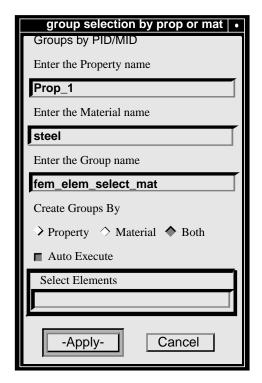
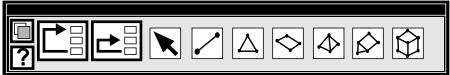
EXERCISE 14

Properties Form





Objectives:

■ To customize PATRAN 3 forms by changing form headings, titles and widgets.

Model Description:

In this exercise, you will edit and customize a PCL program which creates a PATRAN 3 form. In particular, you will change the size of the frame, the form title, the headings in the forms and the functionality of the widgets on the form. The file containing the **PCL** program is named PROPERTIES_FORM.PCL and should reside in your working directory.

Files:

All the files that used in this exercise are listed below. Each list includes the file, where it originated, and a summary of information of how it relates to the exercise.

File	Supplied/Created	Description
properties_form.pcl	Supplied	A group selection form that you will customize.
properties_form.cpp	Created	Created from the C Pre-Processor when the PCL file is run.

Exercise Procedure:

The following steps show how to compile and run the PCL program creating the form.

1. To see what the form looks like, type the following command at the unix prompt:

%cpp -P -I/patran/patran3/customization properties_form.pcl properties_form.cpp

Note: Reference Exercise 12 for the machine specific command for the C Pre-**Processor**

- 2. Next, run MSC/PATRAN by typing p3 at the unix prompt.
- 3. Open a New Database called **PCL_cust.db.**

File/New	

PCL cust.db

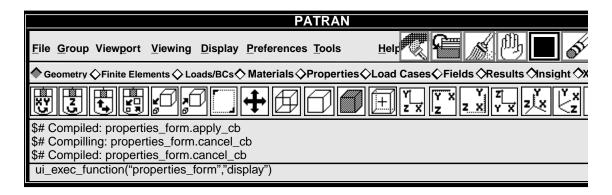
14-3

Apply

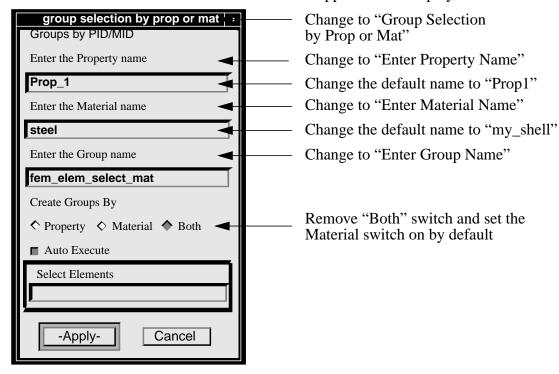
4. In the command window, type the following commands:

!!input properties_form.cpp

ui_exec_function ("properties_form","display")



The form should now appear on the display screen.



5. Quit MSC/PATRAN and use a text editor to make the changes to the form as described above. The file you will be changing is properties_form.pcl

Sample Solution:

```
/*$$ Use of PCL in creating customized forms/widgets.
 * Show an example of creating a customized form in P3
* Input:
* <None>
* Output:
 * <None>
* Log:
* Notes:
#include "appforms.p"
CLASS properties_form
*Variable initialization
CLASSWIDE widget form_id, @
          dbx1_id, @
          dbx2_id, @
          dbx3_id, @
          apply_button, @
          cancel_button, @
          sort_sw , @
          select_frame, @
          data_box
       FUNCTION INIT()
                        y_loc,
                         select_data_box_width
      WIDGET wid_id
       * Create the form
       form_id=ui_form_create(
          /* callback */
                             FORM_X_LOC,
          /*
              ж
У
                         */
                        */ FORM_Y_LOC,
                             "UL",
          /* position */
              width
                        */ FORM_WID_SML,
              height */
          /*
                             FORM_HGT_FULL,
          /*
              label
                        */
                               "group selection by prop or mat", @
          /* iconname */
      y_loc = FORM_T_MARGIN
```

```
* Create a descriptive label
ui_label_create(
    /* parent
                  */
                      form_id,
    /* lab_name
                 */
                        ww,
    /*
                  */
        x
                        UNFRAMED_L_MARGIN,
          У
                        y_loc,
    /* lab_text
                 */
                        "Groups by PID/MID"
y_loc += LABEL_HGT + INTER_WIDGET_SPACE
    * Create the "Create the Property data box"
dbx1_id= ui_data_box_create(
                 */
   /* parent
                     form_id,
       callback
                 */
                        "",
                      UNFRAMED_L_MARGIN,
   /*
                 */
        x
                 */
                       y_loc,
                      0.0,
   /*label_length */
   /* box_length */
                      DBOX_WID_SINGLE,
   /*
                 */
       label
                       "Enter the Property name",@
   /*
                  */
       value
                       "Prop_1",
   /* label_above */
                                                @
                        TRUE.
                        "STRING",
   /* datatype */
                                                @
   /* num_vals
                */
y_loc += DBOX_HGT_LABOVE+INTER_WIDGET_SPACE
    * Create the "Create the Material data box"
dbx2_id= ui_databox_create(
                     form_id,
   /* parent
                 */
       callback
                 */
                        ww,
   /*
                 */
                      UNFRAMED_L_MARGIN,
       x
                 */
         Y
                       y_loc,
                      0.0,
   /*label_length */
   /* box_length */
                      DBOX_WID_SINGLE,
   /*
       label
                  */
                        "Enter the Material name", @
   /*
                 */
       value
                        "steel ",
                                                @
   /* label_above */
                        TRUE,
                                                @
   /* datatype
                 */
                        "STRING",
                                                @
   /* num_vals
                 */
                                                )
y_loc += DBOX_HGT_LABOVE+INTER_WIDGET_SPACE
   * Create the "enter the group name to contain
   * the element data "
dbx3_id= ui_databox_create(
   /* parent */
                        form_id,
                 */
       callback
   /*
                 */
                       UNFRAMED_L_MARGIN,
        x
                 */
          У
                       y_oc,
   /*label_length */
                       0.0,
                      DBOX_WID_SINGLE,
   /* box_length */
```

```
label
                          "Enter the Group name",
        value */ "fem_elem_select_mat",
    /* label_above */
                         TRUE,
    /* datatype */
                          "STRING",
       num\_vals
                  */
y_loc += DBOX_HGT_LABOV+ INTER_WIDGET_SPACE
* Sorting type switch
sort_sw = ui_switch_create(
       parent */ form_id,
                          "",
       callback
                   */
   /* x */
/* y */
                         UNFRAMED_L_MARGIN,
                         y_loc,
3,
   /* num_columns */
                         "Create Groups By",
   /* label */
   /* always_one */
                          TRUE
ui_item_create( sort_sw, "1", "Property", FALSE )
ui_item_create( sort_sw, "2", "Material", FALSE )
wid_id= ui_item_create( sort_sw, "3", "Both", FALSE )
ui_wid_set( wid_id, "VALUE", TRUE )
y_loc += SWITCH_1R_HGT_LABEL+INTER_WIDGET_SPACE
 * select data frame for element selection
select_frame = ui_selectframe_create (
   /* parent */ form_id,
/* callback */ "",
   /* always_one */ "Auto Execute",
   /* recycle */ TRUE
select_data_box_width=SDBOX_WID_SINGLE-SFRAME_R_MARGIN
* Create the data boxes to be placed inside the dataframe
data_box = ui_selectdatabox_create (
   /* parent_frame */ select_frame,
   /* callback */ "select_Hame,

/* callback */ "select_data_cb",

/* Left_margin */ SFRAME_L_MARGIN,

/* y */ SDBOX_Y_LOC1_LABOVE,

/* label_length */ 0.0,

/* Box_length */ select_data_box_width,

/* label_ */ "Select_Elements."
   /* label */
                          " Select Elements ",
                         " " ,
   /*default_value */
   /* label_above */ TRUE,
   /* data_type */
                         "ELEMENT",
       prompt */
                         "select element filter"
y_loc += SFRAME_LABEL_HGT + SFRAME_1SDB_HGT_LABOVE +@ SFRAME_2EDGE +
   INTER_WIDGET_SPACE
```

```
* Create the "Apply" button
 apply_button = ui_button_create(
       parent */ form_id,
   /*
       callback */
                       "apply_cb",
   /*
       x */
                      BUTTON_HALF_X_LOC1,
   /*
                  */
                      y_loc,
BUTTON_WID_HALF,
         Y
   /*
        width
                  */
   /*
        height
                  */
                        0.0,
   /*
        label
                  */
                         "Apply",
   /* labelinside */
                       TRUE,
   /* highlight
                  */
                       TRUE
 * Create the "Cancel" button
 cancel_button = ui_button_create(
                      form_id,
       parent */
       callback */
                        "cancel_cb",
   /*
        x
                  */
                      BUTTON_HALF_X_LOC2,
                      y_loc,
BUTTON_WID_HALF,
   /*
         Y
                 */
   /*
        width
                 */
   /*
                  */
       height
                       0.0,
   /*
                  */
       label
                        "Cancel",
                       TRUE,
   /* labelinside */
                                                  @
   /* highlight */
                        FALSE
y_loc += BUTTON_DEFAULT_HGT + FORM_B_MARGIN
ui_wid_set( form_id, "HEIGHT", y_loc )
END FUNCTION
FUNCTION DISPLAY()
   UI_FORM_DISPLAY ( "properties_form")
END FUNCTION
FUNCTION select_data_cb(item)
 STRING item []
 SWITCH (item)
      CASE ("GAIN")
       select_focus.select_manager(
              /* widget */ data_box ,
/* datatype */ "ELEMENT",
                                                             @
               /* datatype
/* prompt
                             */
                                    "select element filter"
       CASE ("LOSE")
             select_focus.exit()
       CASE ("CR")
              ! the value of the date box= 'item'
    END SWITCH
END FUNCTION
FUNCTION apply_cb()
          STRING item [20]
   UI_WID_GET (dbx1_id,"VALUE", item)
! the value of the data box= 'item'
END FUNCTION
```

END CLASS

```
FUNCTION cancel_cb()

UI_FORM_HIDE( "properties_form")
select_focus.exit()

END FUNCTION
```

6. To change the title of the form, go the line that reads:

/* label */ "group selection by prop or mat",

and change the text to "Group Selection by Prop or Mat" inside the quotation marks.

To change the title of the property heading box, go to the line that reads:

/* label */ "Enter the Property name",

and change the text to "Enter Property Name" inside the quotation marks. The next line is the default value name given to the property. Change it from "Prop_1" to "Prop1".

Repeat the procedure used to change the property title and default value for the material title ("Enter Material Name"), the default material value ("my_shell") and the group title.

7. Remove the "Both" switch and set the Material switch on by default. To do that, go to the line that reads:

```
wid_id= ui_item_create( sort_sw, "3", "Both", FALSE )
```

and comment the line out as follows:

```
/*wid_id= ui_item_create( sort_sw, "3", "Both", FALSE )*/
```

This blocks the line out and deletes the "Both" switch from the form.

Go to the line above that reads:

```
ui_item_create( sort_sw, "2", "Material", FALSE )
```

and edit the line as follows:

wid_id=ui_item_create(sort_sw, "2", "Material", FALSE)

This will set the material switch on by default.

8. Change the form so that when the property switch is on, the material data box is ghosted out, and when the material switch is on, the property data box is ghosted out. To do this, you have to enter a callback function in the section where the switch is created. Where it reads:

```
/* callback */ "", @
```

edit the line so it reads:

```
/* callback */ "switch_cb", @.
```

Now, after the command lines

END SWITCH

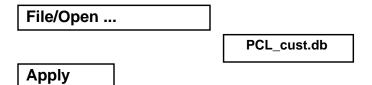
END FUNCTION

```
add the following command lines to the file:
FUNCTION switch_cb(item1, item2)
      STRING item1 [], item2 []
      IF (item1== "1" && item2 == "ON") THEN
             ui wid set (dbx2 id, "ENABLE", FALSE)
             ui_wid_set (dbx1_id, "ENABLE", TRUE)
      ELSE IF (item1== "2" && item2 == "ON") THEN
             ui_wid_set (dbx1_id, "ENABLE", FALSE)
              ui wid set (dbx2 id, "ENABLE", TRUE)
/*
      ELSE IF (item1== "3" && item2 == "ON") THEN
              ui_wid_set (dbx2_id, "ENABLE", TRUE)
             ui_wid_set (dbx1_id, "ENABLE", TRUE)
*/
       END IF
```

END FUNCTION

Now, at the unix prompt type, cpp -P -I/patran/patran3/customization properties_form.pcl properties_form.cpp

Next, run P3, and open the database PCL_cust.db.



Now, type the following commands in the command window:

```
!!input properties_form.cpp
ui_exec_function ("properties_form","display")
```

Your customized form should now look like the following:

