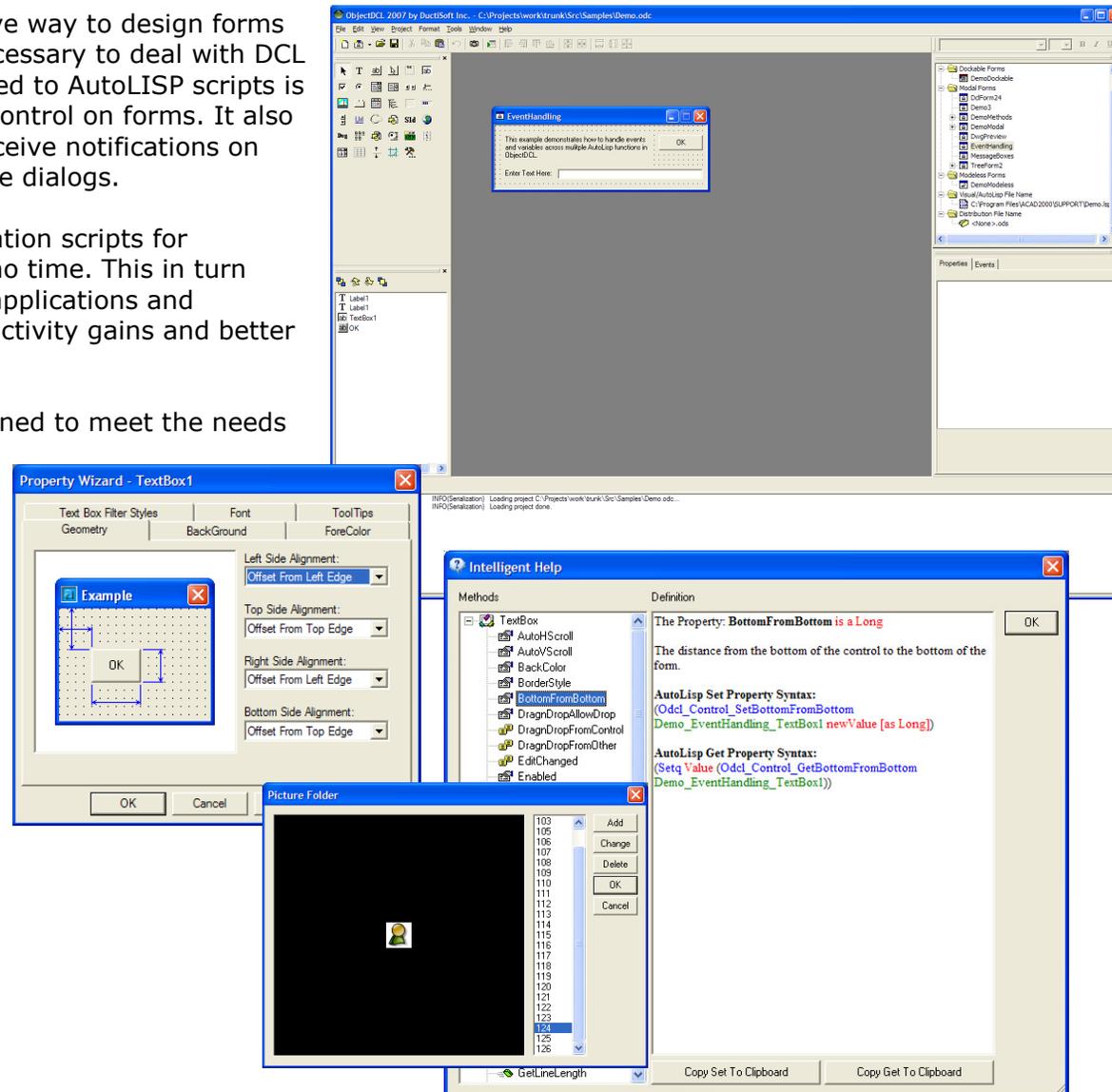


The ObjectDCL Editor is an integrated development environment for designing dialogs, forms, panes and dockable windows for AutoCAD AutoLISP scripts.

Developers have a visual interactive way to design forms quickly and efficiently. It is not necessary to deal with DCL language anymore. The API exposed to AutoLISP scripts is simple to use. It allows complete control on forms. It also provides a number of events to receive notifications on how the end-user interacts with the dialogs.

Developers can make their automation scripts for AutoCAD become user friendly in no time. This in turn leads to greater adoption of their applications and therefore to larger customer productivity gains and better sales.

The ObjectDCL technology is designed to meet the needs of technical drafters, automation scripts developers, consultants and software manufacturers. The technology has a distributable portion (called ARX) that can be deployed easily and reliably on technical drafter workstations. Scripts and ObjectDCL dialogs can be created for internal use or for commercial software.



## ObjectDCL Editor Interface

### ToolBar

Start a new project, create new forms, load or save a project. Cut, copy or paste controls. Undo changes. Manage pictures. Preview dialogs. Align, position and resize controls. Adjust control fonts.

### ToolBox

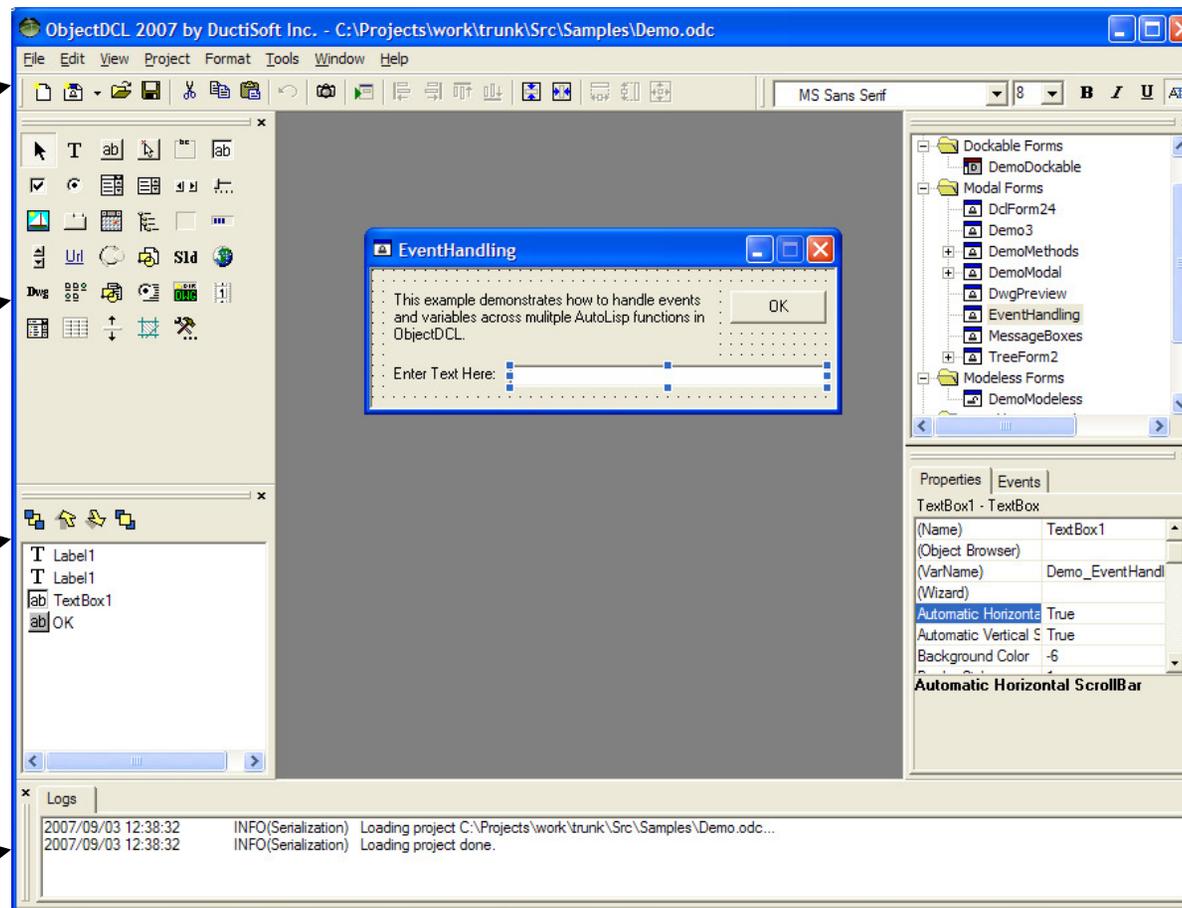
Select the control you wish to lay out on the form

### Tab and Z Order

Order controls for TAB traversal and at the same time define which control lies in front of others. Top most control is at the end of the list.

### Logs

Information regarding operations carried out.

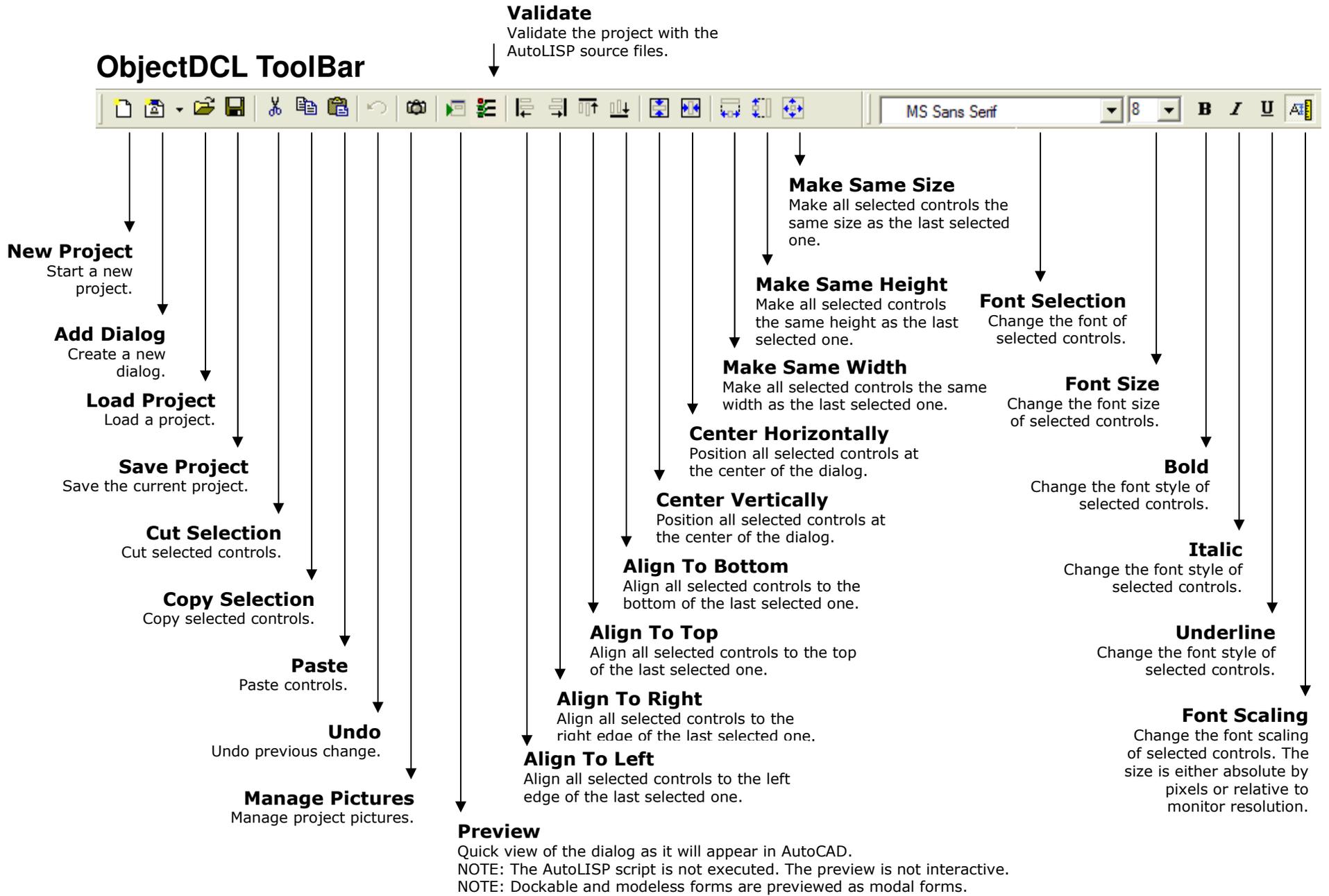


### Project Manager

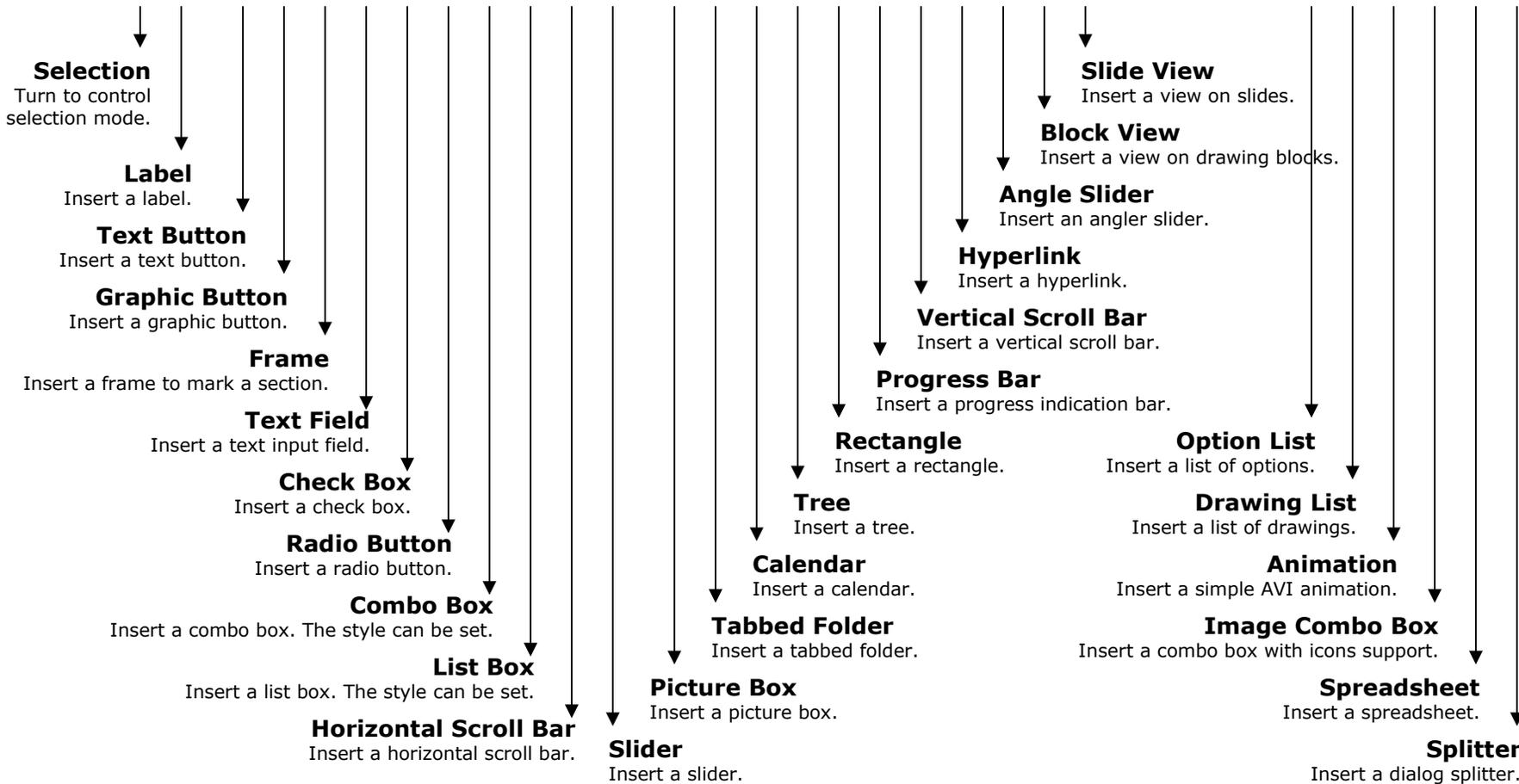
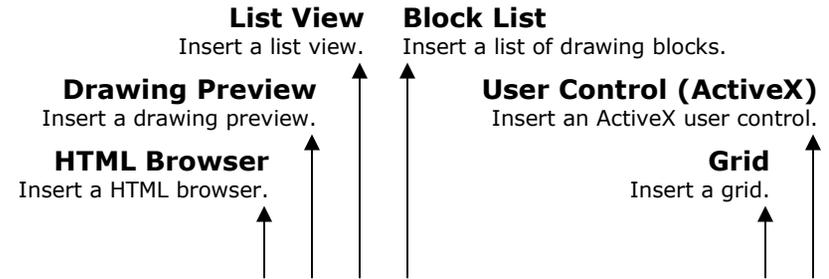
Find and open existing dialogs. Define the AutoLISP source file. Define the distribution file path.

### Properties and Events

Edit control and form properties. Enable event handlers.



# ObjectDCL Toolbox



# ObjectDCL Properties and Events

**Property Name**  
Display the property name.

**Property Name and Description**  
Display the property name and a short description.

**Switch to Events**  
Switch to Events tab for enabling and disabling event handlers.

**More Options**  
Edit a complex property through a dialog.

**Property Value**  
Set the property value.

**Switch to Properties**  
Switch to Properties tab for control customization.

**Event Name**  
Display the event name. Check to activate handler and uncheck to deactivate.

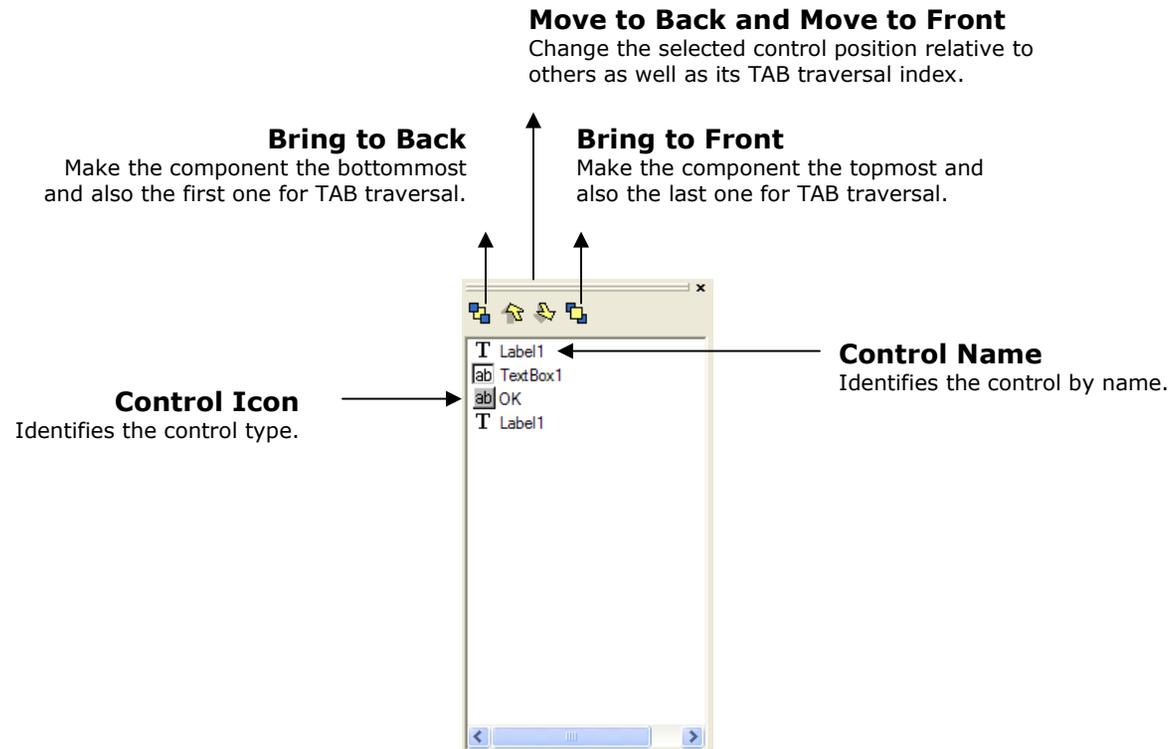
**Event Handler Name**  
Display the event handler's name.

**Function Prototype**  
Display the event handler prototype in AutoLISP language.

**Event Description**  
Display a short description of the event handler.

**Add to AutoLISP Source**  
Add the function prototype to the project's AutoLISP source file.

## ObjectDCL Tab and Z Order



# ObjectDCL ToolTips

### Optional ToolTip Title

Provide a title to your tooltip if needed.

### Optional ToolTip Title Color

Provide a color for the title (default: BLACK).

### Preview

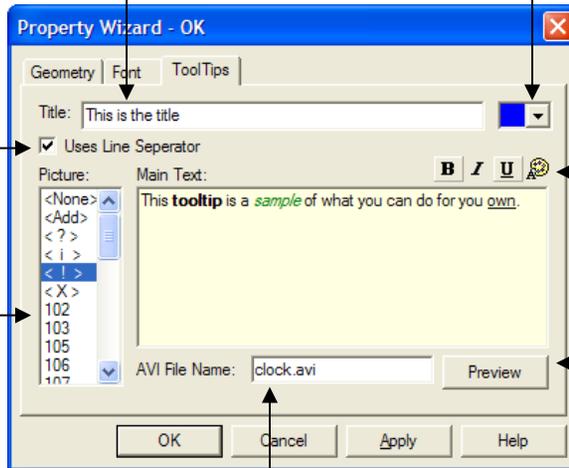
What is seen with this sample when previewed.

### Optional Separator

Put a separator between the title and the main text.

### Optional Picture

Select a default icon or a project picture.



### Main Text Style

Select a portion of text and set the desired style. In order: bold, italic, underline and color.

### Preview

Preview the tooltip.

### Optional Animation

Provide the file name of the animation (collocated with the project) or the absolute path to the file.

