



New Dialog

A Windows Dialog Creator

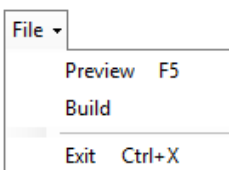
When you first start New Dialog, you will see the initial dialog background image which points out some of the features and where you can find them. This is the editor you will use to create your dialog. It resembles a normal Windows dialog and has the following features:

The Title Bar

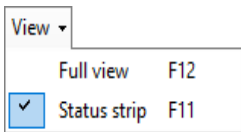
The Title Bar is located at the top of the dialog and shows the dialog icon and title on the left, and a standard Windows close button on the right.

The Main Menu and Toolbar

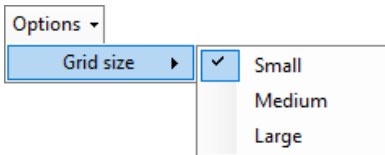
The Main Menu consists of the **File Menu**, **View Menu**, **Options Menu**, and **Help Menu**.



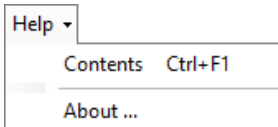
The **File Menu** contains a **Preview button** to let you see your dialog without the editor components, a **Build Button** to compile your dialog, and the **Exit Button** to close the application.



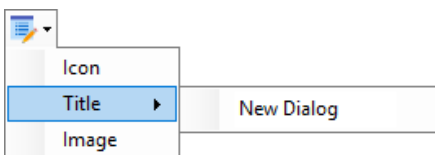
The **View Menu** contains a **Full View Button** [F12] that works like the **Preview Button** and an option button to hide or show the **Status Strip** [F11].



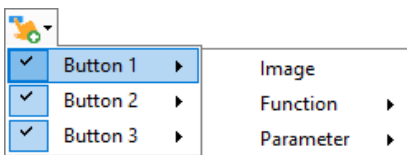
The **Options Menu** contains a **Grid Size Button** that allows you change the grid size, helpful when positioning the buttons.



The **Help Menu** contains a **Contents Button** that shows this help file, and an **About Button** to provide the creators information.



The **Dialog Menu** contains an **Icon Button** to change the dialog icon, a **Title Button** and text box to enter a new dialog title, and an **Image Button** to select a background image.



The **Button Menu** contains a check box to show or hide each button, and a button to set the **Image**, **Function** and **Parameter** of each button.

To set a button **Image**, just click image and select an image from the resulting Open File Dialog. The button will then display the selected image. To avoid image stretching, keep the button size and image size the same.

To set a buttons **Function**, select a function from the function list. The functions are as follows:

Close dialog: Close the dialog as with a normal close button

Open document: Opens the document specified by the Parameter

Run program: Runs the program specified by the Parameter

To set a buttons **Parameter**, type it into the parameters text box. If the function is “**Close dialog**”, there is no parameter required. You can leave it empty or type in “None”.

See **Creating Your Own Dialog (Step-by-step)** below for more information on functions and parameters.



The **Grid Button** turns the visual grid on and off and the **Snap to Grid Button** aligns the buttons to the nearest grid size selected. The buttons can be used together or independently.



The **Preview Button** allows you to preview your dialog without any of the editor components in view. [F12] toggles both the **Preview** and **Full View**.



The **Build Button** compiles your dialog into an independent Windows executable.

BUTTON 1

There are three **Buttons** on the editor screen. Each buttons **Visibility**, **Text**, **Function** and **Parameter** is set in the **Buttons Menu**.

The buttons are moved and sized using your mouse. To move a button, simply hold your left mouse button down on it and drag it to a new location on the dialog. If the “Snap to Grid” button is selected, the button will snap to the nearest selected grid size.

To resize a button, hold your left mouse button down on the buttons bottom right corner and drag it to the desired size. Watching the status bar information will help you to locate and size the buttons uniformly.

Name: Dialog | Title: New Dialog | Size: 640 x 480 | Image: new-dialog.png



The **Status Strip** at the bottom of the dialog provides information about the dialog window and buttons. Watch it as you drag or resize buttons to see exact sizes and locations. The **Status Strip** [F11] can be hidden using the **View Menu**.

Creating Your Own Dialog (Step-by-step)

Select and perform the following actions:

1. In the **Dialog Menu**, click Icon and select your new icon from the **Open File Dialog**. After selecting the icon it will appear on the title bar of the dialog.
2. Type a **Name** for the dialog in the title text box. It will likewise appear in the title bar.
3. Click on **Image** and select a background image for your dialog. Your image should contain any information you want the user to see, including text. Use an image program like Photoshop to create your image. To avoid image stretching, create your image the approximate size of your dialog window. The image will cover the entire background of the dialog. Supported image formats are bmp, gif, jpg, and png. Once you have selected your image, it will appear on the dialog.
4. In the **Buttons Menu**, click each button to make it visible or invisible on the dialog. The checkmark on the button will show you which ones are visible.
5. Click the **Image** button and select an image for each visible button.
6. Click the **Function** button and select a function for each visible button. **Close dialog** creates a standard close button. **Open document** will create a button to open documents such as text files and web pages. **Run program** will create a button to call executable files such as programs and applications.
7. Click the **Parameter** button and select a parameter for the function of your button. For example, a parameter for Open Document might be <http://www.mywebsite.com> if you want the button to open a webpage, or **MyGame.exe** if you want the button to run your game, or **Instructions.txt** if you want the button to open your text file. **Close dialog** requires no parameter, and you can leave it blank or enter “None”.
8. Now that your buttons are configured, you’ll want to position and size them to work with your background image. To move a button, click and hold down the left mouse button while dragging it into position. When the button is where you want it, release the mouse button. This is where you may want to use the **Grid** and **Snap to Grid** features to get a more precise location. To size a button, click and grab the lower right corner and drag the mouse south-east or north-west. When you have the size right, release the mouse button. Watching the **Status Strip** information will help get the buttons uniform in size and location.
9. When you have everything the way you want it, use the **Preview** button to hide the editor elements and show you what your finished dialog will look like.

10. When you're satisfied with your dialog, click the **Build** button to compile it. The editor will move your icon and image file into your dialog folder for you, but remember to move any other files that your buttons call for into the folder as well. (documents or executables)

Test, test, and test again your dialog before release or distribution to make sure everything works as it should, and you haven't forgot any files. Here are some things to look for if you have errors:

1. Make sure your file names and the button parameters match. Grammar counts!
2. Files you want the dialog to open must be in the same directory as the dialog.
3. Use common file types to avoid end users not having the required programs to open them.
4. Make sure your dialog and any executable files are set to run as administrator. Right click the files, select Properties, and set the "Run as Administrator" option.