



Getting started

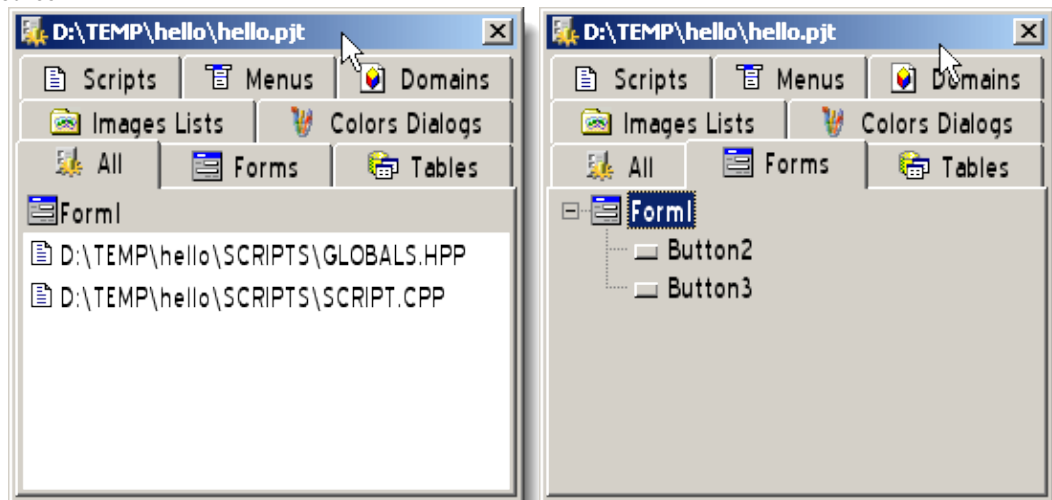
The Tool Palette

The primary creation tool of RAD.On++ is accessed by clicking the icons of the Tool Palette. This floating window is independent of any particular open document, so when multiple windows are open, the floating palette always applies to the front or "active" window. The Tool Palette can be moved around the screen to any convenient location by dragging on its title bar.



The Project Box

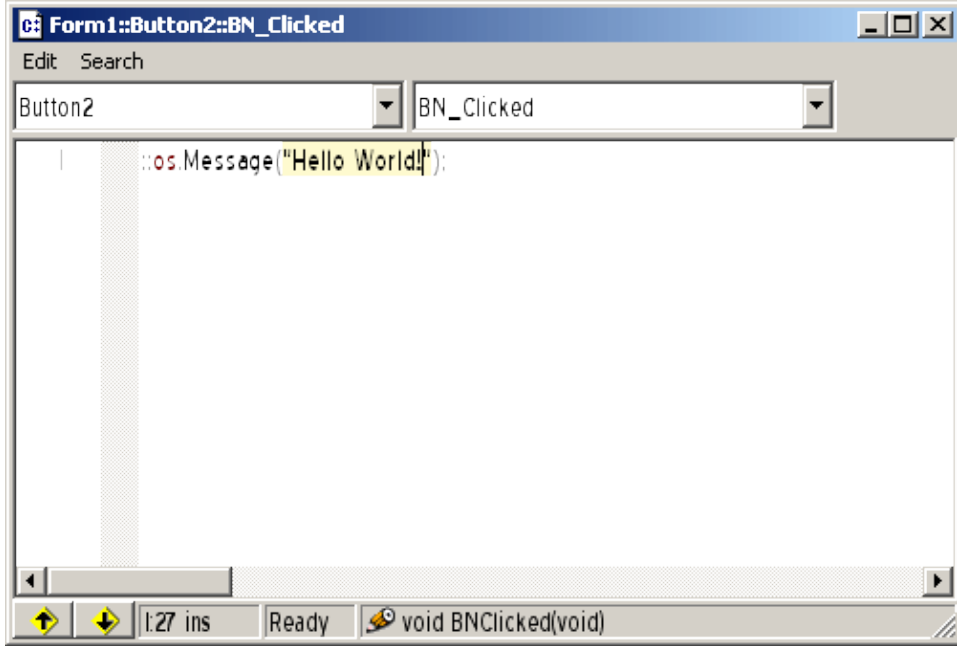
The Project Box window gives you a list view and a tree-structured view of all the objects and files inserted into the application. You can expand these and collapse branches of the views to get more or less detail. The Project Box window displays forms, modules or other separators which are supported by RAD.On++. If you want to select a form on its own simply right-click on the project selected item for a more detailed look.





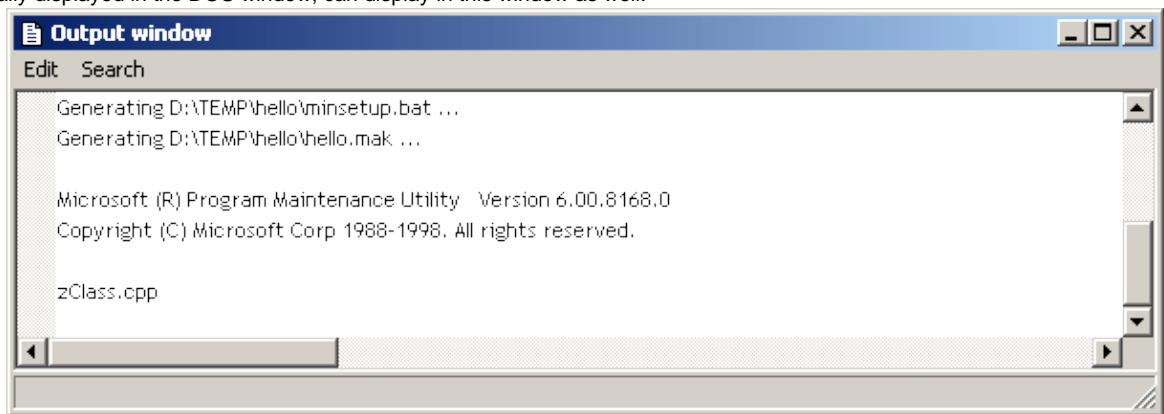
The Code window

Use the Code window to write, display, and edit form, event, and method code. You can open as many Code windows as you want, so you can easily view, copy, and paste the code from different forms. Each code window has the Object and Methods combo box. The **object combo box** lists the current form and all the controls on the current form. The **method combo box** lists all the events recognized by RAD.On++ for the form or control displayed in the Object box.



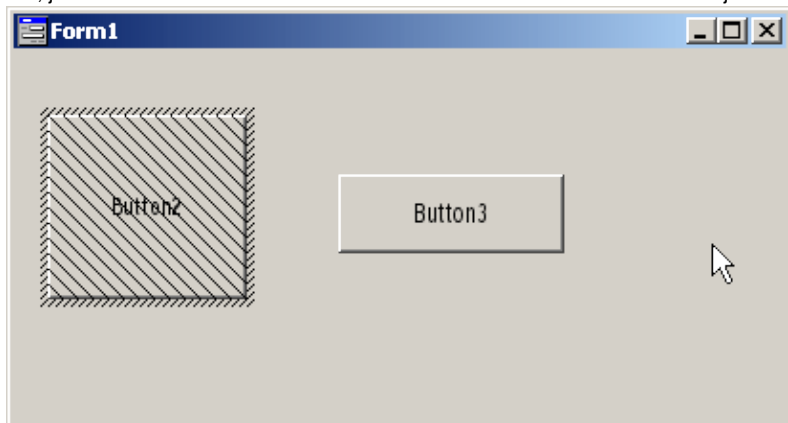
The Output window

The Output window displays status messages for various features in the integrated development environment. These include build errors that occur when a project is compiled, and the results when managing the target database. Certain features, such as the external tools features or commands invoked by RAD.On++, deliver output to the Output window. Output from external tools such as .bat or .com files, normally displayed in the DOS window, can display in this window as well.

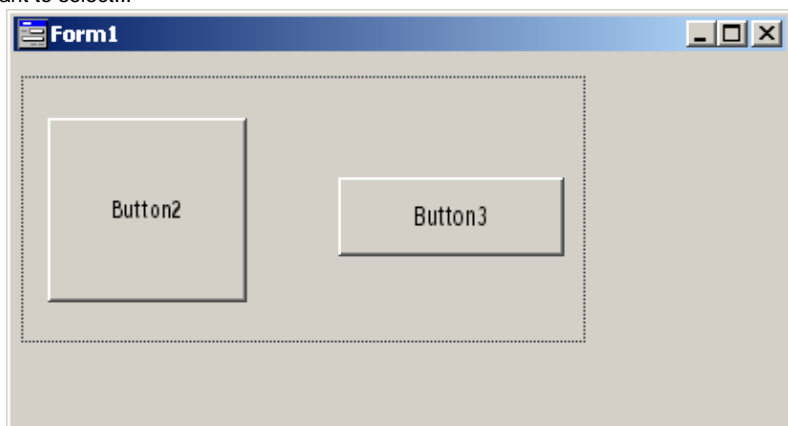


Selecting the objects on the forms

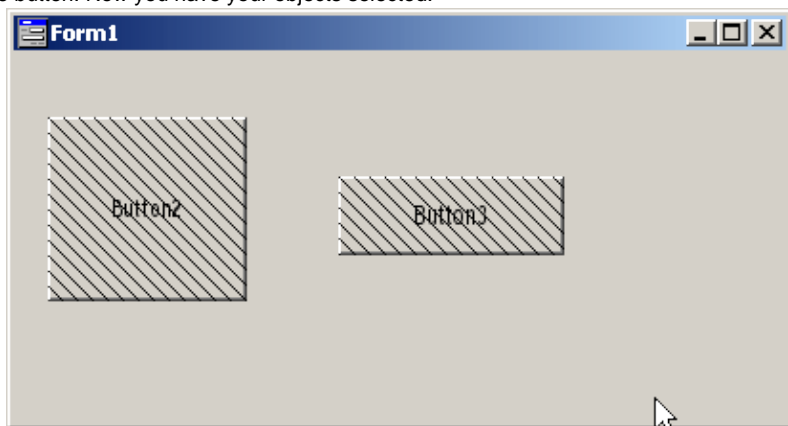
To select an object on a form, just click it. The border around it means that it is the current selected object.



To select one or more object on a form, hold down the **SHIFT** key and the left mouse button and drag the cursor to track a rubber band around the objects you want to select...

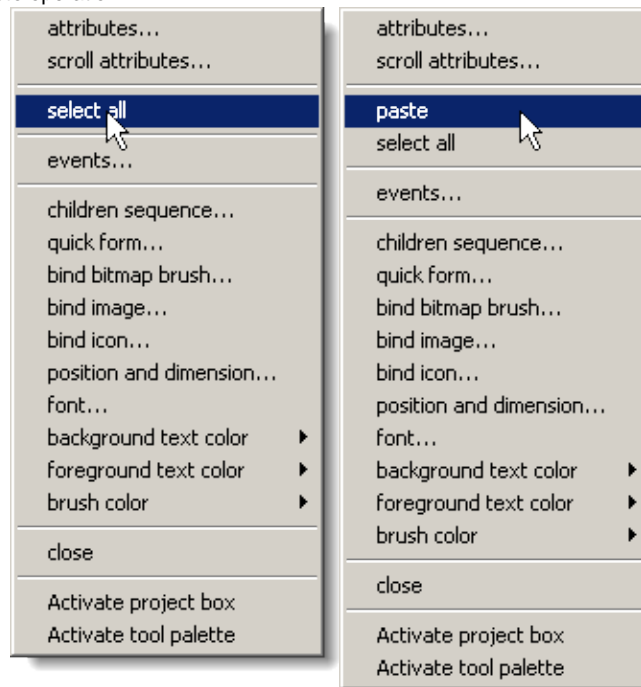


... then release the mouse button. Now you have your objects selected.





To quickly select all objects on a form, click with the right mouse button on the form, the **inspection menu** will pop up, choose **select all**. You can do the same for the **paste** operation.



After you have selected one or more objects, you can **cut**, **delete** or **copy** them. Click with the right mouse button on the object(or one of them), **inspection menu** will pop up, choose the operation you are going to do.





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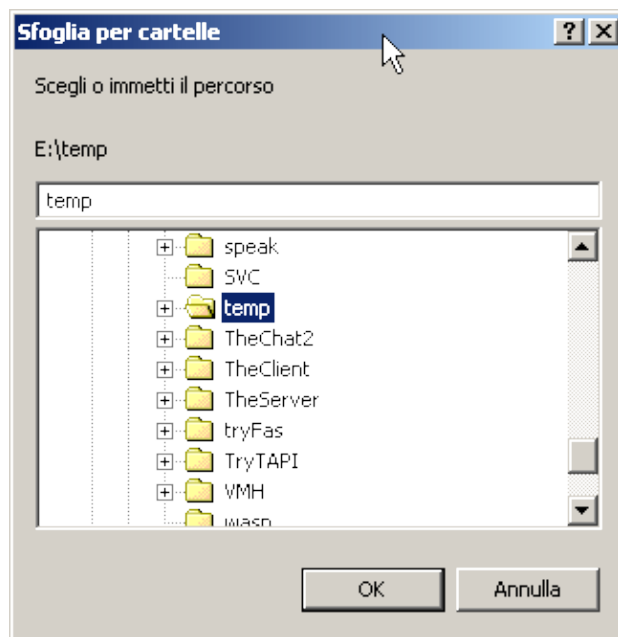
YOUR FIRST APPLICATION

Follow the steps below to make your first RAD.On++ application:

1> From RAD.On++ main menu choose **Files|New** to open the **Create a new project** dialog



2> Click the **Application root** button  to open the **Folder search** dialog



3> Choose a folder (i.e. \TEMP)

4> Go back to the **Create a new project** dialog and type (i.e.) **hello** into the **Project name** input box and choose the confirm button to close the dialog box.

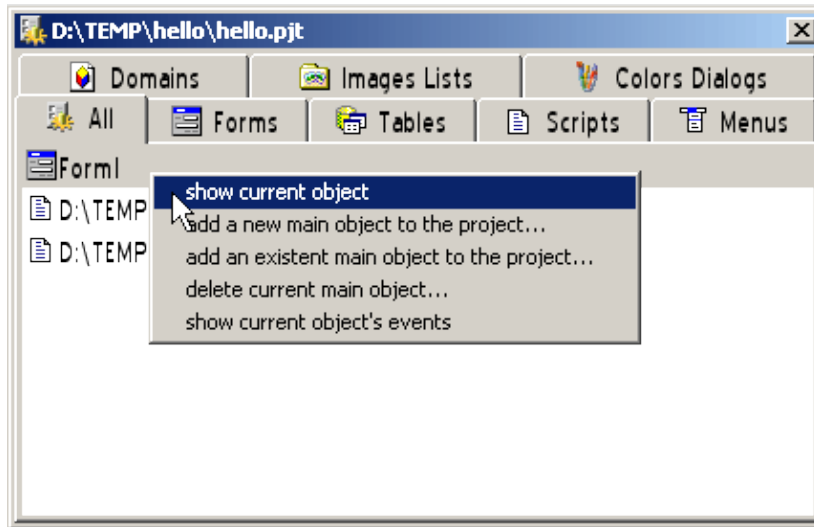


5> The **tool palette** window and the **project box** window will take place.

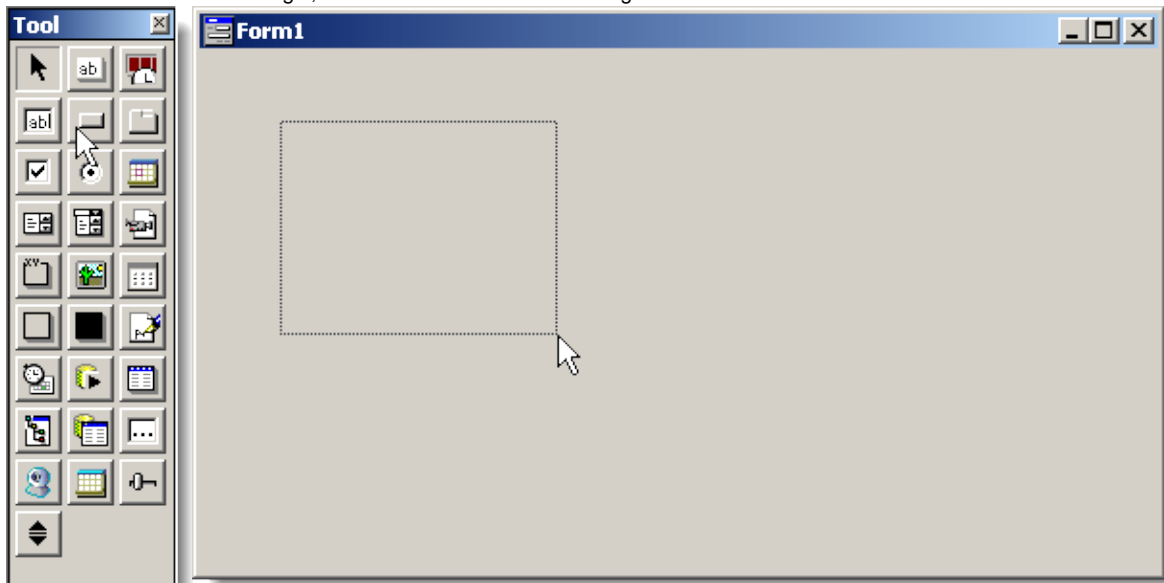


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6> On the **project box** press the right button mouse on the item named **Form1**. The **inspector menu** for the object will pop up, choose **show current object**.



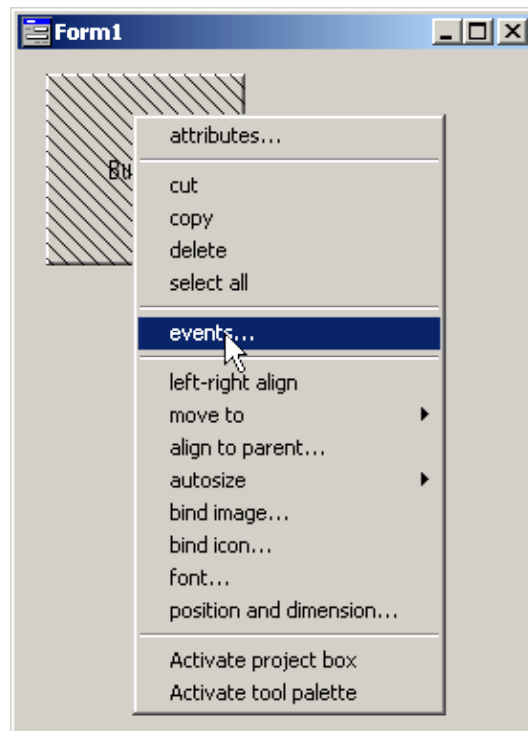
7> The form **Form1** will take place. On the **tool palette** click on the **zButton class** tool, the cursor turns into a cross, on the form hold down the left mouse button and drag it; notice the rubber band indicating the area that will be resized.



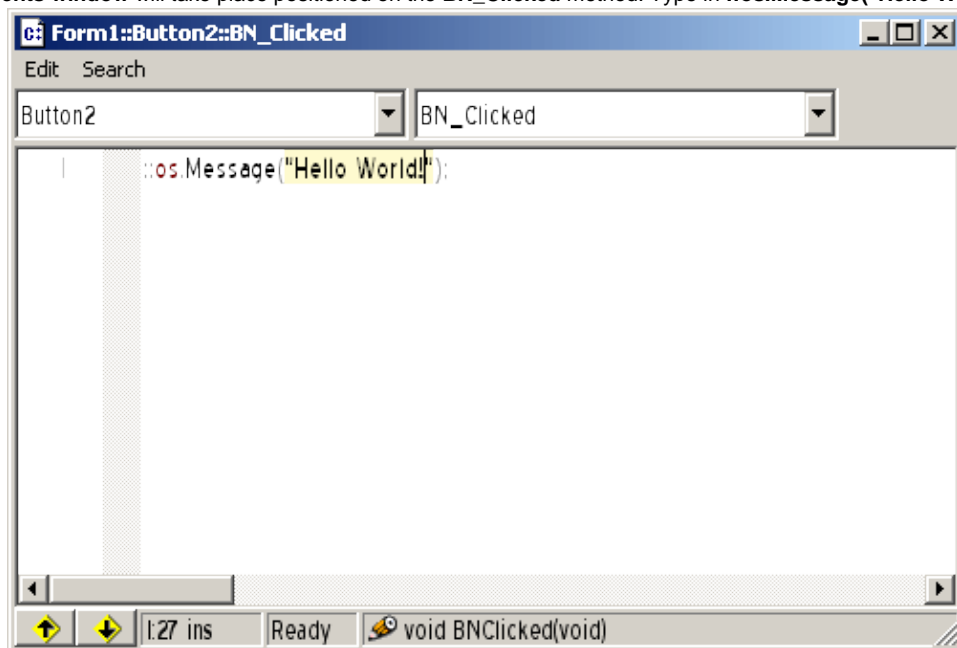


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8> When you release the mouse button a command button will take place. Right-click on the created button, an **inspector menu** will pop up, choose **events...**



9> The **code events window** will take place positioned on the **BN_Clicked** method. Type in `::os.Message("Hello World!");`



10> Press **ctrl-f5** to compile and run, the **save file** dialog will pop-up: choose the save button to close the dialog. **At this point the application will be compiled, linked and ran(I hope so :-)).**

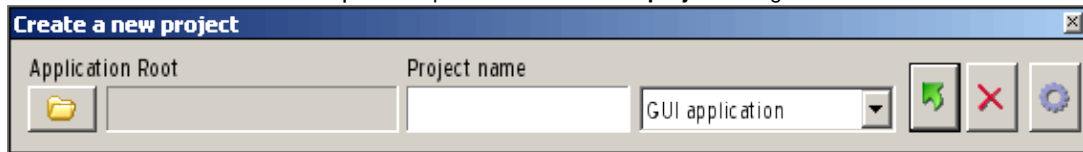


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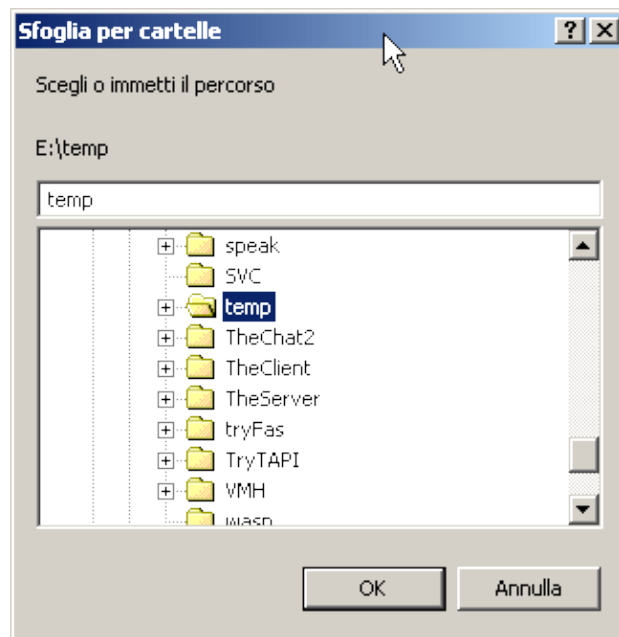
YOUR FIRST DATABASE APPLICATION

Follow the steps below to make your first RAD.On++ DATABASE application:

1> From RAD.On++ main menu choose **Files|New** to open the **Create a new project** dialog



2> Click the **Application root** button  to open the **Folder search** dialog



3> Choose a folder (i.e \TEMP)

4> Go back to the **Create a new project** dialog and type (i.e.) **hello** into the **Project name** input box and choose the confirm button to close the dialog box.

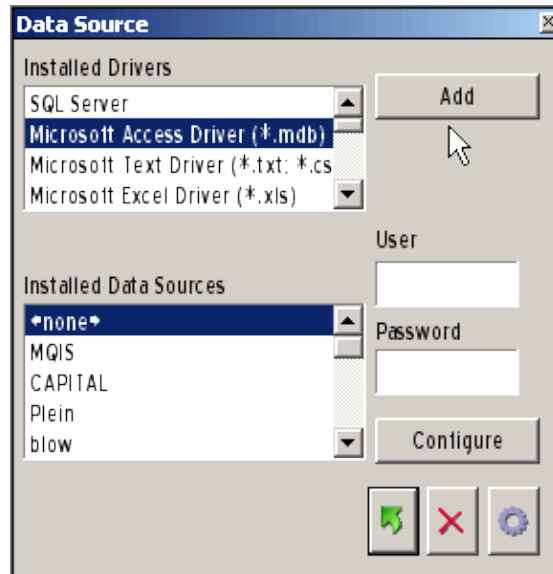


5> The **tool palette** window and the **project box** window will take place.

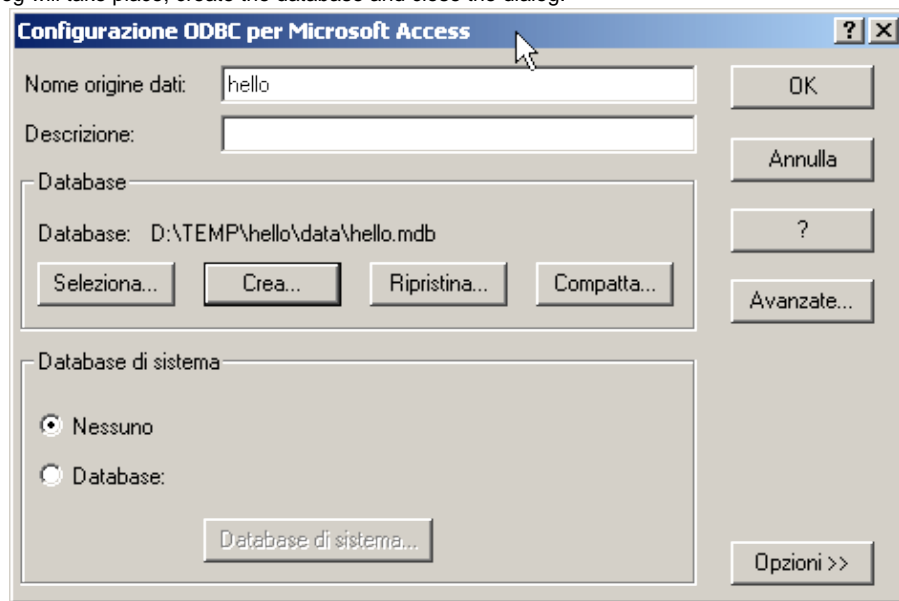


6> From RAD.On++ main menu choose **Database|Data source** to open the **Data Source** dialog

7> Choose a driver from the **Installed Drivers** list(i.e Microsoft Access) and click the **Add** button.



8> The driver's dialog will take place; create the database and close the dialog.

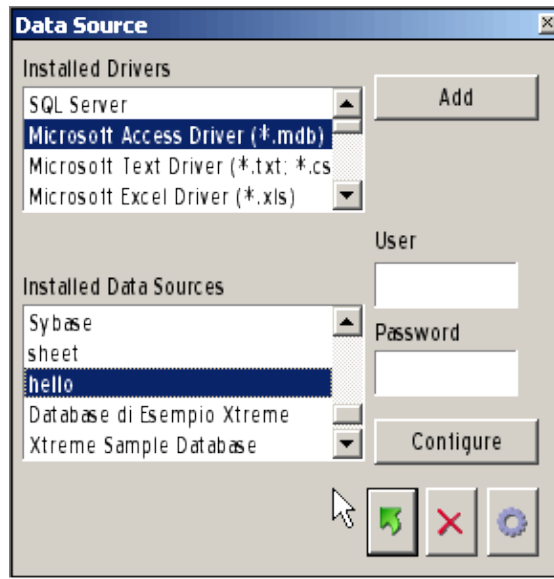


(I suggest you to create the database into the project folder **data**)

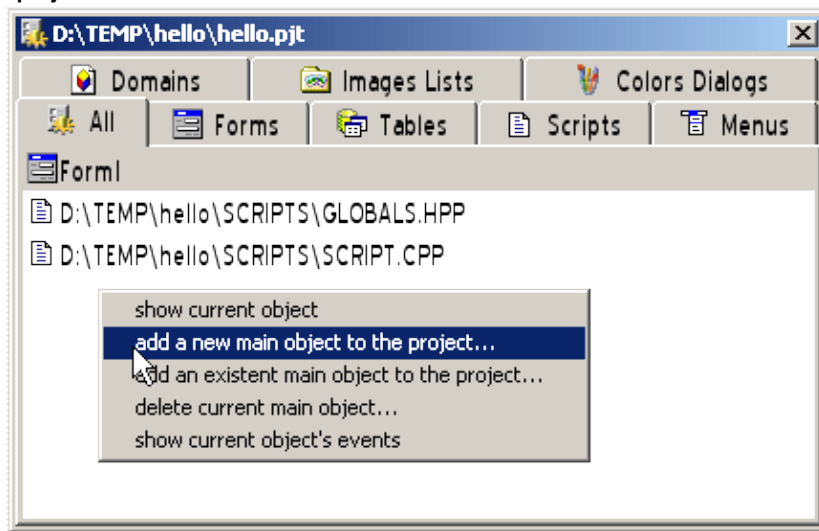


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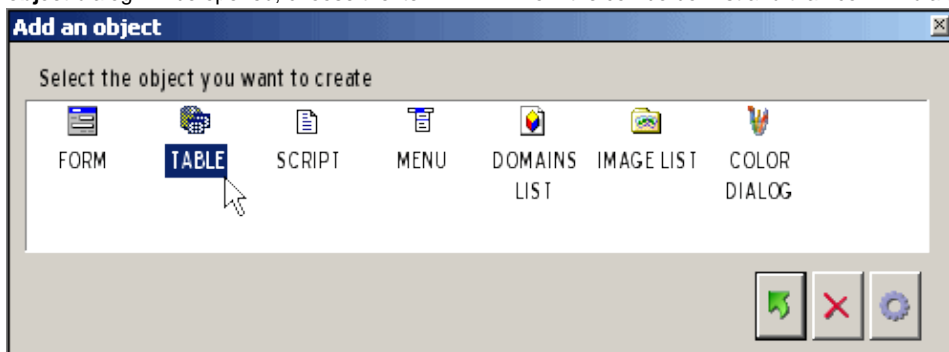
9> Locate the new created data sources into the **Installed Data Sources** list and confirm the dialog box.



10> Click with the right mouse button on the list area of the **project box**. The **inspector menu** for the object will pop up, choose **add a new main object to the project**.



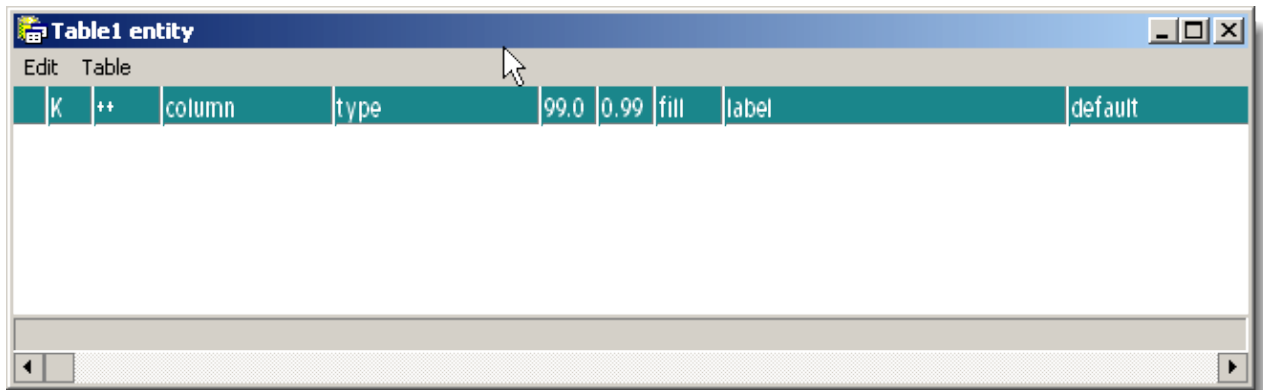
11> The **Add an object** dialog will be opened, choose the item **TABLE** from the combo box list and than confirm dialog box.



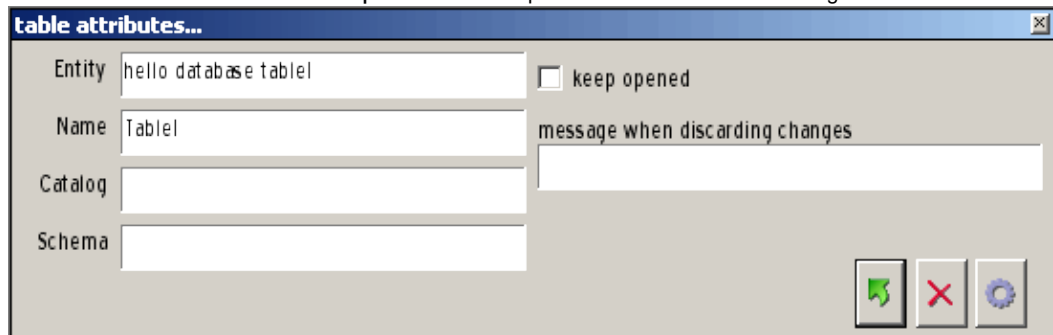


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12> A new table window will be showed

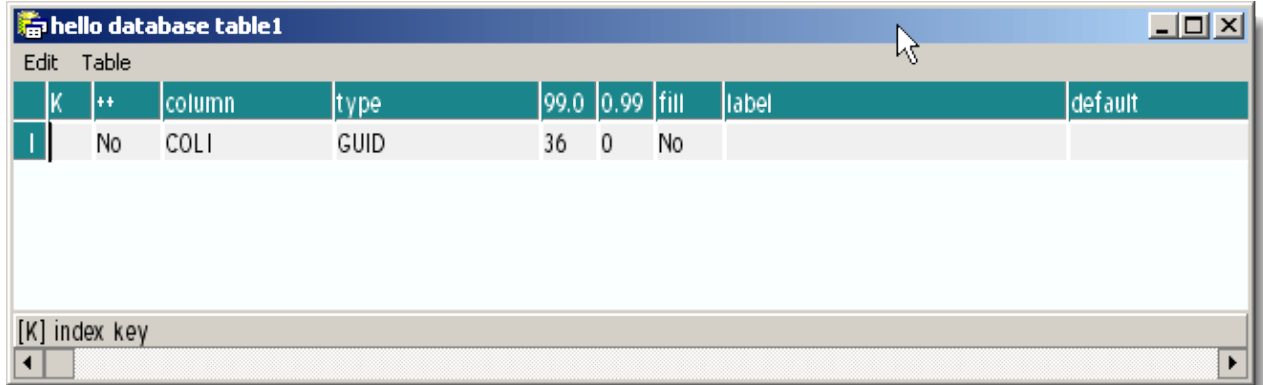


13> From the table window's menu choose **Table|Attributes...** to open the **table attributes...** dialog



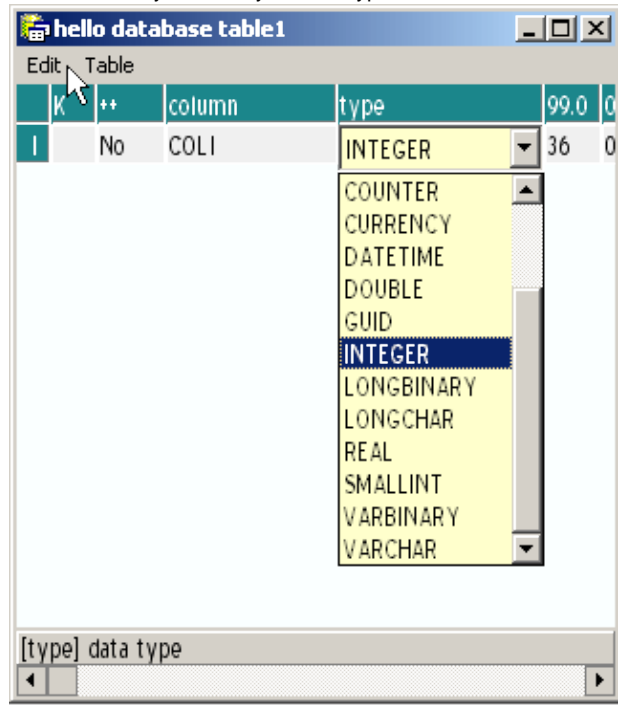
14> Fill in the entity and the name attributes and then confirm the dialog box.

15> From the table window's menu choose **Edit|Add row**(or hold the CTRL key down while pressing the A key); a new row into the grid will be added.

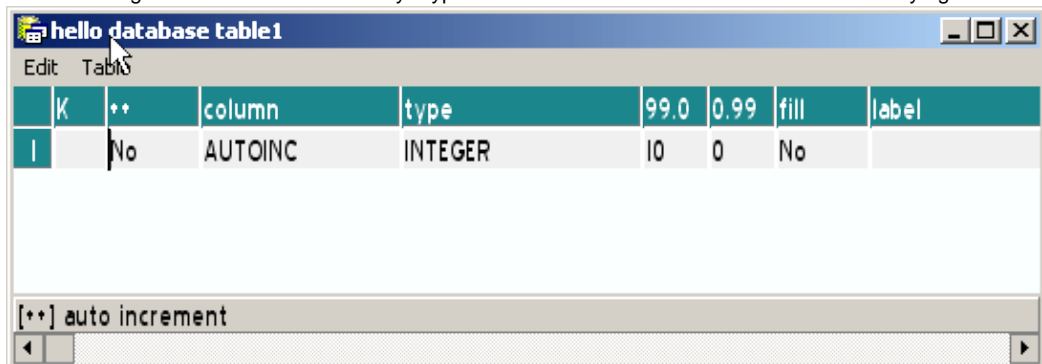




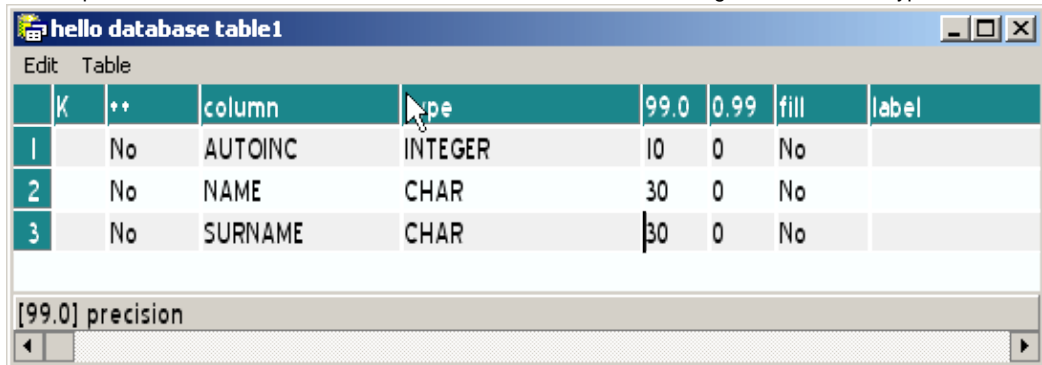
15> Click on the **type** grid cell and hit the **enter** key. Choose your data type and and hit the **enter** key again.



16> Click on the **column** grid cell and hit the **enter** key. Type in the name of the column and hit the **enter** key again.



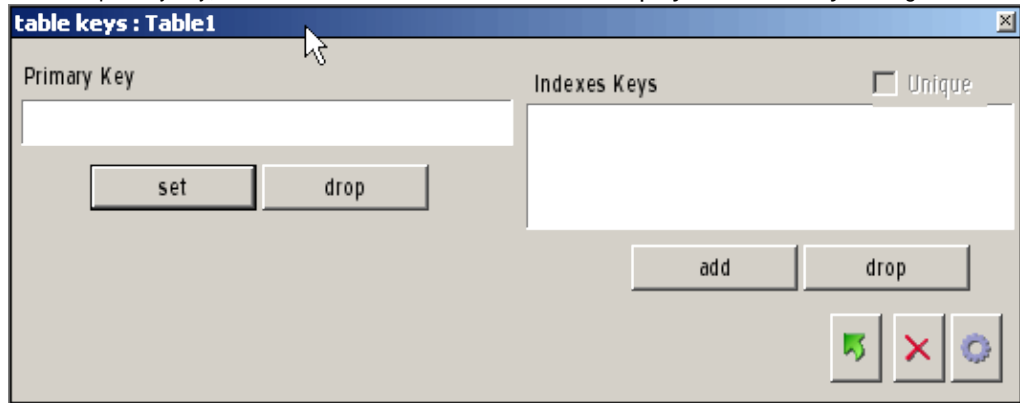
17> Repeat from step 15 to 16.1 to make the **NAME** and **SURNAME** columns. Don't forget to set the data type and the size.





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18> If you want to set a primary key, from the table window's menu choose **Table|Keys**. The **table keys** dialog will be showed.

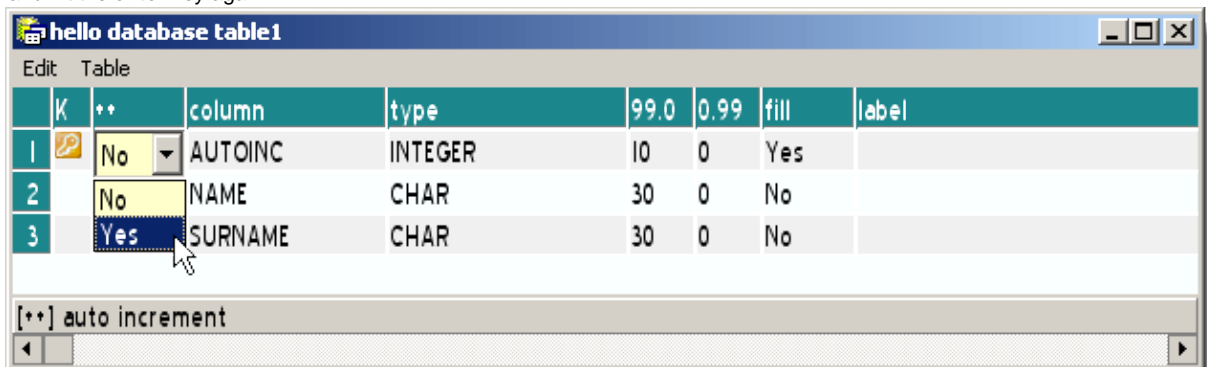


19> Click the **set** button. The **create a table keys** dialog will be showed.



20> Choose the column primary key and confirm the dialog.

21> If you want to make the primary key act as an autoincremental column, click on the **++** grid cell and hit the **enter** key. Choose **yes** and hit the **enter** key again.





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22> If you want to set the not null column attribute, click on the **fill** grid cell and hit the **enter** key. Choose **yes** and hit the **enter** key again.

	K	++	column	type	99.0	0.99	fill	label
1		Yes	AUTOINC	INTEGER	10	0	Yes	
2		No	NAME	CHAR	30	0	No	
3		No	SURNAME	CHAR	30	0	No	

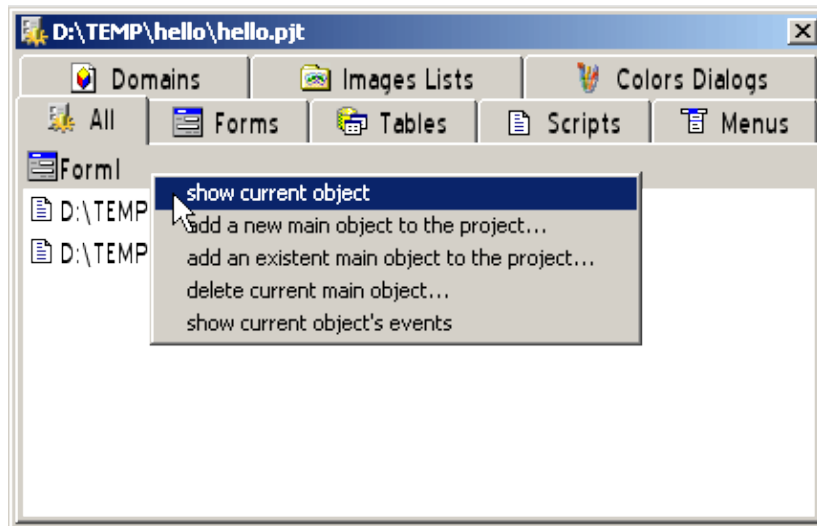
[fill] not nulls

23> To complete this task, assign a label description to the columns, this will help you when building the data-entry form.

	K	++	column	type	99.0	0.99	fill	label
1		Yes	AUTOINC	INTEGER	10	0	Yes	Customer code
2		No	NAME	CHAR	30	0	Yes	Customer name
3		No	SURNAME	CHAR	30	0	Yes	Customer surname

[K] index key

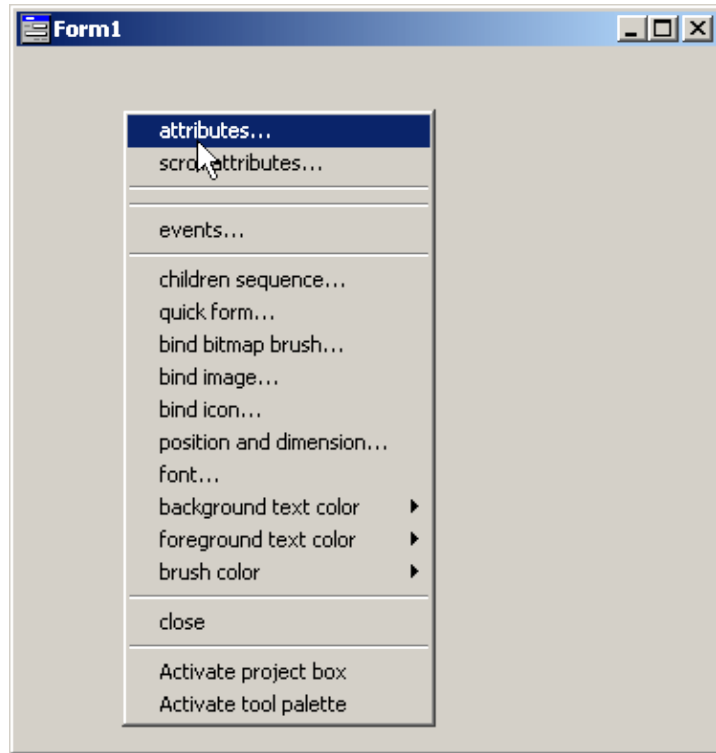
24> On the **project box** press the right button mouse on the item named **Form1**. The **inspector menu** for the object will pop up, choose **show current object**.



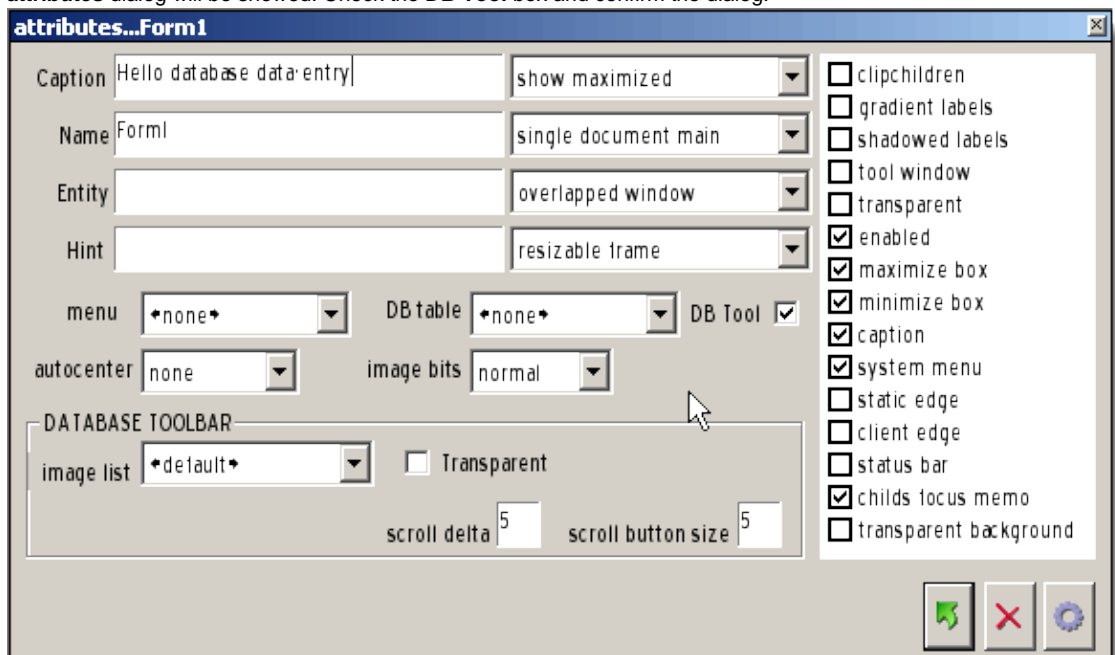


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25> The form **Form1** will take place, press the right button mouse on the form client area. The **inspector menu** for the form will pop up, choose **attributes...**



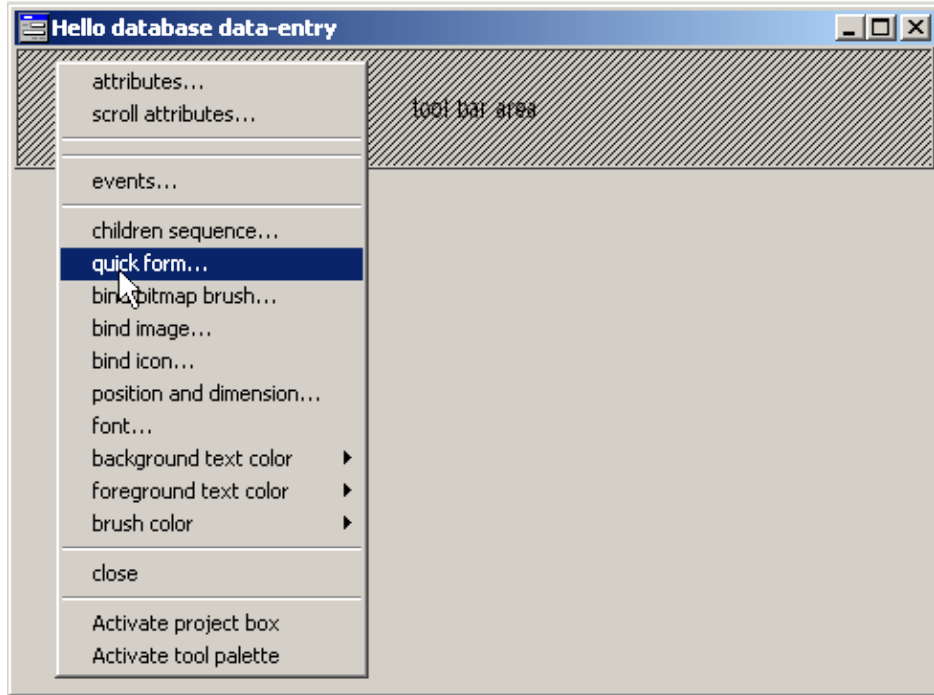
26> The **attributes** dialog will be showed. Check the **DB Tool** box and confirm the dialog.



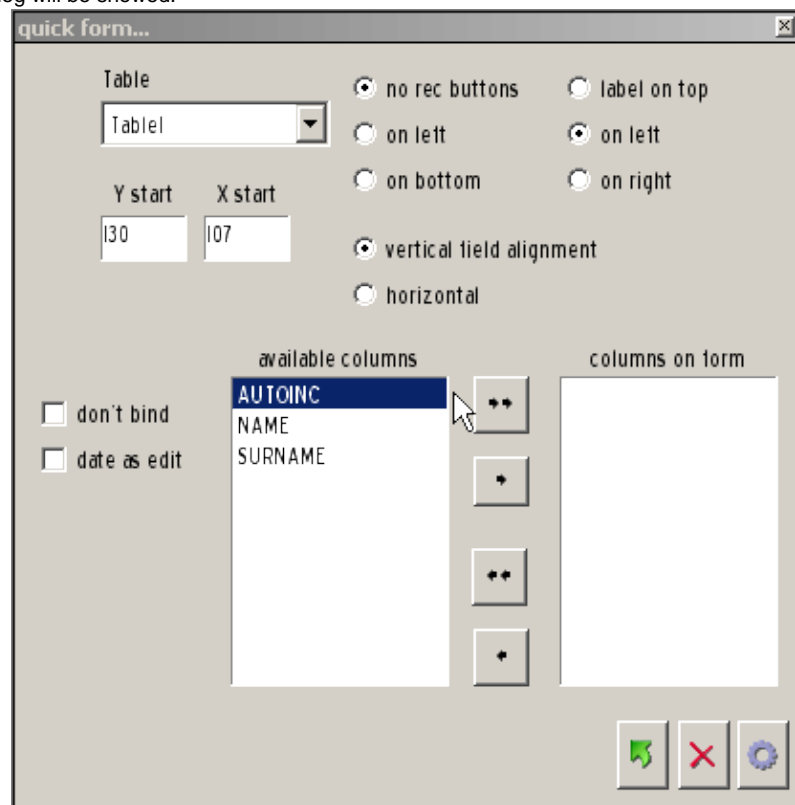


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27> Again, press the right button mouse on the form client area. The **inspector menu** for the form will pop up, choose **quick form...**

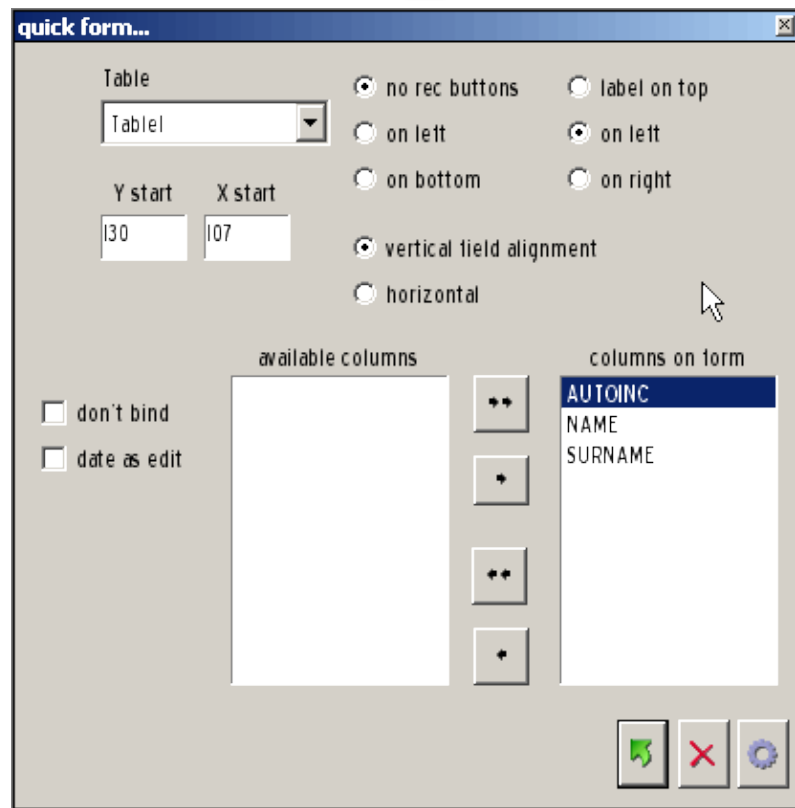


28> The **quick form** dialog will be showed.

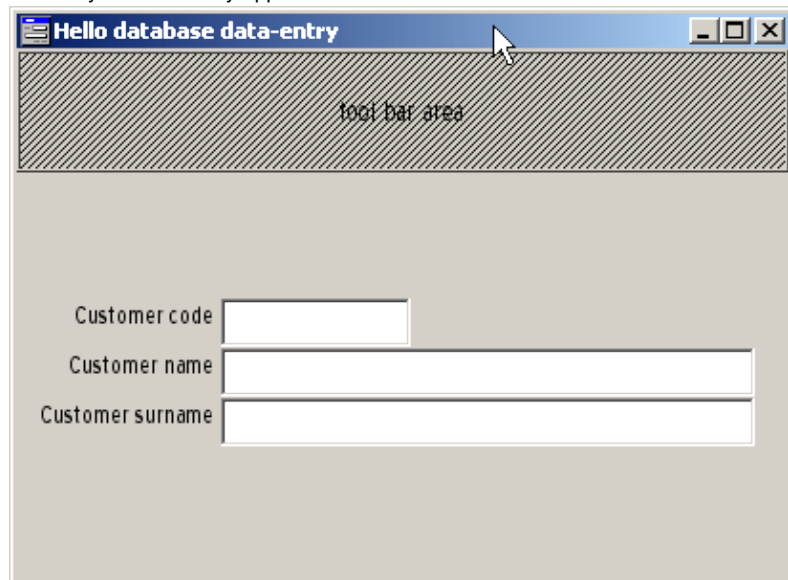




29> Move all available columns to columns on form using the 



30> Confirm the dialog. You have your data-entry application.



31> Press **ctrl-f5** to compile and run, the **save file** dialog will pop-up: choose the save button to close the dialog. **At this point the application will be compiled, linked and ran(I hope so :-)).**