



Maniplus, part 1 & 2: *“Accept or Cancel”*

Pre-Conference Session, IBUC 2018



Overview

- This presentation is about the new Blaise 5.4 feature ‘Manipula Dialogs’
- It will cover...
 - Dialog basics
 - The designer
 - Using lookups
 - Using EDIT
 - Conversion from Blaise 4 to Blaise 5
- ... and we will make & show samples

Introduction (1)

- Blaise 5 Manipula Dialogs is a big change compared to Blaise 4
 - From defining dialogs in source code without any visual aid in Blaise 4 ...
 - ...to defining dialogs through a 'mixed approach' using source code and a designer in Blaise 5
- Manipula Dialog use the same architecture that is used for data entry:
 - pages with layout based on templates,
 - events in which you can invoke actions, expressions, ...

Introduction (2)

- Defining a dialog is a two step process
 - First you define in the source code what fields and data sources are available in the dialog
 - And next you can work on the design and behaviour in the dialog designer
- Knowledge of Blaise 5 layout comes in handy when implementing a dialog in Manipula

Dialog basics: the syntax in Manipula

- A dialog requires a definition in the source
- In a setup that starts with the reserved word `PROCESS` you are allowed to define one or more **dialog sections**
 - In the **dialog section** you are allowed to specify
 - a **fieldrefs** section
 - a **datasourcerefs** section
 - In the **fieldrefs** section you specify what fields from your setup are needed in the dialog
 - In the **datasourcerefs** section you define what data sources are available for use in the dialog
 - We will focus first on the **fieldrefs** section

The field reference section (1)

```
PROCESS FirstDialog

AUXFIELDS
  Name "Name of participant": STRING[40]
  Age "Age of participant": 0..120
  Gender "Gender of participant": (Male, Female, Other)
  Buttons: (OK, Cancel)

DIALOG MyFirstDialog "My first dialog"
FIELDREFS
  ASK Name, Age, Gender, Buttons (OK)

MANIPULATE
  MyFirstDialog
```

The field reference section (2)

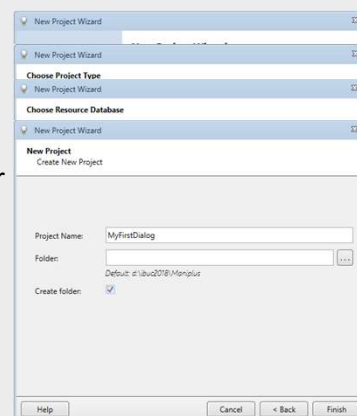
- The AUXFIELDS *Name*, *Age* and *Gender* can be given a value in the dialog
- The AUXFIELDS *Buttons* plays a special role in the dialog
 - Because of the value between () it is the **result field** of the dialog
 - Only **one** enumeration field is allowed as **result field** of the dialog; more than one result value is allowed
Example: *MyButtons (OK, Edit, Select)*
 - In the dialog there will be a push button for each enumeration value of the result field
 - When the dialog is closed by pressing the OK button, the auxfield *Buttons* receives the value *OK* & the value of the auxfields *Name*, *Age* and *Gender* will be available in the setup

A first example: step 1

How to implement this dialog?

Step 1. Create a new project

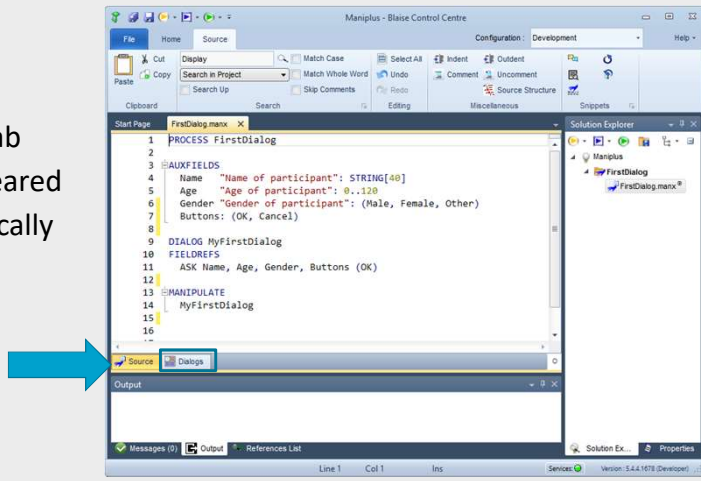
- Choose 'New Project from scratch'
- Choose 'Select 'Manipula Project'
- Select 'Use a Resource Database for Manipula dialogs', click Next
- Give your project a Name
- Click Finish



A first example: step 2

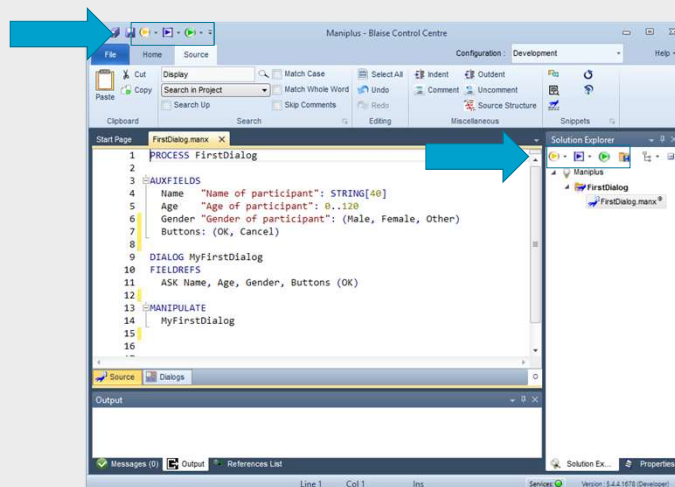
– Step 2: Edit the setup in the Editor in the Blaise Control Centre

– Note the Dialogs tab that appeared automatically



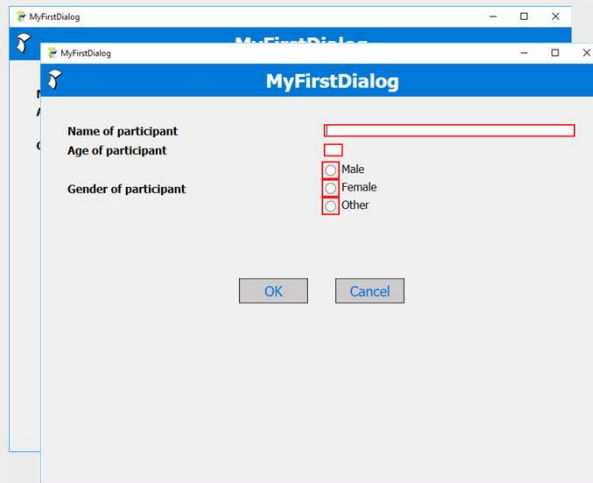
A first example: step 3

– Step 3: Prepare the setup and run it



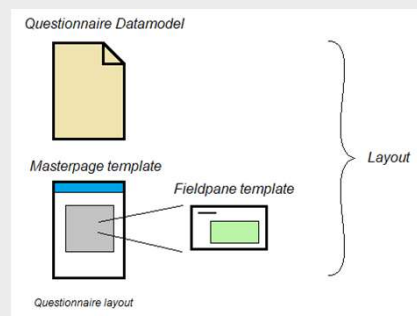
A first example: the result

- A dialog with 5 input controls and 2 buttons
- 4 field panes
- Height: 600
- Width: 800
- Resizable
- And when you click the OK button you see...



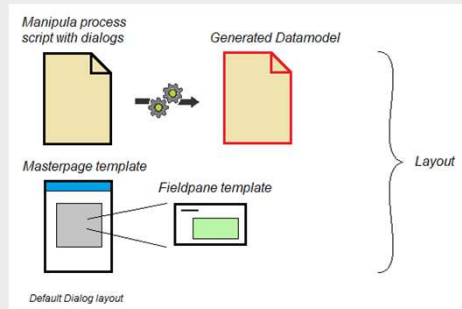
Layout explained (1)

- The layout of a questionnaire is based on templates
- Each page of a questionnaire is based on a *MasterPage* template
- For each field on the page a *fieldpane* template is used



Layout explained (2)

- Layout of dialogs is, just like the layout of a questionnaire, based on templates
- This requires a datamodel. The datamodel is generated based on the dialog definitions in the setup
- For each dialog a parallel block is generated



A first example: the result explained

How the dialog looks and behaves depends on

- The templates in the **resource database** that have been applied
 - Field panes that contain input controls
- The default value of some dialog properties
 - The *Dialog Width*, *Dialog Height* and *Allow Resize*
- The attributes of the used auxfields
 - The red boxes when clicking OK are caused by the auxfield definitions **not** having the EMPTY attribute

Layout explained (3)

- The templates needed for producing dialogs are defined in the resource database, resource set 'Dialogs'
- We introduced some additional templates for Dialogs
 - For instance: the *InputWithActionButton* field pane template
 - This template provides a button behind the input line for which you can specify an action
 - It can for instance be used to activate a file selector
 - Other useful templates can be added by us or by yourself
- We defined parameters for the templates
 - Parameters enable you to change property values without changing the template definition in the resource database

Layout explained (4)

- We made choices with respect to the parameters
 - Not too many parameters but also not too few parameters
 - We need feedback on whether the parameters provided in the default resource database are enough to handle the common programming tasks for dialogs
- Note that during this presentation we are using version 5.4.5 and we are using an improved resource database (intended for 5.5)
 - We will make it available for download

A first example: some changes

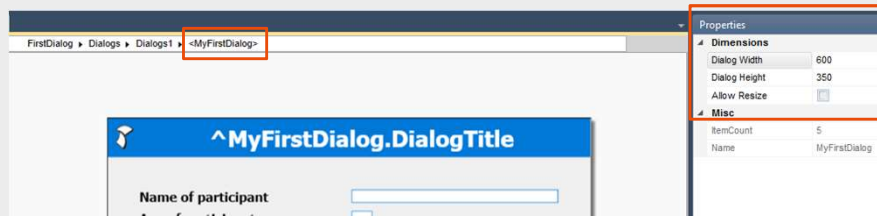
- Added a title in the source code
- Added EMPTY attribute
 - When clicking OK the dialog is now closed with NO red borders around the controls that are empty
- Adapted the *Dialog Width*, *Dialog Height* and *Allow Resize* property in the **Dialog designer**

The dialog box has a blue title bar with the text 'My very first dialog'. Below the title bar, there are three labels: 'Name of participant' followed by a text input field, 'Age of participant' followed by a text input field, and 'Gender of participant' followed by three radio buttons labeled 'Male', 'Female', and 'Other'. At the bottom of the dialog, there are two buttons: 'OK' and 'Cancel'.

The screenshot shows the Maniplus - Blaise Control Centre software interface. The main window displays a dialog box titled 'MyFirstDialog.DialogTitle' with the same form as shown in the previous image. The interface includes a menu bar (File, Home, Layout), a toolbar with icons for 'Make Critical', 'Client Rules', 'Generate', 'Styles', 'Data Sources', 'Validate', and 'Customize Page'. The 'Structure' pane on the left shows a tree view with 'MyFirstDialog' expanded to show 'Dialog', 'Name', 'Age', 'Gender', and 'Buttons'. The 'Properties' pane on the right shows 'Misc' properties (Index, MaxIndex) and 'Layout instructions' (MasterPage, Parallel). The 'Parameters' pane at the bottom right shows 'Arrangement' (1 Column), 'FootNote', 'Instruction', and 'OnLoad'. The status bar at the bottom indicates 'Page 1 of 1', 'Window 800 * 600', and 'Render mode Interactive'.

Change dialog properties

- Click on the name of dialog in the crumb bar
- Then change properties on the right



The dialog designer (1)

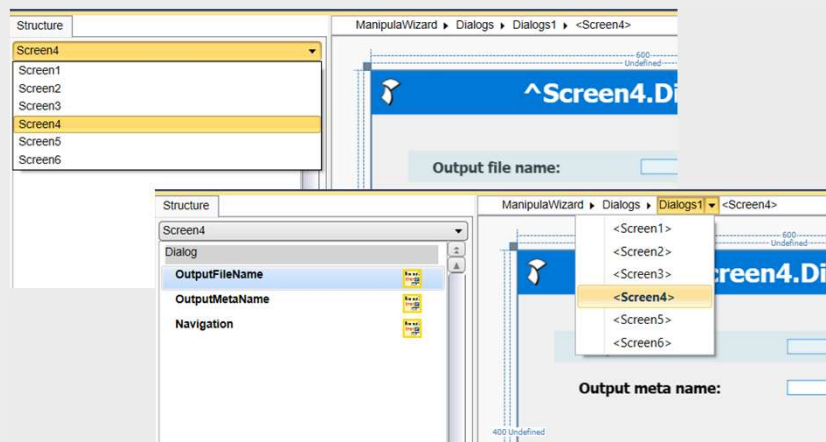
- For those who already worked with layout in Blaise 5:
The **dialog designer** resembles the **layout designer** for a datamodel
- But there are fundamental differences:
 - A dialog corresponds with one page and you cannot force a dialog to become more pages
 - You can customize a dialog in ways not possible in the layout designer
 - Change the grid (add columns / rows)
 - Add new controls (including grids)
 - Move fieldpane instances
 - ...
 - When the parameters are not sufficient, customization in the layout designer can only be done by customizing templates (using the Resource Editor)

The dialog designer (2)

- To open the dialog designer click the **Dialogs** tab
- The initial view that you see in the layout designer shows
 - the list of fields (on the left)
 - the current design of the layout (in the middle)
 - the Properties window for the current selected field (on the right)
- In the Properties window you can change
 - What template has to be used
 - One or more parameters of a template
- Sometimes that is enough...

When you have multiple dialogs

You can select a dialog in the drop down list in the structure window or in the navigation crumb bar



A first example: more changes (1)

- Let's make a change to the dialog:
 - Show a message box when Cancel is pressed to confirm the Cancel
- This can be done by calling a procedure in the OnClick event of the Cancel button
- The recipe is as follows:
 - Add a procedure to the setup to confirm Cancel and store the result in the Buttons field
 - Specify the OnClick event: call the procedure, use the result in a **conditional** to close the dialog

Confirm Cancel button click

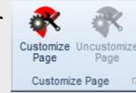
The screenshot displays a software development environment with three main components:

- Procedure Definition:** A code editor showing a procedure named `ConfirmCancel`. The code is as follows:

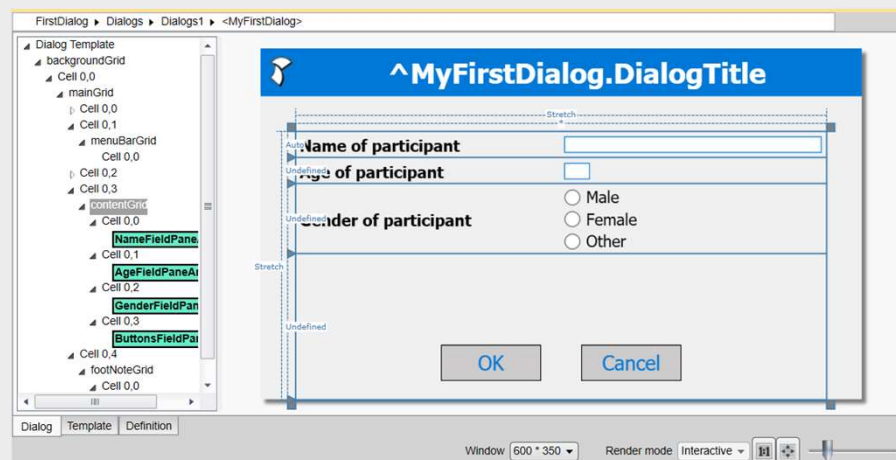
```
PROCEDURE ConfirmCancel
INSTRUCTIONS
IF CONFIRM("Are you sure?") THEN
Buttons:= Cancel
ELSE
Buttons:= EMPTY
ENDIF
ENDPROCEDURE
```
- Properties Window:** A panel on the left showing the properties of a `ButtonsFieldPaneArea`. Under the `Parameters` section, the `OnClick` property is set to `(Actions)`.
- Dialog Configuration:** A central area showing the configuration of three `OnClick` events for different buttons:
 - The first `OnClick` event has an `Action` of `ProcedureCall` and a `Property` of `Expression` set to `ConfirmCancel()`.
 - The second `OnClick` event has an `Action` of `ProcedureCall` and a `Property` of `Condition` set to `False`. A tooltip shows the expression: `Expression: Expression Field.AnswerStatus = Response`.
 - The third `OnClick` event has an `Action` of `ProcedureCall` and a `Property` of `Condition` set to `False`. It also includes `ThenBranch` (set to `CloseDialog`) and `ElseBranch` (set to `CloseDialog`).

To customize or not to customize?

- When you want to customize your dialog beyond what is allowed by the initial view in the layout designer you click the **Customize Page** button
- When clicked you can make changes to the layout of the dialog and you have a lot of control over the behaviour of the dialog
- You now see an extra tree view left of the current design:
The Dialog Template tree view
- You will probably always decide to click the **Customize Page** button...

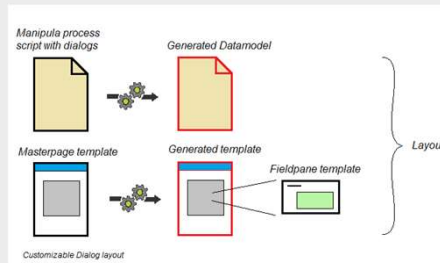


The dialog template tree view



Layout explained (5)

- When the ‘Customize Page’ button is pressed, a Dialog Page template is generated based on the (active) MasterPage Template.
- This template contains **FieldPaneArea** placeholders for each Field on the dialog.
- In the expressions you now have access to the fields on the dialog



Layout explained (6)

- When the Dialog is a Customized Page, any subsequent changes made to the original **master page** template in the resource database are not reflected in the design of the customized page
- This does not apply to templates at a lower level such as *FieldPane* templates and button templates because these are replaced in the usual way at a later stage

A first example: more changes (2)

- Let's make another change to the dialog:
 - Enable the OK button when all fields have a value
- This can be done when the Dialog is a Customized Page
- The recipe is as follows:
 - Click the **ButtonFieldpaneArea** place holder
 - Select the OK button in the Properties windows
 - Click on the icon before **IsEnabled** and select Expression...
 - Enter the expression in the Expression Editor and click OK

Specify IsEnabled for OK button

The screenshot displays the software's Properties window and Expression Editor. The Properties window is set to 'Layout instructions' and shows the 'ButtonFieldpaneArea' placeholder. Under the 'Parameters' section, the 'IsEnabled' property is set to 'True'. A context menu is open over the 'IsEnabled' property, with 'Explicit Value' selected. The Expression Editor shows the following Boolean expression: `(Name.AnswerStatus <> Empty AND Age.AnswerStatus <> Empty) AND Gender.AnswerStatus <> Empty`. The 'Constructs' panel on the right shows 'IF_THEN_ELSE_ENDIF' selected. The 'Variables' panel shows 'State', 'ActiveCarSettings', and 'KeepNoConsentRecording' listed, with 'False' selected in the dropdown below.

More on the FIELDREFS section (1)

- You can specify how a field can be used
 - **ASK**. The data can be changed when the field can accept a value in the setup
 - **SHOW**. The field is for display only purposes
 - **KEEP**. Not for display but the value can be used in expressions
- Any elementary field known in the setup can be used
 - So you are not allowed to use a block instance / array instance
 - Use the file-identifier-dot-name notation to use a field from a file. Example: MyInputFile.Name


More on the FIELDREFS section (2)

- You can specify a text for a field

```
DIALOG MyFirstDialog
FIELDREFS
  ASK Name "Last name at birth:"
  ASK Age "The age on ^ReferenceDate:"
  ASK Gender "The gender:"
  ASK Buttons (OK)
  KEEP Cncl
```

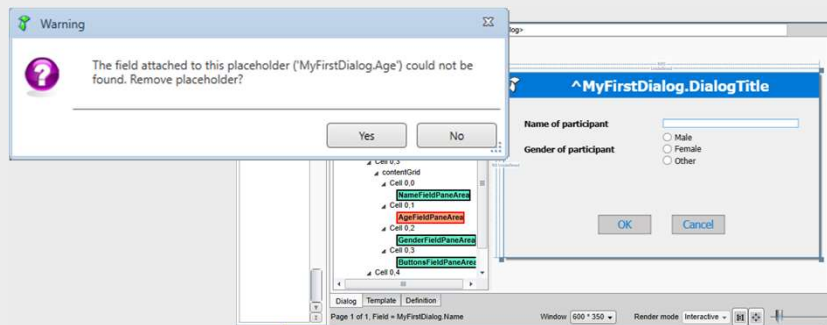
- You can use a fill in the text
 - You do not need to mention the fill variable in the field reference section

Adding / removing a field (1)

- When the dialog is not a Customized Page the Dialog is updated automatically
- When the dialog is a Customized page
 - New fields only show up in the list of fields (on the left) and you will need to drag the field to the Dialog template tree view
 - Demo 
 - Deleted fields still show in the template tree view in red

Adding / removing a field (2)

- After removing field *Age* from the fieldrefs section in the source:
 - It still shows in the tree view
 - Needs to be deleted. When you click it you will be prompted to delete it



Using a data source in a dialog

- Using a data source is similar to using a lookup in Blaise 4
- To use a data source in a dialog you need to specify a data source reference
- A data source reference is either a direct reference to a file identifier or a reference to a data source
- A data source is specified in a **datasource** section
- In a **datasource** section you specify:
 - The file identifier
 - The return field (optional)
 - What keys to allow (optional)
 - What fields to show (optional)

Datasource example (1)

```
PROCESS FirstLookup

USES Meta 'Participant'

INPUTFILE Data:Meta ('Participants',BLAISE)

AUXFIELDS
┌ Ret: (OK,Cancel)

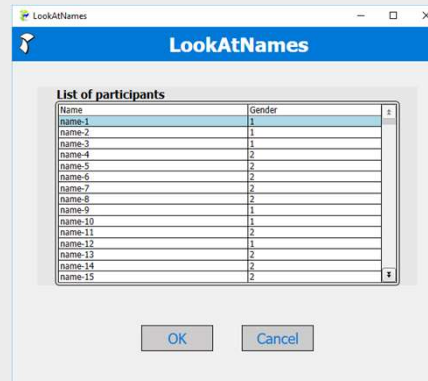
DIALOG LookAtNames
DATASOURCEREFS DataV "List of participants"
FIELDREFS ASK Ret (OK)

DATASOURCE DataV:Data
  FIELDFILTER = Name, Gender

MANIPULATE
┌ LookAtNames
```

Datasource example (2)

- The datamodel has a secondary key and that will be used by default to display the data
 - Specify SEARCHKEY=PRIMARY to search in the order of the primary key
- After clicking the OK button the selected record is available in the setup



The DataView template

- This template from the resource database is used to display the data source.
- It has several Data Controls:
 - Data Grid
 - Search TextBox, Search Button
 - Key Selector
- Parameters of the Template allow you to specify Properties and Events of these Controls. For instance:
 - Visibility of the SearchButton
 - OnRecordSelected event of the DataGrid
 - OnConfirmSelection event of the DataGrid to handle double click

Behind the scenes (1)

- The name of the generated .blax for setup *setup.manx* is *setup.manx.blax*
- The name of the layout file is *setup.manx.blax.layout*
- When you run a setup in the IDE a package is made with name *setup.bpkg*
 - You can add files to the package using a Blaise Package Specification File (.bcps)
- When Manipula.exe executes a .bpkg file, the package is installed in the `<deploypath>/standalone/<setupname>` folder
 - Note that the **working folder** is the folder where the **package** is located (source / develop folder)

Behind the scenes (2)

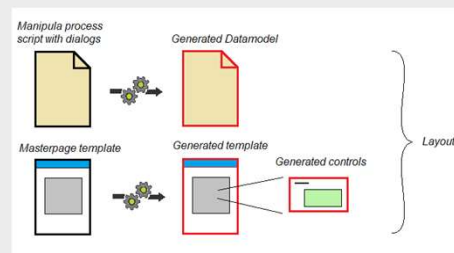
- When a dialog is started: the values of the fields mentioned in the fieldrefs section are copied to the corresponding fields in the parallel
- A dialog has a Result Field that receives a value when the dialog is closed. The value corresponds with the button that was used to close the dialog
- When the Result Field has an 'OK'-Value: values are copied from the parallel to the corresponding fields in the setup
- Otherwise: fields mentioned in the fieldrefs section are given the value before calling the dialog (except the Result Field)

Dialog conversion Blaise 4 -> 5 (1)

- To convert a Blaise 4 Manipulus setup that contains dialogs to a Blaise 5 Manipula setup with dialogs you need:
 - The sources (.man & .inc files)
 - The prepared setup (.msu) including the meta files (.bmi) that are being used
- The source is adapted based on what is read from the .msu file
- The conversion tool generates the whole dialog page with all its controls without using field pane templates
 - No resource database used during conversion

Dialog conversion Blaise 4 -> 5 (2)

- Compared to a dialog designed in Blaise 5:
 - There are no placeholders in the generated template
 - Instead, the necessary controls like text controls and input controls, are directly inserted into a content grid.
- Because of this: the generated layout is not easy to maintain or customize



Start a data entry session (1)

Blaise 5 allows you to start a data entry session from within a Manipula script. There are 3 ways of doing it:

- Res:= EDIT('<command-line>')
 - Command line must contain name of installed survey, GUID of installed survey or package name
- F.EDIT('<command-line>')
- F.EDITFORM ('<command-line>')

- F.EDIT and F.EDITFORM require:
 - An already installed survey
 - Can be done using the INSTALLPACKAGE function
Res:= INSTALLPACKAGE ('LaborForce2018.bpkg')
 - A BDIX that points to the database of an installed survey

Start a data entry session (2)

- The required BDIX can be made using the wizard
- Note that the database for the survey resides in the folder *<deploypath>/standalone/<surveyname>*

- The F.EDIT command line needs to specify the value of the primary key:
 - r:= data.EDIT('-KeyValue:'+STR(Data.ID))
- F.EDITFORM works on the current record in the setup so you do not need to specify the key value on the command line
 - r:= data.EDITFORM("")
 - After the Edit the current record is updated

Example with dialog and edit

- Demo of a small sample that combines dialogs and edit

Conversion example (1)

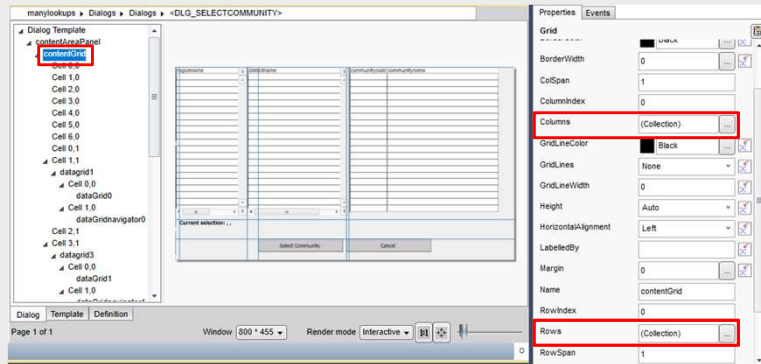
- Blaise 4 '3 lookups' example

The screenshot shows a multi-level selection dialog titled "Select the community". It features a tree view on the left for selecting a region, a list of districts in the middle, and a table of communities on the right. The "Current selection" at the bottom is "Northern Region, Nanumba, Gbandi-Battor".

regionname	districtname	communitycode	communityname
Ashanti Region	Bole	383	Bimbilla
Brong Ahafo Region	Chereponi-Saboba	384	Akonsovili
Central Region	East Dagom		
Eastern Region	East Gonja		
Greater Accra Region	East Mamprusi		
Northern Region	Nanumba	385	Gbandi-Battor
Upper East Region	Brong Ahafo Region		
Upper West Region	Central Region		
Volta Region	Eastern Region		
Western Region	Greater Accra Region		
	Tolon		
	Upper East Region		
	Upper West Region		
	Volta Region		
	Western Region		
	West Gonja		
	West Mamprusi		
	Zabzugu-Tatale		

Conversion example (2)

- Note that the width and height are not completely accurate
- This can easily be corrected by increasing the width / height of the last column / row in the designer



Conversion explained

- When .msu not available or it can not be loaded you get a message in the log for each dialogbox in the source
- The conversion tries to handle most of what has been defined in Blaise 4. There are some exceptions, for instance
 - Very complex Boolean expressions for enabled/visible/...
 - More than one result field (is not allowed in Blaise 5)
- There is still room for improvement based on feedback from the users
 - So let us know when it does not work for you or when you have suggestions for improvement

Samples and snippets

- Blaise 5 has some basic Manipula Dialog samples
- The Manipula Wizard is a more elaborated sample

- You can also use two snippets in the source tab ribbon
 - Dialog
 - Lookup example