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BL7USB

Brotherlink 7 USB

Thank you for purchasing our Brotherlink 7 USB (BL7USB) product.

This HTML Help file provides the documentation for the BL7USB product.

The first part of this document provides information about the functionality of the BL7USB product.

The second part of this document provides information about Dialog Manager, the package used to develop FB100 Utility, the driver program of the BL7USB product.

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BL7USB

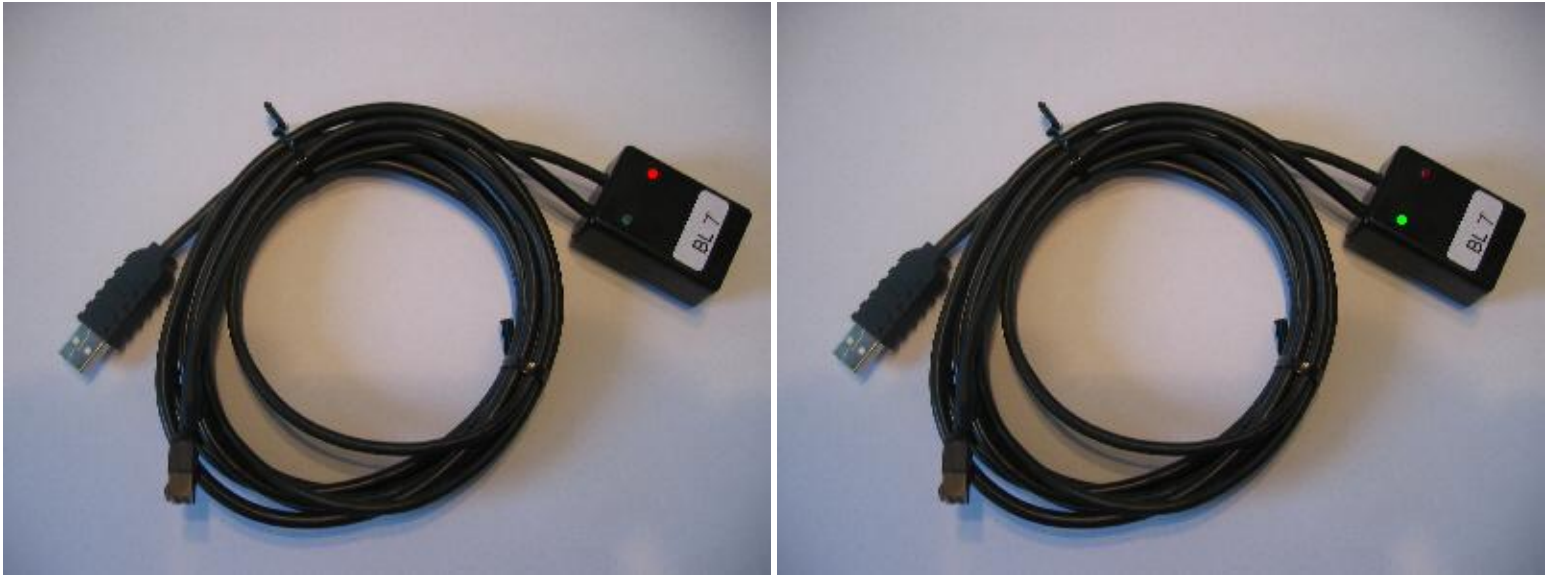
Functions

The Brotherlink 7 USB (BL7USB) connects a Brother FB100 disk drive with your PC via a USB port.

The following functions are provided by the driver program:

- Read a Brother Pattern Disk and store the contents in a file on your computer
- Write a Brother Pattern Disk from a file stored on your computer
- Format a Brother Pattern Disk
- Extract the patterns from a Brother Pattern Disk and store the patterns as PAT or STC files on your computer
- Add PAT or STC files to a Brother Pattern Disk
- Show pictures of the patterns on a track

The BL7USB has 2 connectors: an 8 pin connector to connect to the Brother FB100 and a USB type A connector to connect to a USB port on your PC.



Two LED indicators are provided to monitor the traffic to and from the Brother FB100:

1. a red LED indicator that registers traffic from the Brother FB100 to the PC
2. a green LED indicator that registers traffic from the PC to the Brother FB100

Functions per machine:

Machine	Read	Write	Format	Extract	Show	Tracks
KH-940	Yes	Yes	Yes	Yes	Yes	2 x 32K
KH-950i	Yes	Yes	Yes	Yes	Yes	2 x 32K
KH-270	Yes	Yes	Yes	Yes	Yes	2 x 32K
KH-930	Yes	Yes	Yes	Yes	Yes	40 x 2K
KH-930M	Yes	Yes	Yes	Yes	Yes	8 x 8K
KH-900	Yes	Yes	Yes	Yes	Yes	8 x 8K(*)
KH-965i	Yes	Yes	Yes	Yes	Yes	2 x 32K

KH-970	Yes	Yes	Yes	Yes	No	2 x 32K
CK-35	Yes	Yes	Yes	Yes	No	2 x 32K

(*) 4K actually used

The Brotherlink 7 USB can be used as a Screenlink USB by adding a Knitlink Arm.

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FB100 Utility

FB100 Utility is the driver program for the Brotherlink 7 USB + FB100.

The theory behind FB100 Utility is rather simple. A Brother Pattern Disk is a floppy containing 80 Kilobyte data. The knitting machine can read this floppy and most knitting machines can also write the floppy when the FB100 is hooked up to the knitting machine.

The idea is that using the Brotherlink 7 USB you can read the floppy and can save its contents on your computer in a file. You can also write the stored contents back to FB100.

Here we have the first additional application: you will never have the lack of space problem with the Brotherlink 7 USB. You can store the contents on your computer. You also get a backup facility for your patterns. You can do this as often as you wish.

The BL7USB also solves another problem for you: You can after retrieving the patterns from the FB100, view the patterns. If you forgot the order of the patterns for example, you can get a picture of the patterns.

DesignaKnit users can, via the IK (Interactive Knitting) option, knit interactive using the USB port on your computer. An RS232 port is no longer needed.

BL7USB

Starting FB100 Utility

The Brotherlink 7 USB + FB100 are controlled by FB100 Utility. You can use FB100 Utility also without a BL7USB + FB100 connected. In that case you can not make use of reading and writing of Brother Pattern Disks.

Follow these steps to start FB100 Utility:

1. Press **Start**
2. Press **Programs**
3. Press **Cartridge**
4. Press **FB100 Utility**
5. The configuration dialog of FB100 Utility will be displayed

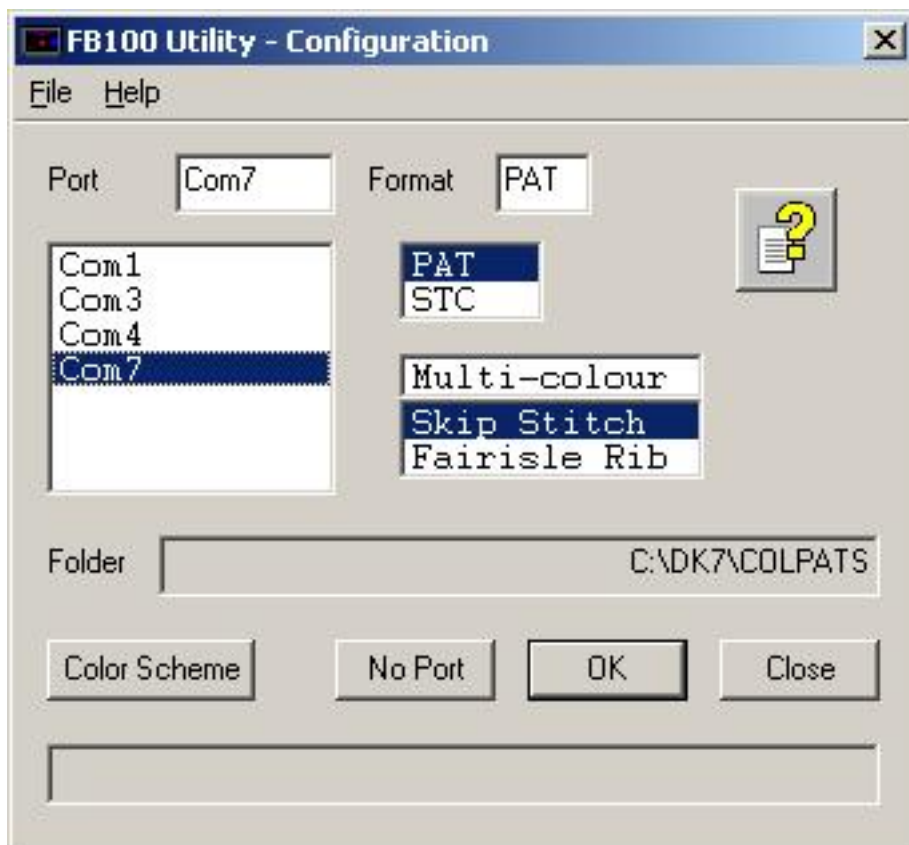


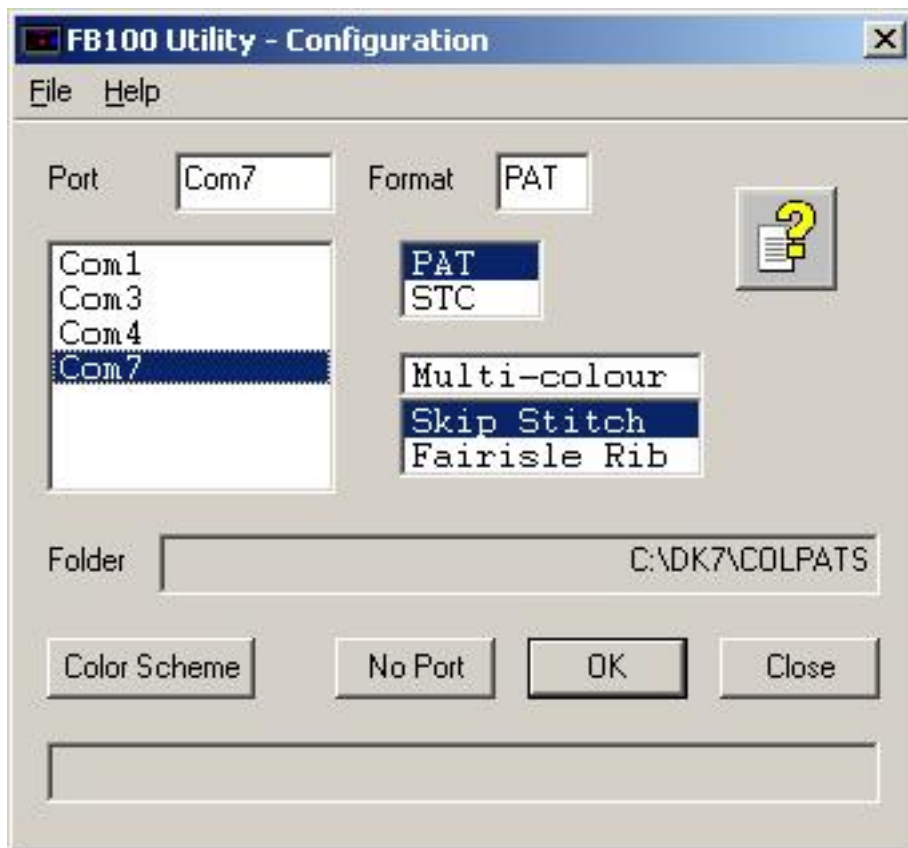
Figure 1

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BL7USB

Configuration

When FB100 Utility starts you first have to set the com port to which the BL7USB hardware is connected. You do this by clicking one of the com ports from the list and then pressing **OK**.



In case the BL7USB + FB100 is not connected to the com port specified, or the FB100 is not powered on, you will see the message below.



You can show this help file by pressing the **Help** button.

The Format field shows the the format that will be used during extraction of patterns. You can change the format by clicking on one of the items in the table below the Format field. FB100 Utility can extract patterns in two formats: PAT (DesignaKnit) and STC (Stitch Painter).

The Multi-colour field determines the algorithm used to separate 3 color Jacquard patterns that you can add to a Brother Pattern Disk file. There are two algorithms provided: Skip Stich (1,2,3) and Fairisle Rib (1,2,2,3,3,1). In case you select Skip Stich, you will see an 8 added in front of the pattern number.

The **Folder** is the folder where Brother Pattern Disk (BPD) files will be read from or written to unless you change it to another folder. FB100 Utility will remember the last accessed folder. You can change the folder in all functions that open or save a Brother Pattern Disk File.

You close the FB100 Utility application by pressing the **Close** button or the cross in the top right corner of the dialog box.

You can choose also to work only on your Brother Pattern Disk collection and/or to view them. In this case press **No Port**.

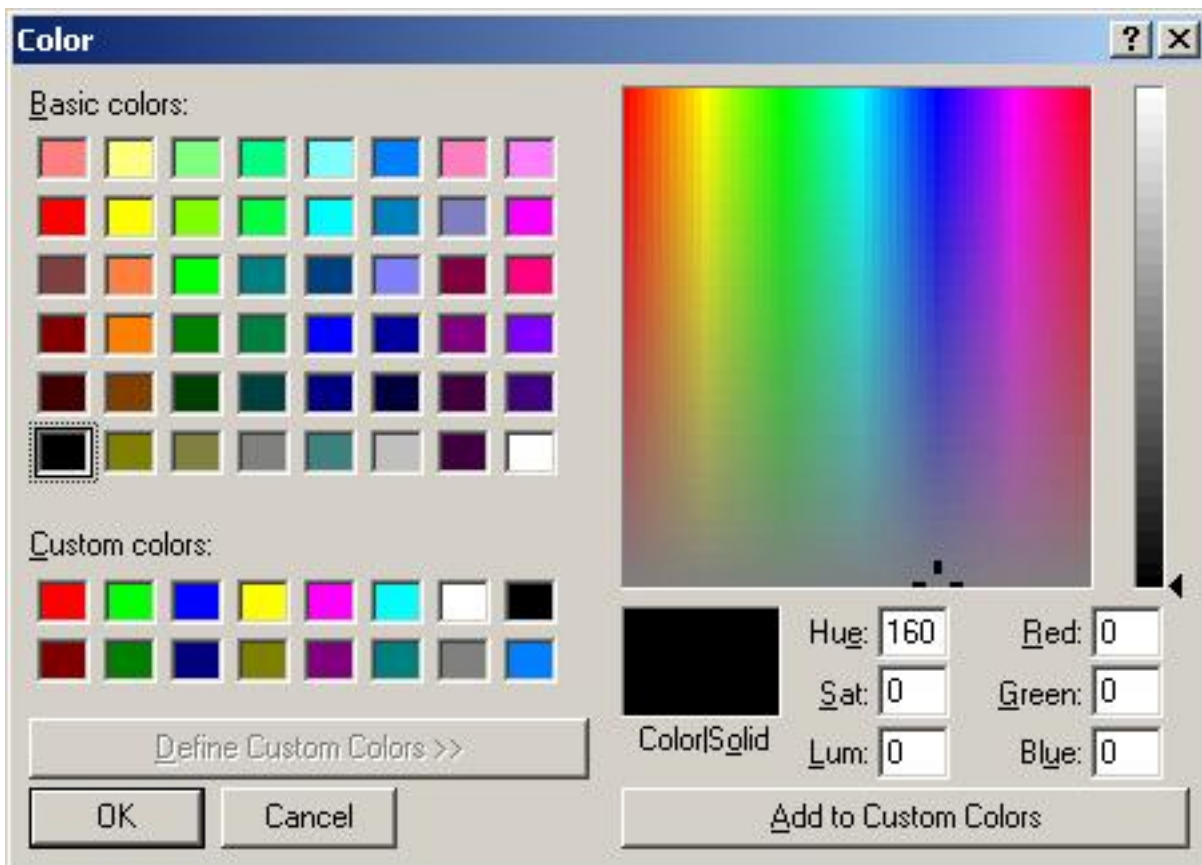
If you press **OK** or **No Port**, the next dialog will be the [User Interface](#) dialog.

You can configure the color palette used to display and print pictures of patterns by pressing the **Color Scheme** button. You will be presented with a standard Windows [choose color dialog](#).

BL7USB

Color Scheme

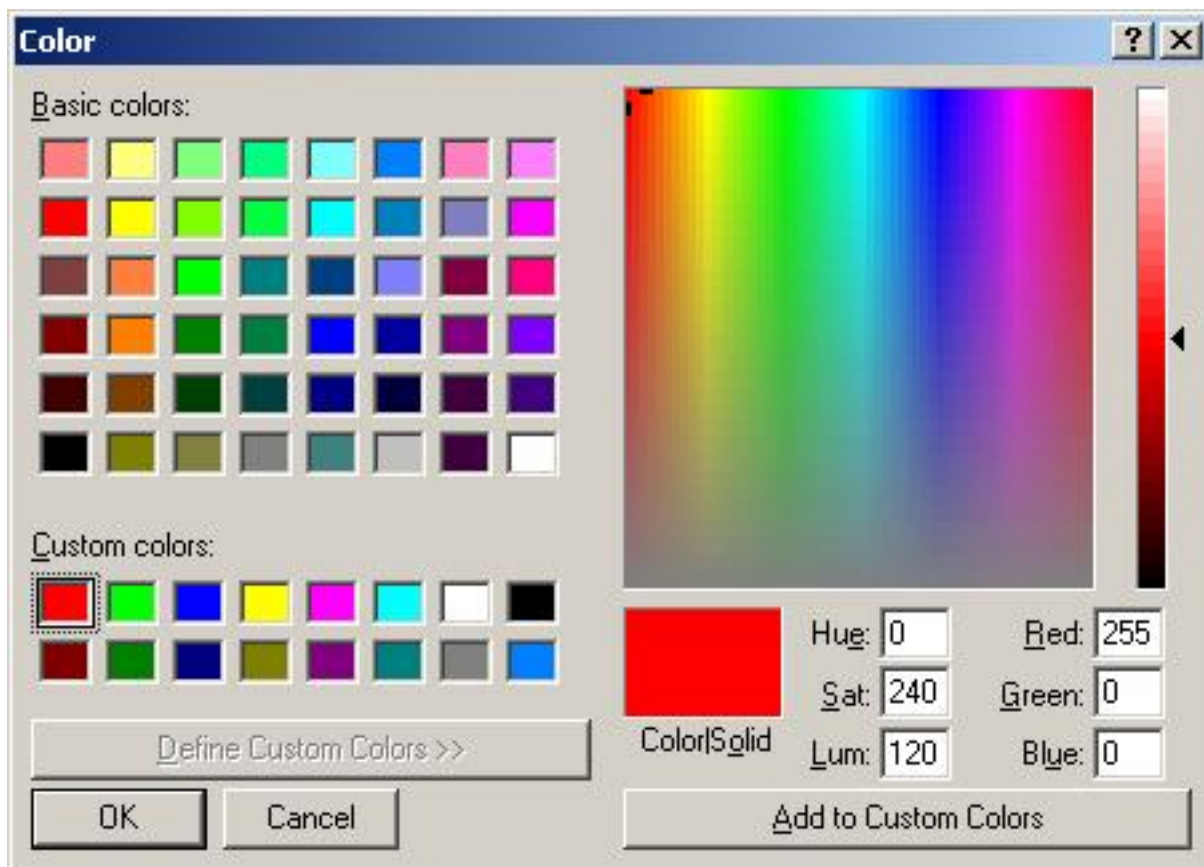
Patterns on a Brother Pattern Disk have one main color and up to 15 contrast colors. Most patterns have one main color and one contrast color. FB100 Utility uses a 16 color palette while displaying or printing patterns. When you press **Color Scheme** on the Configuration dialog, you will see the Color dialog below. This is a standard Windows Color Chooser dialog.



The 16 color palette is displayed in the Custom colors section. The main color is the (blue) color in the right hand corner. The contrast colors start with red, green, blue, etc... where red is contrast color 1.

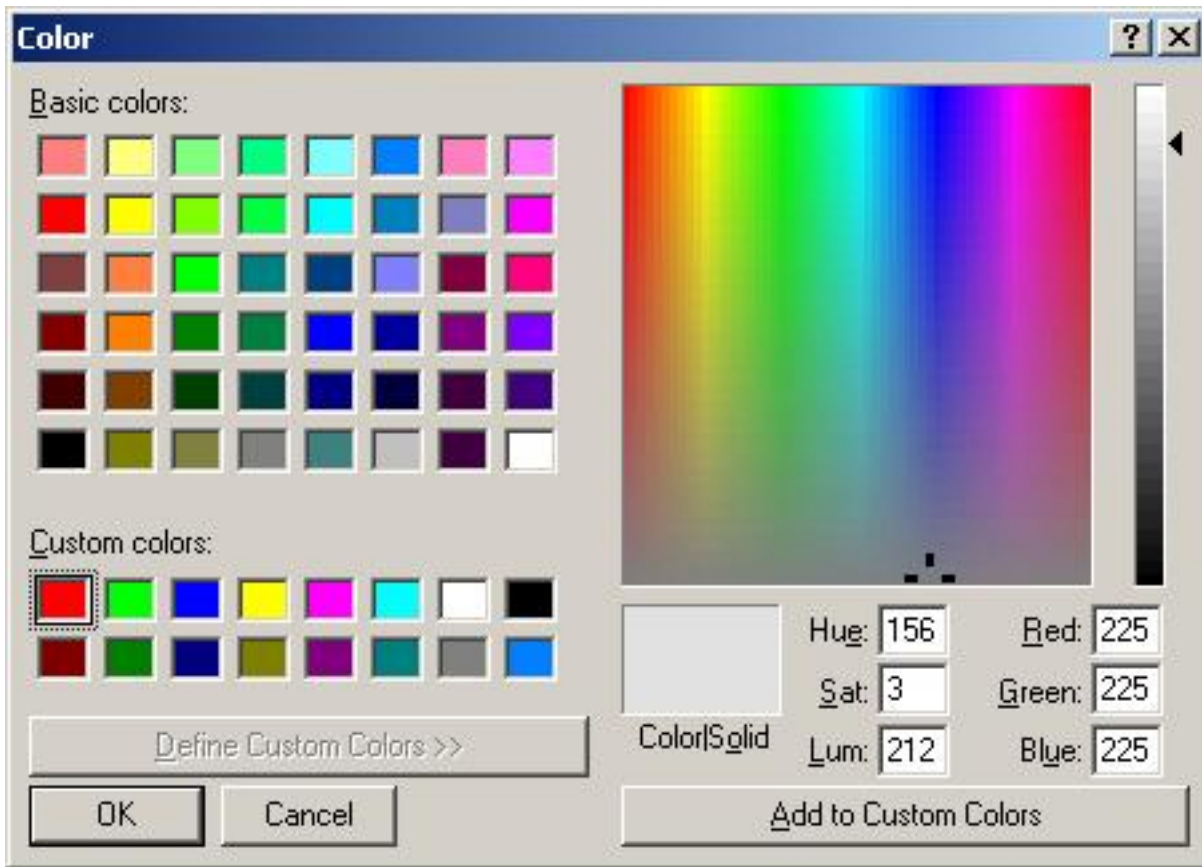
Here are the steps to change the palette:

1. click on the color you want to change.

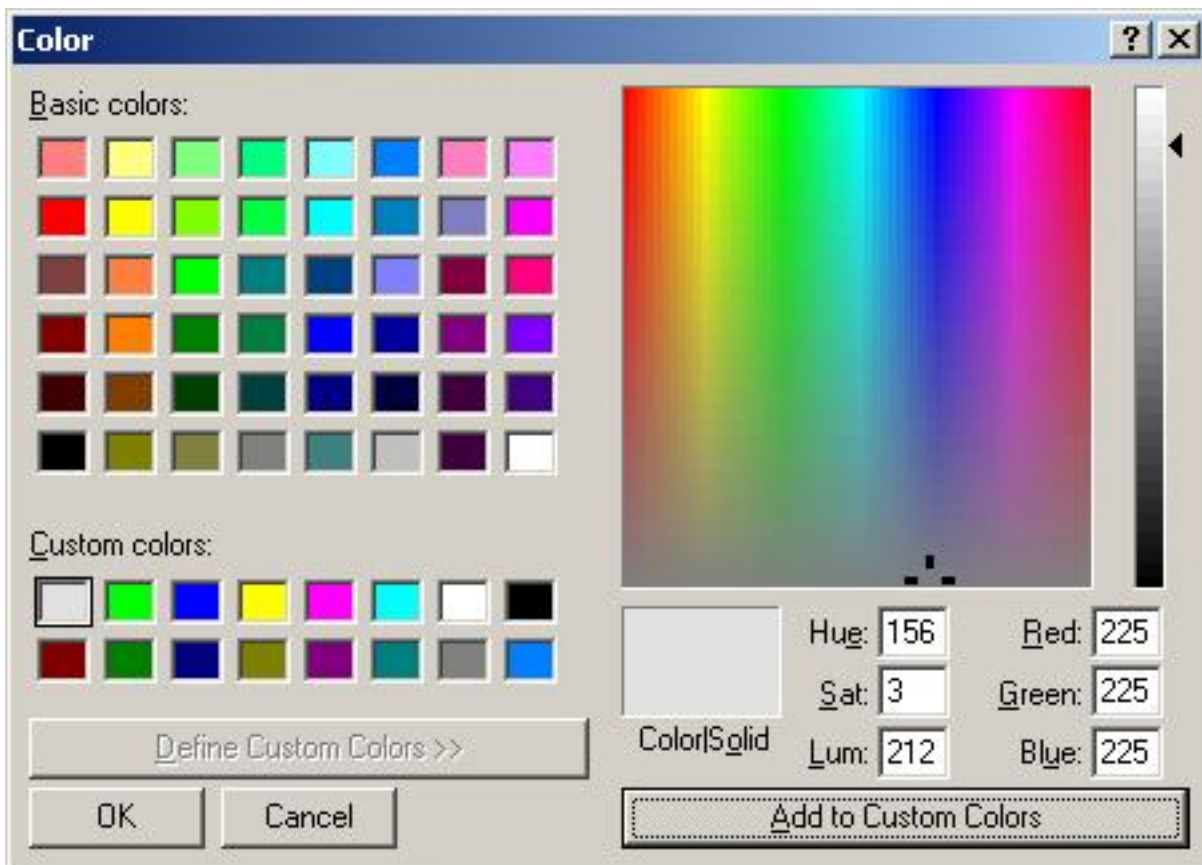


Notice that the focus rectangle is now around the red box and that the Color|Solid box has now become red too. Also the figures for HSL and RGB are updated to reflect the selected red color.

2. You can now use the crosshair or the slider to change the color. The color of the Color|Solid box changes while you change the color. Alternatively you can type the values for HSL or RGB if you know them. I have changed the red color into very light grey.



3. What is left now is to save your changes in the palette. Press the **Add to Custom Colors** button to save your changes in the palette.



Above you see how red is changed into very light grey.

If you want to do more changes, repeat steps 1 thru 3.

The final step is to confirm the changes back to FB100 Utility. Press **OK** if you want FB100 Utility to use the new color scheme, press **Cancel** if you want to leave the colors as they were.

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Jacquard

FB100 Utility supports two color Jacquard and three color Jacquard.

Support for two color Jacquard is trivial as the internal stitch information is the same as the stitch information for Fairisle. As a result, support for two color Jacquard is implied.

Three color Jacquard is a different story. You can find a number of three color Jacquard patterns in Stitch World Pattern Book II (841-850, 851-860) and Stitch World Pattern Book III (479-483, 484-498). Why two ranges? you may wonder. The answer is that there are two techniques to achieve a three color Jacquard. The first one is called Skip Stitch and the second one is called Fairisle Rib. Skip Stitch is also referred to as the 1,2,3 scheme, where Fairisle Rib is referred to as the 1,2,2,3,3,1 scheme.

When extracting patterns from a track in a Brother Pattern Disk file, FB100 utility will reconstruct a three color pattern for both Skip Stitch and Fairisle Rib. This applies to both PAT and STC format.

When you want to add three color Jacquard patterns to a track in a Brother Pattern Disk file, you need to state upfront which of the two techniques you want FB100 Utility to use. You select the technique on the Configuration dialog.

There is a number of limitations for three color Jacquard patterns to be knitted in Fairisle Rib. Obviously no more than three colors per row; no more than 6 colors total per pattern and the number of rows needs to be even.

It should be noted that not all three color Jacquard patterns can be knitted.

Hint: you can see how the pattern looks like after separation via the Show function.

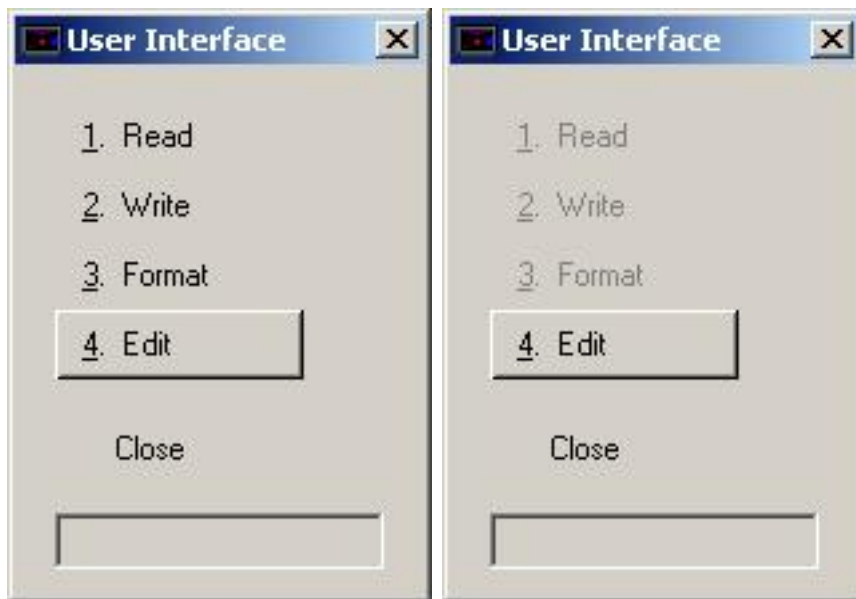
BL7USB

User Interface

There are two variants of the User Interface dialog: one with five black buttons and one with three grey and two black buttons.

You will see the dialog with five black buttons when you have pressed the **OK** button on the configuration dialog.

You will see the dialog with three grey and two black buttons when you have pressed the **No Port** button.



The buttons have the following functions:

[Read](#) Read the contents of the Brother Pattern Disk

[Write](#) Write to the Brother Pattern Disk

[Format](#) Format the Brother Pattern Disk

[Edit](#) Edit a Brother Pattern Disk file

[Close](#) Exit from FB100 Utility

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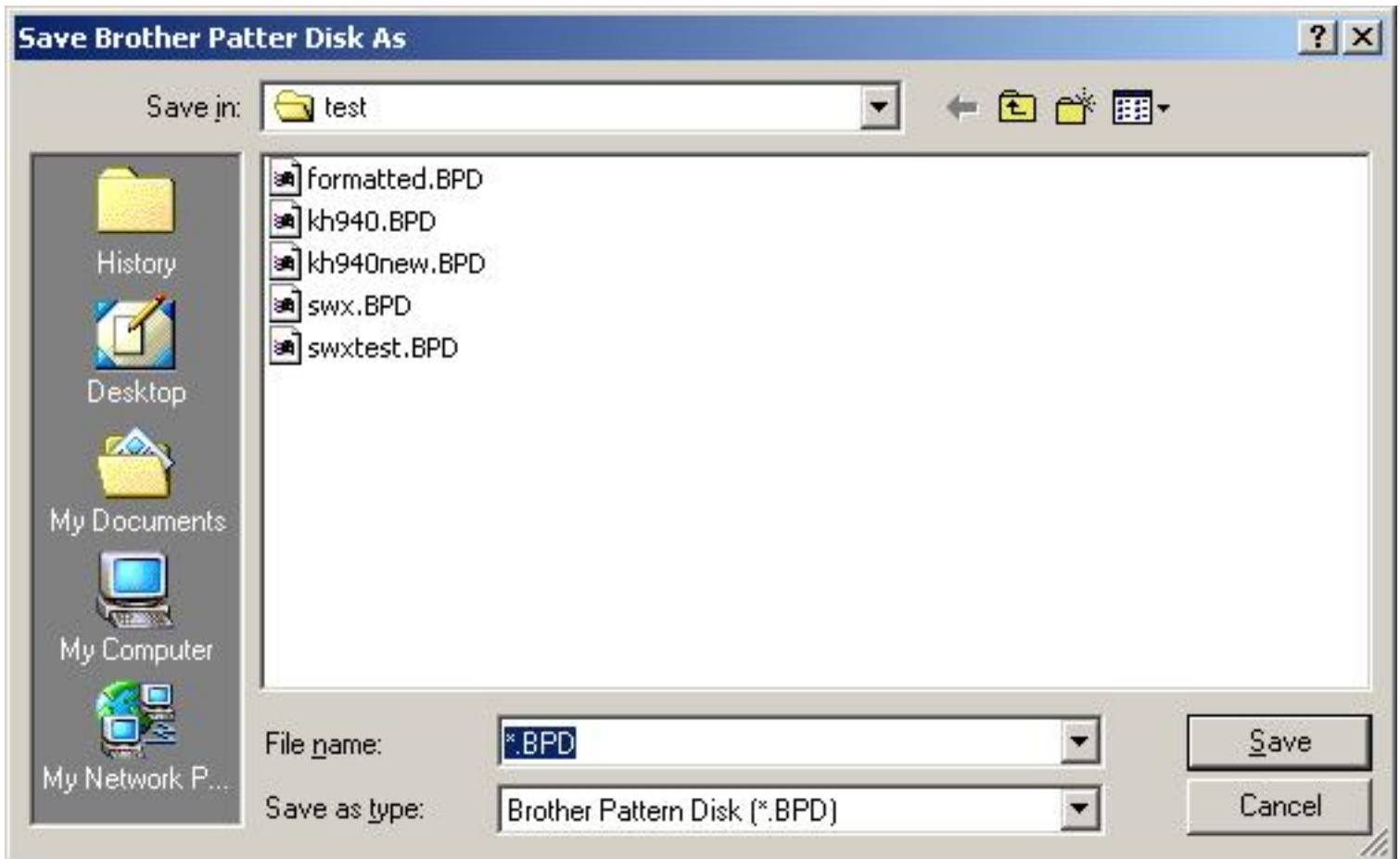
BL7USB

Read

To read the contents of a Brother Pattern Disk press the button **Read**.



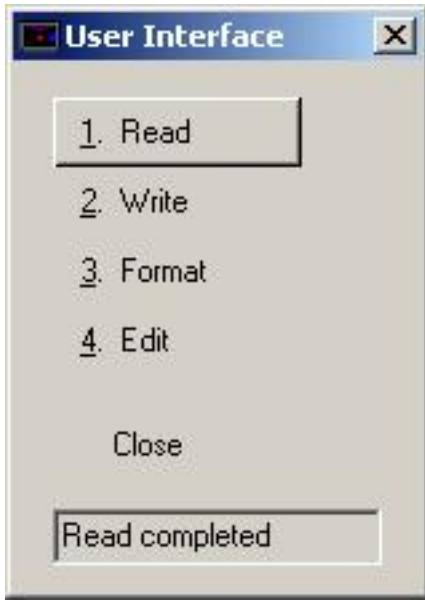
On the FB100 the red light will go on/off. You can also observe LED activity on the BL7USB. In the status field you will be informed about the progress.



When reading has been completed, the dialog above will be displayed. You can select or create here a folder and type a file name at the star.

Note: remember the folder where you saved the BPD file and its name. You will need this information in the Edit function.

You can work out the currently selected folder and also change it by dropping down the **Save in** drop down box.



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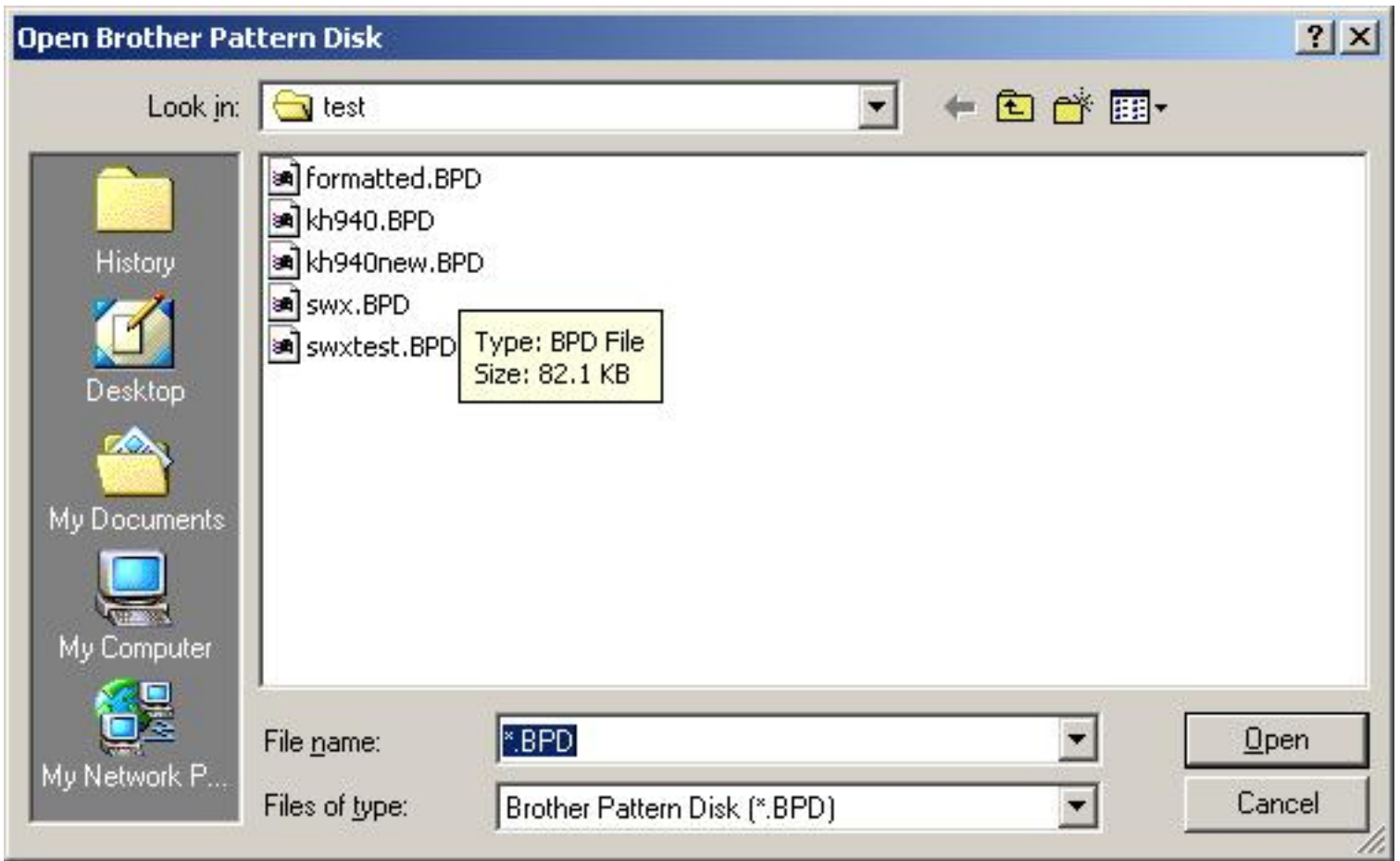
BL7USB

Write

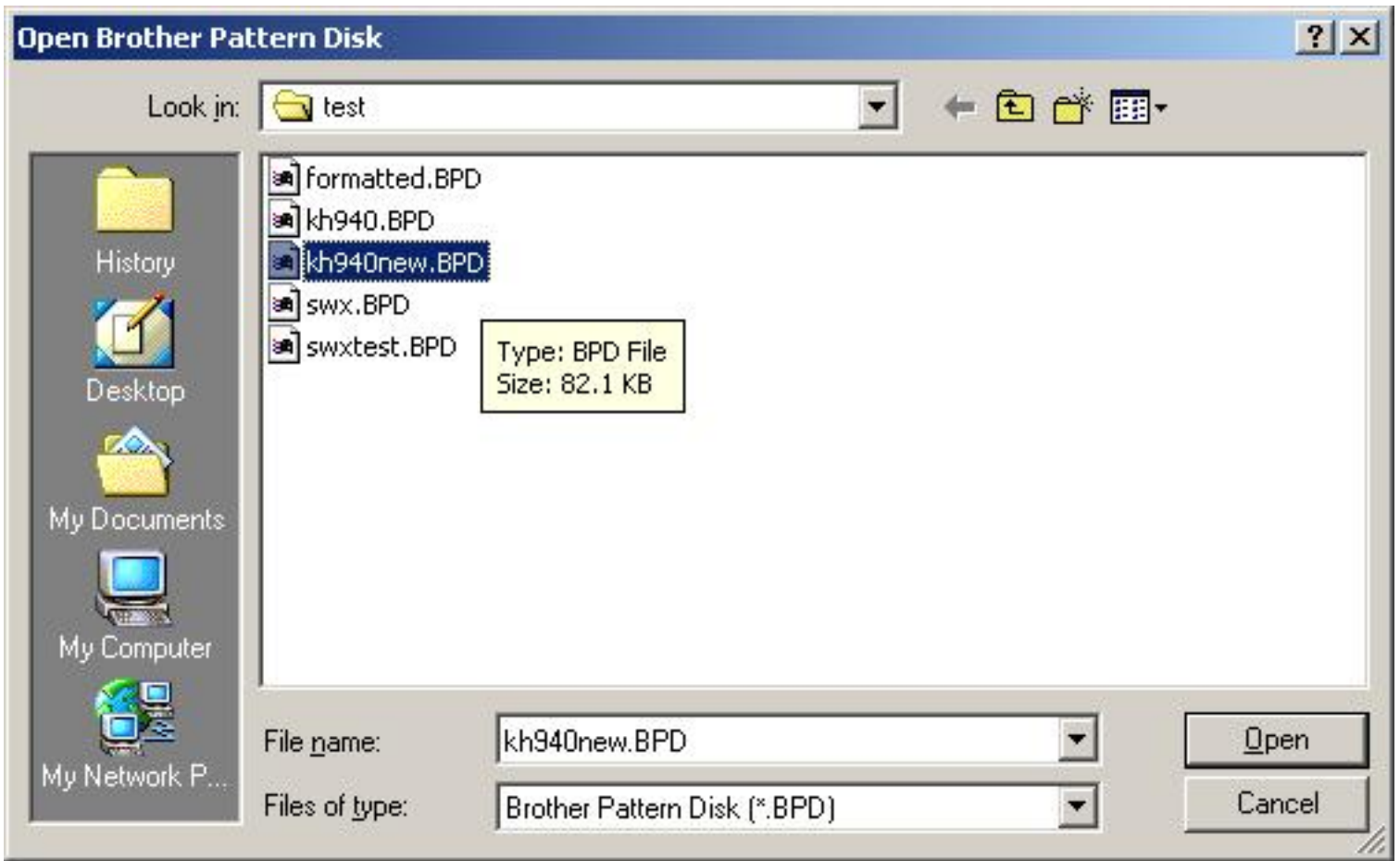
To write a Brother Pattern Disk file to the FB100 press the button **Write**.



You will see a dialog where you can select the file that has to be written.



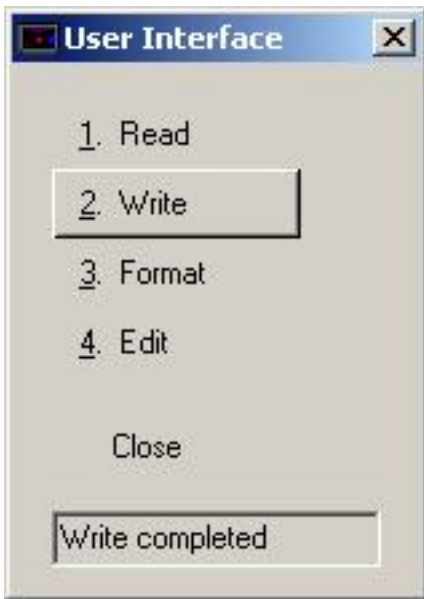
Click on the file that you want to write, and the dialog will look like the one below.



Press **Open** to start writing.



On the FB100 the red light will go on/off. You can also observe LED activity on the BL7USB. In the status field you will be informed about the progress. When writing has been completed, you will see the User Interface dialog.



BL7USB

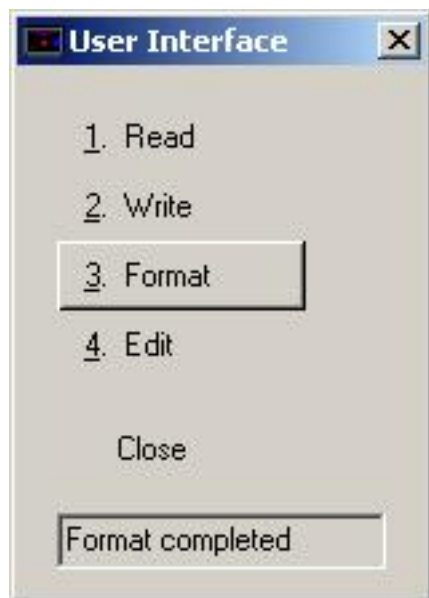
Format

To format a Brother Pattern Disk, press the button **Format**.



On the FB100 the red light will go on/off. In the status field you will be informed about the progress.

When the formatting has been completed, you will see the User Interface dialog.



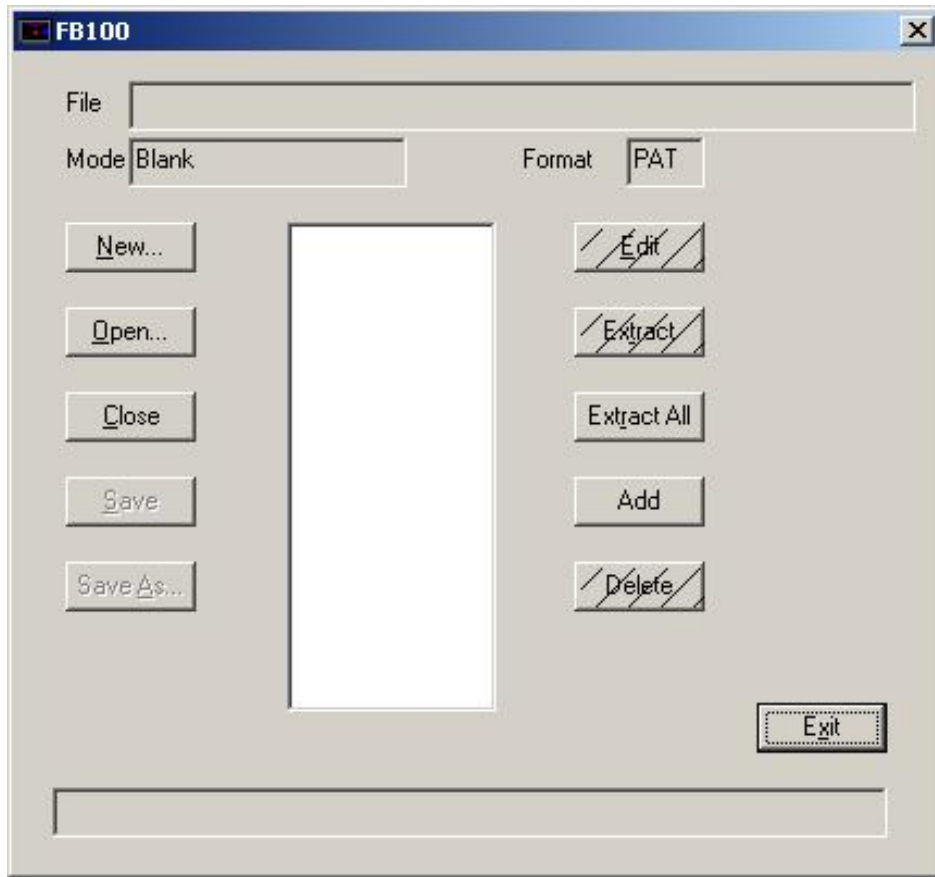
BL7USB

Edit Brother Pattern Disk

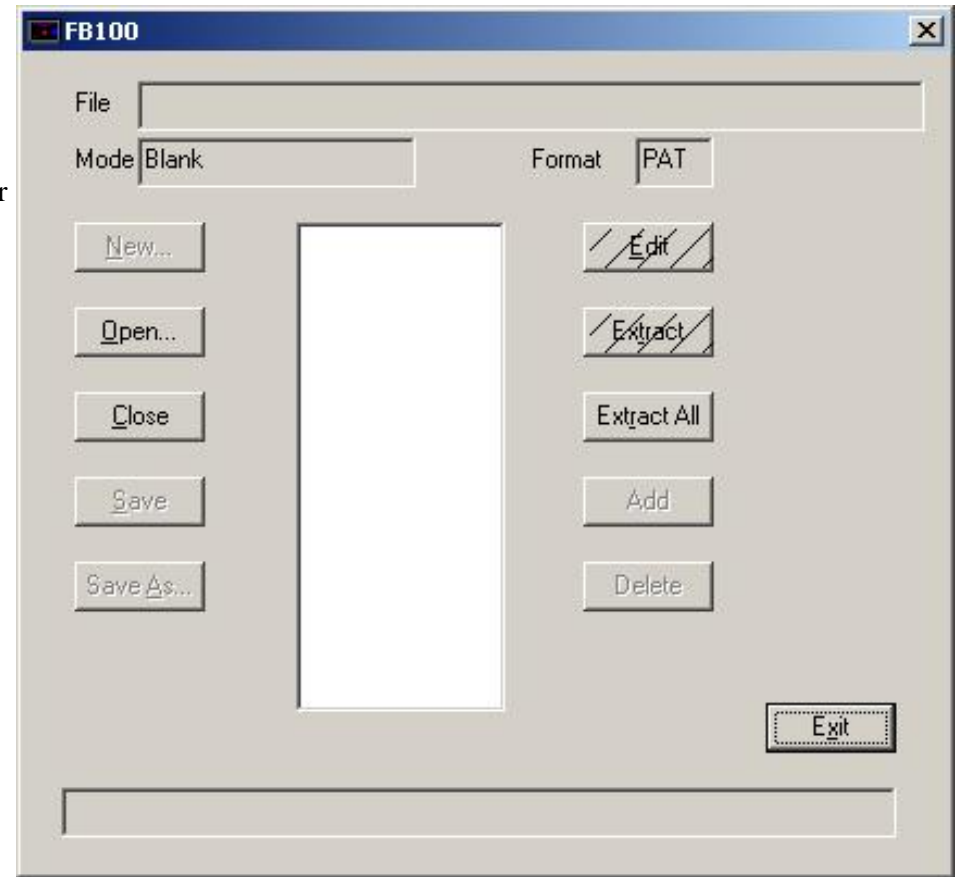
To edit the stored contents of the Brother Pattern Disk press the button **Edit**.



Now you see:



or



The New, Save, SaveAs, Add and Delete functions require a Brotherlink 1 USB or Brotherlink 5 USB or Brotherlink 7 USB. On Windows 98 and Windows ME, a Brotherlink 7 USB + FB100 is required.

The Format field shows the format that will be used during the extraction of patterns. You can set the format on the [Configuration](#) dialog.

FB100 Utility can extract patterns in two formats: PAT (DesignaKnit) and STC (Stitch Painter).

The buttons have the following functions:

- [New](#) Create a new Brother Pattern Disk file
- [Open](#) Open an existing Brother Pattern Disk file
- [Close](#) Close the Brother Pattern Disk file
- [Save](#) Save the Brother Pattern Disk file
- [Save As](#) Save the Brother Pattern Disk file with a new filename
- [Edit](#) Edit the selected track of the Brother Pattern Disk file
- [Extract](#) Extract the contents of the selected track of the Brother Pattern Disk file

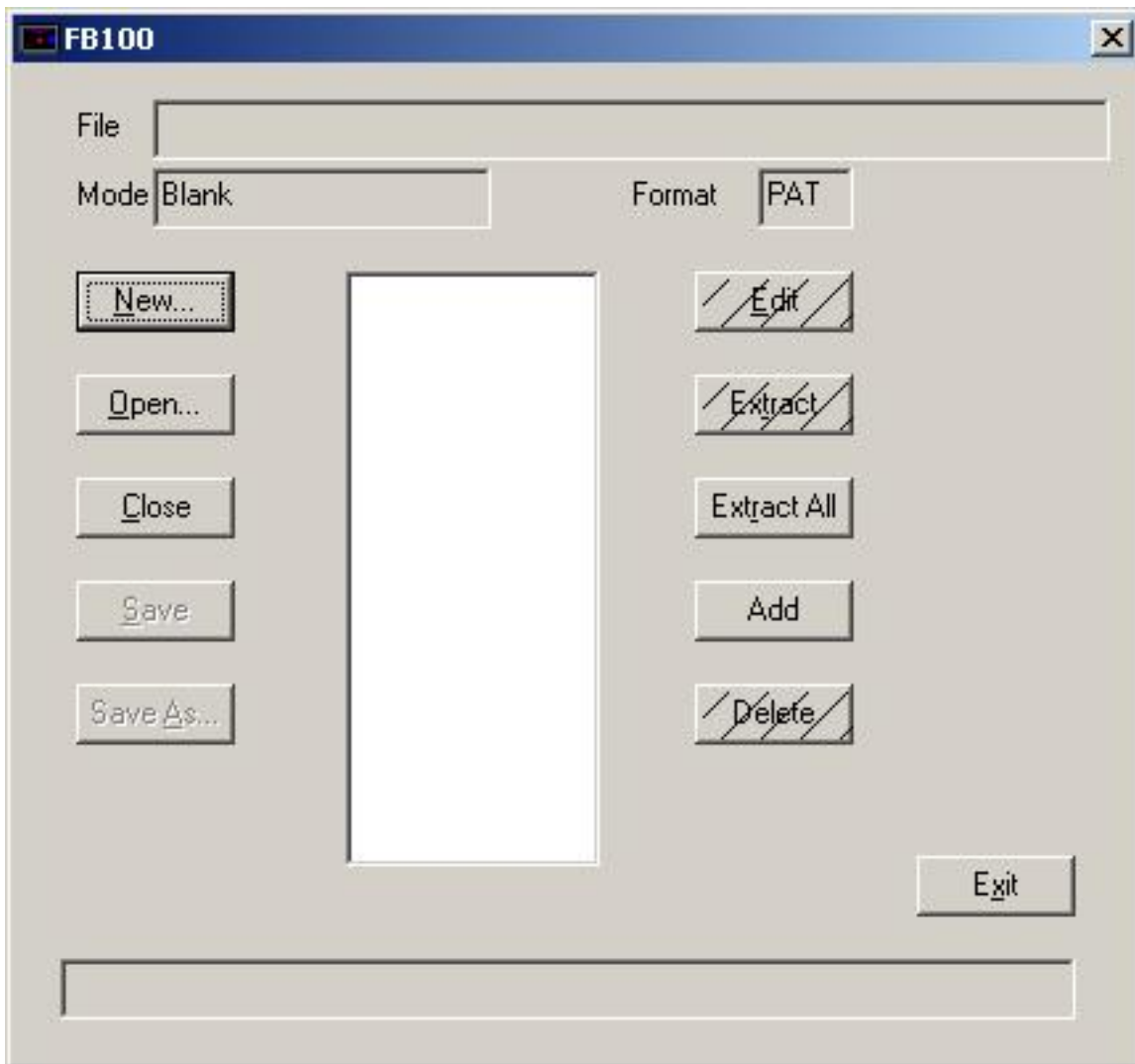
- [Extract All](#) Extract the contents of all tracks of the Brother Pattern Disk file
- [Add](#) Add a track to the Brother Pattern Disk file
- [Delete](#) Delete the selected track from the Brother Pattern Disk file
- [Exit](#) Exit from Edit

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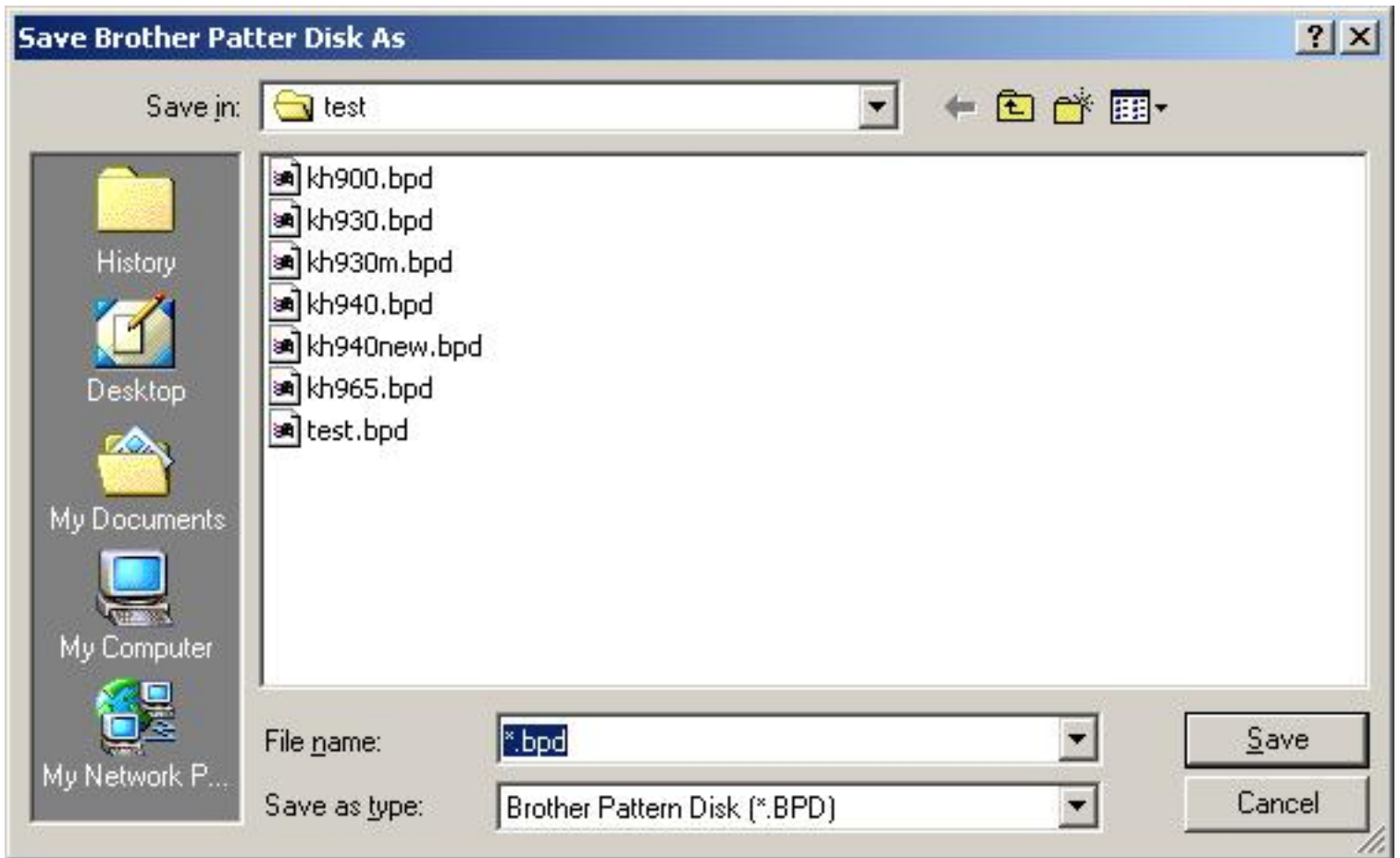
BL7USB

New

To create a new, blank Brother Pattern Disk file, press the button **New**.



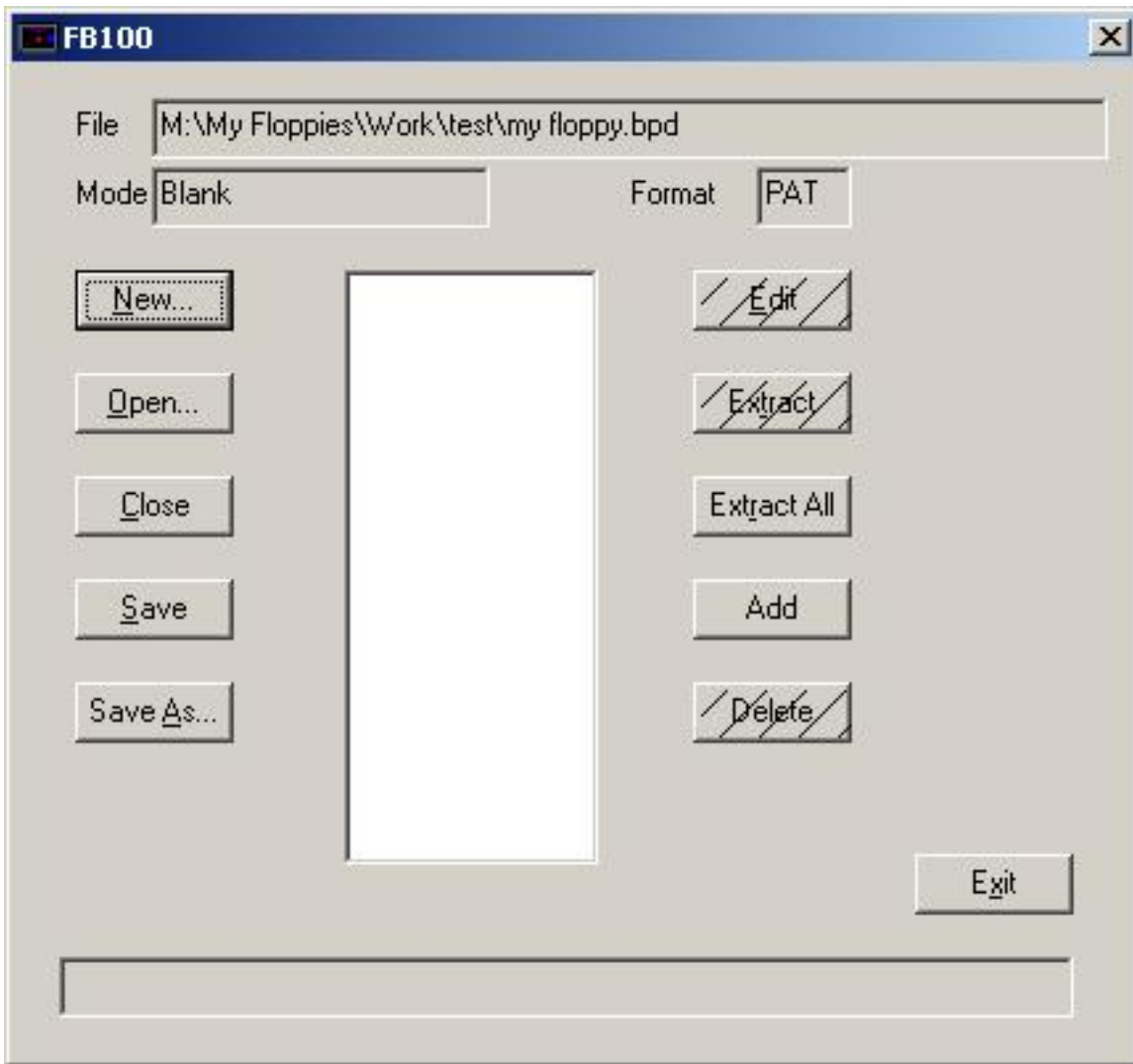
You will be presented with a Save As dialog.



Here you can set the folder you want the new Brother Pattern Disk file stored. You need to change the File name field from *.bpd into the name you want to assign to the Brother Pattern Disk file.

Press **Save** when done.

When you have made your choice, the dialog below will be displayed.



Note that the Mode field states blank. The name of the file just created is displayed in the File field. This field can be scrolled when the name doesn't fit in the field. What you have now is the equivalent of a formatted FB100 floppy.

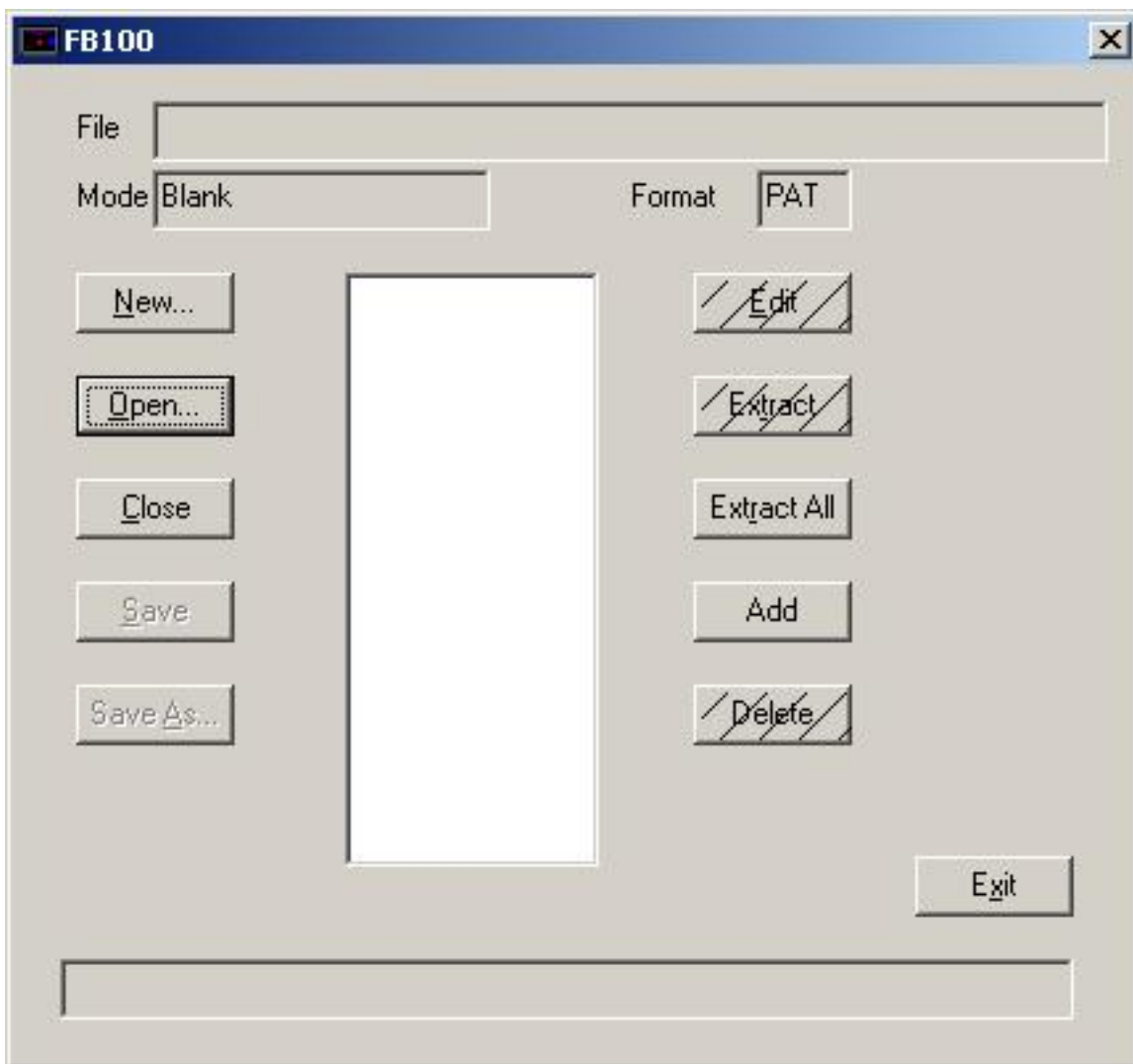
The next operation from here is to Add a track to the Brother Pattern Disk file.

This function requires a Brotherlink 1 USB, a Brotherlink 5 USB or a Brotherlink 7 USB. This function does not work on Windows 98 or Windows ME.

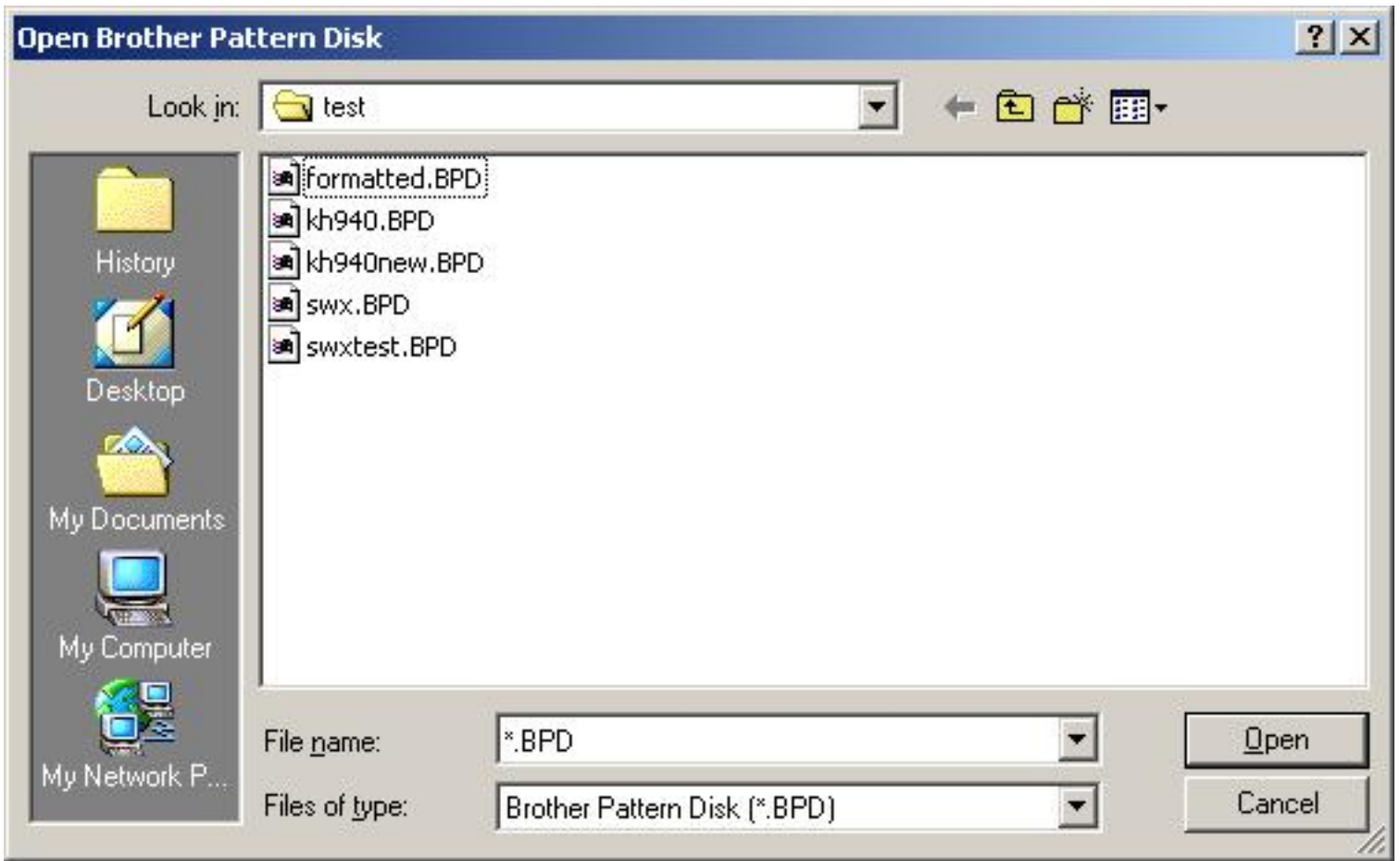
BL7USB

Open

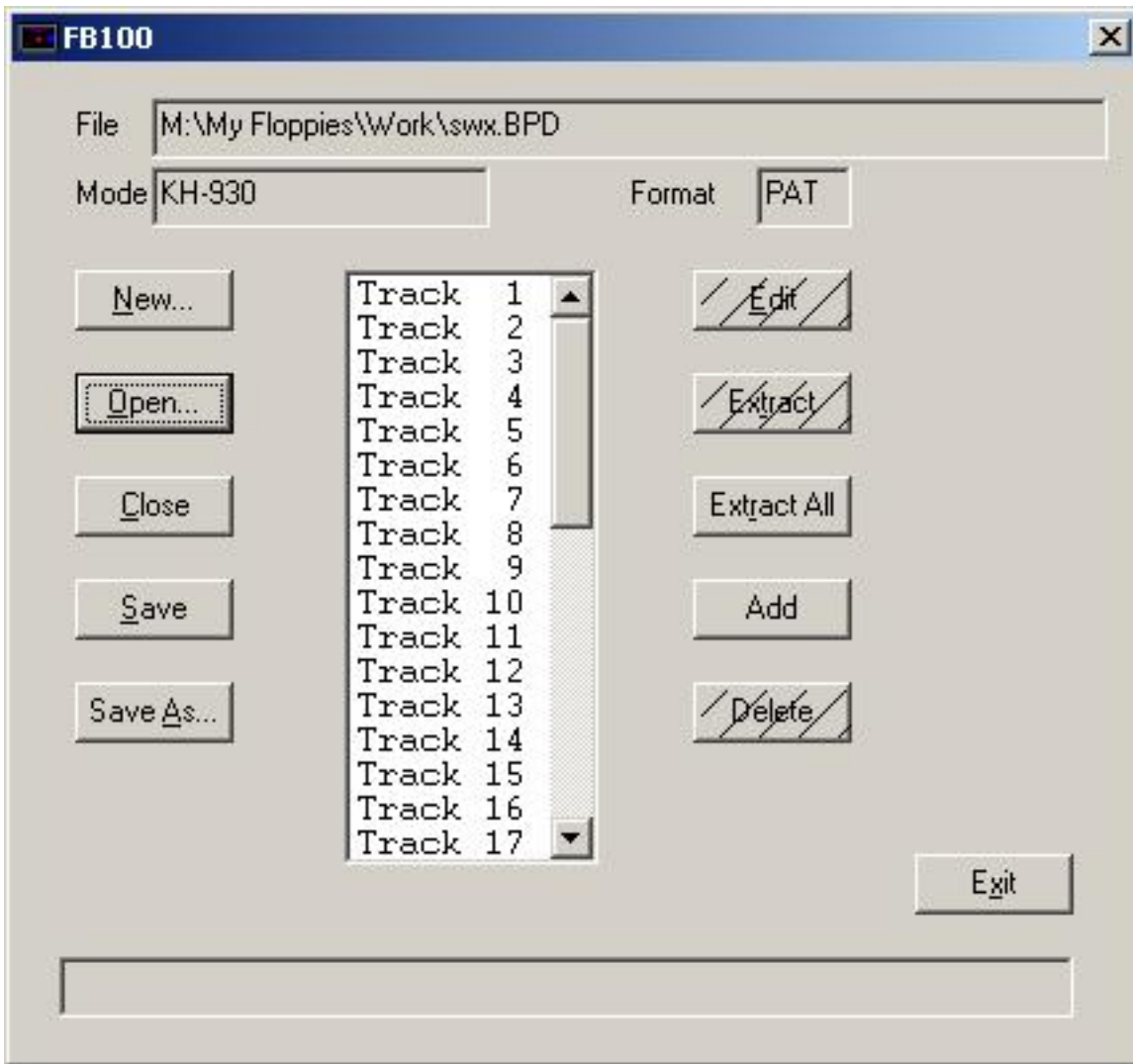
To open an existing Brother Pattern Disk file press the button **Open**.



You see now the Open dialog. Select a Brother Pattern Disk file and press **Open**



After pressing **Open** you see the dialog below.

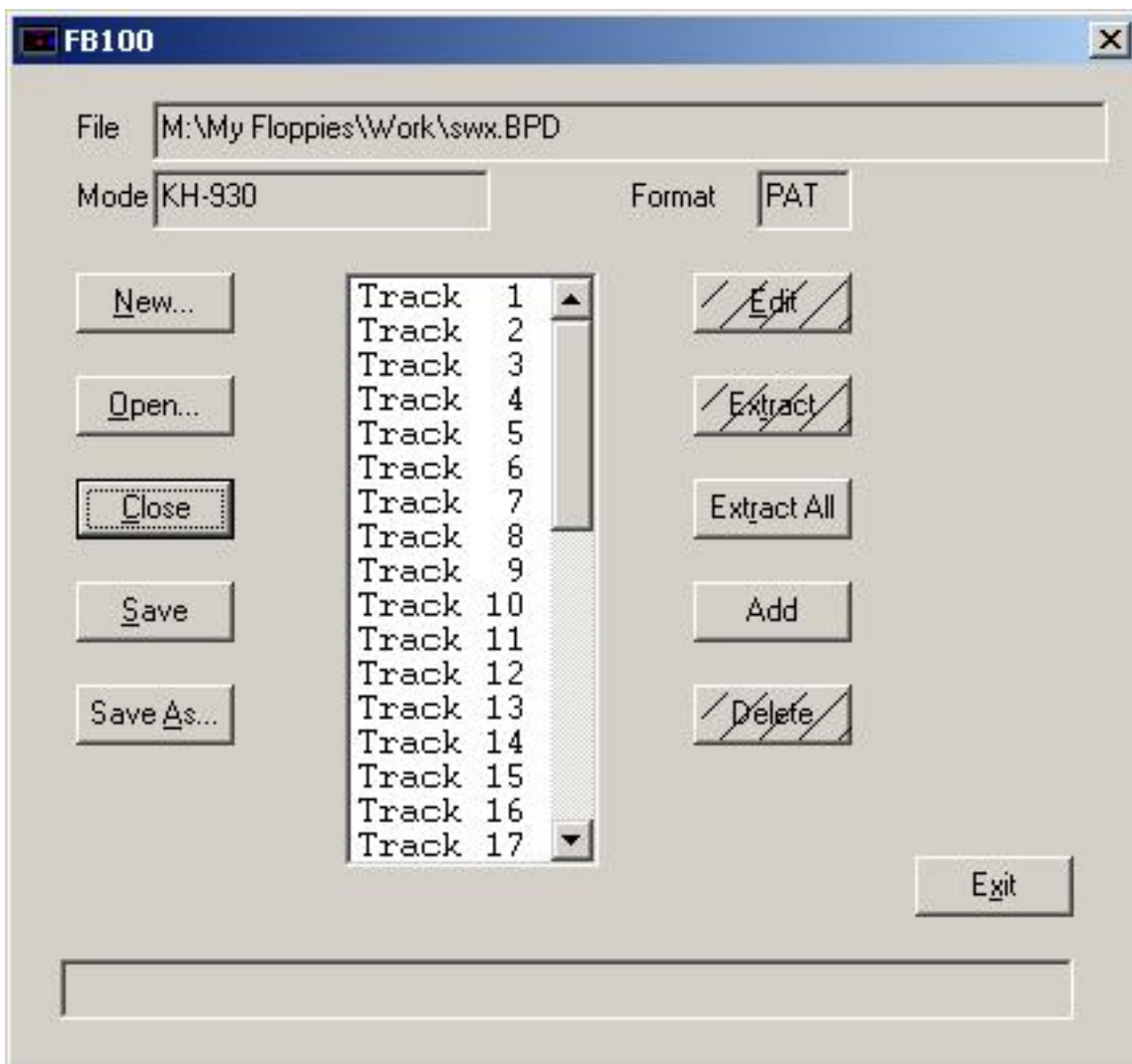


Above is the result of opening the floppy Stitch World Extras. This floppy is a KH-930 floppy and contains 40 tracks. 40 Tracks is the absolute maximum for a KH-930 floppy. You can show the tracks that are not visible by moving the scroll bar next to the track list.

BL7USB

Close

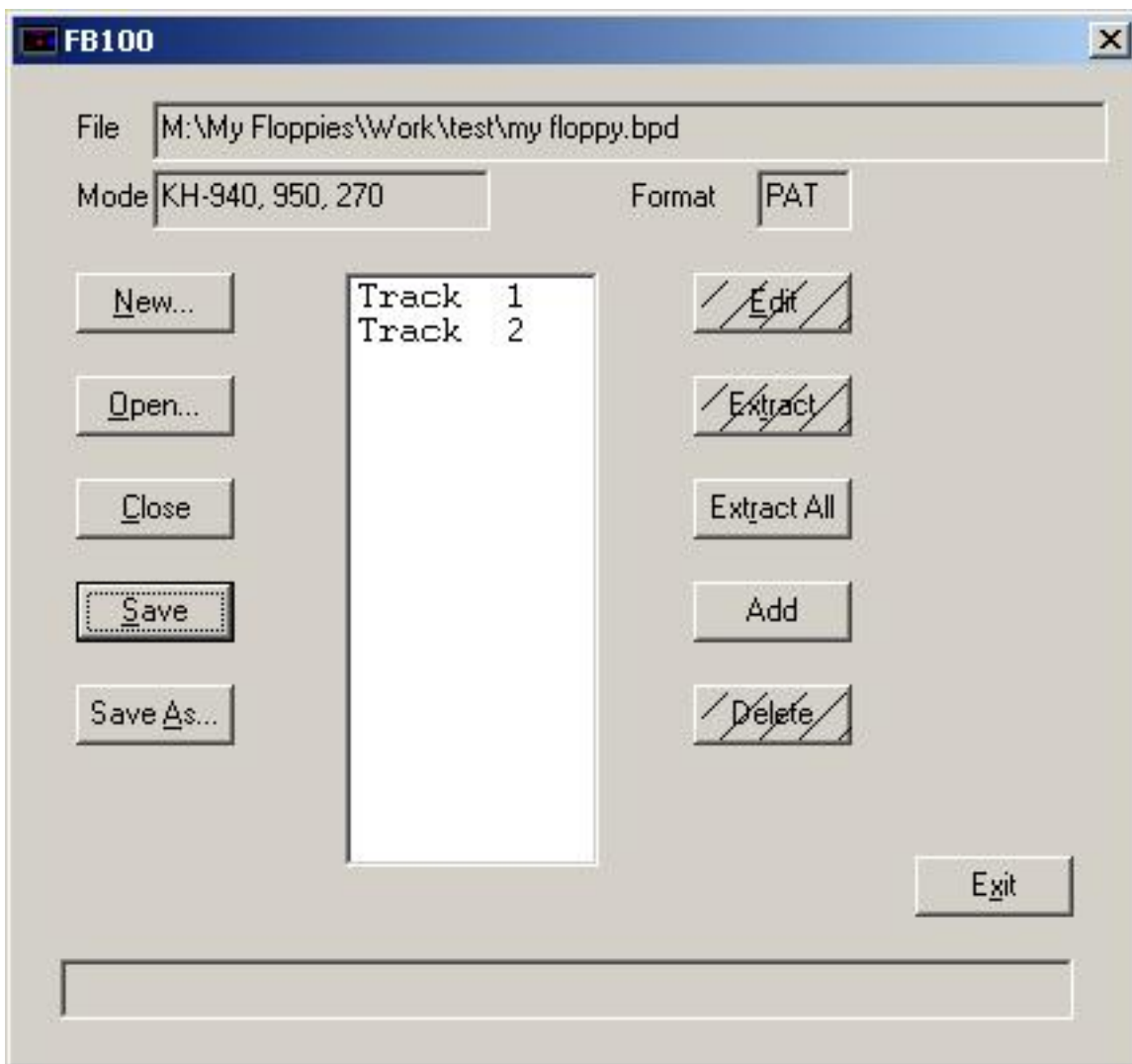
To close a Brother Pattern Disk file press the button **Close**.



BL7USB

Save

To save the displayed Brother Pattern Disk file press the button **Save**.

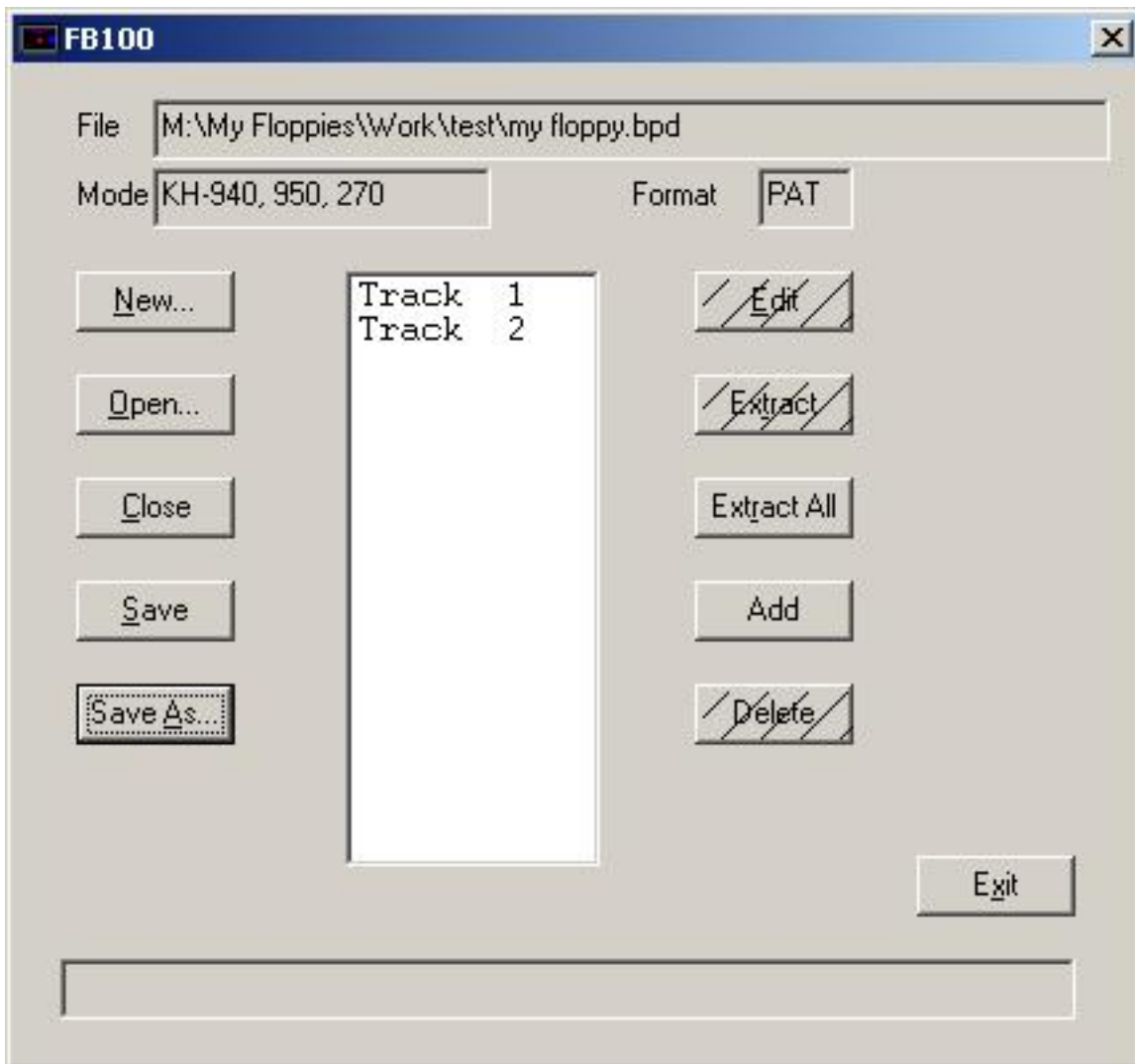


This function requires a Brotherlink 1 USB, a Brotherlink 5 USB or a Brotherlink 7 USB.
This function does not work on Windows 98 or Windows ME.

BL7USB

Save As

To save the displayed Brother Pattern Disk file to a different file name, press the button **Save As**.



You can select or create a folder and type a file name instead of the pre-displayed current file name. Press **Save** to save the Brother Pattern Disk file.



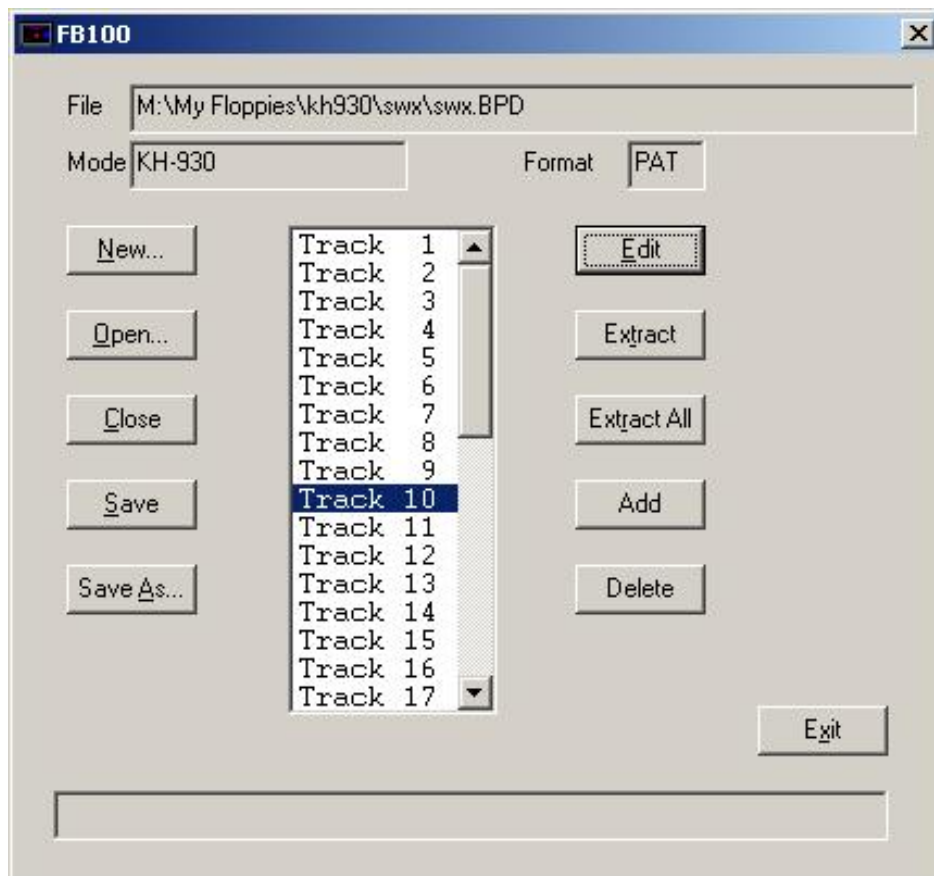
This function requires a Brotherlink 1 USB, a Brotherlink 5 USB or a Brotherlink 7 USB.
This function does not work on Windows 98 or Windows ME.

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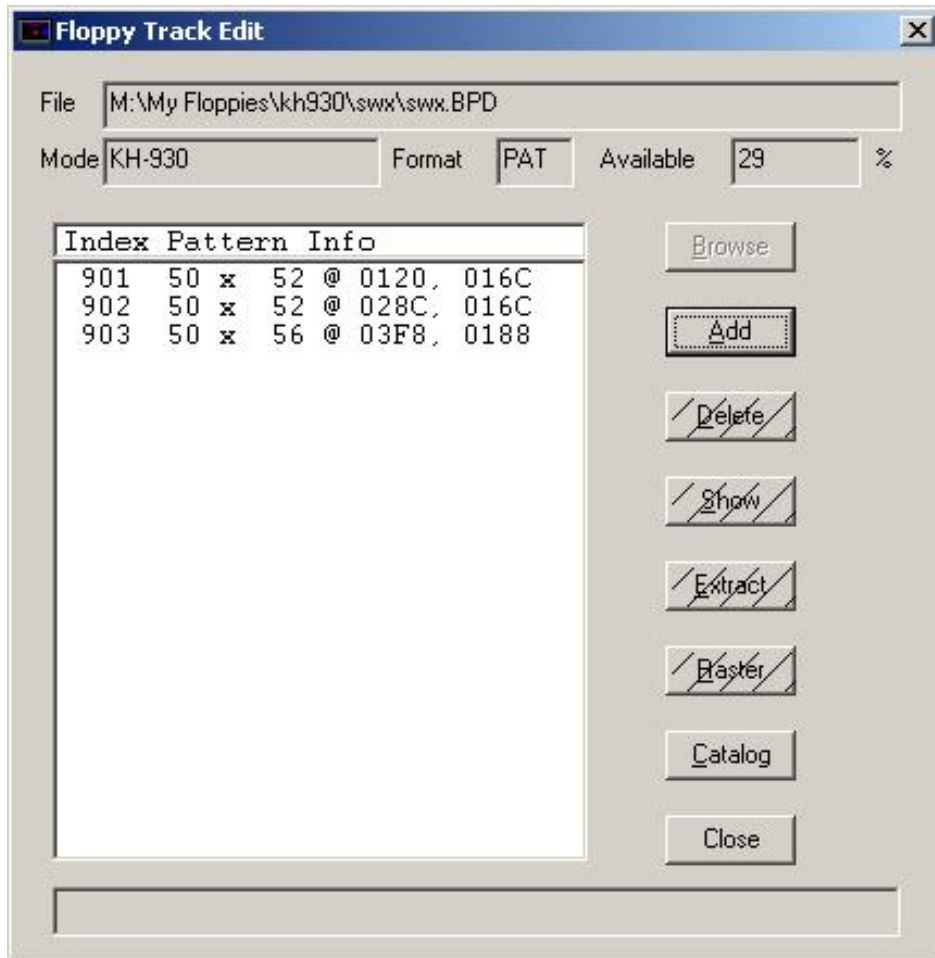
BL7USB

Edit Track

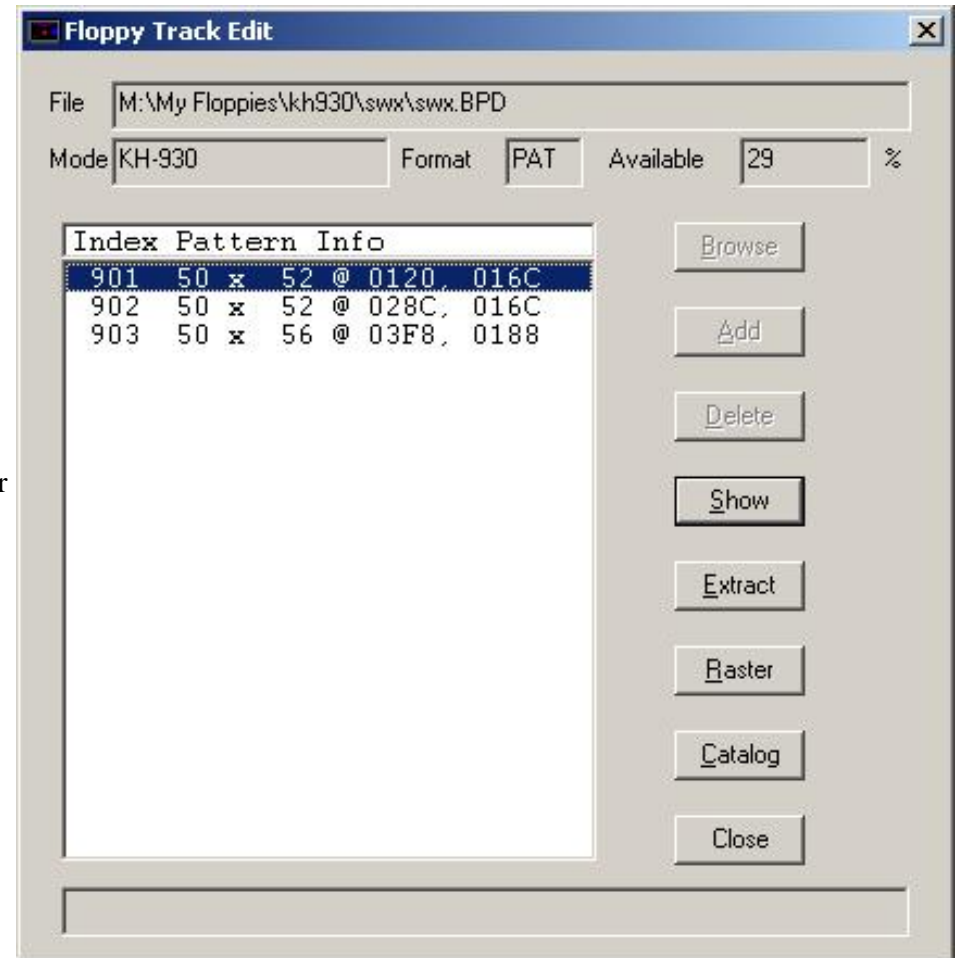
If you want to edit a track, select the track by clicking on it and then press **Edit**.



Now you see:



or



The Add and Delete functions require a Brotherlink 1 USB or Brotherlink 5 USB or Brotherlink 7 USB.
On Windows 98 and Windows ME, a Brotherlink 7 USB + FB100 is required.

The buttons have the following functions:

- [Browse](#) Function not planned
- [Add](#) Add one or more patterns to the track
- [Delete](#) Delete the selected pattern from this track
- [Show](#) View pictures of the patterns on this track
- [Extract](#) Save a pattern on this track as PAT file
- [Raster](#) Create a raster of the selected pattern
- [Catalog](#) Create a catalog of the patterns on this track
- Close Stop editing this track

BL7USB

Browse

Function not planned.

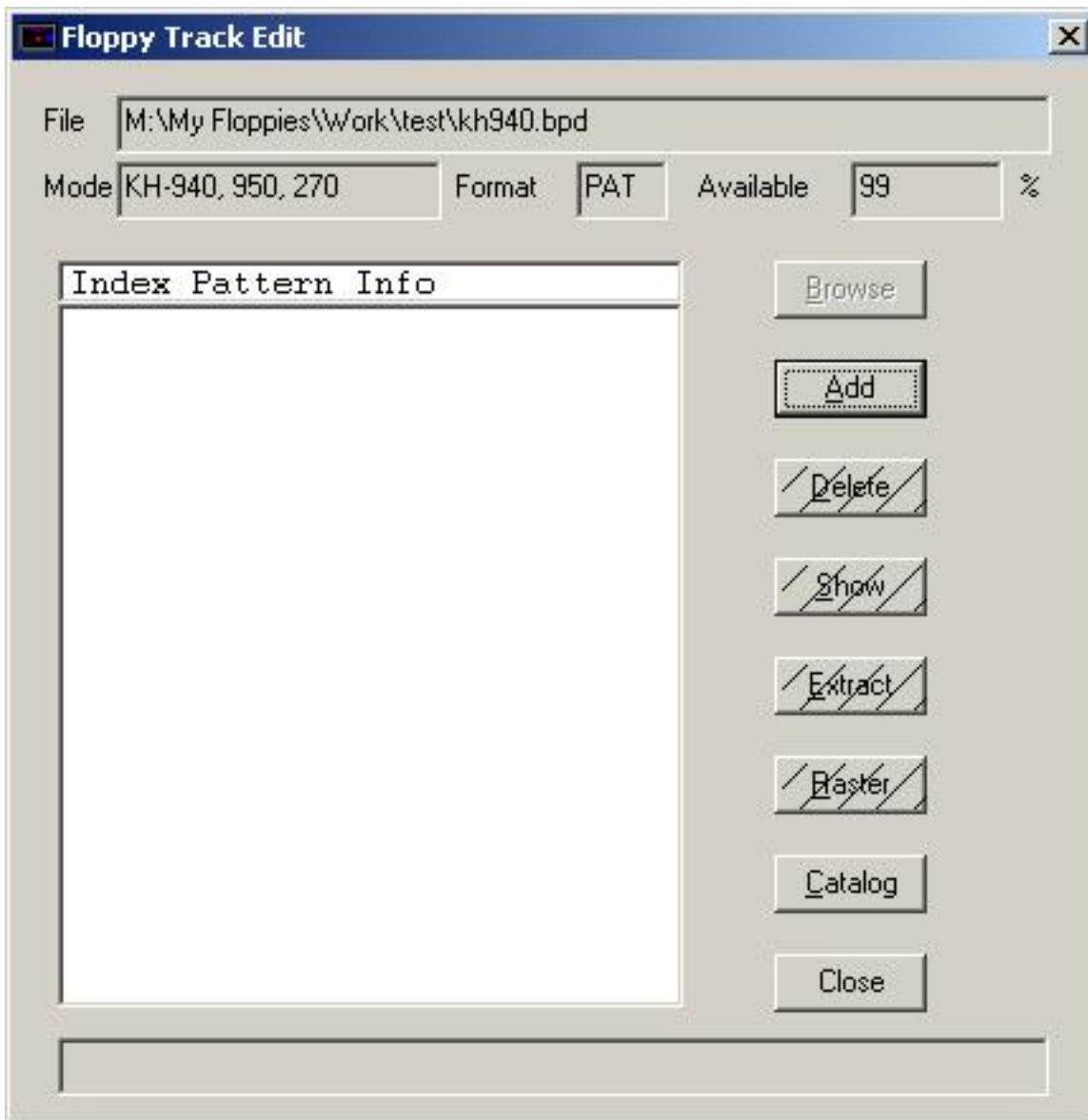
Potential functionality: browse your computer for one or more patterns.

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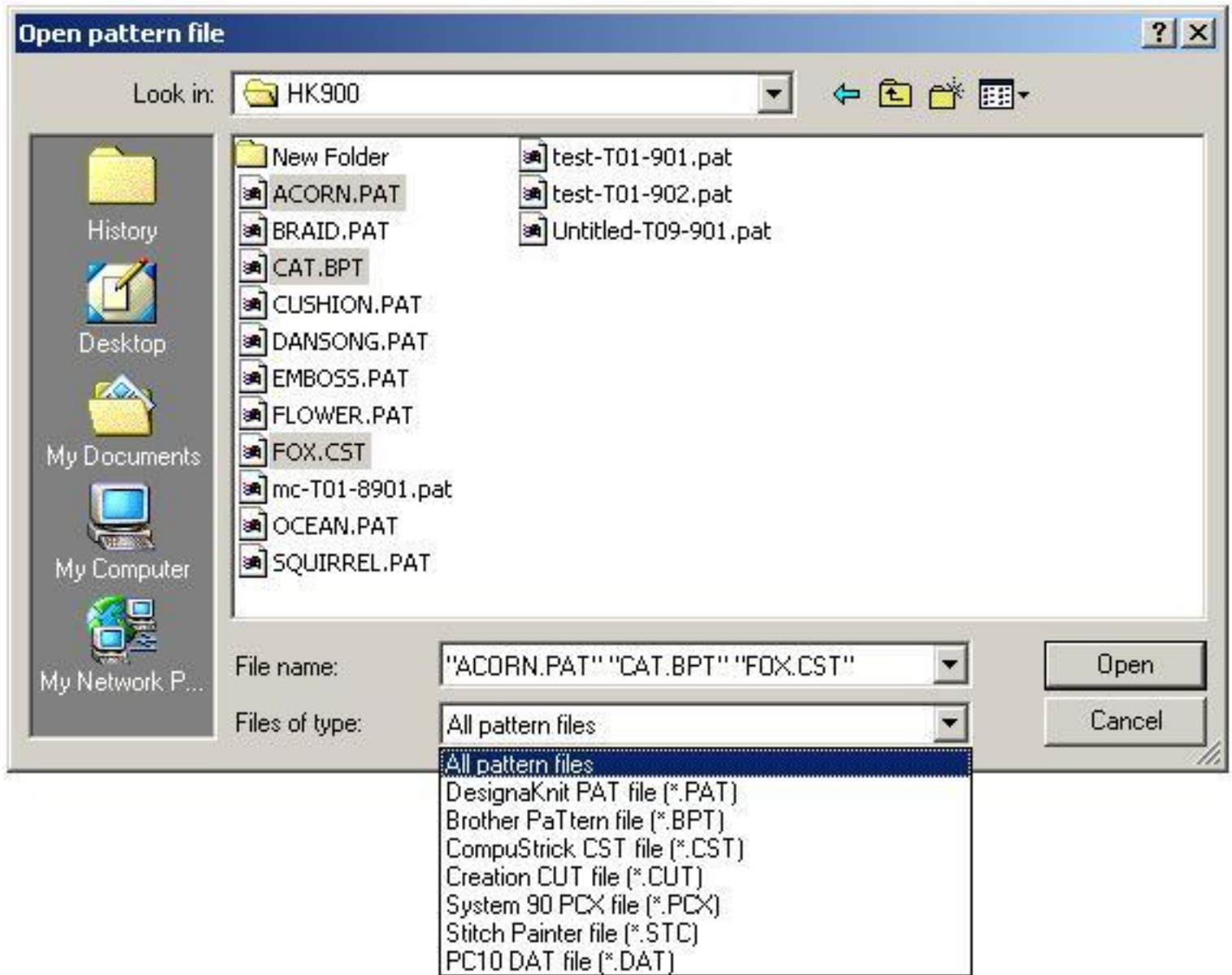
Add

To add one or more patterns to this page, press button **Add**.

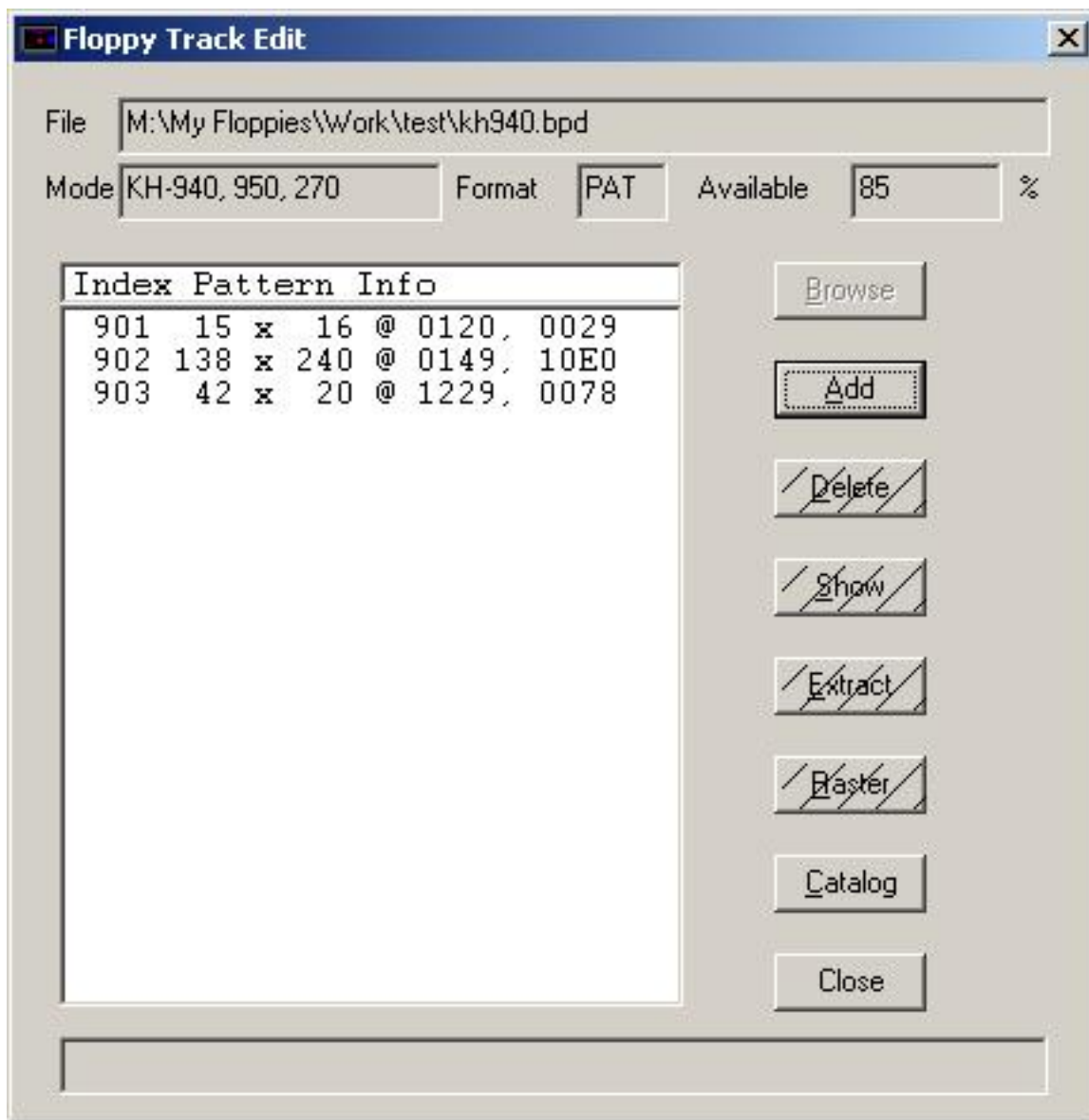


On the dialog below you can select one or more patterns. Press **Open** to add the file(s) to the page.

As you can see below, FB100 Utility supports multiple file formats. You can select multiple files with different file formats in one pass. In case you want to see files of a particular format only, select the required format in the "Files of type" drop down box.



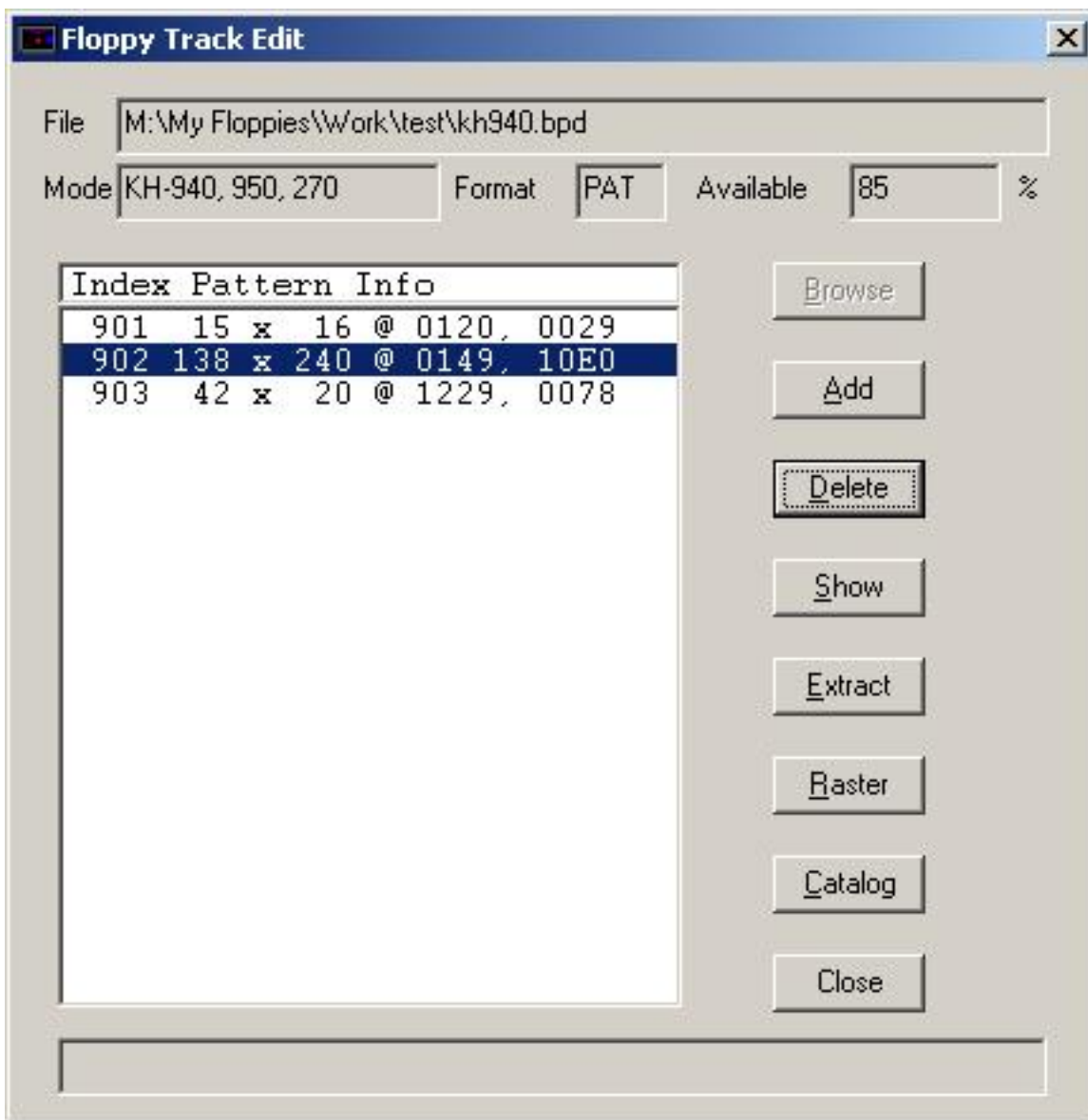
After you press **Open** you will see:



BL7USB

Delete

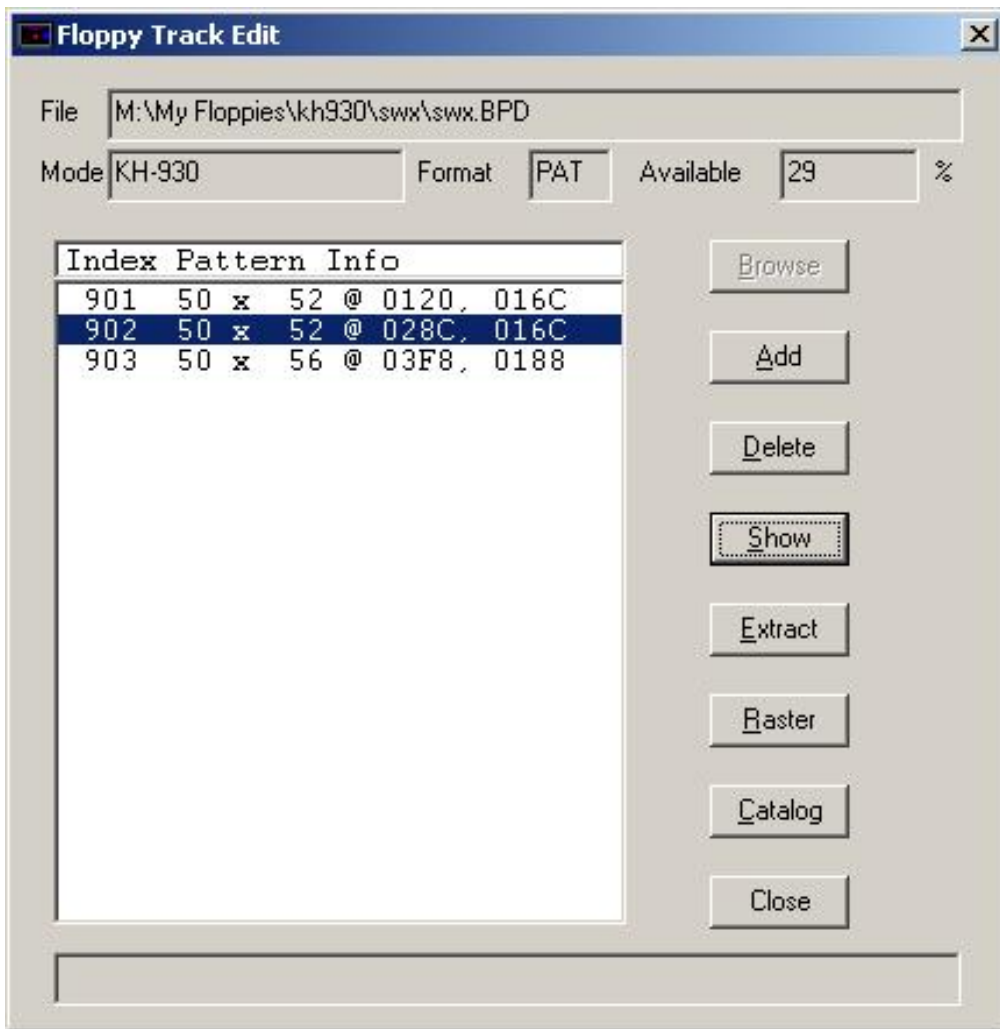
To delete a pattern from this track, select the pattern and press the button **Delete**



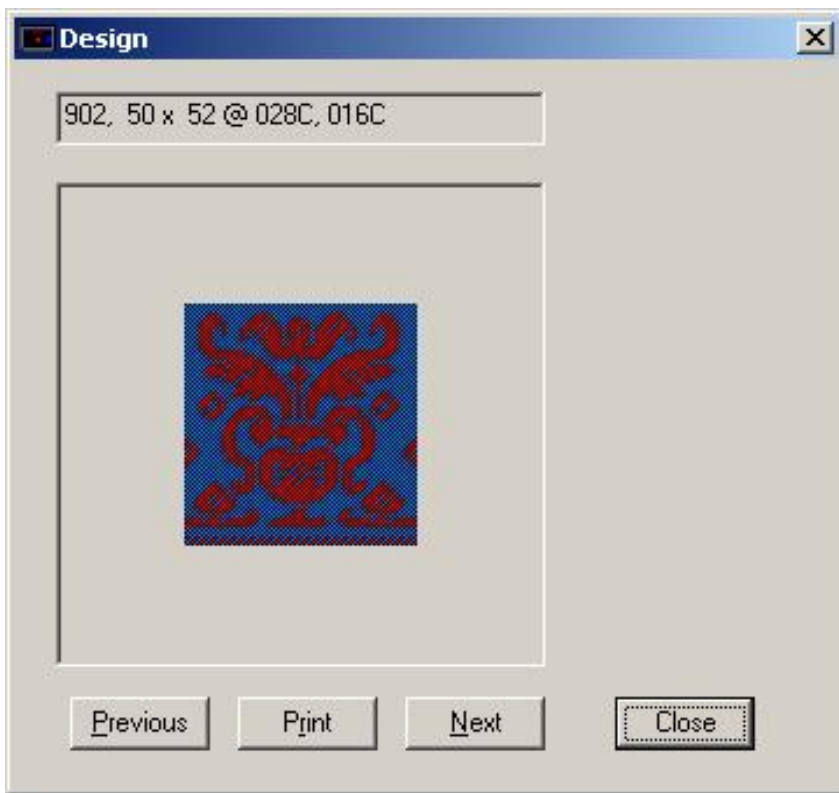
BL7USB

Show

To view pictures of the patterns on this track, select a pattern and press the button **Show**.



The dialog below shows the selected pattern.



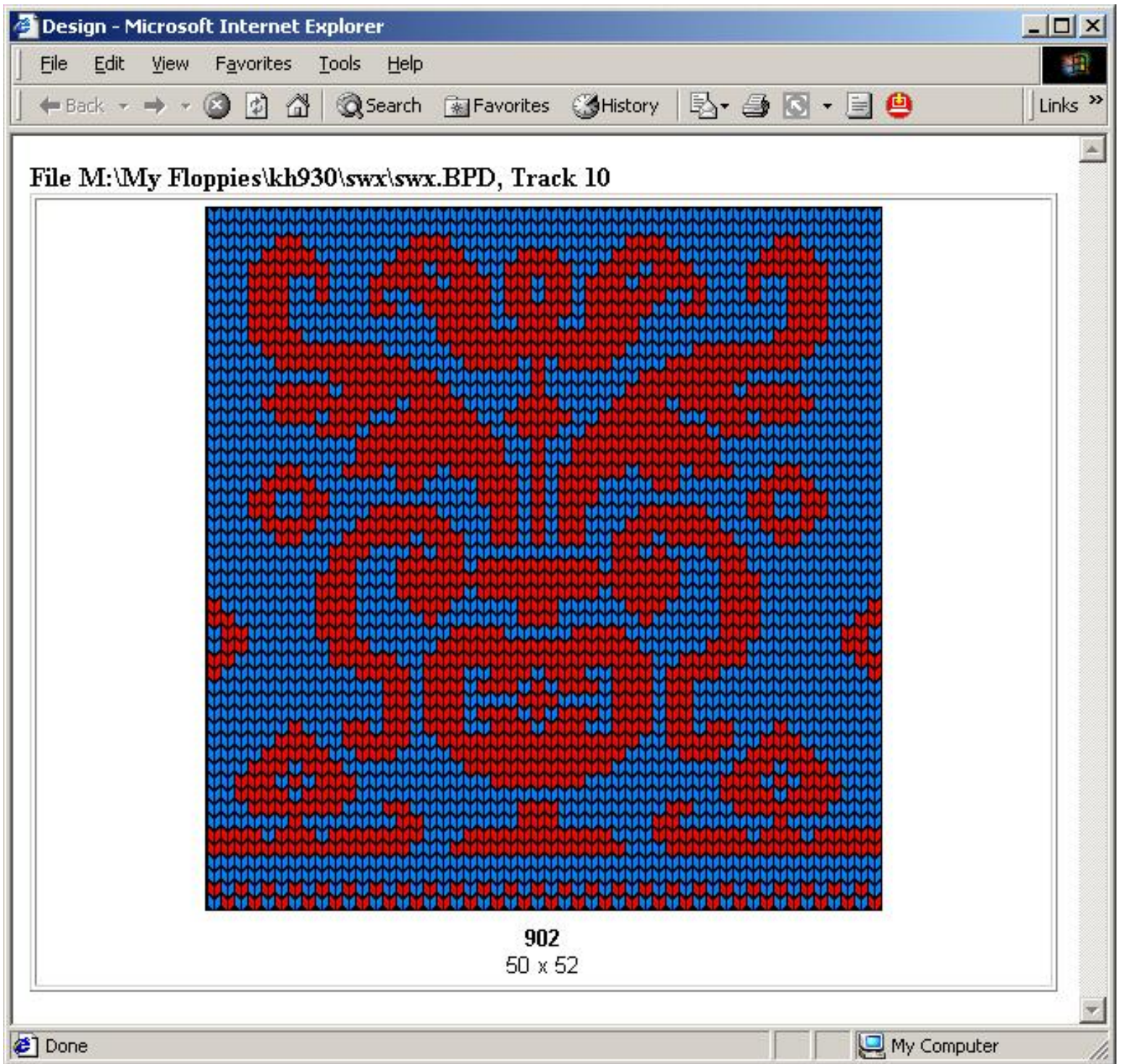
Press **P**revious to view a picture of the previous pattern.

Press **P**rint to print a pattern of the current pattern.

Press **N**ext to view a picture of the next pattern.

Press **C**lose to exit from Show.

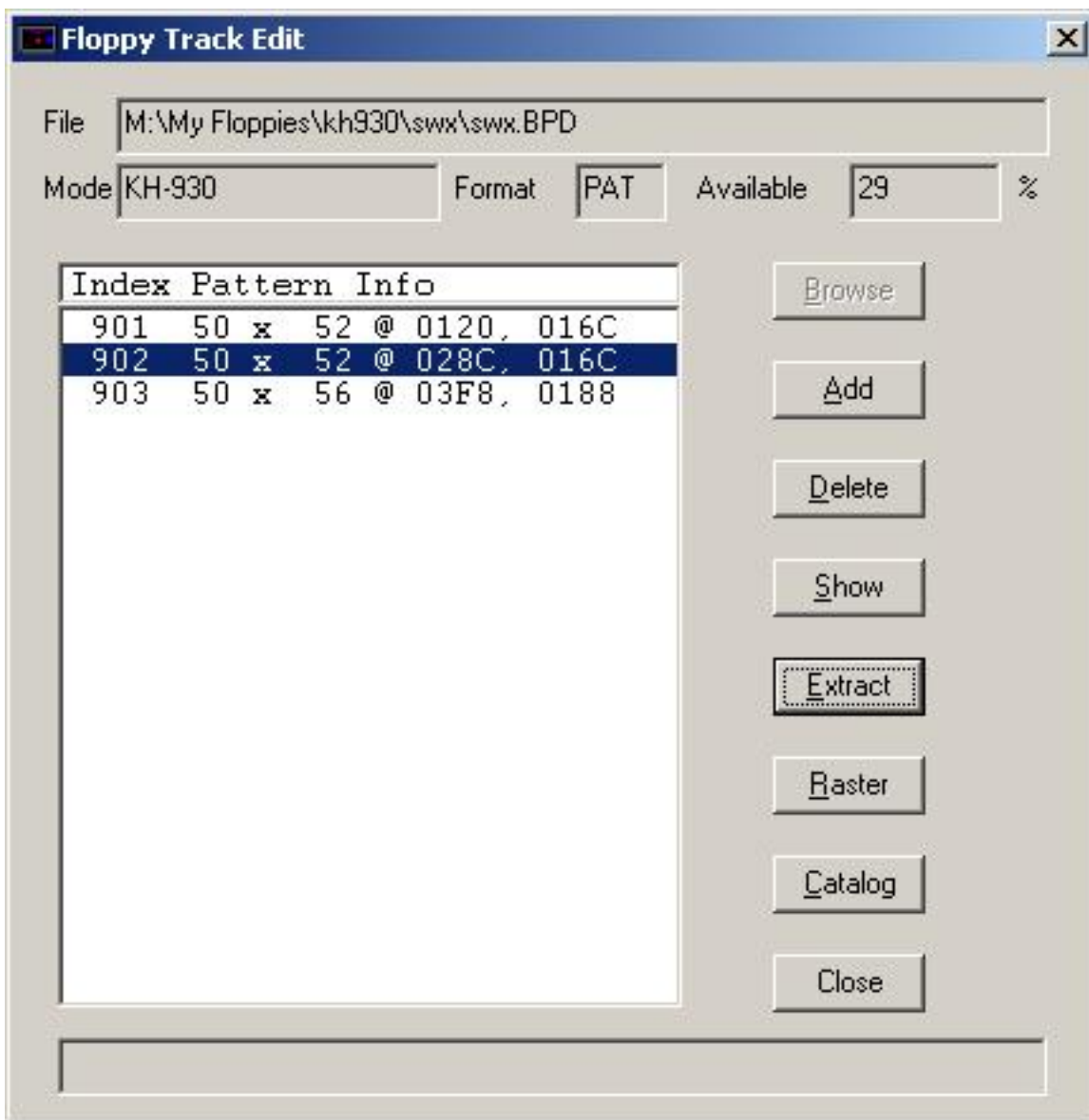
The pattern print is created as an html page. You can use the printing facilities of your web browser to print the page.



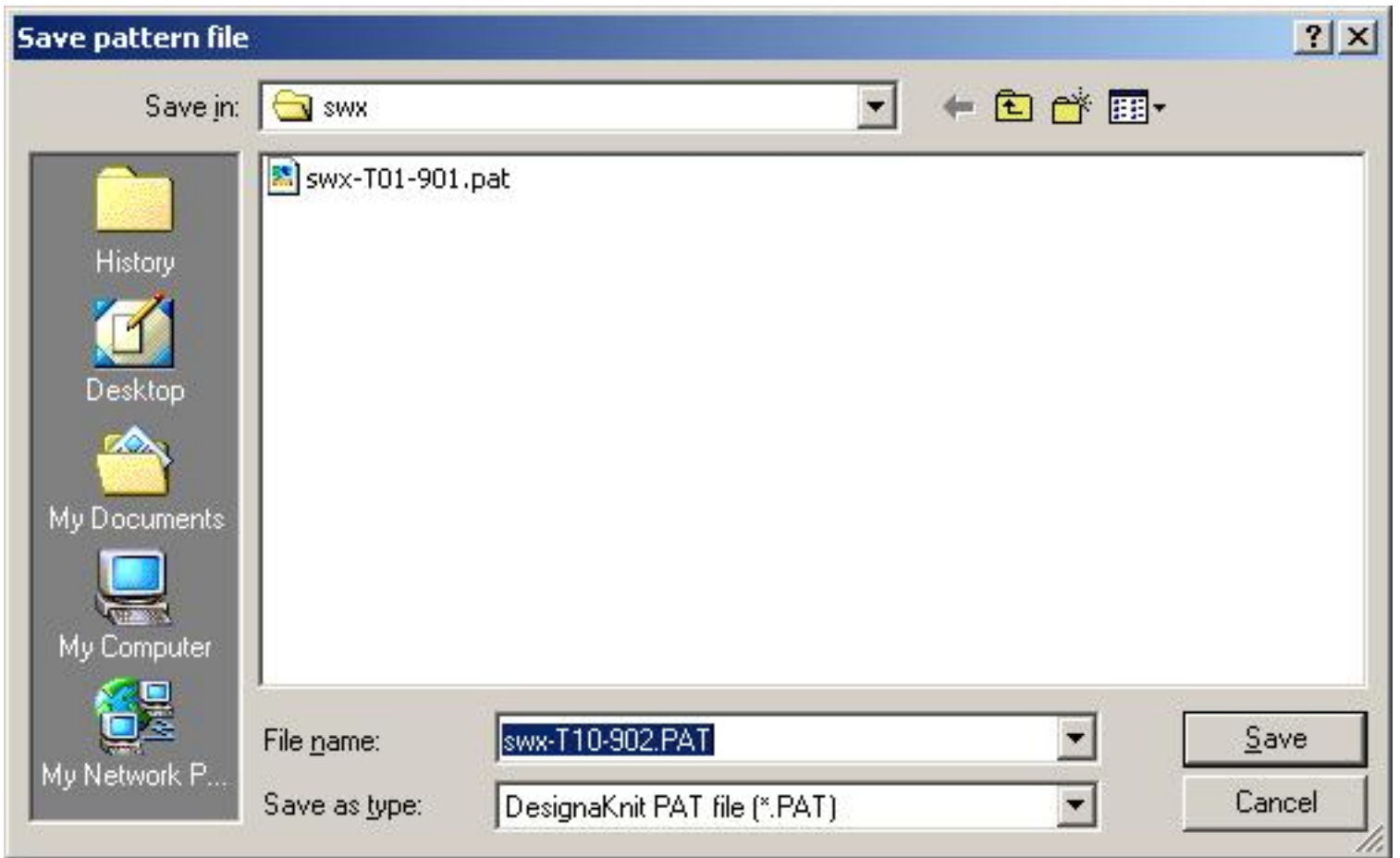
BL7USB

Extract

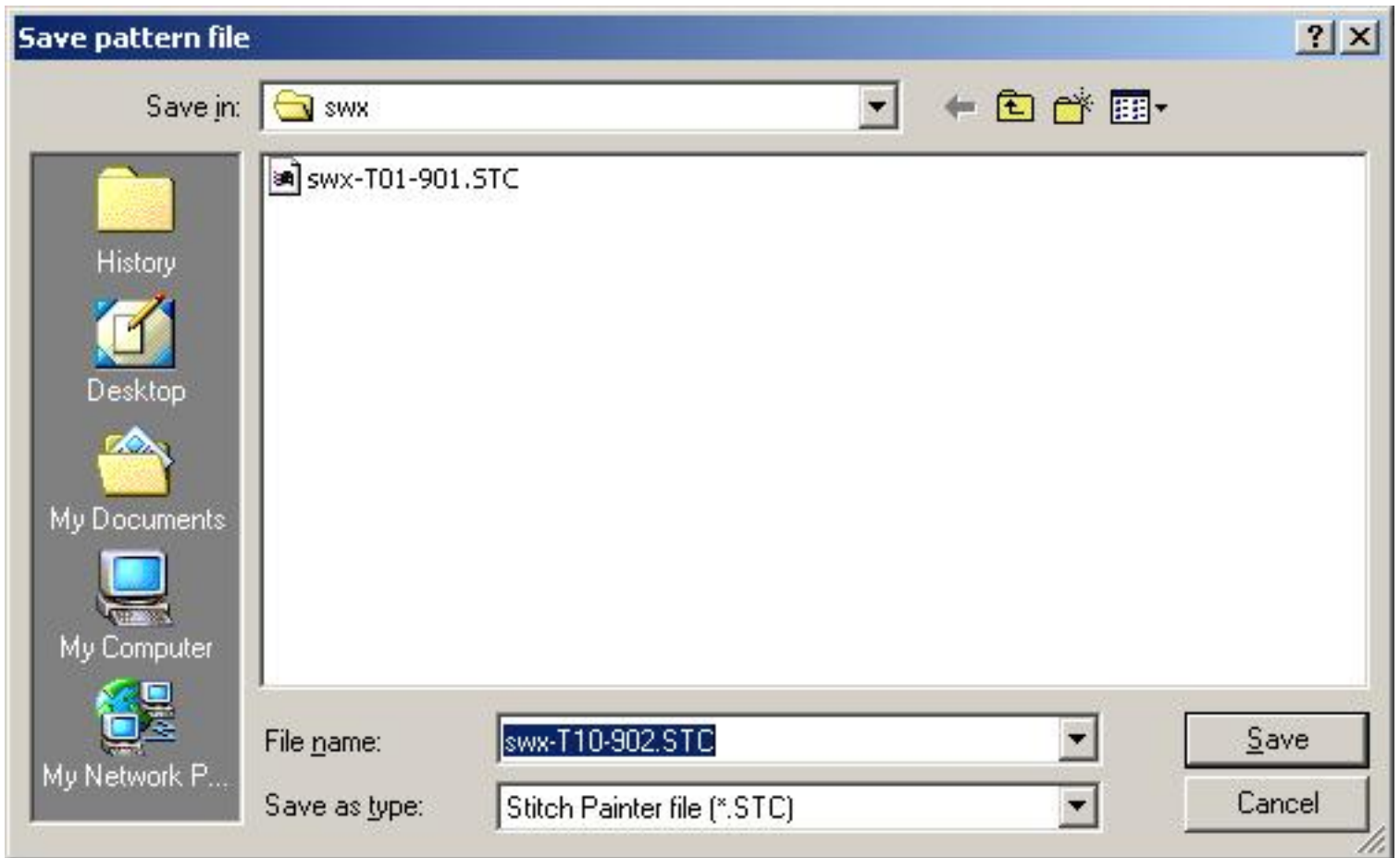
To save a pattern on this track (as PAT file) on your computer, press **Extract**.



You will see now a dialog where you can select or create a folder and type a file name in the **File Name** box.



in case you selected PAT format or



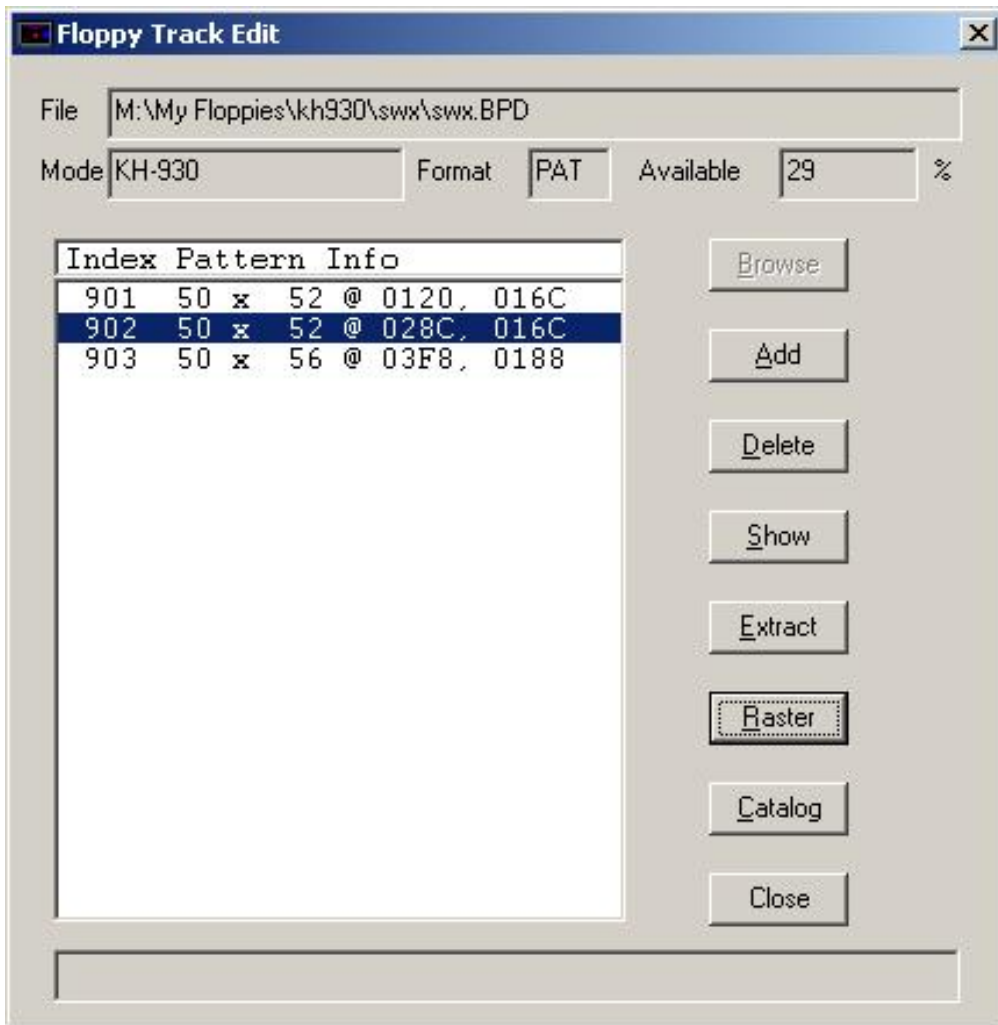
in case you selected STC format.

Press **Save** to save the pattern.

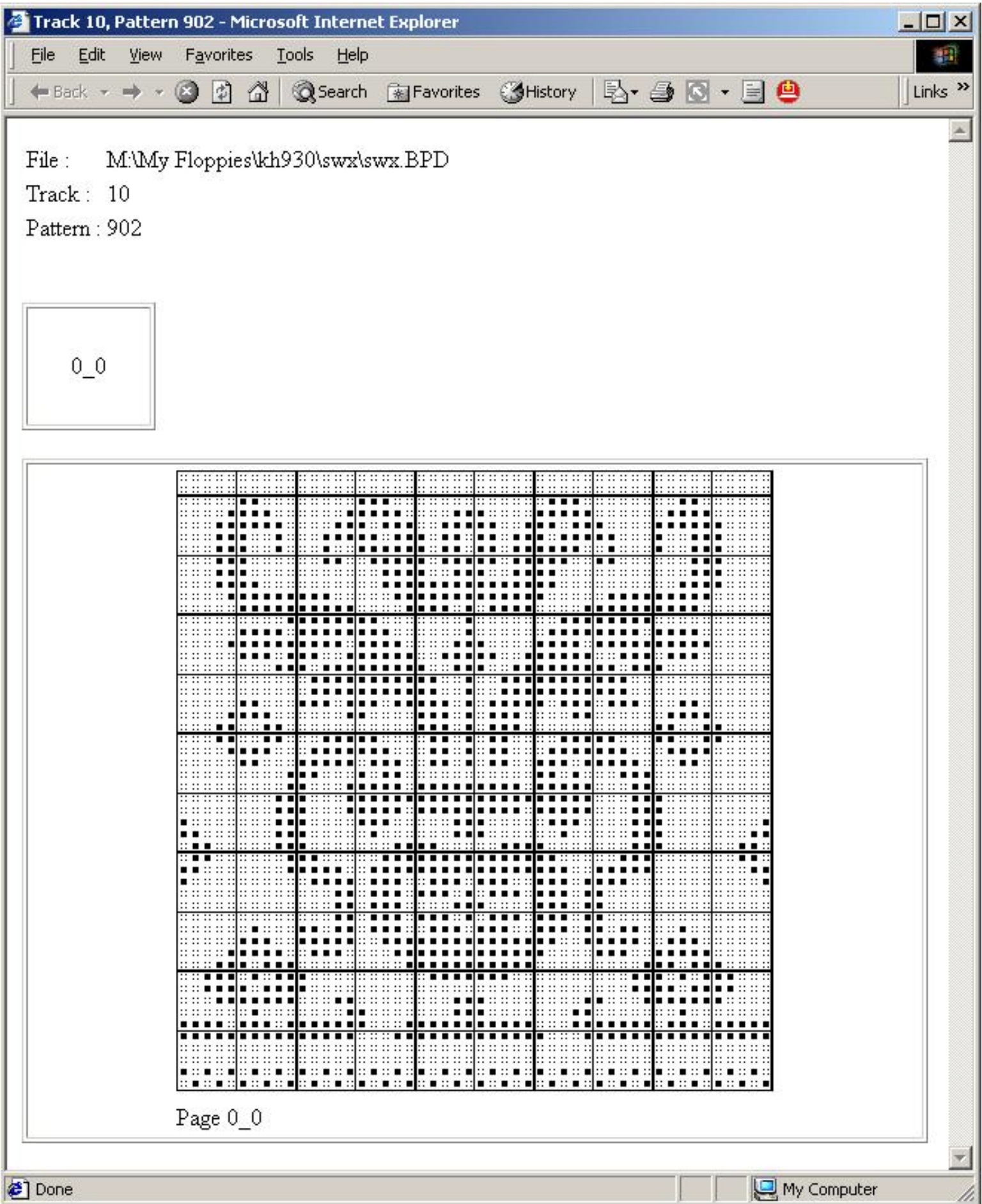
BL7USB

Raster

To create a raster of the selected pattern, press the button **Raster**.



The raster is created as an html page. You can use the printing facilities of your browser to print the raster.



You can find the html page on your hard drive in a subfolder of the folder where the bpd file resides.

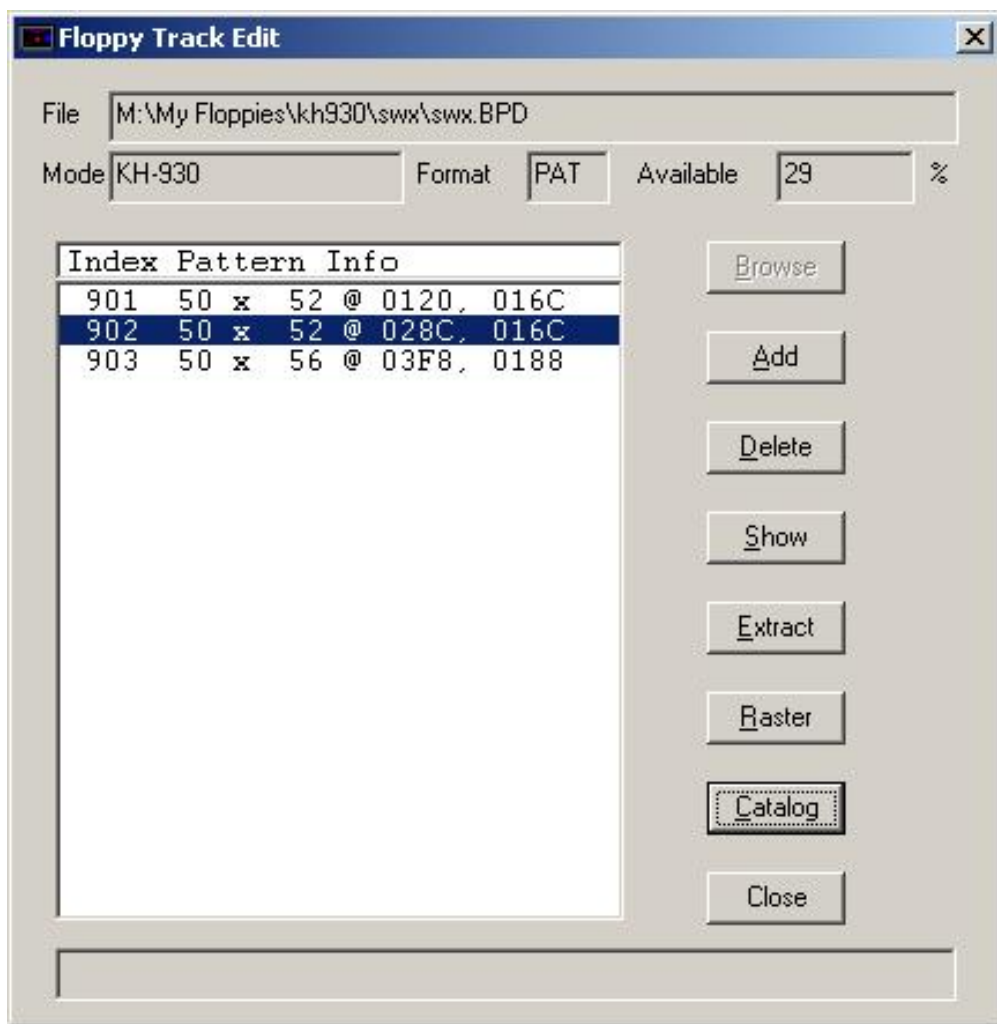
A raster is one overview page and one or more raster pages. The raster will be printed on multiple pages. Page breaks are inserted between the overview page and the first raster page and between the individual raster pages. You can glue the pages together in the order shown on the overview page.

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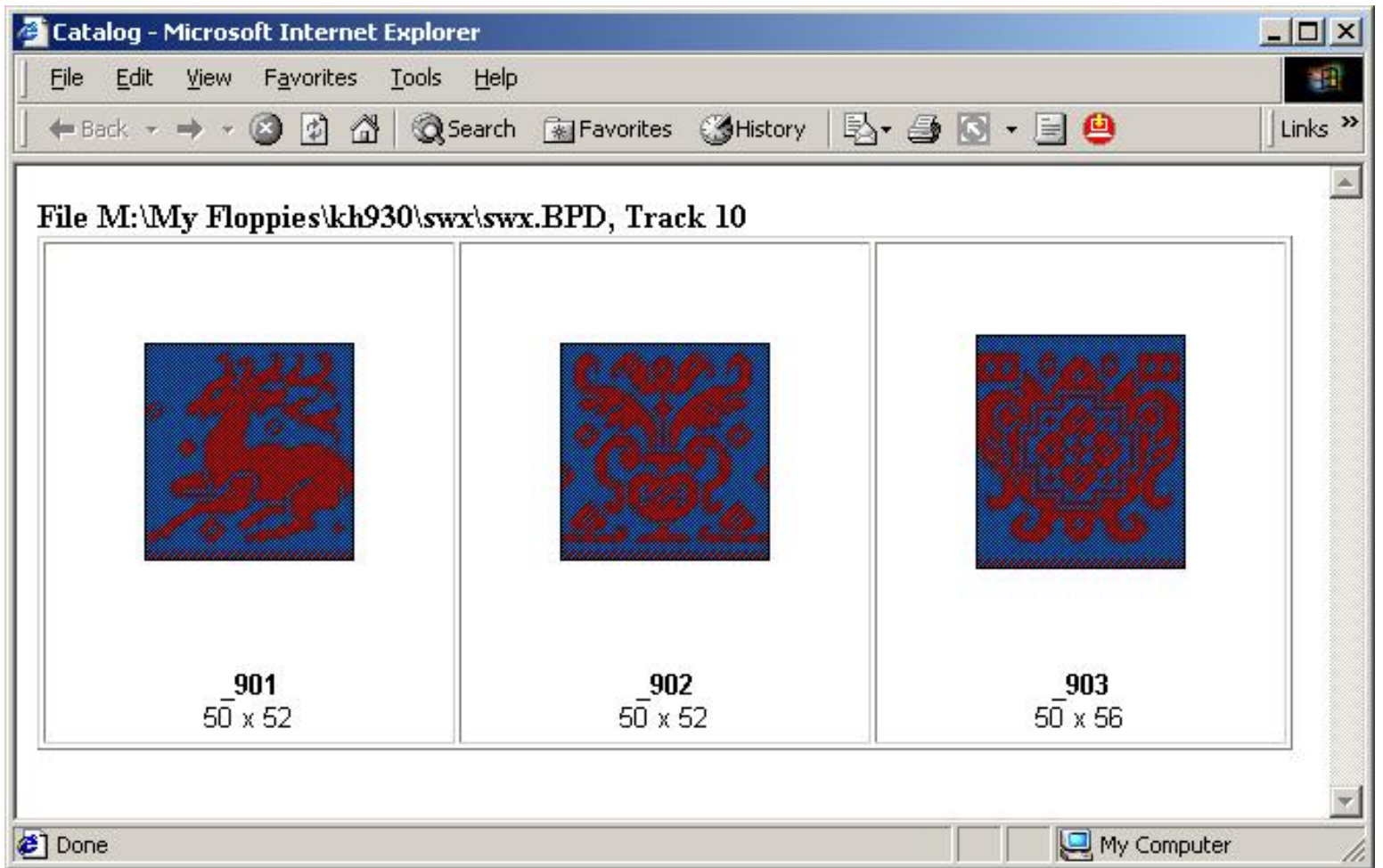
BL7USB

Catalog

To create a catalog of the patterns on this track, press the button **Catalog**.



The catalog is created as an html page. You can use the printing facilities of your browser to print the Catalog.



You can find the html page on your hard drive in a subfolder of the folder where the bpd file resides.

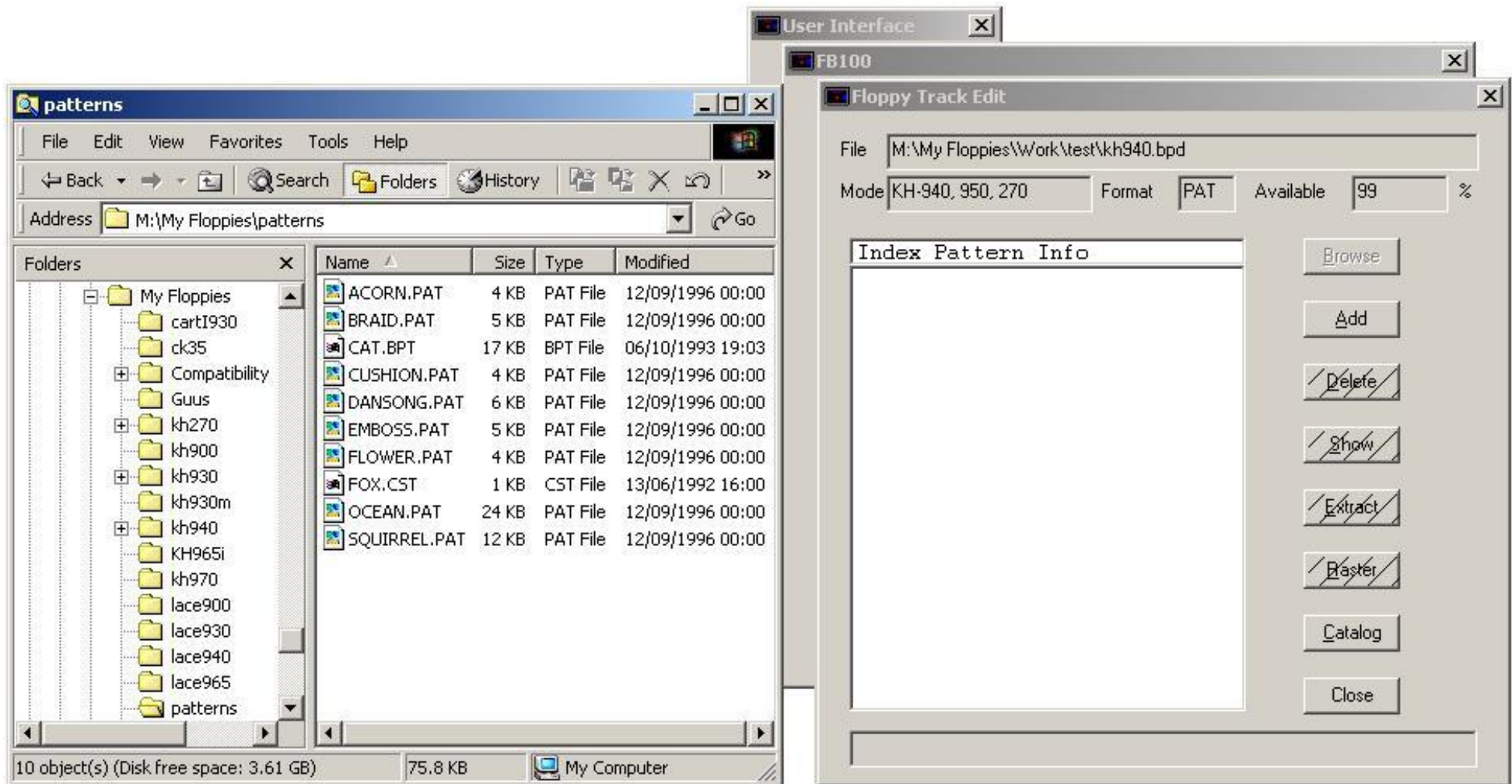
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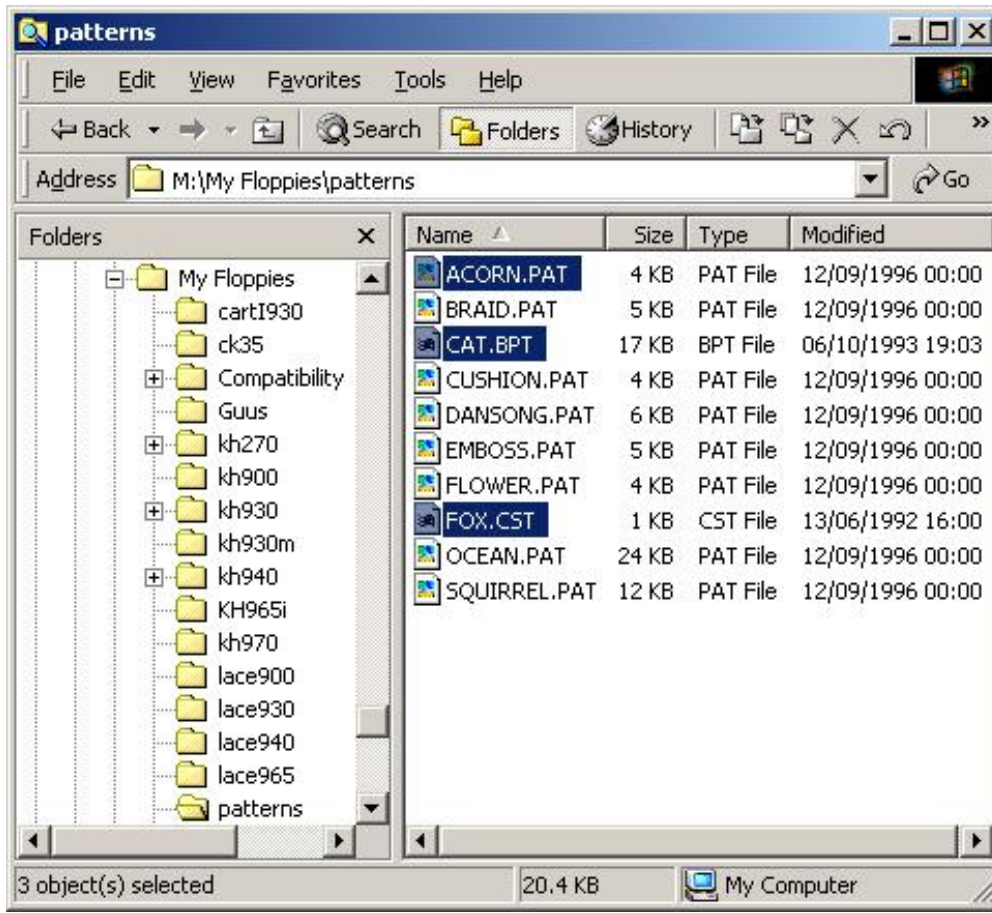
Drag and Drop

The Drag and Drop functionality enables you to drag one or more patterns from Windows Explorer and drop them on the Floppy Track Edit dialog.

Make sure that both Windows Explorer and the Floppy Track Edit dialog are visible.



Select one or more patterns in Windows Explorer.



Press and hold the left mouse button on one of the selected patterns.

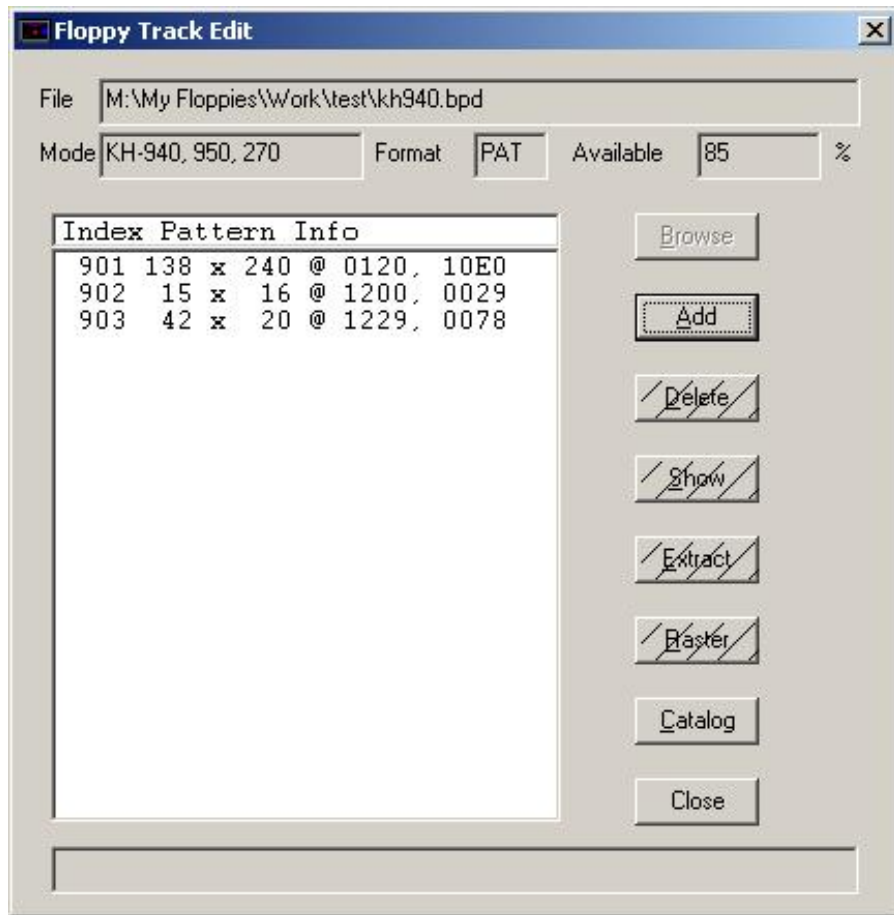
The mouse cursor changes as soon as you move the mouse (left mouse button still down) into:



Move the mouse cursor above the white area on the Floppy Track Edit dialog. As soon as the mouse cursor arrives above the white area, the mouse cursor changes into:



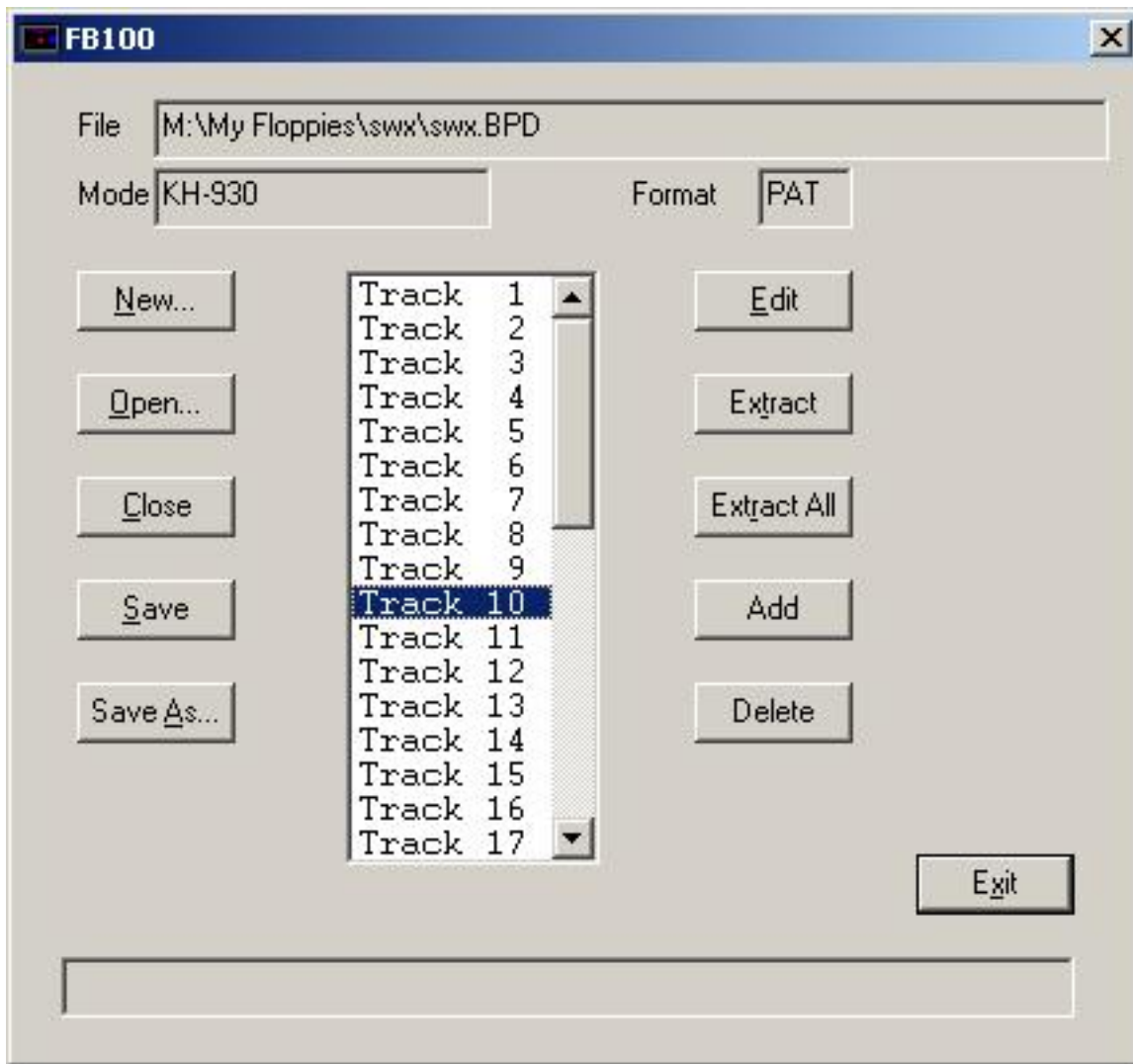
Now release the left mouse button. The selected files will be added to the track.



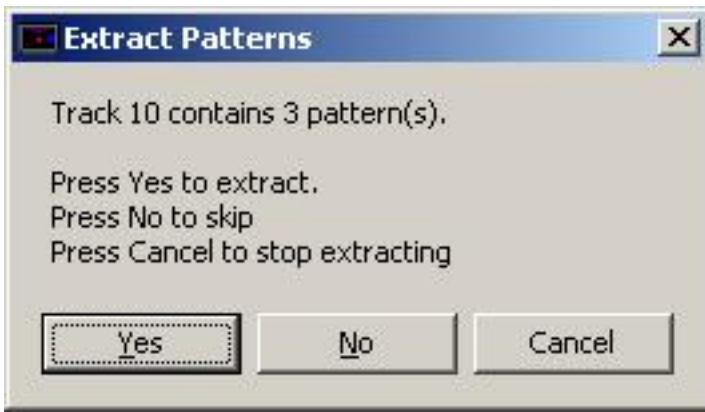
BL7USB

Extract

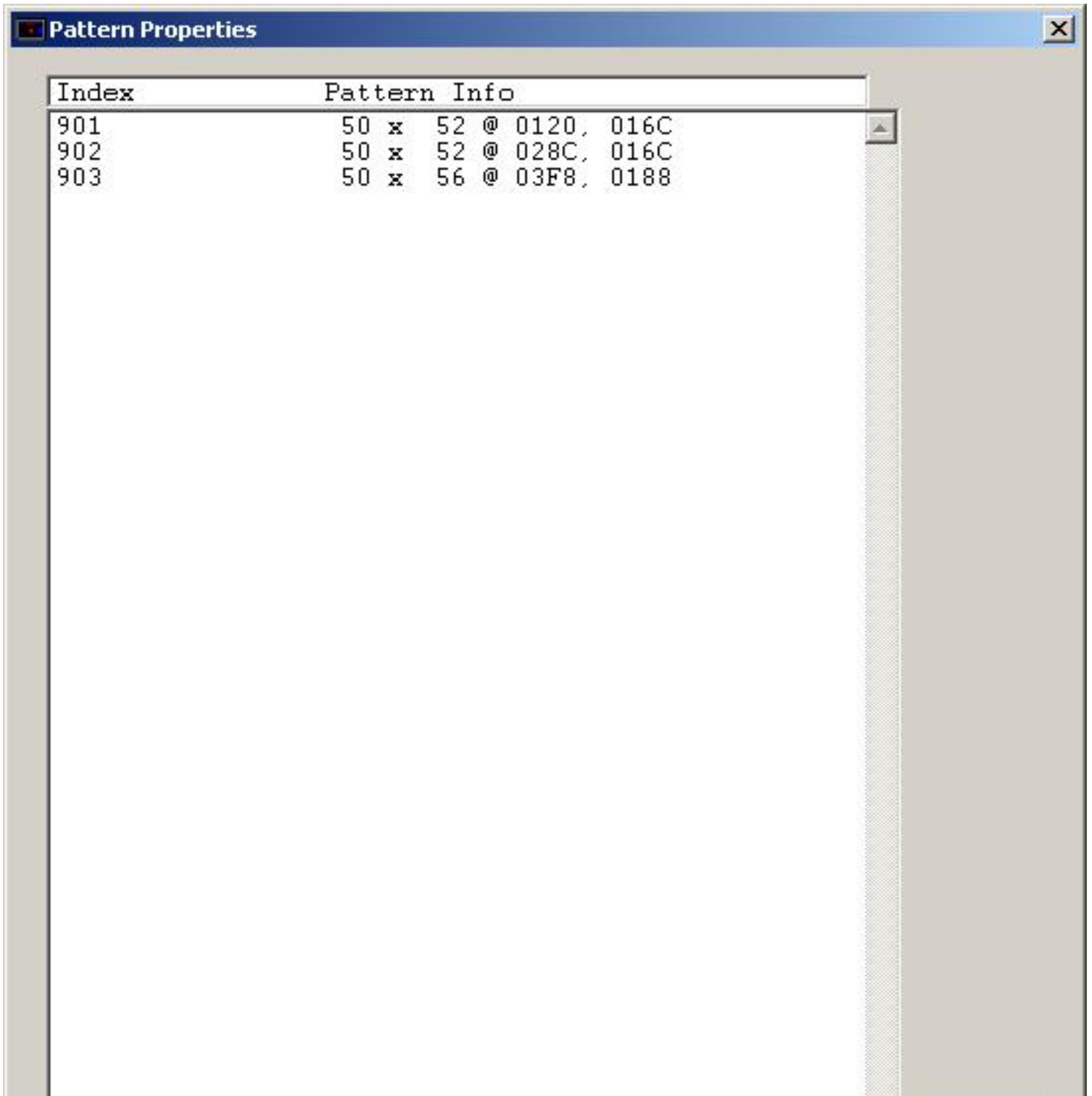
To extract the patterns on a track of the displayed Brother Pattern Disk file, select a track and press the button **Extract**.



FB100 Utility will tell you how many designs on the track exist. If you want to extract now, press **Yes**. If not, press **No** or **Cancel**.



The files, PAT files or STC files dependent on the Format field, that are created by Extract, are stored in the same folder as the Brother Pattern Disk file.





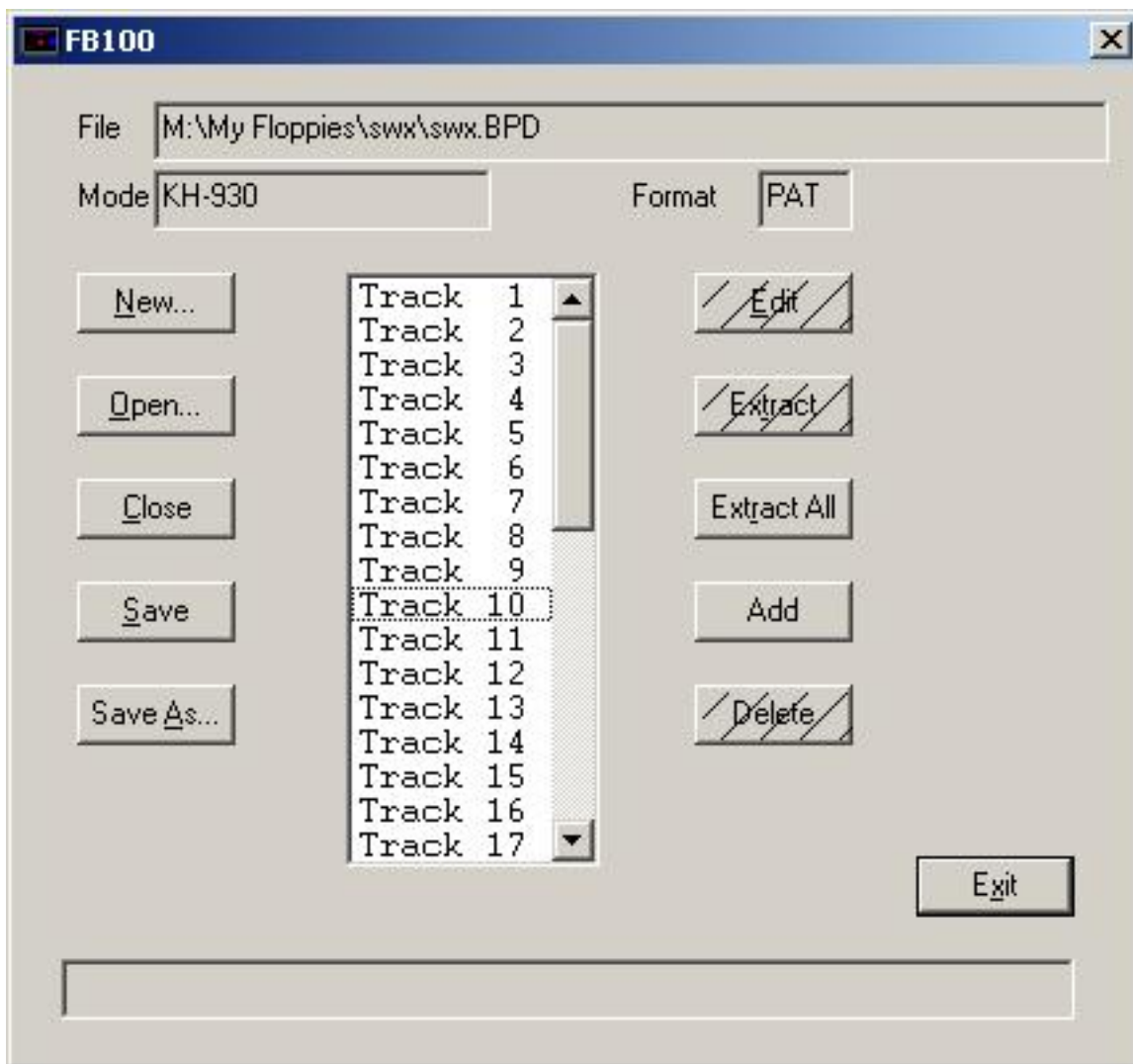
When the extraction has finished, you will get an overview of the extraction.

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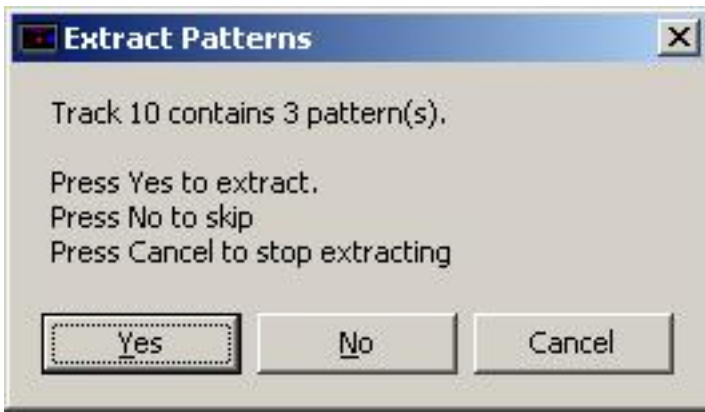
BL7USB

Extract All

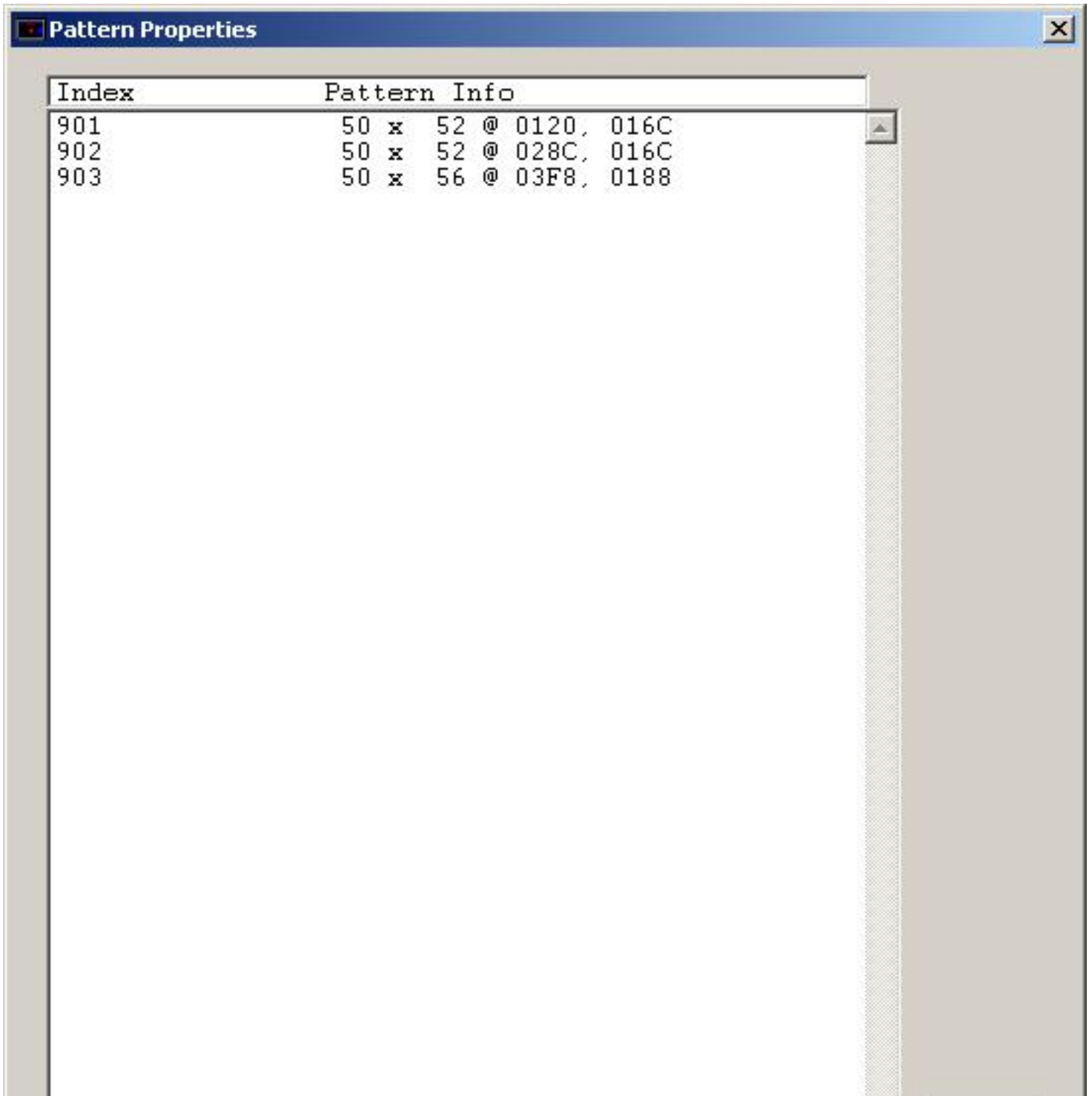
To extract all tracks of the displayed Brother Pattern Disk file, press the button **Extract All**.



FB100 Utility will tell you per track how many designs on the track exist. If you want to extract the track, press **Yes**. If you want to skip this track, press **No**. If you want to stop extracting, press **Cancel**.



The files, PAT files or STC files dependent on the Format field, that are created by Extract All, are stored in the same folder as the Brother Pattern Disk file.





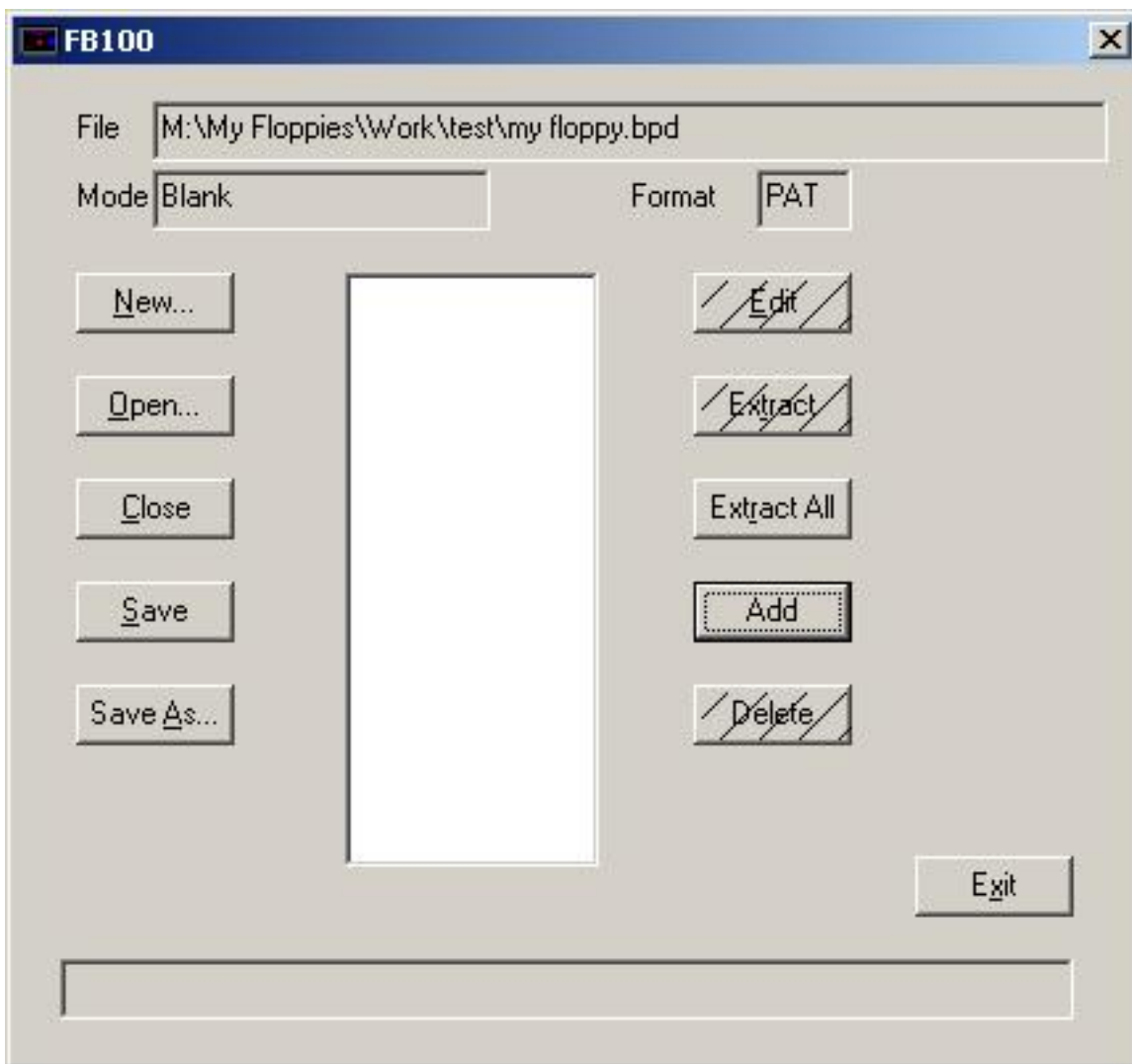
When the extraction of a track has finished, you will get an overview of the extraction.

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BL7USB

Add Track

To add one or more tracks to this Brother Pattern Disk file, press button **Add**.

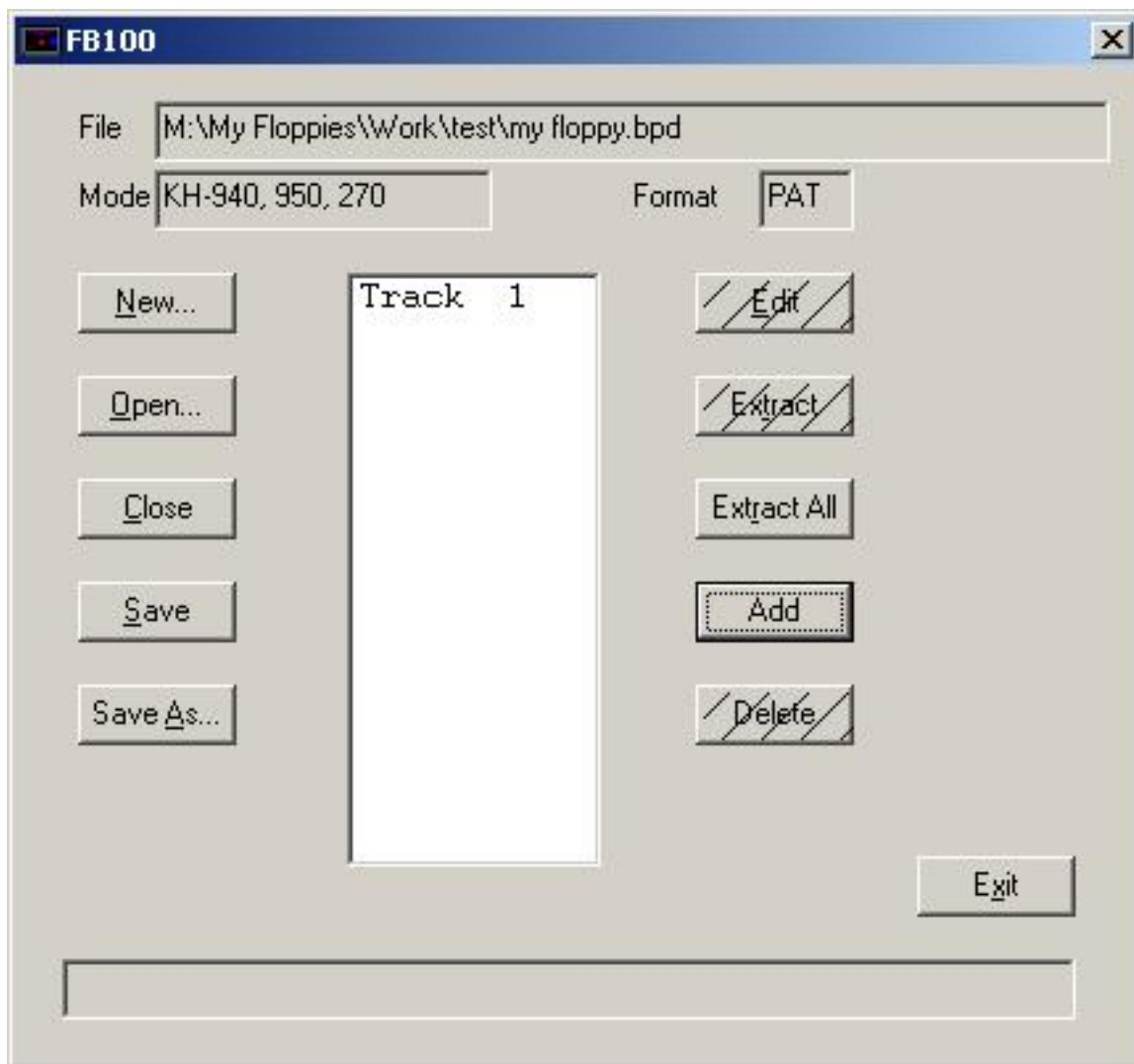


In case the floppy doesn't contain any tracks (Mode field is blank), you will be asked to set the Mode



KH970 and CK35 are currently not supported. Both KH970 and CK35 can use KH940 format Brother Pattern Disk files.

Press the button that corresponds to the Mode (disk format) of your choice and you will see:



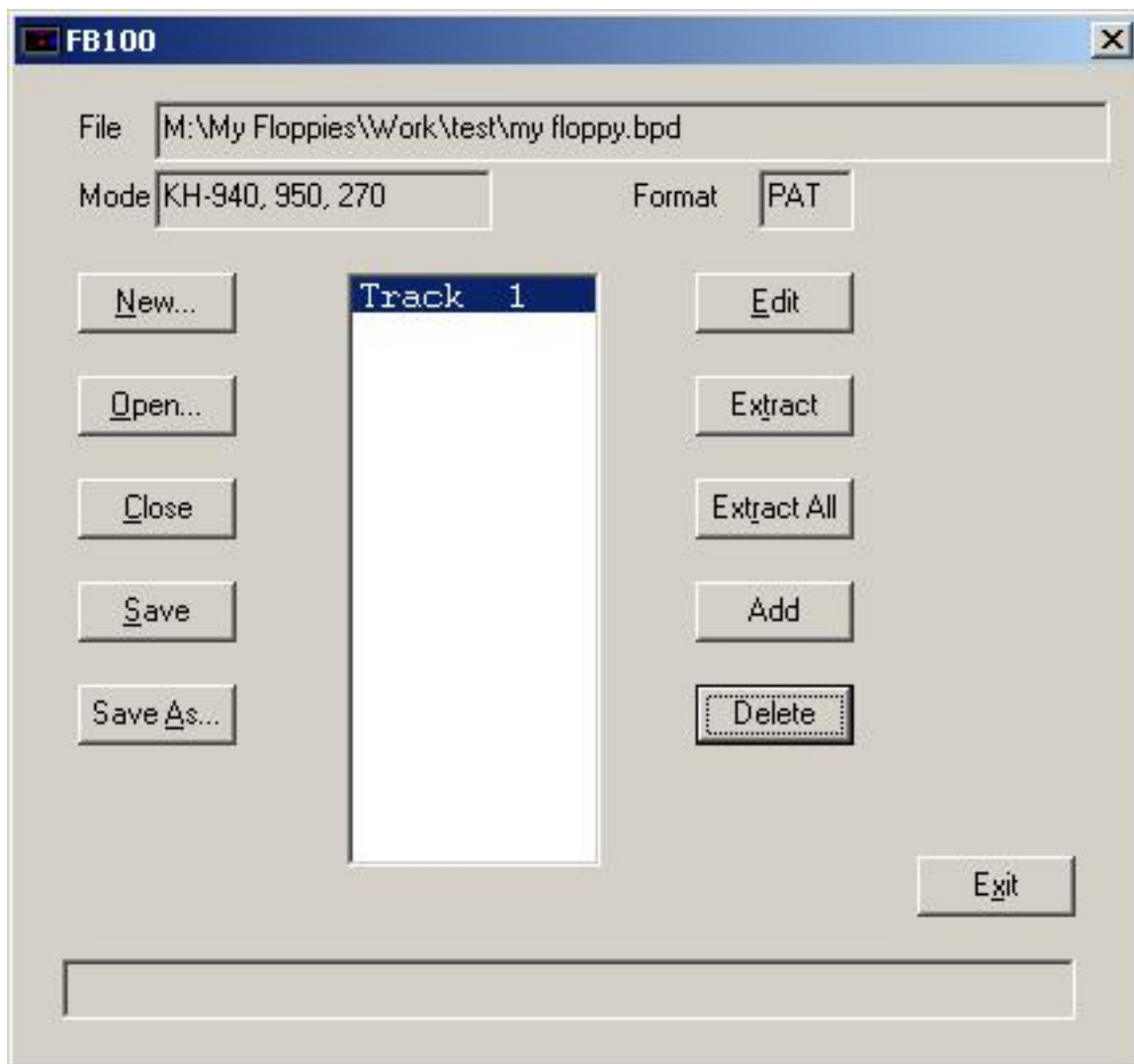
Note that Track 1 has been added. You are now ready to Edit this track. You can edit a track by selecting (click on) the track and pressing the **Edit** button.

This function requires a Brotherlink 1 USB, a Brotherlink 5 USB or a Brotherlink 7 USB. This function does not work on Windows 98 or Windows ME.

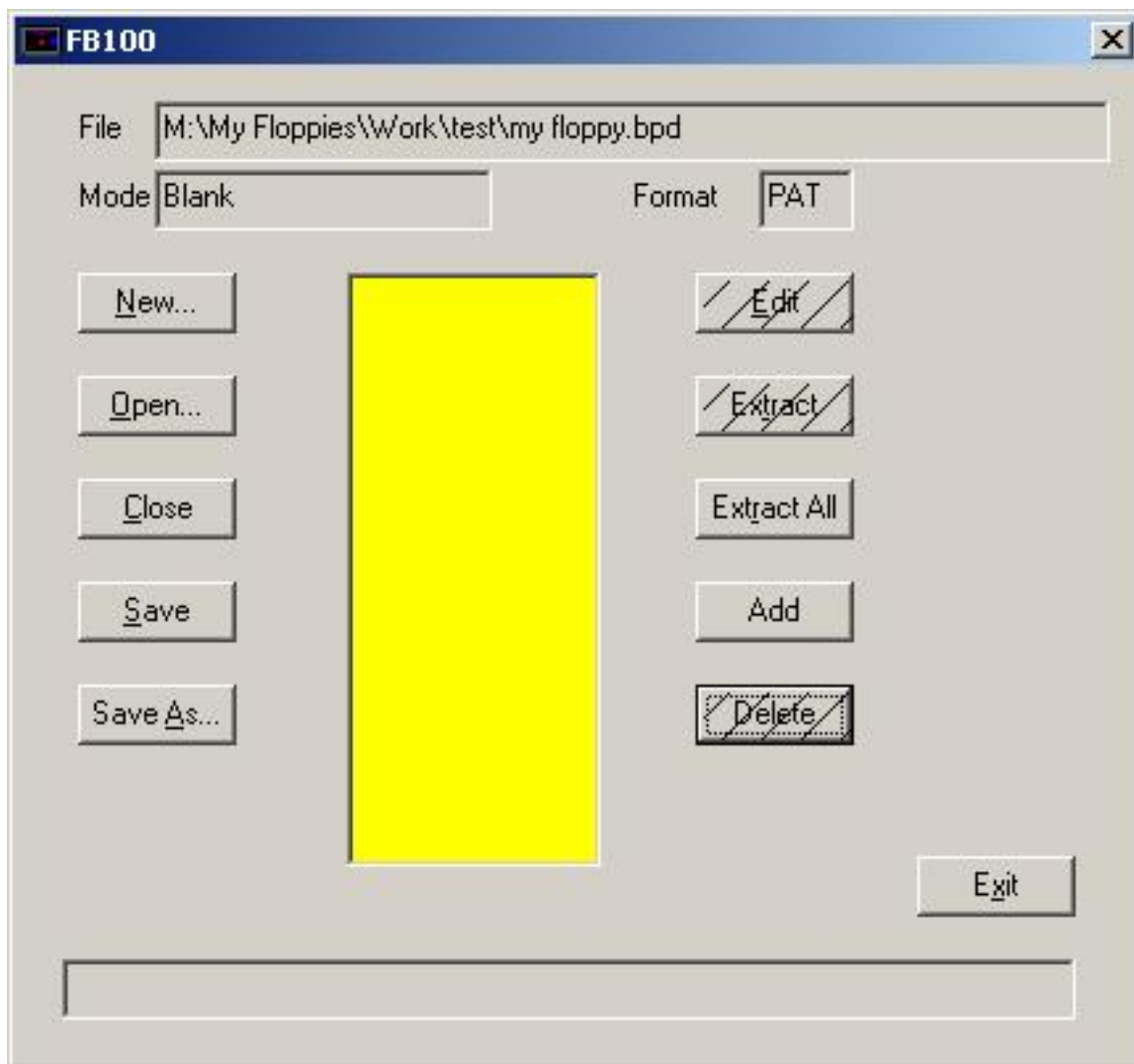
BL7USB

Delete Track

To delete a track from this Brother Pattern Disk file, select the track to delete and press button **Delete**.



The selected track will be deleted from the Brother Pattern Disk file.



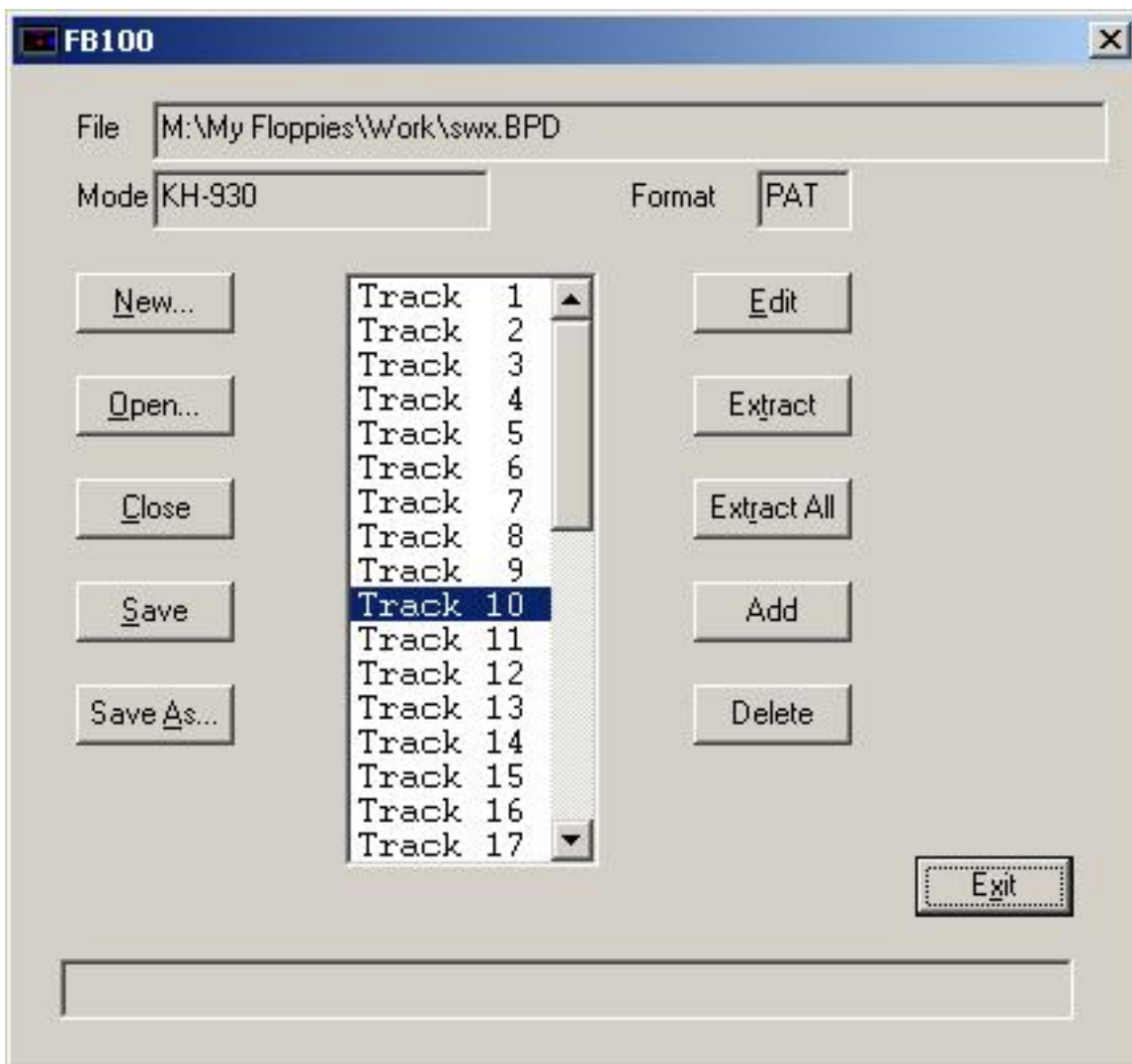
In case you delete a track from a Brother Pattern Disk file, the **Delete** button will become hatched. The reason for the hatching is that there is no track selected in the track table. Note: you can delete track 1 from a Brother Pattern Disk file, while also track 2 exists. If you do so, track 2 will NOT become track 1, but will stay track 2. Knitting machines and the PPD will still be able to access track 2.

This function requires a Brotherlink 1 USB, a Brotherlink 5 USB or a Brotherlink 7 USB. This function does not work on Windows 98 or Windows ME.

BL7USB

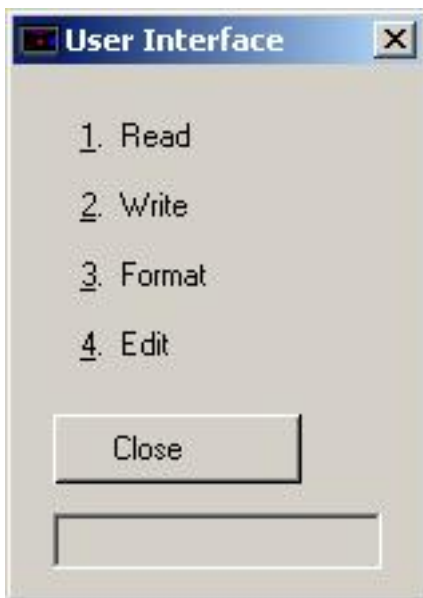
Exit

Press **Exit** to exit from the editing of Brother Pattern Disk files.



BL7USB

Close



You close FB100 Utility by pressing the button **Close** or on the cross in the right top corner of the dialog box.

BL7USB

Getting Started

Parts list

1. [BL7USB](#)
2. CD ROM with FB100 Utility software, test program and USB drivers
3. Knit Link Arm for interactive knitting with DesignaKnit (optional)

Software Installation

Note: INSTALL THE SOFTWARE BEFORE YOU CONNECT THE BL7USB TO THE COMPUTER

1. Put the USBLinks installation CD in the CD ROM drive
2. The USBLinks installation program will start automatically
3. When autorun is not enabled on your computer, look for the CD and double-click autoplay.exe in the root of the CD
4. Follow the instructions on the screen, the InstallShield installation wizard will guide you through the process

Note 1: It is recommended to install FB100 Utility to the suggested folder.

Hardware Installation

1. Connect the [Convex](#) connector of the BL7USB cable to the port at the backside of your FB100
2. Connect the [A](#) connector of the BL7USB to a free USB port on your computer
3. Check the green light to go on and flash one time green/red, and stays off afterwards.
4. Windows will indicate "New hardware found"
5. Preferably let Windows search for the drivers
6. If not found, tell Windows that the drivers are on the CD ROM
7. If Windows indicates that the drivers are not compatible, press "Continue anyway"

8. The USB Serial Converter is now installed
9. Windows will indicate again "New hardware found"
10. Preferably let Windows search for the drivers
11. If not found, tell Windows that the drivers are on the CD ROM
12. If Windows indicates that the drivers are not compatible, press "Continue anyway"
13. The USB Serial port is now installed
14. The installation has finished now
15. On some systems a restart is required after the installation of the USB drivers

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BL7USB

Messages

Various things can go wrong while running FB100 Utility. Fb100 Utility will report errors and also other vents via message boxes.

There are two major message categories:

1. [Messages during Read,Write,Format](#)
2. [Messages during Edit](#)

You will find screen shots of the messages, an explanation what they mean and where possible hints on how to resolve the event.

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BL7USB

Messages during Read, Write, Format



You get this message reading a disk with incorrect sector size. The disk you are trying to read is probably not a Brother Pattern Disk. In the screen shot to the left, the sector size was 1280 bytes. You can also get this message for B00 while writing. The FF in the error code can also read 00.



You get this message when reading a disk that is not formatted for the FB100. The most common case is that you inserted a PC floppy. Another common case is that the belt of the disk drive needs to be replaced.



You get this message when writing a disk that is not formatted for the FB100. The most common case is that you inserted a PC floppy. Another common case is that the belt of the disk drive needs to be replaced.



You get this message when you ejected the floppy while a write operation was in progress. You can also get this message for A00 while reading. The FF in the error code can also read 00.



You get this message when the disk is not inserted correctly or the door of the FB100 is not closed (correctly). To correct this problem: close FB100 Utility; power down the FB100; eject the disk, if one is inserted; insert the disk again; close the FB100 door; power up the FB100; start FB100 Utility.



You get this message when the disk in the FB100 is read only. To correct this, slide the read only switch on the floppy to the writable position.



This error is normally a follow on from a previous error. To correct this problem: close FB100 Utility; power down the FB100; eject the disk, if one is inserted; insert the disk again; close the FB100 door; power up the FB100; start FB100 Utility.

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BL7USB

Messages during Edit



Not all pattern types can be added to a Brother Pattern Disk file. Below you find a table with pattern types, their numerical value and whether FB100 Utility can add them to a Brother Pattern Disk file.

Value	Type	Loadable
0	Fairisle	Yes
1	Intarsia	No
2	2 color Jacquard	Yes
3	3 color Jacquard	Yes
4	4 color Jacquard	No
5	5 color Jacquard	No
6	6 color Jacquard	No
12	Hand Knit	No
14	Right Side Facing	No
15	Wrong Side Facing	No

Various things can go/can be wrong during the conversion from computer format into the format required for a Brother Pattern Disk file. These occurrences will be reported via a message like this:



Apart from the text, you see three items:

- a. the filename to be converted (C:\DK6\COLPATS\BFLY4.PAT)
- b. the pattern type of the file (3)
- c. a negative value (-9)

Values and their meaning:

Value	Description
-1	Pattern file doesn't contain color information
-2	File format incorrect
-3	Cannot open input or output file
-4	Incorrect or missing file signature
-5	Reserved
-6	Pattern wider than 250 stitches
-7	Jacquard cannot be knitted
-8	Too many jacquard colors (more than 6)
-9	Pattern has an odd number of rows (Fairisle Rib)
-16	Feature not supported

Knit and Sew

Dialog Manager

Dialog Manager is, as its name suggests, a package that manages dialogs. Dialog Manager makes the life of the Windows dialog programmer easier by taking away the boring Windows dialog hassle, enabling the programmer to concentrate on user functionality.

Dialog Manager also provides additional functionality on top of the Windows dialog functionality.

The visible additional features used in this application include:

- Hatched buttons: a button is dependent on the contents of one or more fields, where the fields don't meet the expectations of the button. The user can click a hatched button to find out which fields don't meet the expectation of the button.
- Field coloring: when a button has the focus, fields on which the button depends are colored to show the user that user action is required.
- Propagation: when a row in a table is selected, the fields in the row are propagated into individual fields.

Knit and Sew

Dialog Manager - Introduction

A Dialog Manager application presents you with one or more dialogs.

[Getting Help For a Dialog.](#)

A dialog can contain:

- [Buttons](#)
- [Single-line Fields](#)
- [Multi-line Fields](#)
- [TableBoxes](#)
- [TickBoxes](#)

You can use the mouse or the keyboard to navigate a dialog.

[Access Keys](#)

[Scroll Bar](#)

[Initial Focus and Tab Order](#)

[Coloring](#)

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Dialog Manager - Buttons

A dialog normally contains an **OK** button, a **Cancel** button, and one or more action buttons. You can 'press' a button with a mouse click or with the keyboard:

- Pressing the **Enter** key is equivalent to pressing the default button, which is the button with a heavy dark border. The default button is the one that has the [focus](#), or, if no button has the focus, the one set up as the default. The Dialog Manager makes the last button pressed the default.
- Pressing the spacebar is equivalent to pressing whichever button has a dotted rectangle around its text label.
- If a button's label contains an underlined character, pressing the **Alt** key together with that character's key is equivalent to pressing that button.

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Dialog Manager - Fields

A single-line field is for display or entry of a character string. When a Dialog first displays, a field in which you can enter text is usually empty, but in some cases it contains default text. When a field allows you to enter text, you can click to place the cursor within the existing text and use the keyboard to edit it. The **Home** key moves the cursor to the beginning of the string, and the **End** key moves it to the end. The **Delete** key deletes characters following the cursor, and the **Backspace** key deletes characters before the cursor. You can highlight text by dragging the cursor across it. The **Delete** key deletes highlighted text, and typing new text replaces highlighted text.

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Dialog Manager - Multi Line Fields

A multi-line field is for display or entry of a character string. When a Dialog first displays, a field in which you can enter text is usually empty, but in some cases it contains default text. When a field allows you to enter text, you can click to place the cursor within the existing text and use the keyboard to edit it. The **Home** key moves the cursor to the beginning of the string, and the **End** key moves it to the end. The **Delete** key deletes characters following the cursor, and the **Backspace** key deletes characters before the cursor.

You can highlight text by dragging the cursor across it. The **Delete** key deletes highlighted text, and typing new text replaces highlighted text.

Pressing **Control+Enter** moves the cursor to a new line.

Knit and Sew

Dialog Manager - TableBox

A TableBox displays a list of items. Scroll through the list using the scroll bar, and select an item in one of these ways:

- double click on it
- click on it and press **Enter**
- use the arrow keys to highlight it, and press the spacebar

The colour of the table changes on mouse-up (when the focus changes) and on mouse-down (when the selection changes). You can deselect a row by pressing the **Delete** key.

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Dialog Manager - TickBox

A TickBox is used to enable or disable an option. The option is enabled when an X appears in the TickBox and disabled when the TickBox is empty.

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Dialog Manager - Access Keys

An access key lets you use the keyboard to activate a [single-line field](#), [multi-line field](#), [Button](#), [TickBox](#), or [TableBox](#) in a dialog. When a character in the item's label is underlined, you can activate the item by pressing **Alt** together with the key corresponding to that character.

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Dialog Manager - Scrollbar

A scrollbar appears at the right or bottom edge of a [TableBox](#) or [multi-line field](#) when its contents are not completely visible. Each scroll bar contains two scroll arrows and a scroll box that enable you to scroll through the contents of the TableBox or field.

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Dialog Manager - Initial Focus and Tab Order

When a control is active, it is said to have the focus, which means that you can act on it. For example, if a field has the focus, you can type in it.

You can use the Tab key to move the focus and activate controls in a dialog. The tab order is the order in which controls become active when you use **Tab**. Using **Tab** is particularly useful and natural for moving from one text field to another.

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Dialog Manager - Coloring

Coloring or hatching of fields, tables, or buttons occurs when some action is required before a button can be pressed. Read-only fields that are dependent on an unsatisfied button are hatched whenever the button is grayed.

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Dialog Manager - Get Help For a Dialog

When the Dialog Manager presents you with a dialog, you can get help by pressing F1. This displays a dialog where you can choose (when available):

- General displays this Help
- Forms displays Help for the application
- Field displays Help for the field that has the focus

You can also use the Forms key or Field key to go directly to the corresponding Help.

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