

Mastering the Dialog Box Handout

Two one-hour presentation presented at Xojo Developer Conference 2018

Audience level: Beginning to Intermediate

Development Environment: 64-bit Xojo Desktop 2017 R3 (macOS and Windows)

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Ken is the creator of PM Chalkboard video shorts, ex-VP of engineering at various software development companies, leadership consultant, workshop presenter, digital graphics/publishing enthusiast, and the editor for Better Software magazine. To help creative professionals (those who aren't software developers) safeguard their digital projects, Ken has developed the Spresso iVersionIt versioning backup app, the first of several Spresso productivity apps in the works.

After years of hosting workshops and an eLearning advocate, he has learned the importance of gamification and is creating a unique D-I-Y learning app + board game affectionately called The Nerd Herd Game.

So, there is only one bottom line. LSM tries to be a good company in all work performed. It is our intention to deliver more (much more) value than a customer expects. For technical editing assignments, it isn't unusual that we may not charge for all of the hours the work really took. Rather than place time-limit trials on use of LSM apps, we'll make a free edition that can be used forever.

Download Contents

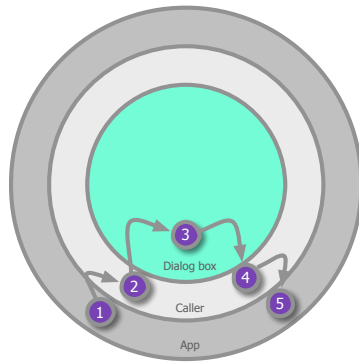
Download package consists of:

File	Description
Mastering the Dialog Box Download Summary.pdf	This document
Mastering the Dialog Box Handout.pdf	Two-page handout summary for attendees/students
Mastering the Dialog Box Slides Handouts.pdf	Slide show handout of the entire presentation
Mastering the Dialog Box presentation	Slide show
Session 1: The Essentials	
01	Anatomy of a Dialog Box
02-SimpleDialog.xojo_binary_project	Your First Simple MsgBox
03-InformationStatusDialog.xojo_binary_project	Creating a Model to Display Information
04-AddPizzazz.xojo_binary_project	Adding Pizzazz with Eye Candy
Session 2: Advanced Topics	
05-Interactivity.xojo_binary_project	Modal dialog box project
05A-Interactivity.xojo_binary_project	Bonus: Enable OK only when all fields are filled out
05B-Interactivity.xojo_binary_project	Bonus, Alt/Option reset of dialog box
06-ModelessAndModal.xojo_binary_project	

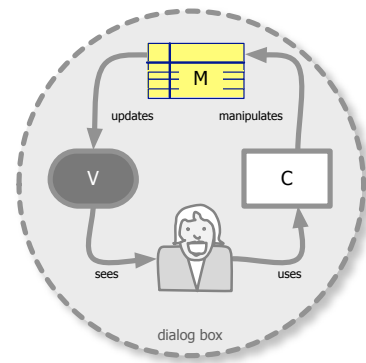
Notes:

- Currently you can't debug in 64-bit Windows target mode, only 32-bit mode.
- All builds are performed on macOS. (If build macOS executables on Windows the compressed package is treated as a folder hierarchy when transferred to macOS system).

Dialog Box Basics

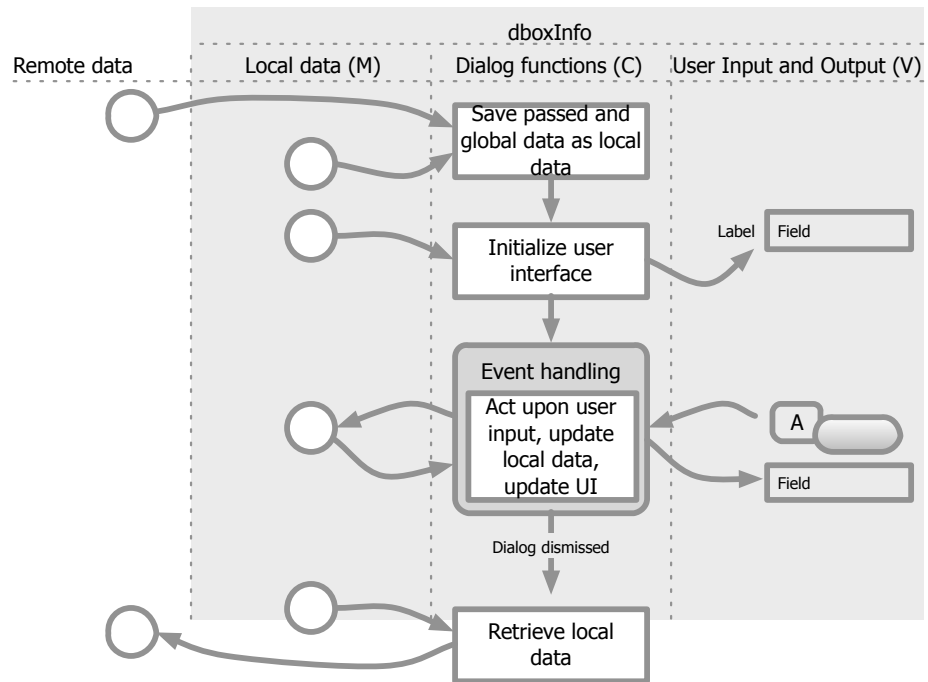


Scope and Calling Sequence



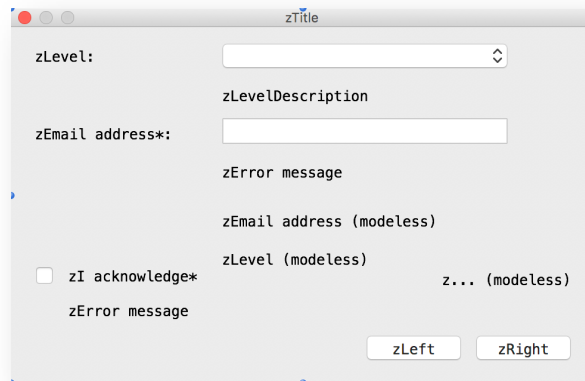
Model, View, Controller (MVC) design patterns

Caller and Dialog Box Interaction



Member function	Description
<code>winDisplay()</code>	Overall dialog box controller logic and setters that save passed values in the dialog box data model.
<code>initUI()</code>	Initialization of static components used by the dialog box. This is invoked only once.
<code>loadUI()</code>	Update the latest data model to the dialog box UI elements. This can be invoked many times as dialog box UI elements become outdated.
<code>unloadUI()</code>	Save current data from the dialog box UI elements to the data model. For each event handler, either a <code>helper...()</code> function will be called or <code>UnloadUI()</code> . This can be invoked many times during a dialog box "lifetime" as dialog box UI elements are changed (typically by user interaction).
<code>getter...()</code>	There's a getter function for each key data model item that can be queried by the caller after the user clicks the OK button.

Design for Translation, Platform, and Text



One Dialog Box, Two Uses

