b>MultiPageNavigation</b>	Checked	<p>When checked, the following properties are enabled:</p> <p><b>MaxPages</b> <b>AIDKey</b> <b>EndCondition</b></p>
<b>MaxPagesToLookUp</b>	1	Integer. The number of additional pages that are fetched ahead each time the fetch operation is triggered by one of the controls that uses the

Name	Default value	Description
		GridCollector data. The GridCollector implements the fetching mechanism (not the control that uses the GridCollector) .
NavigationAidKey	PF8	The AID key for fetching the next page.
EndOfDataConditions		Clicking the accelerator key opens the <b>EndOfDataConditions</b> dialog box (see below).

## EndOfDataConditions properties

Name	Default value	Description
SameData		When selected, data collection stops if duplicate data is found. Default.   <b>Note:</b> If this is the only stop condition that is defined, <b>SameData</b> cannot be deleted.
EmptyLine		When selected, data collection stops if an empty line is found.
Text		When selected, data collection stops if:  either:  The specified non-empty string is found at the specified screen location.  or:  The specified string is empty and nothing is found at the specified screen location.
EndOfDataText		The text to search. Available if <b>Text</b> is selected.
EndOfDataTextLocation		Location of the text. This is one of the following: <ul style="list-style-type: none"> <li>• The whole screen, as specified by the string <b>Anywhere</b>.</li> <li>• A specific location on the screen, specified in the <b>Screen Location</b> dialog box. To open this dialog box, click the accelerator button next to the <b>EndOfDataTextLocation</b> field.</li> </ul>
EndOfDataTextRow		The row of the text.
EndOfDataTextColumn		The column of the text.





**Note:** GridCollector checks stop conditions from the top to the bottom of the list until any condition is met, then stops collecting data. In this way, you can re-order conditions to collect different amounts of data from the same screens.

## Syntax

Any control that wants to use the data from the GridCollector can get the data by using the following syntax:

```
%%GridCollector_Name[Row_Number,Column_Name]%%
```

### Examples:

%%Customers[5,Address]%%	Defines getting the address of the entry 5.
%%Customers[* ,Address]%%	Defines getting the address of all customers. This can be useful for setting a list control's items source.
%%Customers[3, *]%%	Defines getting all data for the customer at the third row.
%%Customers[* ,*]%%	Defines getting GridCollector data for all customers.

On a Rumba+ screen, each time new data appears on the screen, the data is added to the GridCollector table.

## Image

Image control is used to mask an area on the screen. The control appears in a Rumba+ session without a frame, and can be filled with one of the following:

**Color** If **UseBackgroundFromHost** is checked, Image is filled with the host background color. If **UseBackgroundFromHost** is unchecked, you can select the fill color from the palette. The default color is black. If you select a transparent fill, the Image control is invisible on the screen.

**Image** If you do not select a valid image, or provide a valid URL, the Image control is invisible on the screen.

You can change the opacity of the Image control on the **Screen Design** page to show the contents of the screen behind the control. To do this, select the control, then click the icon on the top right corner of the control's frame.

### Properties:

Name	Default value	Description
<b>Type</b>	Color	Can be either <b>Color</b> or <b>Image</b> .
<b>UseBackgroundFromHost</b>	Checked	Only available if <b>Type</b> is <b>Color</b> .
<b>Color</b>	Black	Fill color. Only available if <b>Type</b> is <b>Color</b> and <b>UseBackgroundFromHost</b> is unchecked.
<b>LinkedResource</b>	Unchecked	When checked, allows you to specify a full Web address to create a link to an image.  Only available if <b>Type</b> is <b>Image</b> .
<b>ImagePath</b>	Empty string	Clicking the accelerator button opens the <b>Open</b> dialog box which allows you to select an image file with a format of

Name	Default value	Description
<b>ImagePosition</b>	<b>Stretch</b>	<p>JPG, GIF, or PNG. The image files is copied to the project folder and saved with the project.</p> <p>Only available if <b>Type</b> is <b>Image</b>.</p> <p>You can also use the Collector control to provide the image path.</p> <p>Position and size of the selected image. Can be one of the following:</p> <ul style="list-style-type: none"> <li><b>Stretch</b> (default)</li> <li><b>Fill</b></li> <li><b>Fit</b></li> <li><b>Tile</b></li> <li><b>Center</b></li> </ul>

## InputField

The InputField control provides a text input field into which the user types text which is inserted at a specified screen location.

For example, InputField can be used to modernize or rationalize the layout of a screen with a number of input fields. InputField controls can be placed where they are most useful. The information the user types into them is then inserted in the screen locations of the traditional editable areas.



**Note:** When the control is used in a Rumba+ screen, the input field displays the value from the screen location, at the specified length. However, if the screen location is a protected field, no data is read and no typing is allowed in the InputField control..

In addition, if the length is 0 (the default value), data is read until the end of the green screen field the control refers to, and the number of characters is limited by the length of the green screen.

### Properties:

Name	Default value	Description
<b>TextInsertionLocation</b>	<b>InPlace</b>	<p>The (row,column) where the text is inserted on the screen. <b>InPlace</b> means the location of the control as specified on the <b>Screen Design</b> page, or the location of the logical marker defined by the <b>SearchFor</b> condition.</p> <p>The screen location can also be defined by using the <b>Select Screen Location</b> window, opened by clicking the accelerator button next to the <b>TextInsertionLocation</b> field.</p>
<b>Length</b>	0	<p>The maximum number of characters that the input field can contain. A value of 0 means the number of characters is limited by the length of the green screen field.</p>
<b>Tooltip</b>	Empty string	<p>A tool tip that describes the control.</p>

Name	Default value	Description
<b>IsNumeric</b>	False	Specifies whether the input is numeric or for all characters.
<b>OverrideStyleSettings</b>	Unchecked	When checked, the background and foreground color options are made available, overriding the <b>Style</b> property.
<b>Background</b>	<b>UseBackgroundFromHost</b>	<p>A list box containing two options:</p> <ul style="list-style-type: none"> <li>• <b>UseBackgroundFromHost</b> (the host screen text color is used as the background color)</li> <li>• <b>CustomColors</b></li> </ul> <p>Available only if <b>OverrideStyleSettings</b> is checked.</p>
<b>Foreground</b>	<b>UseForegroundFromHost</b>	<p>A list box containing two options:</p> <ul style="list-style-type: none"> <li>• <b>UseForegroundFromHost</b> (the host screen text color is used as the foreground color)</li> <li>• <b>CustomColors</b></li> </ul> <p>Available only if <b>OverrideStyleSettings</b> is checked.</p>
<b>BackgroundColor</b>	Black	A color palette for choosing the background color. Only available if <b>Background</b> is set to <b>CustomColors</b> .
<b>ForegroundColor</b>	White	A color palette for choosing the text color. Only available if <b>Foreground</b> is set to <b>CustomColors</b> .
<b>IsPassword</b>	Unchecked	When checked, an asterisk (*) is used to mask the typed characters.

## Label

The Label control is a single line control which is used to place any static text at a specified location on a screen.

### Properties:

Name	Default value	Description
<b>HostText</b>	Checked	When checked, the host text located at ( <b>StartRow</b> , <b>StartColumn</b> ) is used as the label text. When unchecked, <b>LabelText</b> is made available.
<b>LabelText</b>	Label	If <b>HostText</b> is unchecked, this specifies the custom text to be displayed on the label.
<b>TextLocation</b>	<b>InPlace</b>	<p>The (row,column) where the label text on the screen should be taken.</p> <p><b>InPlace</b> means the label text should be taken from the location of the control as specified on the <b>Screen</b></p>

Name	Default value	Description
		<p><b>Design</b> page, or from the location of the logical marker defined by the <b>SearchFor</b> condition.</p> <p>The screen location can also be defined by using the <b>Select Screen Location</b> window, opened by clicking the accelerator button next to the <b>TextLocation</b> field.</p>
<b>TextLength</b>	0	Specifies the number of characters in the label text.
<b>Alignment</b>	Left	<p>Specifies the alignment of the label text:</p> <p><b>Left</b> <b>Center</b> <b>Right</b></p>
<b>OverrideColorsSettings</b>	Unchecked	When checked, the background and foreground color options are made available, overriding the <b>Style</b> property.
<b>Background</b>	<b>UseBackgroundFromHost</b>	<p>A list box containing two options:</p> <ul style="list-style-type: none"> <li>• <b>UseBackgroundFromHost</b> (the host screen text color is used as the background color)</li> <li>• <b>CustomColors</b></li> </ul> <p>Available only if <b>OverrideStyleSettings</b> is checked.</p>
<b>Foreground</b>	<b>UseForegroundFromHost</b>	<p>A list box containing two options:</p> <ul style="list-style-type: none"> <li>• <b>UseForegroundFromHost</b> (the host screen text color is used as the foreground color)</li> <li>• <b>CustomColors</b></li> </ul> <p>Available only if <b>OverrideStyleSettings</b> is checked.</p>

## RadioButton

The RadioButton control is used to add text at a specified screen location.

### Properties:

Name	Default value	Description
<b>TextInsertionLocation</b>	<b>InPlace</b>	<p>The (row,column) where the text is inserted on the screen. <b>InPlace</b> means the location of the control as specified on the <b>Screen Design</b> page, or the location of the logical marker defined by the <b>SearchFor</b> condition.</p>

Name	Default value	Description
		The screen location can also be defined by using the <b>Select Screen Location</b> window, opened by clicking the accelerator button next to the <b>TextInsertionLocation</b> field.
<b>Caption</b>	RadioButton	The text to be displayed on the control.
<b>Tooltip</b>	Empty string	The tool tip text that appears when the mouse hovers over the control.
<b>GroupName</b>	Empty string	The radio button group this radio button belongs to.
<b>SelectedState</b>	Empty string	The text to be used at the specified screen location and any specified actions to be performed if the check box is checked.
<b>UnselectedState</b>	Empty string	The text to be used at the specified screen location and any specified actions to be performed if the check box is not checked.
<b>OverrideStyleSettings</b>	Unchecked	The text to be used at the specified screen location and any specified actions to be performed if the check box is checked.
<b>Background</b>	<b>UseBackgroundFromHost</b>	<p>A list box containing two options:</p> <ul style="list-style-type: none"> <li>• <b>UseBackgroundFromHost</b> (the host screen background color is used as the background color)</li> <li>• <b>CustomColors</b></li> </ul> <p>Available only if <b>OverrideStyleSettings</b> is checked.</p>
<b>Foreground</b>	<b>UseForegroundFromHost</b>	<p>A list box containing two options:</p> <ul style="list-style-type: none"> <li>• <b>UseForegroundFromHost</b> (the host screen text color is used as the foreground color)</li> <li>• <b>CustomColors</b></li> </ul> <p>Available only if <b>OverrideStyleSettings</b> is checked.</p>
<b>BackgroundColor</b>	<b>Black</b>	A color palette for choosing the background color. Only available if <b>Background</b> is set to <b>CustomColors</b> .
<b>ForegroundColor</b>	<b>White</b>	A color palette for choosing the text color. Only available if <b>Foreground</b> is set to <b>CustomColors</b> .

## Tab

Tab provides an area of the screen to which you can assign other controls. You can have multiple Tab controls on a screen, with multiple tab items within a Tab control.

To assign a control to a tab item, drag the control on to the appropriate tab item.

When you select another tab item, that tab item is shown, together with its controls.



#### Notes:

- Deleting a tab item deletes all its assigned controls.
- Deleting a Tab control deletes all its tab items and their assigned controls.

#### Properties:

Name	Default value	Description
<b>TabItems</b>	Empty collection	Lists all tab items and their controls. Each tab item has a caption.
<b>HostBackground</b>	Unchecked	When checked, the Tab control uses the background color of the host screen. When unchecked, the control uses the color defined by the <b>Color</b> property.
<b>Color</b>	White Smoke	Specifies the background color of the Tab control.
<b>HeaderWidth</b>	Static	Specifies the width of the tab item headers. <b>Static</b> sets a fixed width specified by <b>HeaderSize</b> . <b>Dynamic</b> sets a variable width according to the length of the header text.
<b>HeaderSize</b>	8	Specifies the fixed width of the tab item headers.

## Table

The Table control formats data from multiple screens as a scrollable table with filtering and sorting capabilities.

The Table control uses a pre-defined GridCollector control as its data source. If there is already one, single GridCollector on the screen, the Table control links to it automatically. If there is no GridCollector on the screen, you must link to a GridCollector manually using the **LinkedGridCollectorName** property.

#### Properties:

Name	Default value	Description
<b>LinkedGridCollectorName</b>		Name of the GridCollector control to which the Table control is linked.
<b>Columns</b>		Collection of columns.
<b>Title</b>	Name of the linked GridCollector column.	The visible column title.
<b>IsVisible</b>	Checked	When checked, the control is visible on a Rumba+ screen.
<b>ColumnAliasInGridCollector</b>		Name of the GridCollector column from where the data will be taken.
<b>ColumnType</b>	String	Can be one of:  <b>String</b> <b>Number</b> <b>Date</b>

Name	Default value	Description
<b>ColumnDateFormat</b>		Format of dates in the selected column.
<b>ColumnAlignment</b>	<b>Left</b>	Aligns the cell text. Can be one of:  <b>Left</b> <b>Center</b> <b>Right</b>
<b>IsHeaderVisible</b>	Unchecked	When checked, the table shows the column headers.
<b>IsAutoNavigateOnLoad</b>	Checked	When checked, the Table control triggers the GridCollector to fetch the next pages automatically when the Table control is activated.
<b>IsFilterable</b>	Checked	When checked, adds a <b>Filter</b> field to the table. The typed value filters out all rows except those with strings or a string prefix that match filter text in a column.
<b>IsMoreButtonVisible</b>	Checked	When checked, adds a <b>More</b> button is enabled to the table title bar. <b>More</b> pages down the screen until there is no more table data.
<b>IsExportButtonVisible</b>	Unchecked	When checked, adds an <b>Export</b> button to the table title bar. This allows the user to export the table contents to a comma-delimited .csv file for use in Microsoft Excel.
<b>DefaultRowCommand</b>		<p>Actions performed when the user double-clicks a row. When creating actions, the following syntax can be used to take the text from any table cell in a row that is double-clicked:</p> <p>##ColumnAliasInGridCollector##</p> <p>The following syntax can also be used to take text from any Collector control:</p> <p>%% GlobalVariableName%%</p>

## Tooltip

The Tooltip control is activated when the mouse pointer hovers over the screen area that Tooltip occupies.

There are two modes for Tooltip:

**Static mode** Where the content of Tooltip is a free string. The string can include global parameters set by Collectors.

**Advanced mode** Where Tooltip can read text from screen location and use it as the displayed text.

**Properties:**

Name	Default value	Description
<b>Caption</b>	Empty string	Specifies the text displayed by Tooltip. Data stored by Collector controls can be used.
<b>Advanced</b>	Unchecked	When checked, activates advanced mode.
<b>KeyTextLocation</b>	<b>InPlace</b>	The (row,column) where the text should be taken from the screen. <b>InPlace</b> means the location of the control as specified on the <b>Screen Design</b> page, or the location of the logical marker defined by the <b>SearchFor</b> condition.  The screen location can also be defined by using the <b>Select Screen Location</b> window, opened by clicking the accelerator button next to the <b>KeyTextLocation</b> field.
<b>TooltipItems</b>		Advanced mode only.

### Importing items from a .csv file

To use this feature successfully, the contents of the .csv file must be in the following format:

`<KEY><DEL><TIP>`

where:

This ...	Denotes this ...
<code>&lt;KEY&gt;</code>	Key representing on-screen emulation text.
<code>&lt;DEL&gt;</code>	Delimiter (;). This is the only supported delimiter.
<code>&lt;TIP&gt;</code>	Tooltip text.

For example:

```
#Tool Tip values
TS0;TS0 log on
Password;Enter your password
Application required;Enter your CICS application name
Userid;Enter your user ID
```

To import a .csv file:

1. Click the accelerator button next to **TooltipItems** in the property grid.
2. In the **TooltipItems** dialog box, click the **Import** icon.
3. Select the .csv file.
4. Click **OK**.

## WebFrame

WebFrame is a control, which can be displayed either as an icon or as an embedded window on the screen. An icon looking like a small globe can be set to open a map based on the postal address displayed in the host screen field. An embedded window displays content at a specified Web address when the screen arrives.




### Properties:

Name	Default value	Description
Mode	Pop-up	Specifies whether WebFrame is displayed as an icon ( <b>Pop-up</b> ) or as an embedded window ( <b>Embedded</b> ).
LinkedResource	Unchecked	When checked, a link to an icon image, specified by <b>ImagePath</b> , is stored in the customization project. When unchecked, an icon image file, specified by <b>ImagePath</b> , is stored in the customization project. Enabled only if <b>Mode</b> is <b>Pop-up</b> .
URLSource	Empty string	Any valid Web address. The data stored by Collector controls can be used to specify the target.
ImagePath	Empty string	Clicking the accelerator button opens the <b>Open</b> dialog box which allows you to select an image file with a format of JPG, GIF, or PNG. When <b>LinkedResource</b> is unchecked, the image file is copied to the project folder and saved with the project.
Width	500	Window width in pixels.
Height	500	Window height in pixels.
Tooltip		If empty, no tool tip is displayed. Otherwise, specifies the text that Tooltip displays when the mouse hovers over the <b>WebFrame</b> icon.

## Shared properties

Each of the following properties may be used by more than one type of control:

Name	Default value	Description
Name		<p>Specifies a custom name for one or more controls.</p> <p> <b>Note:</b> If a rule creates more than one control of the same type on the same screen, the following naming convention is used:</p> <pre>&lt;name&gt; , &lt;name&gt;_1 , ... &lt;name&gt;_&lt;name&gt;</pre>
ControlTarget	RumbaMainArea	<p>The control target is the region specified in the currently selected theme, where the control is placed. <b>RumbaMainArea</b> is the region occupied by the green screen.</p>
Style	Empty string	<p>Style defines the look of a control. Its possible values are displayed in the list of items taken from the currently</p>

Name	Default value	Description
<b>UseBackgroundFromHost</b>	Unchecked	selected theme. If not specified, the default style is used.  When checked, a control acquires its background color coming from host. When unchecked, the background color defined by the control's style is used.
<b>UseForegroundFromHost</b>	Unchecked	When checked, a control acquires its foreground color coming from host. When unchecked, the foreground color defined by the control's style is used.
<b>RowOffset</b>	0	Vertical offset relative to the row where the logical marker is located. Logical markers are defined by the SearchFor condition. A positive or negative value defines the screen location as the number of rows down or up the logical marker.  A wrong offset value can adversely displace the control.
<b>ColumnOffset</b>	0	Horizontal offset relative to the column where the logical marker is located. Logical markers are defined by the SearchFor condition. A positive or negative value defines the screen location as the number of columns from the right or left of the logical marker.  A wrong offset value can adversely displace the control.
<b>RowSpan</b>	0	If not zero, overrides the height of a logical marker defined by the SearchFor condition.
<b>ColumnSpan</b>	0	If not zero, overrides the width of a logical marker defined by the SearchFor condition.
<b>ZOrder</b>	The highest <b>ZOrder</b> value of all controls on the current screen on the Screen Design page except <b>Topmost</b> + 1	Specifies the stacking order of a two or more controls. Controls with higher <b>ZOrder</b> values appear further up the stack or closer to the foreground.

## Actions

Action	Description	Values
<b>SetText</b>	<p>Inserts text into the specified screen location of an unprotected field.</p> <p>If the specified location is not in any unprotected field, no action is performed.</p>	<p><b>TextInsertionLocation</b> The (row,column) where the control is inserted on the screen. <b>InPlace</b> means the location of the control as specified on the <b>Screen Design</b> page, or the location</p>

Action	Description	Values
		<p>of the logical marker defined by the <b>SearchFor</b> condition.</p> <p>The screen location can also be defined by using the <b>Select Screen Location</b> window, opened by clicking the accelerator button next to the <b>TextInsertionLocation</b> field.</p> <p><b>ActionTarget</b> The text to be inserted.</p>
<b>EmulationCommand</b>	Runs a specified emulation command.	<p><b>EmulationCommand</b> Possible values are shown in a list.</p>
<b>ClearField</b>	Clears the contents of a specified field at a specified screen location.	<p><b>FieldLocation</b> The (row,column) where the field is located on the screen. <b>InPlace</b> means the location of the control as specified on the <b>Screen Design</b> page, or the location of the logical marker defined by the <b>SearchFor</b> condition.</p> <p>The screen location can also be defined by using the <b>Select Screen Location</b> window, opened by clicking the accelerator button next to the <b>FieldLocation</b> field.</p>
<b>WebSite</b>	Runs the user's default browser to navigate to a specified Web site.	<p><b>ActionTarget</b> Web site address. Data stored by Collector controls can be used to specify arguments.</p>
<b>RunApplication</b>	Run a specified application on the user's machine.	<p><b>Rumba Desktop:</b></p> <p><b>ActionTarget</b></p> <p>Command line to run. For example:</p> <p><code>C:\Program Files (x86)\Skype\Phone\Skype.exe</code></p> <p><b>AdditionalArguments</b></p> <p>Application arguments. For example:</p> <p><code>/callto:+5555555</code></p> <p><b>Rumba+ Mobile:</b></p> <p><b>MobileURI</b></p> <p>iPhone registered Uniform Resource Identifier (URI) scheme name. For example:</p> <p><code>skype://666-666-666?call</code></p> <p><b>Rumba+ Web:</b></p> <p><b>WebURI</b></p> <p>Registered Uniform Resource Identifier (URI) scheme name. For example:</p>

Action	Description	Values
		<p>skype:+666-666-666?call</p> <p>Data stored by Collector controls can be used to specify parameters for <b>ActionTarget</b> and <b>AdditionalArguments</b>.</p>
<b>RunMacro</b>	Runs a specified macro with the Rumba Engine.	<p><b>ActionTarget</b> Full path to the macro file to run, or the path relative to the Rumba macros folder. Data stored by Collector controls can be used to specify arguments.</p>
<b>RunScript</b>	Runs a specified script with the Rumba Script Engine.	<p><b>ActionTarget</b> Full path to the script file to run, or the path relative to the Rumba scripts folder. Data stored by Collector controls can be used to specify arguments.</p>
<b>SetCursor</b>	Places the cursor at the specified screen location.	<p><b>CursorLocation</b> The (row,column) where the cursor should be placed on the screen. <b>InPlace</b> means the location of the control as specified on the <b>Screen Design</b> page, or the location of the logical marker defined by the <b>SearchFor</b> condition.</p> <p>The screen location can also be defined by using the <b>Select Screen Location</b> window, opened by clicking the accelerator button next to the <b>CursorLocation</b> field.</p>
<b>SetValueToAVariable</b>	Creates a global variable and sets its value. If the global variable already exists, its value is reset.	<p><b>GlobalVariableName</b> The name of the global variable.</p> <p><b>Content</b> The value of the global variable.</p> <p>Expressions containing values of other already existing global variables may be used in the form %  %&lt;other_variable_name&gt;  %%.</p>
<b>Email</b>	Sends an email to a specified address.	<p><b>ActionTarget</b> The recipient's email address.</p>

## The control context menu

When you right-click a control, a context menu appears with the following menu options:

Option	Description
<b>Convert to Rule</b>	Converts a static control on the Screen Design page to a dynamic control managed by the Rule Manager.
<b>Cut</b>	Cuts a control to the Screen Designer clipboard.
<b>Copy</b>	Copies a control to the Screen Designer clipboard.

Option	Description
<b>Paste</b>	Pastes a control from the Screen Designer clipboard to the screen that is currently displayed in the working area of the Screen Design page.
<b>Delete</b>	Deletes a control.
<b>Disable / Enable</b>	<p>Disables a control so that it remains in your project, but is not used in the customized screen. An exclamation mark appears at the top right of the control to show that it is disabled. To enable a control, right-click the control and select <b>Enable</b> from the pop-up menu.</p> <p>You can still edit disabled controls but they will not be used on a customized screen until you enable them.</p> <p>If you copy a disabled control or convert it to a rule, the control remains disabled.</p>
<b>Send to Back</b>	If two or more controls appear over each other, this option sends the selected control to the back of the stack of controls.
<b>Bring to Front</b>	If two or more controls appear over each other, this option brings the selected control to the top of the stack of controls.

# How To

This section contains additional about the Screen Designer, controls, and rules.

## Use themes

A theme defines the layout of the screen and the look of each control across all screens in a customization project.

The screen layout is defined as having a rectangular main area in the center, which might be surrounded by rectangular areas (margins).

The following themes are included in Rumba:


- Rumba Green Screen
- Rumba+ Green Screen
- Rumba+ Windows

The main area of a screen can contain any type of control. However, margins can contain only buttons. Margins are defined by the theme you use.

If you change a theme, the margins of the previous theme disappear, together with all the button controls they contain. It is therefore best to choose a theme early in the customization project.

## Search history screens

You can search the thumbnail screens in the history pane for text strings that appear either on a screen or as part of a screen ID.

At the bottom of the history pane, type a search string in the search field . The thumbnails are filtered, leaving only those screens that contain the search string.

## Identify screens

### About screen identification

The Screen Designer supports the following ways of identifying screens:

<b>Default</b>	<p>An identification, where Rumba calculates a screen ID from a screen's field data. Used by default.</p> <p>To customize screens, a screen ID must be assigned to each screen. Unfortunately, this default screen ID might not be sufficient. This occurs when several screens, which have to be distinguished, get the same screen ID. It can also occur when several screens, which have to be addressed as the same, get different screen IDs.</p>
<b>Selection based</b>	<p>An identification based on one screen selection. When the default screen ID is not sufficient, you can select the contents of a particular screen location to act as the screen ID. The selection is limited to the height of one row on the screen.</p>



**Note:** Before you start to customize the screens in your project, you must choose either the default screen ID type or a selection based screen ID type. You cannot change the screen ID type once you have started to customize a screen.

**Custom screen identification** For each screen recorded during your session you can define a custom identification algorithm. For custom screen identification, you define a set of selected areas on a screen and specify a name for them. This defines screen data to distinguish a particular screen from other screens in your project. The custom identification name is assigned as a screen ID to each screen of your project that has exactly the same data in exactly the same selected areas as your custom identification.

You can choose either selection based selection screen identification, custom screen identification, or a combination of both. In this way, you can either distinguish between screens which otherwise would have had the same ID, or identify similar screens which otherwise would have had different IDs.

## Specifying selection based screen identification

1. Click the **Project Settings** icon on the project toolbar.

The **Project Settings** window appears.

2. On the **Screen ID** page, click **Select** next to **Selection Based**.

The **Selection** window appears.

3. Select a screen thumbnail in the left pane.

4. In the work area, select the text portion on the screen by drawing a rectangular border within a single screen row with the mouse.

The selected text is added as an ID to any screen in your project that has the same text in the same location.

5. Click **OK**.



**Note:** Make only one selection before clicking **OK**.

6. Click **OK** in the **Project Settings** window.

### Removing a selection:

To remove a selection, right-click the selection and select **Remove This Selection** from the pop-up menu.

## Using custom screen identification

## Manage controls

### Changing the opacity level

You can use the slider on the project toolbar to change the opacity of all controls on a screen from full opacity to 20% opacity.

Clicking the **Opacity level** icon displays the opacity slider and toggles the set opacity on and off.

### Selecting multiple controls

You can select more than one control at any time so you can perform the same action once on the selected controls, instead of once for each control.

You can select controls in one of the following ways:

- Use your mouse to draw an area of the screen containing the controls you want to select.
- Press **Ctrl+A** to select all controls on the screen.
- Right-click the screen background and select **Select All**.
- Use **Ctrl+Click** to toggle whether a screen is selected.

You can perform the following actions on the selected controls:

- Move (using the mouse or arrow keys)
- Delete
- Cut
- Copy
- Paste
- Duplicate



**Note:** You cannot select Rule Manager controls as part of a multiple selection.

## Working with rule controls

Rule controls are controls created using the Rule Manager.

### About rule controls

When you create rule controls, they also appear on the **Screen Design** page. By default, this feature is turned on. You can toggle between showing and hiding rule controls using the toggle icon on the project toolbar.

Rule controls are designed to be used on multiple screens. They are therefore shown on the **Screen Design** page in a different style to single-screen controls so you can easily differentiate between them.

You can edit rule controls from the **Screen Design** page in the same way as in the Rule Manager. However, you cannot resize, move, delete, copy, or duplicate these controls in the **Screen Design** page, as shown by a small padlock in the top right corner of the control.

### Editing rule controls

In the same way as a single-screen control, you can edit the control's properties using the property grid.

1. To edit a rule control from the **Screen Design** page, right-click the control and select **Edit Rule** from the pop-up menu.

The rule opens in the Rule Wizard.



**Note:** When you edit one rule control, it affects all the controls created by the source rule.

2. To view a rule control, right-click the control and select **Show Rule** from the pop-up menu.

The rule opens in the Rule Manager.

## Use Web components in Rumba+

Rumba+ can call both applications and Web components using one or more of the following controls:

**Button** A labeled UI control. It can call an application, script, URL, or Web page.

**WebFrame** Creates an icon using an image. You can set the size of the frame. Only valid for Web browser URLs. No address bar is displayed.




# Passing parameters to an application or Web page

You pass parameters to an application or Web page using the Collector control. Collector is placed over the data fields that Rumba+ uses to capture data. When the application runs, there is nothing to show on the screen that indicates this is a data collection field.

You add Collector controls on the **Screen Design** page:



 **Note:** The Collector control should cover the entire data field to accommodate long strings.

When you configure a Collector control, you give it a name in the property grid. This name must be unique in the customization file. You can refer to the data stored in the database as `%%Name%%`. In the figure above the **Name** is **MapCity** and its global variable name is `%%MapCity%%`.

The **Trim Spaces** property resizes the length of the data string by removing trailing spaces. In most applications, this option should be 1.

## Creating Web objects and URLs

The first thing to do is to create a working URL using a known set of parameters for a known address. For example, this Google Maps parameter is for an Office Park in Maryland:

<http://maps.google.com/maps?q=700 King Farm,Rockville,MD>

Copy the working URL to an editor such as Notepad so you can edit it for use in the Screen Designer. For example, the following string re-creates the address string:

`%%MapAddr%%,%%MapCity%%,%%MapState%%`

Note that the commas (,) used as delimiters in the Google command, are still in place in the Rumba+ string. The command to copy and paste into the Screen Designer is:

`http://maps.google.com/maps?q=%%MapAddr%%,%%MapCity%%,%%MapState%%`

As the character strings get more complex, testing becomes more important. For example, the following string calls a Google charting facility for a pie chart. Notice that the original URL contains a section that deals with both chart labels (AREA-A, etc) and chart data (T= : 100 , 300 , 200 , 50). Other editable data includes colors, format, and sizing:

<http://chart.googleapis.com/chart?chs=300x150&cht=p3&chco=0000FF|00FF00|FF0000|FFFF00&chds=0,1000&chd=t:100,300,200,50&chdl=AREA-A|AREA-B|AREA-C|AREA-D&chtt=TOYS>

As in the Google Maps example, we need to replace the data portion of this URL with variables collected from the Rumba+ screen. In this case, the data portion (specified by `chd`), becomes:

```
chd=t:%%R1Jtoy%%,%%R2Jtoy%%,%%R3Jtoy%%,%%R4Jtoy%%
```

And the new URL to include in the Screen Designer becomes:

```
http://chart.googleapis.com/chart?chs=300x150&cht=p3&chco=0000FF|00FF00|FF0000|FFFF00&chds=0,1000&chd=t:%%R1Jtoy%%,%%R2Jtoy%%,%%R3Jtoy%%,%%R4Jtoy%%&chdl=Region1|Region2|Region3|Region4&chtt=TOYS
```

In a real application, you might also want to modify the label data dynamically as well. A label section might therefore look like this:

```
chdl=%%Label1%%|%%Label2%%|%%Label3%%|%%Label4%%
```

You can experiment with the Google pie chart URL using the `TOYS` screen on the Rumba Demo Host. For information about connecting to the Demo Host and accessing the `TOYS` screen, see [Connecting to the Demo Host](#).

## Generate customization files for Rumba+ Web and Rumba+ Mobile

The Rumba+ Server Build Tool allows you to build Rumba+ Web and Rumba+ Mobile application deployment packages.

The tool uses the customization output from the Rumba Screen Designer to create a Web Application archive ( `.war` ) file. The `.war` file contains a rules file and other resources, such as images, macros, and scripts.

The file is then deployed to an application server for implementation.



**Note:** The Rumba+ Server Build Tool is supplied with Micro Focus Rumba+ Web and Micro Focus Rumba+ Mobile.

You can also generate customization files using the Screen Designer command line. See [Use the Screen Designer command line](#).

## Exporting a customization file

For information about exporting a customization file, refer to the *Rumba+ Server Build Tool 1.1: Help*.

## Deploying a .war file

For information about deploying a `.war` file to an application server, refer to the *Rumba+ Server 1.1: Administrator Guide*.

## Import additional projects

You can import additional customization projects to merge with a project that is currently open in the Screen Designer.

To do this, click the **Import Project** icon  on the project toolbar.



**Notes:**

- You cannot import a project if the base project is not open.
- The project name and theme will be the same as the currently open project.

The table below provides information about some circumstances where not all data might be included in an import.

If this happens ...	Then this happens ...
The screen ID configuration of the other project is different from the one defined in the base project.	Following the import attempt, the operation halts with an error message.
You import a project in which custom screen IDs are defined.	If all the custom screen IDs are valid, they are added to the custom screen IDs list of the base project.
You import a project in which custom screen IDs are defined. However, one of the custom screen ID names already exists in the base project, although the custom screen IDs are not identical.	The custom screen ID is added to the project with a new name: <code>Origcustom screen ID - Copy</code> , <code>Origcustom screen ID - Copy (2)</code> . Any references to the renamed custom screen ID are changed accordingly.
You import a project with a rule which is identical to one of the rules in the base project.	Duplicated rules appear only once.
You import a project in which custom screen IDs are defined. One of the custom screen IDs is not valid because it is assigned to a screen that has another custom screen ID.	Not all of the new custom screen ID's related rules are merged into the project. Information is shown in the results dialog box.
You import a project that includes a local resource.	If the name of the resource already exists, you can select one of: <ul style="list-style-type: none"><li>• Copy and Replace</li><li>• Don't Copy</li><li>• Copy, but keep both files</li></ul>

You can also import additional customization projects using the Screen Designer command line. See [Use the Screen Designer command line](#).

# Use the Screen Designer command line

You can use the Screen Designer command line to:

- Generate one or more customization files from a Screen Designer project files.
- Import multiple projects to a current Screen Designer project.

## Syntax

```
<RumbaInstallDir>\System\Plus\ScreenDesigner\RumbaScreenDesignerCLI.exe [/P
<project_file_path> | /L <project_file_list_path>] [/O <output_dir>][[/S] | /I
<config_file> | /?
```

where:

<code>&lt;RumbaInstallDir&gt;</code>	is the folder where Rumba is installed.
<code>/P &lt;project_file_path&gt;</code>	is the fully qualified path to a single project file.
<code>/L &lt;project_file_list_path&gt;</code>	is the fully qualified path to a file that contains a list of project files. Each path and file name must be on a separate line. Each line can be commented out by using # as the first character.
<code>/O &lt;output_dir&gt;</code>	is the fully qualified path of where to export the customization files. Optional. If not specified, the <code>&lt;RumbaInstallDir&gt;\System\Plus\ScreenDesigner</code> folder is used.

<code>/S</code>	saves the project after the customization files is generated.
<code>/I &lt;config_file&gt;</code>	is the fully qualified path of the configured list of projects to import.
<code>/?</code>	shows this information on the screen.

## Generating customization files

### Syntax

```
<RumbaInstallDir>\System\Plus\ScreenDesigner\RumbaScreenDesignerCLI.exe [/P
<project_file_path> | /L <project_file_list_path>] [/O <output_dir>][/S]
```

### Example: Generating a single customization file

```
RumbaScreenDesignerCLI.exe /P C:\Users\<user_name>\AppData\Local\Micro Focus
\Rumba\Plus\Projects\TableTest\TableTest.rsdp /O C:\Users\<user_name>\AppData
\Local\Micro Focus\Rumba\Plus\Rules /S
```

### Example: Generating multiple customization files

```
RumbaScreenDesignerCLI.exe /L C:\Rumba\Projects\ProjectList.txt /O C:\Users
\<user_name>\AppData\Local\Micro Focus\Rumba\Plus\Rules /S
```

Example project file list contents:

```
C:\Users\<user_name>\AppData\Local\Micro Focus\Rumba\Plus\Projects\ul\ul.rsdp
#C:\Users\<user_name>\AppData\Local\Micro Focus\Rumba\Plus\Projects\unique
\unique.rsdp
C:\Users\<user_name>\AppData\Local\Micro Focus\Rumba\Plus\Projects\TableTest
\TableTest.rsdp
C:\Users\<user_name>\AppData\Local\Micro Focus\Rumba\Plus\Projects
\longtable3\longtable3.rsdp
C:\work\rumba_mobile\TestApplications\TestPlanAppCSIMVS\TestAppCSIMVS
\TestAppCSIMVS.rsdp
```



**Note:** You can use the pound character (#) to comment out a line.

## Importing project files

### Syntax

```
<RumbaInstallDir>\System\Plus\ScreenDesigner\RumbaScreenDesignerCLI.exe /I
<config_file>
```

### Example

```
<RumbaInstallDir>\System\Plus\ScreenDesigner\RumbaScreenDesignerCLI.exe /I C:
\Rumba\Projects\ImportFileList.txt
```

Example project file list contents:

```
duplicateresource=ckb
baseproject=C:\Users\<user_name>\AppData\Local\Micro Focus\Rumba\Plus\Projects
\MergeProjects1\MergeProjects1.rsdp
project=C:\Users\<user_name>\AppData\Local\Micro Focus\Rumba\Plus\Projects
\MergeProjects2\MergeProjects2.rsdp
project=C:\Users\<user_name>\AppData\Local\Micro Focus\Rumba\Plus\Projects
\MergeProjects3\MergeProjects3.rsdp
project=C:\Users\<user_name>\AppData\Local\Micro Focus\Rumba\Plus\Projects
\MergeProjects2\MergeProjects2.rsdp
```

```
project=C:\Users\<user_name>\AppData\Local\Micro Focus\Rumba\Plus\Projects
\al\al.rsdp
project=C:\Users\<user_name>\AppData\Local\Micro Focus\Rumba\Plus\Projects
\WYSIWYG\WYSIWYG\WYSIWYG.rsdp
saveto=C:\Users\<user_name>\AppData\Local\Micro Focus\Rumba\Plus\Projects
\MergeProjects20
```

where:

**duplicateresource** specifies duplicate resource copy options:

<b>cr</b>	Copy and replace.
<b>dc</b>	Do not copy.
<b>ckb</b>	Copy, but keep both files.

**baseproject** is the base project that the projects will be imported to.

**project** is the absolute or relative path to the project file.

**saveto** is the path of the resulting merged project. If not specified, the base project is used. If the project does not exist, a new project is created at that location with a name matching the folder name. For example, if the path is:

```
C:\Users\user_name>\AppData\Local\Micro Focus\Rumba\Plus
\Projects\MergeProjects20
```

the created project is called MergeProjects20.

## Use the standalone Screen Designer

As well as using the Screen designer from the Rumba Desktop, you can also use it a standalone application. You can use the standalone Screen Designer whether Rumba is running or not.

1. From the Windows **Start** menu, select **Start > All Programs > Micro Focus Rumba > Rumba Tools > Micro Focus Rumba Screen Designer**.

The Screen Designer starts as a standalone application.

2. To close the Screen Designer, click the window's **Close** icon.

You can use the standalone Screen Designer whether Rumba is running or not. However, it is very useful to run Rumba at the same time. For example, you can make changes to a project in the standalone Screen Designer, generate the customization file, switch to Rumba then, once the project has been loaded once, simply toggle Rumba+ mode off and on to see the result of your changes straight away.

# Contacting Micro Focus

Micro Focus is committed to providing world-class technical support and consulting services. Micro Focus provides worldwide support, delivering timely, reliable service to ensure every customer's business success.

All customers who are under a maintenance and support contract, as well as prospective customers who are evaluating products are eligible for customer support. Our highly trained staff respond to your requests as quickly and professionally as possible.

Visit <http://supportline.microfocus.com/assistedservices.asp> to communicate directly with Micro Focus SupportLine to resolve your issues or e-mail [supportline@microfocus.com](mailto:supportline@microfocus.com).

Visit Micro Focus SupportLine at <http://supportline.microfocus.com> for up-to-date support news and access to other support information. First time users may be required to register.

## Information needed by Micro Focus SupportLine

When contacting Micro Focus SupportLine, please include the following information, if possible. The more information you can give, the better Micro Focus SupportLine can help you.

- The name and version number of all products that you think might be causing an issue.
- Your computer make and model.
- System information such as operating system name and version, processors, and memory details.
- Any detailed description of the issue, including steps to reproduce the issue.
- Exact wording of any error messages involved.
- Your serial number. To find this number, look in the subject line and body of your Electronic Product Delivery Notice e-mail that you received from Micro Focus.

## Additional information needed by Micro Focus SupportLine

If reporting a protection violation, you might be asked to provide a dump (.dump) file. To produce a dump file, use the **Unexpected Error** dialog box that is displayed when a protection violation occurs.

Unless requested by Micro Focus SupportLine, leave the dump setting as **Normal** (recommended), click **Dump**, then specify a location and name for the dump file. Once the dump file has been written, you can e-mail it to Micro Focus SupportLine.

You may also be asked to provide a log file created by the Consolidated Tracing Facility (CTF) - a tracing infrastructure that enables you to quickly and easily produce diagnostic information detailing the operation of a number of Micro Focus software components.

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