

Sesame 2.1 - New Button Menu Interface

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With version 2.1, the Command Tree menu style has been replaced by default with the more intuitive Button menu style. The buttons perform the same functions as the tree menus did. Documentation of the functions performed by the buttons and trees is available in the *Sesame User Guide*. This document covers functions and features specific to the Button Menus.

Note to current Sesame Application Users:

The Button Menu interface behaves differently from the Tree interface in terms of how forms are displayed and how certain selections are hidden in SBasic. If you have a design from a prior Sesame version that depends on certain tree items being hidden, you might want to consider adding MENU STYLE: TREE to the sesame.ini file until you have an opportunity to adjust your application for the Button Menu interface.

The Button Menus simplify and organize the available commands. They also provide you with likely choices as soon as Sesame opens.

Sesame Menu

When you first open Sesame, the Command Area on the left side of the screen provides buttons to quickly open your applications (Figure 1). The applications may be your recently used applications, sample applications or other applications depending on your settings. See the *Controlling the Button Menus with the SESAME.INI File* section of this document for more information.

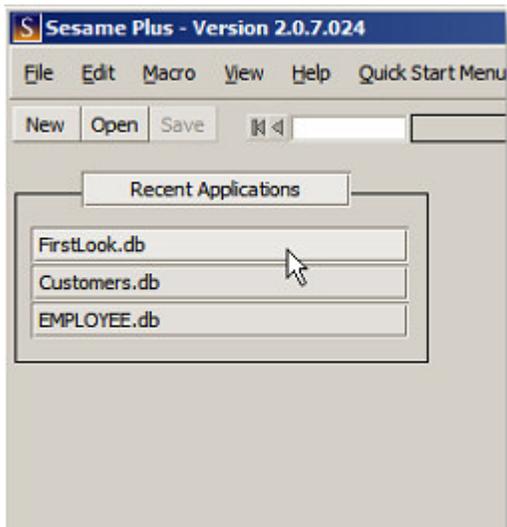


Figure 1. Recent Applications as displayed when Sesame opens

Application Menu

Once you select an application to open, the Application Menu appears as shown in Figure 2. The Application Menu displays two groups of buttons: *Forms* (labeled with your Application Title) and *Application Utilities*.

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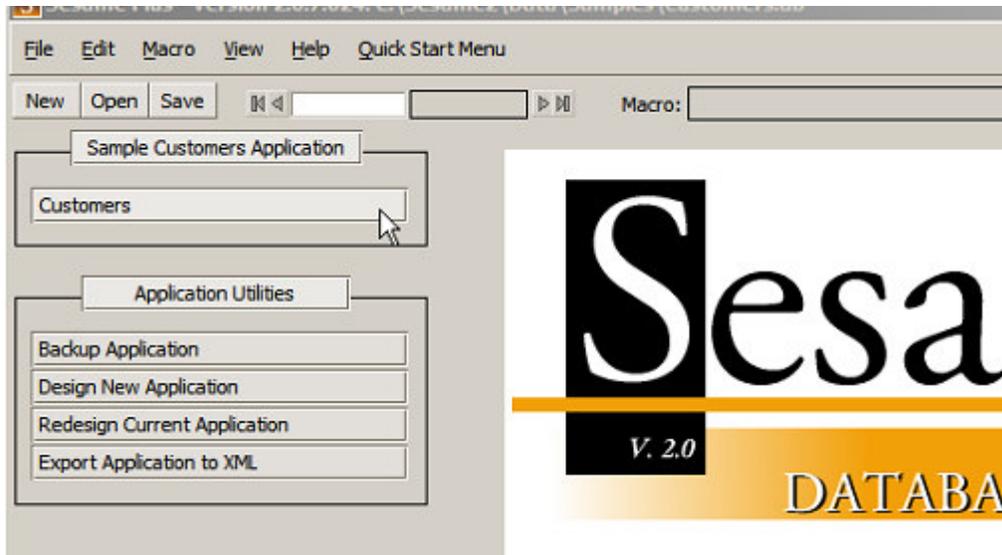


Figure 2. Application Menu – after opening a specific file

Unlike the Tree menus, the Button menus show your forms as a simple list. Each form is only listed once. When you select a form, it will open in Search mode. From there, you can either switch to Add mode or retrieve records as you normally do.

Search Menu

Once you select a Form by clicking its Button, your Form opens in Search mode. Buttons for the most common commands appear at the top in the Essential Commands group. The rest of the commands normally available from the Retrieve Spec are grouped below. Moving the mouse into the Command Area makes a vertical scroll bar appear for scrollable access to all groups.

To retrieve records: Fill out the Retrieve Spec as you usually do and press F10 or click the *Retrieve Matching Records* button.

To add new records: Click the *Add New Records* button. This will switch your current Tab into Add mode. It will not open a second Tab.

Figure 3 shows the Search Menu with the corresponding Tree commands for reference.

The options on the Button menu mimic those of the Tree menu except for the addition of one new button – *Open a New Tab*. This gives you the ability to open more than one copy of the same Form in the same mode for multiple searching/adding tasks.

Note: When using this option, be aware of that since you are the same user, there is no record locking between these concurrent open forms.

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Search Menu



The screenshot shows the Sesame 2.1 software interface with the Search Menu open. The menu is organized into several sections: Essential Commands, Alternate Search Commands, Results Search Commands, Special Search Commands, and Search Options. Each section contains a list of buttons for various search-related actions. To the right of the screenshot, the corresponding menu tree commands are listed for each button.

Corresponding Menu Tree Commands

ESSENTIAL COMMANDS

- Retrieve Matching Records Search Menu!Search Commands!Retrieve New Results (F10)
- Add New Records Search Menu!Switch to Add Data Mode (Ctrl-F6)
- Clear Search Criteria Search Menu!Clear Form (F3)
- Open a New Tab ** NOT AVAILABLE **
- Close Tab Search Menu!Exit Search Menu
- Open Spec Manager Search Menu!Open Spec Manager (Alt-F8)

ALTERNATE SEARCH COMMANDS

- Simple Search Search Menu!Search Commands!Simple Search
- Universal Search Search Menu!Search Commands!Universal Search
- Inverted Search Search Menu!Search Commands!Inverted Search
- Find First Matching Record Search Menu!Search Commands!Find First Match

RESULTS SEARCH COMMANDS

- View Current Results Search Menu!Search Commands!View Current Results
- Add to Current Results Search Menu!Search Commands!Add to Current Results
- Remove from Current Results Search Menu!Search Commands!Remove from Current Results
- Search in Current Results Search Menu!Search Commands!Search in Current Results

SPECIAL SEARCH COMMANDS

- Find Duplicates Search Menu!Search Commands!Duplicates Search
- Find All Duplicates Search Menu!Search Commands!All Duplicates Search
- Find Orphaned Records Search Menu!Search Commands!Orphan Search

SEARCH OPTIONS

- Meet All Restrictions Search Menu!Search Options!Meet All Restrictions
- Meet Any Restriction Search Menu!Search Options!Meet Any Restriction
- Use Q&A Search Syntax Search Menu!Search Options!Use Q&A Search Syntax
- Use Regular Expression Search Syntax Search Menu!Search Options!Use Regular Expression Search Syntax

Figure 3. The Search Button Menu and Corresponding Menu Tree Commands

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Search Update Menu

Once you retrieve a set of records, the Search Update menu appears in the Command Area. As with the Search Menu, Buttons for the most common commands appear at the top in the Essential Commands group. The rest of the commands normally available from the Search Update menu are grouped below. If you have Reports, they appear on individual Buttons in a Reports group at the bottom of the menu. Moving the mouse into the Command Area makes a vertical scroll bar appear for scrollable access to all groups.

Figure 4 shows the Search Update Menu with the corresponding Tree commands for reference.

<p>Essential Commands</p> <p>Previous Record Next Record</p> <p>Save Record</p> <p>Delete Record</p> <p>Toggle Table View</p> <p>Open Spec Manager</p>	<p>ESSENTIAL COMMANDS</p> <p>Search Update Menu!Navigation!Previous Record (F9)</p> <p>Search Update Menu!Navigation!Advance Record (F10)</p> <p>Search Update Menu!Navigation!Save Record</p> <p>Search Update Menu!Record Commands!Delete Record (F3)</p> <p>Search Update Menu!Other Commands!Toggle Table View (Shift-F6)</p> <p>Search Update Menu!Open Spec Manager (Alt-F8)</p>
<p>Form Commands</p> <p>Back to Search Mode</p> <p>Save Record and Close Tab</p> <p>Close Tab</p> <p>Add New Records</p> <p>Open Form in a New Tab</p> <p>Detach Form</p>	<p>FORM COMMANDS</p> <p>Search Update Menu!Search (F7)</p> <p>Search Update Menu!Navigation!Save Record and Close Form (Shift-F10)</p> <p>Search Update Menu!Navigation!Close Form Without Saving (Esc)</p> <p>Search Update Menu!Navigation!Switch to Add Data Mode (Ctrl-F6)</p> <p>** NOT AVAILABLE **</p> <p>Search Update Menu!Other Commands!Toggle Attachment (Alt-F6)</p>
<p>Printing Commands</p> <p>Print Forms: Current All</p> <p>Merge File Print: Current All</p> <p>Save Current Record as HTML</p>	<p>PRINTING COMMANDS</p> <p>Search Update Menu!Record Commands!Printing Commands!Print Form</p> <p>Search Update Menu!Results Commands!Printing Commands!Print Forms</p> <p>Search Update Menu!Record Commands!Printing Commands!Merge File Print (Current Record)</p> <p>Search Update Menu!Results Commands!Printing Commands!Merge File Print</p> <p>Search Update Menu!Record Commands!Printing Commands!Print Form to HTML</p>
<p>Results Commands</p> <p>Remove Record From Results</p> <p>Mass Update on the Engine</p> <p>Mass Delete</p> <p>Delete Duplicates</p> <p>Remove Duplicates From Results</p> <p>Reparent</p>	<p>RESULTS COMMANDS</p> <p>Search Update Menu!Record Commands!Remove From Results</p> <p>Search Update Menu!Results Commands!Mass Update Engine</p> <p>Search Update Menu!Results Commands!Mass Delete</p> <p>Search Update Menu!Results Commands!Delete Duplicates</p> <p>Search Update Menu!Results Commands!Remove Duplicates From Results</p> <p>Search Update Menu!Results Commands!Reparent</p>
<p>Edit Commands</p> <p>Insert Current: Date Time</p> <p>Undo Current: Field Form</p> <p>Ditto Current: Field Form</p> <p>Copy Records: Current All</p> <p>Paste Records: Current All</p> <p>Spell Checker</p>	<p>EDIT COMMANDS</p> <p>Search Update Menu!Edit Commands!Insert Current Date (Ctrl-F5)</p> <p>Search Update Menu!Edit Commands!Insert Current Time (Alt-F5)</p> <p>Search Update Menu!Edit Commands!Undo Current Field (Ctrl-F7)</p> <p>Search Update Menu!Edit Commands!Undo Current Form (Shift-F7)</p> <p>Search Update Menu!Edit Commands!Ditto Current Field (F5)</p> <p>Search Update Menu!Edit Commands!Ditto Form (Shift-F5)</p> <p>Search Update Menu!Edit Commands!Paste Buffer to Form (Shift-F11)</p> <p>Search Update Menu!Edit Commands!Paste Buffer to Forms (Alt-F11)</p> <p>Search Update Menu!Edit Commands!Spell Checker</p>

Figure 4. The Search Update Button Menu and Corresponding Menu Tree Commands

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Add Data Menu

When you switch a Tab to Add mode to add new records, the Add Data menu appears in the Command Area. As with the Search Menu, Buttons for the most common commands appear at the top in the Essential Commands group. The rest of the commands normally available from the Add Data menu are grouped below. Moving the mouse into the Command Area makes a vertical scroll bar appear for scrollable access to all groups.

Figure 5 shows the Add Data Menu with the corresponding Tree commands for reference.

Essential Commands		ESSENTIAL COMMANDS
Previous Record	Next Record	<i>Add Data Menu!Navigation!Previous Record (F9)</i>
Save Record		<i>Add Data Menu!Navigation!Advance Record (F10)</i>
Delete Record		<i>Add Data Menu!Navigation!Save Record</i>
Toggle Table View		<i>Add Data Menu!Record Commands!Delete Record (F3)</i>
Open Spec Manager		<i>Add Data Menu!Other Commands!Toggle Table View (Shift-F6)</i>
		<i>Add Data Menu!Open Spec Manager (Alt-F8)</i>
Form Commands		FORM COMMANDS
Back to Search Mode		<i>Add Data Menu!Navigation!Switch to Search Mode (F7)</i>
Save Record and Close Tab		<i>Add Data Menu!Navigation!Save Record and Close Form (Shift-F10)</i>
Close Tab		<i>Add Data Menu!Exit Add Data</i>
Open Form in a New Tab		<i>** Not Available **</i>
Detach Form		<i>Add Data Menu!Other Commands!Toggle Attachment (Alt-F6)</i>
Printing Commands		PRINTING COMMANDS
Print Forms:	Current All	<i>Add Data Menu!Record Commands!Printing Commands!Print Form</i>
Merge File Print:	Current All	<i>Add Data Menu!Results Commands!Printing Commands!Print Forms</i>
Save Current Record as HTML		<i>Add Data Menu!Record Commands!Printing Commands!Merge File Print (Current Record)</i>
		<i>Add Data Menu!Results Commands!Printing Commands!Merge File Print</i>
		<i>Add Data Menu!Record Commands!Printing Commands!Print Form to HTML</i>
Results Commands		RESULTS COMMANDS
Mass Update on the Engine		<i>Add Data Menu!Results Commands!Mass Update Engine</i>
Mass Delete		<i>Add Data Menu!Results Commands!Mass Delete</i>
Delete Duplicates		<i>Add Data Menu!Results Commands!Delete Duplicates</i>
Remove Duplicates From Results		<i>Add Data Menu!Results Commands!Remove Duplicates From Results</i>
Reparent		<i>Add Data Menu!Results Commands!Reparent</i>
Edit Commands		EDIT COMMANDS
Insert Current:	Date Time	<i>Add Data Menu!Edit Commands!Insert Current Date (Ctrl-F5)</i>
		<i>Add Data Menu!Edit Commands!Insert Current Time (Alt-F5)</i>
Undo Current:	Field Form	<i>Add Data Menu!Edit Commands!Undo Current Field (Ctrl-F7)</i>
		<i>Add Data Menu!Edit Commands!Undo Current Form (Shift-F7)</i>
Ditto Current:	Field Form	<i>Add Data Menu!Edit Commands!Ditto Form (Shift-F5)</i>
		<i>Add Data Menu!Edit Commands!Ditto Current Field (F5)</i>
Copy Records:	Current All	<i>Add Data Menu!Edit Commands!Paste Buffer to Form (Shift-F11)</i>
Paste Records:	Current All	<i>Add Data Menu!Edit Commands!Paste Buffer to Forms (Alt-F11)</i>
Spell Checker		<i>Add Data Menu!Edit Commands!Spell Checker</i>

Figure 5. The Add Data Button Menu and Corresponding Menu Tree Commands

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Notes for Application Developers

With the exception of the *Open Form in a New Tab* buttons, the Button Menus provide a different method of access to the same commands as provided by the Tree Menu; however your applications may need a small amount of adjustment to work properly with the Button Menus.

Hiding Forms and Modes

The Button Menus list each Form only once, where the Tree Menu lists each Form twice - once for each mode. To hide a Form on the Application Menu, you must hide the corresponding Tree item for both modes. You cannot hide Forms by hiding the Database or Mode branches. You must hide both modes of the Form itself.

To hide a Form named Employees in the Hiring database:

In the Application Property Manager – On Application Open event:

```
var vTemp as Int
```

```
vTemp = @HideTreeItem(@Application + "!Forms!Add Data!Hiring!Employees")  
vTemp = @HideTreeItem(@Application + "!Forms!Search/Update!Hiring!Employees")
```

To hide a Form for only Add mode, you must hide the corresponding buttons in the Search and Search Update Menus.

On Retrieve Spec Open:

```
var vTemp as Int
```

```
vTemp = @HideTreeItem("Search Menu!Switch To Add Data Mode (Ctrl-F6)")
```

On Form Entry:

```
var vTemp as Int
```

```
vTemp = @HideTreeItem("Search Update Menu!Navigation!Switch to Add Data Mode  
(Ctrl-F6)")
```

Hiding Buttons

Buttons are hidden by calling @HideTreeItem() on their corresponding Tree item. The figures above show the Tree item that corresponds to each Button.

Automation

Tasks automated using @SelectTreeItem() will still work. The figures above show the Tree item that corresponds to each Button.

Tree Item Commands

Most of the SBasic Tree Item commands, such as @RelabelTreeItem(), will not affect the corresponding Button. Use AddToTranslationTable to change the wording on Buttons.

Restoring the Tree Menu Style

If your users prefer the Tree Menus, or if you need to keep Sesame in Tree style while you test and adjust your application design, you can restore Sesame to Tree style by adding the following line to your sesame.ini file:

```
MENU STYLE: TREE
```

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Controlling the Button Menus with the SESAME.INI File

There are a set of new sesame.ini file settings you can use to control the behavior of the new Button Menus. These settings control whether Sesame uses Button or Tree Menu, which applications are offered when Sesame is opened and the width of the new "as needed" scrollbars.

MENU STYLE: Controls whether the Command Area displays the new Button Menu or the older Command Trees. Valid settings are **BUTTONS** and **TREE**.

Example: MENU STYLE: TREE

Default: BUTTONS

When button menus are used you have the option of displaying a list of database applications which can be conveniently opened with a single click. There are two ways of using this feature: a default method which can automatically list files in your *Data* or *Samples* folder, or a custom method where you can specify one or more folders whose applications will be listed. In both cases all DB files in that folder will be listed, in alphabetical order.

DEFAULT BUTTON DIRECTORY TYPE: Displays a list of applications when Sesame is first opened.

The only valid settings are:

OFF - No application list

CWD - Applications in the Current Working Directory (normally \Sesame2)

DATA - Applications in the *Data* directory under the Current Working Directory

SAMPLES - Applications in the *Data\Samples* directory under the Current Working Directory. There is no need to specify "Data\Samples".

CUSTOM - Applications in the path(s) specified by CUSTOM BUTTON DIRECTORY PATH ini file settings (See below).

Example: DEFAULT BUTTON DIRECTORY TYPE: DATA

Default: OFF

Notes:

The application list will only be shown if the button menu interface is used.

If there are no applications in a particular directory then no group will be shown for that directory.

You cannot specify another directory without using DEFAULT BUTTON DIRECTORY TYPE: CUSTOM.

CUSTOM BUTTON DIRECTORY PATH: If DEFAULT BUTTON DIRECTORY TYPE is set to CUSTOM, Displays a list of applications when Sesame is first opened. Cannot be used without first specifying DEFAULT BUTTON DIRECTORY TYPE: CUSTOM.

Each setting is specified as title:path.

The list of applications will be grouped with the specified title. You can have up to 10 custom button directory paths. The path specified is relative the Current Working Directory.

Example: CUSTOM BUTTON DIRECTORY PATH: Teachers:Data\School\Faculty

Example: CUSTOM BUTTON DIRECTORY PATH: Students:Data\School\Pupils

Default: No Default

Notes:

The application list will only be shown if the button menu interface is used.

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If there are no applications in a particular directory then no group will be shown for that directory.

You can use / or \ as the pathname separator.

DISPLAY RECENT APPLICATIONS: Sets whether a button group is displayed for recently used applications when Sesame is first opened. Valid settings are ON and OFF.

Example: DISPLAY RECENT APPLICATIONS: OFF

Default: ON.
