

abas-ERP

Online Help



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New screen description

From the abas ERP Version 2009, a screen description will be available. Advantages compared to the previous screen description:

- A graphical screen editor will be available.
- It is focused on the design of the screens which are displayed in the GUI. The restrictions of the ASCII interface will not be taken into account.

The new screen description is already available for the pilot version. However, you must take into account that there are still limitations. Familiar limitations are listed in the chapter [Known restrictions](#).

Configuration

Add the following lines to the [wineks.ini](#) file:

```
[screenEditor]
screenEditorURL=http://localhost:9000
```

This entry makes it possible to open the screen description in a screen in the graphical screen editor via the context menu (right mouse key).

As the screen editor reads and writes the screens from the client with the aid of the EDP interface, the [EDP server](#) has to be set up.

The new screen description is always taken into account when the screen is generated.

Conversion of the old screen description

The standard screens are in the old screen description. They cannot be converted by you. It is planned to release standard screens in the new screen description.

Your individual screens will also be in the old screen description, however, you can convert them into the new screen description. We recommend first only converting one individual screen.

The conversion for infosystem screens should be done in the "Infosystem" screen. Load the corresponding infosystem data record in the screen and click the "Save and convert screen" button.

The conversion of database screens should be done in the "Table of variables" screen. Load the respective the "Table of variables" into the screen and click on the "Screen" button. The select the menu option "Generate new screen description".

Alternatively, you can use the FOP MASK2XML to convert your individual screens. Using this you can either convert individual screens or specific groups of screens according to the following pattern:

Call	Result
<Text> MASK2XML 'nummer' 'prio' <View>	Converts one specific screen. This must be either a customized screen or the screen of a customized infosystem.
<Text> MASK2XML OWNDB <View>	Converts all customized screens (only database screens, no infosystem screens).
<Text> MASK2XML OWNINFO <View>	Converts the screens of all customized infosystems.

This FOP (MASK2XML) only converts screen descriptions. Then the screens must be generated via the Servicing menu as usual.

The operating language which is used in the GUI when the FOP MASK2XML is called is also the source language of the generated screen in the new screen description. For example, if you start the conversion with the operating language English, all generated screens in the new screen description will have the source language English afterwards. Please note the information on this in the chapter [Multilingualism](#).

Note

When converting a group of screens it will not be checked if the respective screens are already available in the new screen description. If there is a new screen description already it will be overwritten without warning.

Installation of the graphical screen editor

The graphical screen editor can be downloaded from the ABAS website as a zip archive.

Supported operating systems:

- Windows
 - Windows XP or later
 - Java 6 Runtime (must already be installed)
- Linux
 - Linux distribution which has been released for the abas ERP GUI
 - Java Runtime 6 (must have already been installed; the bin directory of the Java Runtime must be contained in the PATH environment variable)

The screen editor version must correspond to the abas ERP version. By the version number of the screen editor you can read the minimum required version of abas ERP:

Example

The version number of the screen editor is structured using the following schema:

```
2009.402.0
^----- Patch level
^^----- Update
^----- Release
^^^^----- (Main) version
```

In this example, at least Version 2009r4n02 of abas ERP must be used. If there are patch versions for this version of the screen editor (e.g. 2009.402.2), then these patch versions also require the Version 2009r4n02 of abas ERP. This version of the screen editor could also be used with later versions (e.g. 2010r1) or update versions of abas ERP (e.g. 2009r4n07).. You can not read from the version number if this is the case. A respective test will take place when the screen editor is started.

Unpack the respective archive in a local directory of your workstation, e.g. in C:\ScreenEditor or in ~/ScreenEditor. Possibly, the screen editor cannot be run from a network drive.

Then open the file `screeditor.ini`. If required, you can adjust the operating language of the screen editor in this file. After unpacking the file will contain the following entries:

```
-vmargs
-Dorg.osgi.service.http.port=9000
```

Option	Meaning
-nl 'spr'	Operating language of the screen editor (ISO description of the language, e.g. "en" or "en_US"). This is optional and must be specified before <code>-vmargs</code> . The operating language must be in a new line. If this option is missing, the operating language of the operating system will also be used in the screen editor. Furthermore, the language must be activated in the configuration record of the systems admin. files.

- Dorg.osgi.service.http.port=port	Post number of the screen editor. It must be identical with the port number which was entered for <code>screenEditorURL=</code> in <code>wineks.ini</code> . Note If several users work with the graphical screen editor on the same workstation (e.g. several remote desktop sessions on one Windows server), each user must use a different port number.
---------------------------------------	--

Example

```
-nl
en
-vmargs
-Dorg.osgi.service.http.port=9000
```

The options can also be specified as a command line parameter. The option "-nl" can be missing in this case; all other options must be either all be entered or all left out.

Example

```
screeneditor -nl en_US
screeneditor -vmargs -Dorg.osgi.service.http.port=9001
```

Editing screens

In order to be able to use the graphical screen editor, the total priority specified in your password record has to be at least D. You also require access to the working directory `sy` (system).

First start the graphical screen editor:

- Windows: `screeneditor.exe`
- Linux: `screeneditor`

You must configure the connection to the EDP server when you start for the first time. To do this, select the menu option [Settings] in the menu [Program]. You must enter the name of the client, your abas ERP password, the workstation name of the EDP server and the port number of the EDP server in "EDP connection".

You can then load the description of a screen into the screen editor. This can be done as follows:

- In the screen editor select the menu item [File] [Open].
- Open the screen in the GUI and in the context menu (right mouse key) select the menu item [Edit screen]. The menu option will only be displayed if you have modified the 'wineks.ini' file as described in chapter [Configuring the new screen description](#).
- In the GUI, open the "Table of variables" screen and click on the "Edit screen" button.
- In the GUI, open the "Infosystem" screen and click on the "Edit screen" button.

Via the screen editor you can only edit screens which are available in the new screen description. Screens which are available in the old screen description will not be displayed in the screen editor using the menu [File] [Open]. In order to edit these, the button "Edit screen" opens a text editor with the old screen description in the table of variables and in the infosystem.

Multilingualism

The graphical screen editor supports the following operating languages:

- German
- English
- American English
- French

- Spanish
- Italian
- Hungarian
- Romanian
- Chinese simplified
- Chinese traditional
- Turkish

The message texts in the screen editor can be displayed in these operating languages. In order to be able to use an operating language in the screen editor, it must have been installed on the client.

With the new screen description each screen has a source language. When a screen is edited in the screen editor, the prompt texts will be displayed in the source language of this screen. New texts must be recorded in the source language.

The source language of a screen can be changed in the screen editor one time. In the "General" page tab there is a button for this. If the language has been changed, this screen will always be displayed in this language in the GUI - regardless of the operating language selected. This means that a screen the source language of which was changed will not be translated any more.

Attention

When the source language has been changed, this can not be reversed.

Screen generation

In the case of infosystem screens, one of the **two** cases is valid for each screen:

- The screen is in the old screen description.
- The screen is in the new screen description.

In the case of database screens, one of the **three** cases is valid for each screen:

- The screen is in the old screen description.
- The screen is in the new screen description. The old screen description will be automatically generated.
- The screen is in the new and old screen description. Changes must be made in both descriptions.

When pressing the button "Screen" in the "Table of variables" screen, you can determine if the old screen description is to be generated automatically.

Note

If the old screen description is generated from the new, all fields are arranged under one another. You can also use the screen for maintenance purposes if no GUI is available, but if the ASCII interface is used for data input in your company then you should manually maintain the old screen description of the screen used there.

Proceed as follows when generating the **GUI screens**:

- All screens which are only available in the old screen description will be generated.
- All screens which are only available in the new screen description will be generated. The new screen description will be used for this.

Proceed as follows when generating the **screens for the ASCII interface**:

- All screens which are only available in the old, or in the old and the new, screen description will be generated. The old screen description will be used for this.
- All screens which are only available in the new screen description will be generated. First the old screen description is generated from the new. Then the screen which is used in the ASCII interface is generated.

Attention

When a screen is available in the new screen description, the priority of the screen must not be changed in the screen file of the old screen description in the UNIX shell. The graphical screen editor must be used for this.

Access to the files of the new screen description

In the new screen description there are several files in each screen which must have a specific content. Please do not copy or edit the files of the new screen description directly from the UNIX shell as was the case with the old screen description.

Only use the graphical screen editor to edit screens. If you want to customize or delete screens you can do this from the "Table of variables" screen. Furthermore, there is an infosystem to manage screen files. It has the search word MASKE and after entering a screen number it shows if there is a customized screen or which priorities exist for this screen. There you can change the priority and create or delete sub-screens. The graphical screen editor uses this infosystem when accessing the screen files.

Comparison with the screen description up to now

Old screen description	New screen description
The standard screens are located in the \$HOMEDIR/txt/screens	The standard screens are located in the \$HOMEDIRscreens
Individual screens are located in <Mandant>/masken	Individual screens are located in <Mandant>/screens
A specific screen is described through a mask.<nr>[.<prio>] file.	A specific screen is described through several files in the screen/screen_<nr>/<prio> directory.

Known restrictions

The following limitations currently exist and will be remedied as soon as possible:

- It is not possible to access a prepared table of variables when editing a screen.
- In the screen description it is not possible to specify an operation which depends on the configuration (old screen description: #if, #endif)
- Only one screen is created in the old screen description when generating an initial screen for an infosystem.
Remedy: Convert the initial screen by clicking on the "Save and generate screen" button in the infosystem.
- Generating the infosystem screens takes a long time if there are many screens in the new screen description.

Important information

The source language of a screen can be changed only once. The screen will no longer be translated after changing the source language of a screen. The prompt texts in this screen are then always displayed in the source language in all operating languages.

Screen editor

Using the screen editor it is possible to change GUI screens. The screen editor can be called from a customized infosystem. e.g. to change the screen there.

The screen editor can directly call a customized abas ERP screen, or a screen which is available with new screen description, can be directly opened from its table of variables in the screen editor, if the editor was started previously.

Structure of editor screen

The screen editor screen consists of three areas: Screen, variable and properties.

All three areas have a toolbar. They can be moved within the total window, for example, by clicking on a toolbar or holding down the toolbar with the left mouse button and dragging it. The areas for variable and properties can also be placed outside of the total window.

If an area is within the total window, a double click on the respective toolbar for example will have the effect that the area will increase to the maximum available space of the total window. Another double click will restore the original status.

Several GUI screens can be opened within a screen editor window. They are represented by page tabs below the toolbar. You can switch from one to the other by clicking on the respective page tab. All three areas always refer to the screen whose page tab is active.

If, for example, two GUI screens are open in the editor, by touching one page tab with the left mouse button and dragging it, the page tab can be dragged down in the screen area, until the mouse symbol becomes a black arrow. Releasing the mouse button has the effect that the screen now opens below the other. Thus, both screens can be directly compared. By dragging with the pressed left mouse button, the screen can be placed again as page tab next to the other page tab.

Opening screens

It is basically only possible to open database screens and infosystem screens which are already available in the new screen description.

The screens can be opened in the screen editor directly via [File] [Open]. After having called this menu option it has to be chosen if a database or an infosystem screen is to be opened. For the database screen it is sufficient to specify the screen number, for infosystems the name and the working directory of the infosystem have to be specified.

If the screen editor is already running, a database screen can also be called from its table of variables. This takes place in the table of variable via the button "Edit screen" and the menu option [Edit screen].

Screen area

If a screen is loaded, the following page tabs can be seen at the bottom margin of the screen area:

- General
- Menu
- Main screen
- Line zoom
- Sub-screen m

The page tabs are not always available at the same time:

General	This page tab is always available.
Menu	This page tab is only available if there is a function bar in the header or the table of the screen.
Main screen	This page tab is always available.
Line zoom	This page tab is only available if a line zoom exists.
Sub-screen m	This page tab is only available if at least one sub-screen exists.

Working in the screen area

Within the screen area various tasks can be carried out, according to the page tab, which has been clicked on.

Basically, independent of the page tab, icons are available in the toolbar to create up to ten sub-screens, which can also be deleted again via the respective icon.

An already existing line zoom can be deleted via the respective icon. If no line zoom is available, the respective icon allows adding of a line zoom, if the opened screen has a table.

General page tab

If this page tab is clicked on, you can change the **priority** of a screen. By clicking on the button "Priority (edit)", the desired priority can be adopted from a list.

Here, the **language** of a screen can also be changed. By clicking on the button "Change language" the desired language can be adopted from the list of languages installed in the client.

Attention

The source language of a screen can be changed in the screen editor **one time**. If the language has been changed, this screen will always be displayed in this language in the GUI - regardless of the operating language selected. This means that a screen the source language of which was changed will not be translated any more.

When the source language has been changed, this **cannot be reversed**.

If an individual **help chapter** exists for a screen, it can be directly specified in the field "Individual help chapter".

Menu page tab

The screen area displays the contents of the respective function bar, separated according to header and table. You have the option to delete existing entries, add entries, and to change their order. Use the respective buttons with the arrow to achieve the desired effect.

The **text** of a button in the function bar can be changed by clicking in the column in which the text to be changed is located. It can be edited directly.

By selecting the field in the column "In Toolbar?" it can be controlled that the button is also displayed in the toolbar.

Main screen, line zoom, sub-screen

If one of these page tabs is active, a main screen, a line zoom or a sub-screen is displayed in the screen area. They all have in common that all screen contents are displayed in a grid which can be edited. All entries in the screen, fields, prompt texts, buttons and separators are in one cell respectively. A cell can be clicked on and selected as cell. That a cell has been selected, is displayed by two black arrows with an encircled minus sign in the middle. The cell's selection can be seen on its left side and is available vertically and horizontally.

Clicking on the arrowhead pointing up adds a new row above the selected cell.

Clicking on the arrowhead pointing down adds a new row below the selected cell.

Clicking on the arrowhead pointing to the left adds a new column to the left of the selected cell.

Clicking on the arrowhead pointing to the right adds a new column to the right of the selected cell.

Clicking on the minus sign either deletes the row or the column in which the selected cell is located.

If the cell has a content, e.g. a prompt text, a field or a button, either the cell itself or its content can be selected. If the content is selected, it can be deleted or moved into other cells. Texts can be changed, buttons and fields can be varied in their size, fields also in their write protection. Most of these changes can be made by a mouse click, selections and mouse movements. The size can be directly determined in the cell graphically, or in the properties area by entering values. The original status can be restored via the context menu. The write-protection of fields can only be changed in the properties area.

Variables area

This area is available to adopt existing variables into the fields of the screen from the table of variables of the loaded screen. The input field allows the search for variables. If the desired variable is found it is dragged into the cell of the screen using the left mouse button.

In the function bar you can control the display of variables. You can have all variables that are contained in the table of variables displayed, the variables used in the screen or the variables not used in the screen.

By entering parts of the variable name, it can be searched via a field.

Properties area

The properties area is provided in order to be able to edit properties of cell contents. If a cell content, e.g. a variable is selected, the size of the field and the existing write-protection can be changed according to the variable.

If a button is selected, the size of the button, its text and the sub-screen to which it points can be changed.

The editing options provided in the properties area basically depend on the selected context. Most changes can also be directly carried out in the screen area.

Screen structure

The space of a screen page which can be designed is provided with a regular grid of individual cells. These cells are used to design a screen. The grid can be expanded any time by inserting rows or columns. The individual cells adopt contents. Contents can be prompt texts, variables (fields) or buttons. Separators are a special form, which separate individual screen areas optically.

The grid is consistent, i.e. all cells first have the same size. If the cells are provided with contents, they adjust to the size of the contents. If, for example, a prompt text of 90 characters is entered in a cell, the cell widens to such an extent that it can adopt 90 characters.

Note

If a cell is made wider, for example, through adopting wider contents, this widening always affects the entire column. This means that a column is always as wide as its widest cell.

If the height of a cell is changed, for example, through adopting a content which requires a higher cell, this extension affects the entire row. This means that a row is always as high as its highest cell.

Inserting in cells

As soon as one of the page tabs main screen, line zoom or sub-screen is opened in the screen area of the screen editor, a window "palette" will be integrated in this area. The palette provides the option to adopt prompt texts, separators, and buttons for sub-screens into cells.

To do so, double-click on the respective option in the window palette, and then click into the cell which is to adopt the selected content.

Before the content is inserted, enter the precise prompt text or button or separator text. For buttons you have to specify in addition, to which sub-screen you want to refer with the button.

After having made these specifications, click into the cell which is to adopt the content. A cell can adopt several, even different contents. Generally you should however only enter one content per cell. In this case, the appearance of the screen can e.g. be controlled in more detail.

Texts and buttons are always inserted into the cell on the left-hand side. The length of the text generally determines the width of the cell. When inserting a separator, the following takes place: after clicking into a cell, all cells of the row up to the next cell which is provided with a content will be connected. The cell which was thus created will be highlighted blue and the previously entered text will be used as labeling. In the extreme case, the separator comprises an entire row or only a single cell. Several separator per row can be created. The separator is as high as the highest cell of the row.

Variables from the underlying table of variables can be inserted into the screen. The variables area is available to select the variables. If you are in the page tab main screen, all variables will there be displayed. In the line zoom page tab, only table variables will be displayed and in the sub-screens generally only header variables.

Using the left mouse button click on the desired variable, keep the button down and drag the variable into the desired cell. The field becomes the content of the cell. The text meaning from the table of variables will also be adopted. It is used as a first suggestion for a prompt text. If the cell to the left of the cell, into which the variable was inserted, is empty, this text will be placed into the empty left cell. If the cell is not empty, it is placed in the same cell as the variable.

Note: Inserting Boolean type variables

If a Boolean variable is placed, the prompt text to the right of the field is adopted into the same cell. It is common to place text on the right side of the check box. The text can be deleted and can be created again in any other cell.

For variables of the type Boolean, it is also possible to enter and edit text (to the right of the field in the same cell) in the properties area.