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=====
1 - Introduction
=====

fP Screen Painter allows the user to add or change color to an existing filePro screen. The cursor path and the "Prevent record deletion from this screen:" flag can also be changed. Actually, anything EXCEPT text on the screen can be edited. The utility only works with screens created by the Define Screens program, v4.0 or higher. (The default screen 0 file created by the Define Files program will create screens in the older, pre-v4.0 format. Just update and resave the screen in Define Screens to save the screen in the proper format.)

It requires filePro v4.8.11 or later and runs on both UNIX and DOS/Windows operating systems. The discussion and screens below are written from the viewpoint of a DOS/Windows user (since that is the platform that I did most of the development on), so Unix/Linux users may in some cases need to mentally translate keystrokes (i.e. F6-Mono/Color will be different on Unix/Linux systems).

It uses the library routine "ask4fname". This should be located in the "filepro/library" subdirectory.

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2 - Conventions & Definitions
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In the screen display examples and discussions to follow, square brackets indicate screen highlighting [reverse video] of the text they surround.

The acronym "IUA" refers to filePro's "Inquire, Update, Add" user interactive file and record access (dclerk or rclerk) program.

=====
3 - Start Up
=====

The filePro User Menu Action Command line:

```
/fp/dclerk toolkit1 -s0 -y '' -z scrPainter -d -t 999999
```

executes "filePro Screen Painter" and displays a LISTBOX of filePro file names. Select a file and then a LISTBOX of screens will be displayed. Select a screen to paint with color. The screen will be displayed. You will be in Command Mode.

=====
4 - Command Mode
=====

After selecting the filePro file and screen to work with, the screen will be displayed just as it would appear in Define Screens with the following prompts at the bottom of the screen:

=====
(the selected screen is displayed here)

File: filename----- N / I -----Scr: scrname
Enter Selection >
[U]-Update [F]-File [S]-Screen [F6]-Mono/Color
[F9]-Select Color [F10]-Help [X]-Exit [Color]

=====
[U]-Update will take you into Update Mode, which will allow you to actually add/change the colors on the current screen.

[F]-File will present you with a LISTBOX of filePro filenames to select. After choosing the filePro filename, a LISTBOX of screens will be presented for you to select.

[S]-Screen will present you with a LISTBOX of screen names of the current filePro file.

[F6]-Mono/Color will toggle between the color and monochrome attribute buffer. The current attribute buffer is indicated by either "[Color]" or "[Mono]" in the lower right corner of the screen. If a screen only has one attribute buffer, the other buffer will be created so that it is identical to how it will be displayed by filePro.

[F9]-Select Color. Switches modes and allows you to select any color from to color pallet for Normal and Inverse. You can also load pre-existing "filePro Color Sets" (created in the "filePro Color Editor" program) into the color box area.

[F10]-Help. Displays the on-line help for the current screen.

[X]-Exit. Exits the Screen Painter program.

```
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5 - Update Mode
=====
```

This is the mode where you can actually change the attribute buffers of a screen. The screen itself will be displayed with the following prompts below it:

```
=====
                (the selected screen is displayed here)
```

```
File: filename----- N / I -----Scr: scrname
      [N]-Normal  [I]-Inverse  [G]-Grab Color  [R]-Resolve
      [F6]-Mono/Color  [F7]-Box Funcs  [F8]-Ext Funcs  [ESC]-Save
[  1, 1 ]      [F9]-Select Color  [F10]-Help  [C]-Cancel  [X]-Exit      [ Color ]
```

```
=====
[N]-Normal. Paints the current cursor position with the "Normal" color.
```

```
[I]-Inverse. Paints the current cursor position with the "Inverse" color.
```

```
[G]-Grab Color. Prompts you to assign the color under the cursor to either "Normal" or "Inverse".
```

```
[R]-Resolve. Display the end-of-field markers on the current screen. The screen will appear as it would in IUA.
```

```
[F6]-Mono/Color will toggle between the color and monochrome attribute buffer. The current attribute buffer is indicated by either "[ Color ]" or "[ Mono ]" in the lower right corner of the screen. If a screen only has one attribute buffer, the other buffer will be created so that it is identical to how it will be displayed by filePro.
```

```
[F7]-Box Funcs. Switch to Box Mode so that regions of the screen can be colored or inverted.
```

```
[F8]-Ext Funcs. Display the Extended Functions Dialog. You can then edit the cursor path of the current screen or view the screen options (original screen type, see if either the color or monochrome buffers have been modified, and to edit the "Prevent record deletion from this screen:" flag).
```

```
[ESC]-Save. Prompts you for the screen type to save this screen as. The choices are: "Monochrome-only", "Color-only" and "Color and Monochrome". The original screen type will be the initial position of the highlight bar. After you select the screen type, the screen will be written to disk.
```

[F9]-Select Color. Switch to Select Color Mode so that the "Normal" and "Inverse" colors can be changed. (Only available when the color buffer is displayed).

[F10]-Help. Displays the on-line help for the current screen.

[C]-Cancel. Discard changes in the current attribute buffer.

[X]-Exit. Exits the Screen Painter program.

=====
6 - Box Functions
=====

Allows you to select and manipulate a rectangular region of the screen. The region can be inverted, filled with the "Normal" color or filled with the "Normal" color and add a dropshadow.

=====
[+]

(the selected screen is displayed here)

File: filename----- N / I -----Scr: scrname
Enter Selection >
[I]-Invert [F]-Fill [W]-Fill and Dropshadow
[1, 1] [F10]-Help [X]-Exit [Color]

=====

- [I]-Invert. Swaps the foreground and background colors of the selected region.
- [F]-Fill. Paint the selected region with the "Normal" color.
- [W]-Fill and Dropshadow. Paint the selected region with the "Normal" color, and then add a dropshadow along the bottom and right edges of the region.
- [F10]-Help. Displays the on-line help for the current screen.
- [X]-Exit. Exits the Screen Painter program.

```
=====
7 - Select Color
=====
```

This mode allows you to easily and quickly select the exact color that you want to add to the screen. The "Normal" and "Inverse" colors can be selected directly from the pallet (values 00 through FF), or from the Color Box on the left of the pallet.

```
=====
                                     +-----+
                                     | Select Color |                               01.00
                                     +-----+

+-----+ +---+
|[->]Text:  | 00 01 02 03 04 05 06 07 08 09 0A 0B 0C 0D 0E 0F
|           | N I | +---+
|  Help:    | 10 11 12 13 14 15 16 17 18 19 1A 1B 1C 1D 1E 1F
|           | N I |
| Menu:     | 20 21 22 23 24 25 26 27 28 29 2A 2B 2C 2D 2E 2F
|           | N I B|
| Popup:    | 30 31 32 33 34 35 36 37 38 39 3A 3B 3C 3D 3E 3F
|           | N I |
| Error:    | 40 41 42 43 44 45 46 47 48 49 4A 4B 4C 4D 4E 4F
|           | N I |
| Dialog:   | 50 51 52 53 54 55 56 57 58 59 5A 5B 5C 5D 5E 5F
|           | N I |
| DropShadow:| 60 61 62 63 64 65 66 67 68 69 6A 6B 6C 6D 6E 6F
|           | N |
|           | 70 71 72 73 74 75 76 77 78 79 7A 7B 7C 7D 7E 7F
+-----+

File: filename----- N / I -----Scr: scrname
                Enter Selection >
                [G]-Group [N]-Normal [I]-Inverse
                [L]-Load Color Set [F10]-Help [X]-Exit
=====
```

[G]-Group. Displays of popup list of group names (i.e. Text, Help, Menu, etc.) and prompts you to choose one. If a group name is selected, the "N" and "I" colors of that group will be automatically assigned to the "Normal" and "Inverse" colors.

[N]-Normal. Assigns the color under the color pallet cursor to the "Normal" color.

[I]-Inverse. Assigns the color under the color pallet cursor to the "Inverse" color.

[L]-Load Color Set. Displays all of the color sets available and prompts you to select one. Once selected, the values in the set will replace the colors in the Color Box.

[F10]-Help. Displays the on-line help for the current mode.

[X]-Exit. Exits Select Color Mode and returns to the previous Mode.

=====
8 - Extended Functions
=====

When you press [F8]-Ext Funcs, the following popup will appear:

=====
(the selected screen is displayed here)

```
+-----+
| Extended Functions: |
| | |
| [C] - Change Cursor Path |
| [O] - Screen Options |
| | |
| [?] - Help |
| [X] - Exit extended functions |
| | |
+-----+-----Enter Selection >--+
```

File: filename----- N / I -----Scr: scrname
[N]-Normal [I]-Inverse [G]-Grab Color [R]-Resolve
[F6]-Mono/Color [F7]-Box Funcs [F8]-Ext Funcs [ESC]-Save
[1, 1] [F9]-Select Color [F10]-Help [C]-Cancel [X]-Exit [Color]

=====
[C] - Change Cursor Path. Choose this to edit the cursor path of the current screen.

[O] - Screen Options. Choose this to view screen information or to edit the "Prevent record deletion from this screen" value.

[?] - Help. Displays the on-line help for this popup.

[X] - Exit extended functions. Returns to Update Mode on the current screen.

=====
10 - Screen Options
=====

This screen displays information about the screen, such as the original screen type (the values can be "Monochrome-only", "Color_only" and "Monochrome and Color"), and if the color or monochrome attribute buffers have been changed by the user. These values can only be reported, not changed from this screen.

It also allows you to change the status of the "Prevent record deletion from this screen" flag.

```
=====
+-----[Screen Options]-----+
|                               |
|   Original screen type: Color-only   |
|                               |
|   Monochrome attributes: Unchanged   |
|   Color attributes: Unchanged       |
|                               |
|   Prevent record deletion           |
|   from this screen: N<             |
|                               |
+-----Press [ESC] to Record, [Ctrl-C] to Cancel-+
```

```
File: filename----- N / I -----Scr: scrname
      [N]-Normal [I]-Inverse [G]-Grab Color [R]-Resolve
      [F6]-Mono/Color [F7]-Box Funcs [F8]-Ext Funcs [ESC]-Save
[ 1, 1 ] [F9]-Select Color [F10]-Help [C]-Cancel [X]-Exit [ Color ]
```

=====

[ESC]-Record. Save any changes and exit Screen Options.

[Ctrl-C]-Cancel. Discard any changes and exit Screen Options.

=====
11 - Tips & Tricks
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Tip #1:

Make a backup of the screens before you colorize them. You never know when you will need your screens in their original state. Anything could happen when you are editing them (the customer tells you to make massive color changes that would be easier to just start over, or to just "change it back to the way it was", a pet or child plays with your keyboard while you are taking a break, an electrical problem damages this program or the screen you are currently working on, and the screens become scrambled -- you get the idea). How often you make copies of the screens and where you store them will all depend upon how much you would cry/lose time/lose money if the screens suddenly "disappeared".

Tip #2:

To quickly "colorize" several screens, create a "color set" in the "fP Color Editor". The color set should contain all of the colors that you would use on the screen for that customer or project.

When you use this utility, load that color set, and just toggle between the [F9]-Select Color and [U]-Update Mode to set the "Normal" and "Inverse" colors to one of the saved groups.

Tip #3:

I suggest saving your screens as type "Monochrome and Color" because you will have 100% control over how the screens will appear on both color and monochrome systems. For example, if you save a screen as "color-only" filePro will automatically generate a monochrome screen from it. This screen may not look the way you want it to look. Ditto for "Monochrome-only" screens on color systems.

Please send bug reports, feature requests or suggestions for cosmetic changes to the author.

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