



Microsoft Dynamics® GP 2013
Modifier User's Guide

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Introduction

Welcome to the Modifier, the tool you can use to customize the appearance of applications like Microsoft Dynamics® GP. The Modifier offers a variety of features that allow you to modify the look and feel of Microsoft Dynamics GP without affecting the integrity of the accounting system.

With the Modifier, you can change the appearance of individual windows, make global changes that affect the entire interface, and add new controls to windows. The ability to add new controls is most useful if you are also using Visual Basic® for Applications (VBA), Visual Studio® Tools for Microsoft Dynamics GP, or the Continuum API to extend the functionality of the accounting system.

What's in this manual

This manual is designed to give you an in-depth understanding of how to use the Modifier to customize the appearance of Microsoft Dynamics GP.

- [Part 1, Basics](#), describes the Modifier interface and explains how to start the Modifier.
- [Part 2, Modifying Forms](#), provides detailed information about how to make modifications to forms in Microsoft Dynamics GP.
- [Part 3, Global Modifications](#), describes how to make modifications that will affect the entire Microsoft Dynamics GP interface.
- [Part 4, Storing and Accessing Modifications](#), describes the Forms dictionary. It also explains how to control access to modifications you have made with the Modifier. Packaging modifications is also described.

You can also refer to the Modifier online help for more information about using the Modifier.

Symbols and conventions

To help you use this documentation more effectively, we've used the following symbols and conventions within the text to make specific types of information stand out.

Symbol	Description
	The light bulb symbol indicates helpful tips, shortcuts and suggestions.
	Warnings indicate situations you should be aware of when completing tasks with the Modifier.
<i>Margin notes summarize important information.</i>	Margin notes call attention to critical information, and direct you to other areas of the documentation where a topic is explained.



Convention	Description
Part 2, Making Modifications	Bold type indicates a part name.
Chapter 1, "Basics"	Quotation marks indicate a chapter name.
<i>Applying formats</i>	Italicized type indicates a section name.
RUNTIME.EXE	Words in uppercase indicate a file name.
Software Development Kit (SDK)	Acronyms are spelled out the first time they're used.
TAB or ALT+M	Small capital letters indicate a key or a key sequence.

Product support

Technical support for the Modifier can be accessed by the following methods:

- **Telephone support** – Technical Support at (888) 477-7877 between 8:00 a.m. and 5:00 p.m. Central Time, Monday through Friday. International users can contact Technical Support at (701) 281-0555.
- **Internet** – Modifier Technical Support is also available online through CustomerSource or PartnerSource, and is accessible from www.microsoft.com/Dynamics/GP.

Part 1: Basics

This portion of the documentation contains basic information you should know before you begin using the Modifier. The following topics are discussed:

- [Chapter 1, “Getting Started with the Modifier,”](#) describes the types of modifications you can make with the Modifier, the terminology used in the product, and how modifications are stored. It describes how to start the Modifier.
- [Chapter 2, “The Modifier Interface,”](#) describes the Modifier’s interface.

Chapter 1: Getting Started with the Modifier

Before you begin working with the Modifier, you should have a basic understanding of the types of modifications you can make, terminology used in the Modifier, and how modifications are stored. Information is divided into the following sections:

- [Types of modifications](#)
- [Terminology](#)
- [Storing modifications](#)
- [Starting the Modifier](#)

Types of modifications

You can use the Modifier to make three basic types of modifications: modifying the appearance of windows, making global changes to the interface, and adding new controls.

Modifying windows

With the Modifier, you can change the appearance of individual windows in the accounting system. This allows you to customize your system to the way you work. For instance, a common window modification is hiding fields that you won't be using. Another common modification is changing the order in which the focus moves from field to field to reflect the way you enter data into the system.

Making global interface changes

The Modifier also allows you to make changes that will be reflected throughout the entire interface. For example, most of the strings that are displayed in the interface can be modified. If you were to modify the string "ZIP Code" and change it to be "Postal Code", the change would be seen in every place the string "ZIP Code" was used.

Adding new fields

You can also use the Modifier to add new fields to windows in the accounting system. This capability is designed primarily for users who also use Visual Basic for Applications (VBA), Visual Studio Tools for Microsoft Dynamics GP, or the Continuum API to further customize Microsoft Dynamics GP.

Terminology

To get the most benefit from the Modifier, you need to understand the structure of an application like Microsoft Dynamics GP that is written in Microsoft® Dexterity. The interface is composed of *windows* and *forms*.

Windows

A window is the work area used to enter and display information in an application. Windows in a Dexterity-based application are the actual windows you see when you run the application.

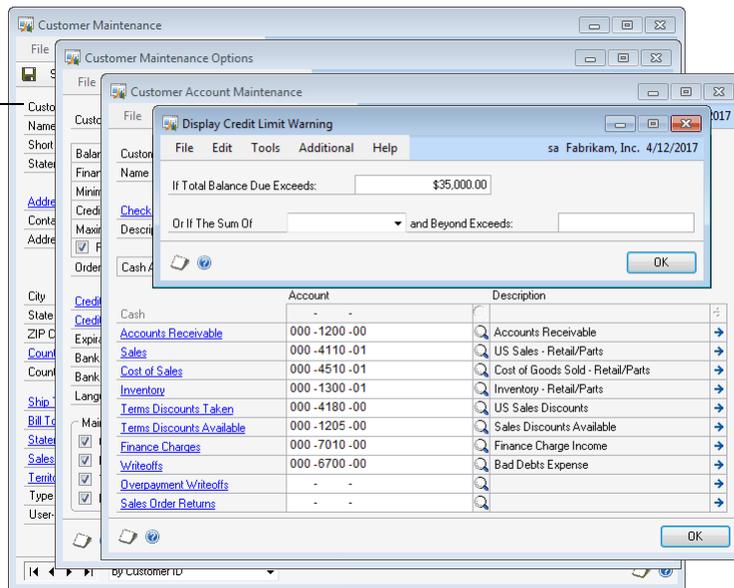
Forms

A form is a collection of windows, menus and other resources that function together for a common purpose. For example, four windows work together to handle customer information. These windows are:

- Customer Maintenance
- Customer Maintenance Options
- Customer Account Maintenance
- Display Credit Limit Warning

Because they work together, these windows are grouped into a form named `RM_Customer_Maintenance`.

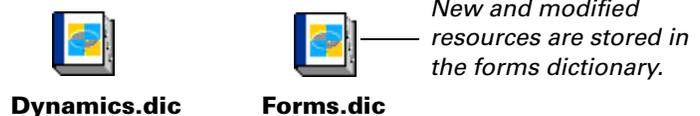
These windows are part of the `RM_Customer_Maintenance` form.



Forms are typically named based on the type of action the user is performing. Every window in a Dexterity-based application is part of a form. When you use the Modifier to work with window, you must first find and open the form that contains it.

Storing modifications

All changes and additions you make using the Modifier are stored in the *forms dictionary* for the application. By storing the new and modified resources in a separate dictionary, the integrity of the system can be maintained. For example, the following illustration shows the dictionary for Microsoft Dynamics GP and its associated forms dictionary.



You'll learn more about the forms dictionary in [Chapter 14, "Storing Modifications."](#)

Starting the Modifier

To begin using the Modifier, log into the accounting system. If you're using Microsoft Dynamics GP in a multiuser environment, verify that no other users are in the system before you use the Modifier. Then perform the following steps:

1. Start the Modifier.

From the main Dynamics GP window:

In the Microsoft Dynamics GP menu, choose Tools >> Customize >> Modifier.

From individual task windows:

In the Tools menu, choose Customize >> Modifier.

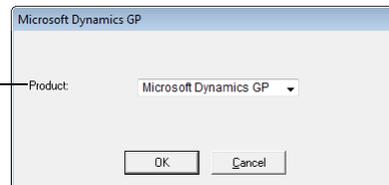


If the Modifier item is dimmed, the Modifier hasn't been registered or you have not been granted access through system security. Refer to the installation instructions included with Microsoft Dynamics GP for information about registering the Modifier. Refer to [Chapter 15, "Accessing Modifications,"](#) for more information about setting access to the Modifier.

2. Select the product to modify.

If you're using additional products that integrate with Microsoft Dynamics GP, the following window will appear when you start the Modifier.

If you have integrating products, use this window to select the product to modify.



Select the product you want to modify, then click OK. If Microsoft Dynamics GP is the only product available, this window won't appear.

Chapter 2: The Modifier Interface

This portion of the documentation describes the basic elements of the Modifier interface. It is divided into the following sections:

- [The Modifier main window and toolbar](#)
- [Menus](#)
- [Windows](#)
- [Standard buttons](#)

The Modifier main window and toolbar

When you start the Modifier, the Modifier's main window and toolbar appear. The toolbar appears across the top of the main window. Each button that appears represents a fundamental resource that you can view or edit. The following table describes each button.

Button	Description
 Data Types	Opens the Data Types window, where you can view or edit existing data types.
 Fields	Opens the Fields window, where you can view a list of fields in the application.
 Forms	Opens the Forms window, where you can view a list of the modified forms in the application. You will also use this window to create new modified forms.

Each of these items is described in detail later in this manual.

Menus

The following items are available in the Modifier menu bar.

File: Generate Resource Reports

This menu item prints a resource report for the application. The resource report is a text file that lists all resources in the current dictionary, their internal resource IDs and any resources associated with the listed resource. When you choose Generate Resource Reports, a dialog box will appear and allow you to name the report and select its location.

File: Print Setup

This menu item opens the printer setup dialog box. This dialog box allows you to configure the currently selected printer.

File: Process Monitor

This menu option opens the Process Monitor window. This window displays activity for tasks that you choose to process in the "background" within your application.

File: Microsoft Dynamics GP

Choosing the menu item allows you to exit the Modifier and return to the main application.

File: Table/Field/Window Descriptions

These menu items open forms in the Resource Descriptions tool. This tool displays information about all the tables, fields and windows used in the current dictionary.

File: Exit

This menu item allows you to exit the application.

Edit: Undo

This menu item will undo the last keyboard entry in an editable field. It will also undo field movement and sizing in a layout window, but not the addition or removal of fields, text or graphics from a layout window.

Edit: Cut/Copy/Paste

These menu items allow you to copy text or graphics to the Clipboard, then paste it in a different location. You cannot cut, copy or paste fields.

Edit: Clear

This menu item allows you to remove text from an editable field, or remove selected items from the layout area.

Edit: Select All

This menu item allows you to select the entire entry in a field, or all items in the layout area for a window, report or scrolling window.

Macro: (all)

The items available from the Macro menu allow you to record and play macros.

Resources: (all)

The items in the Resources menu allow you to access the various resources in the application. Resources available from this menu include all resources accessed from the toolbar, as well as other resources (such as formats and messages).

Windows:

This menu displays a list of the windows currently open. Selecting a window from this menu makes the window active.

Help: Lookup

This menu item opens any lookup window for the current field.

Help: Contents

This menu item displays the contents topic for the Modifier online help.

Help: Search for Help On

This menu item displays the search window for the help system, allowing you to search the Modifier online help.

Help: Window Help

This menu item displays help for the current window in the Modifier.

Help: About

This menu item displays the About window for the main application.

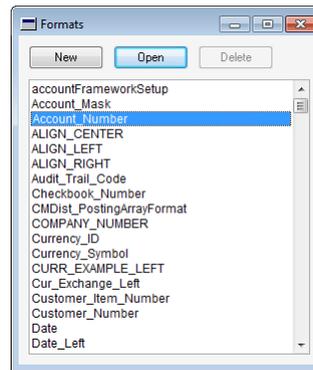
Windows

The Modifier uses several types of windows. Review the following descriptions to learn how each is used.

Resource list windows

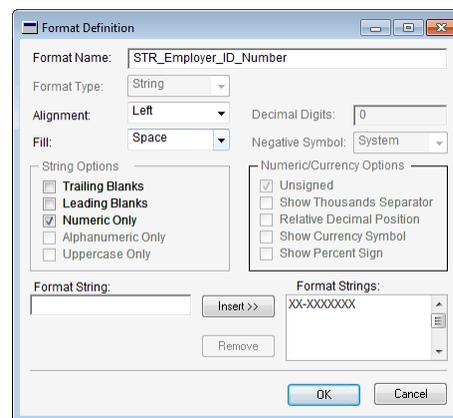
Resource list windows display a list of resource names for a given resource type. To display a resource list window, click a button in the Modifier toolbar or choose a resource from the Resources menu. When the window appears, select a resource name and click Open to display its definition window.

The following illustration shows the Formats resource list window.



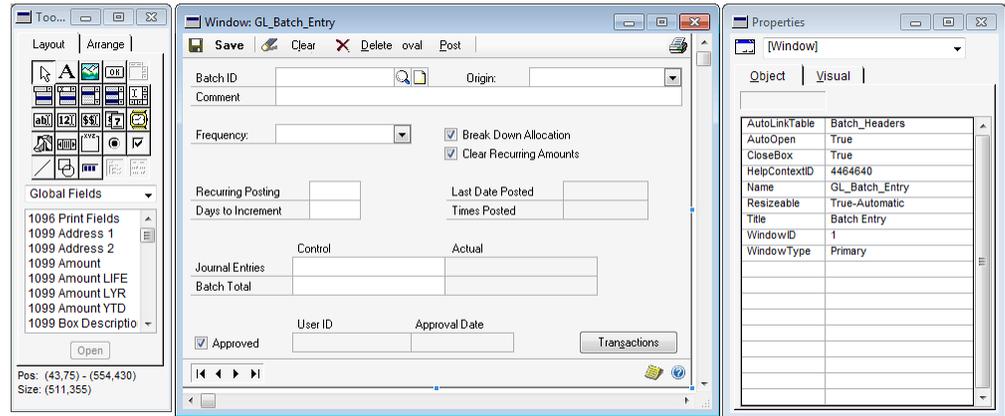
Definition windows

Definition windows allow you to customize individual resources in an application. For example, you will use the Format Definition window to customize how data is displayed in fields.



Layout window

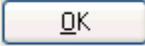
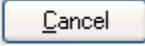
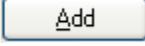
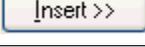
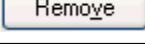
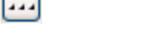
You will use the Layout window to customize the appearance of windows in the application. The Layout window uses a graphics metaphor you may already be familiar with: an assortment of tools you can use for drawing and creating objects; a built-in grid that allows easy alignment of objects on the window; moveable objects in a layout like object-oriented drawing programs; and standard cut-copy-and-paste techniques so you can import graphics you create in other applications.



The Toolbox is available whenever the Layout window is open. It contains tools you will use to add objects to the layout. The Properties window is used to specify the characteristics of windows, fields and drawn items when you're customizing a window layout.

Standard buttons

The following buttons are used throughout the Modifier:

Button	Description
	Saves changes and closes the current window.
	Closes the current window without saving the changes to the window.
	Allows you to save information for the current window without closing the window.
	Creates a new resource.
	Opens the selected resource and displays its definition.
	Deletes the selected resource.
	Allows you to insert items in a list, such as fields into a table definition.
	Allows you to remove items from a list, such as the static text values in a list box.
	The lookup button opens another window, allowing you to select a value to return to the current field. Typically, clicking the lookup button displays a list of resources. One of these resources can be selected and have its value returned to the current field.

Part 2: Modifying Forms

This portion of the documentation contains information about making modifications to forms. The following topics are discussed:

- [Chapter 3, “Selecting Forms to Modify.”](#) explains how to make modifications to forms and windows.
- [Chapter 4, “Modifying Windows.”](#) describes modifications you can make to windows.
- [Chapter 5, “Modifying Scrolling Windows.”](#) describes modifications you can make to scrolling windows.
- [Chapter 6, “Modifying Menus.”](#) explains how to modify menus.
- [Chapter 7, “Adding New Fields.”](#) explains how to add new controls to windows.

Chapter 3: Selecting Forms to Modify

Most of the modifications you make will be to forms or to the windows contained in those forms. Before you can make modifications, you must first locate the form to modify. This portion of the documentation explains how to do this. The information is divided into the following sections:

- [Finding a form name](#)
- [Creating a modified form](#)

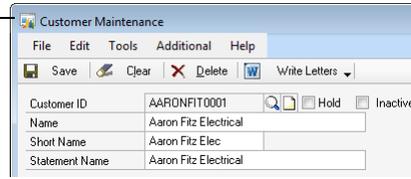
Finding a form name

To modify a form, you need to know its name. You can find a form's name using the Window Descriptions window, which is part of the Resource Descriptions tool. Use the following steps to find a form's name.

1. Find the name of a window you want to modify.

In Microsoft Dynamics GP, open a window that you want to modify. Note the window title. You will use this name to find out which form the window is part of. For example, the following illustration shows the window title for the Customer Maintenance window.

Note the window title.



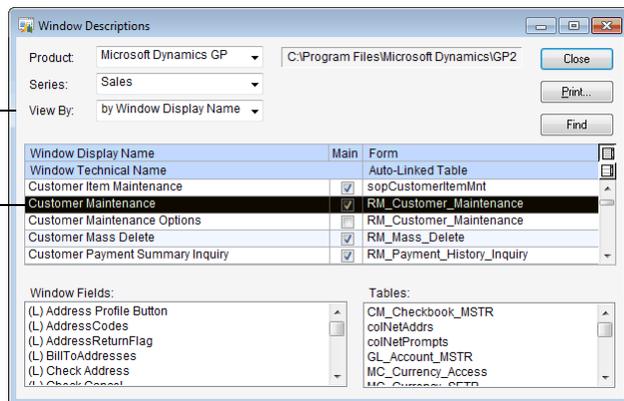
2. Open the Window Descriptions window.

If you are in Microsoft Dynamics GP, open the Window Descriptions window by pointing to Resource Descriptions in the Tools menu, then choosing Windows. If you are already in the Modifier, choose Window Descriptions from the File menu.

3. Locate the window.

In the Window Descriptions window, set the Product, Series and View By fields to locate the window. For example, to locate the Customer Maintenance window in Microsoft Dynamics GP, the product is Microsoft Dynamics GP and the series is Sales. Since you know the window display name (title), set the View By field to sort windows by the Window Display Name. Now you can locate the window name in the list.

Be sure to view the windows by their display names (titles).
Once you find the window name, you can find the form the window is part of.



4. Find the form name.

Once you have found the window display name in the list, you can find the name of the form the window is part of. Continuing the example, the Customer Maintenance window is part of the RM_Customer_Maintenance form.

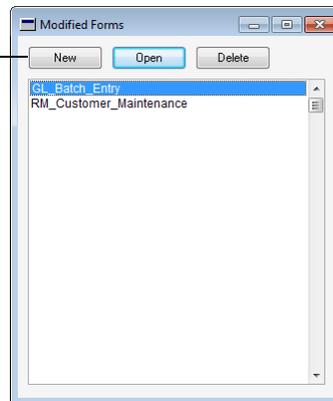
Creating a modified form

After you know the name of the form that contains the items you want to modify, start the Modifier. Then perform the following steps to create a modified version of the form.

1. Create a new modified form.

If the Modified Forms window isn't open, click the Forms button on the toolbar to display the list of Modified forms. Then click New to create a new modified form.

Click New to create a new modified form.

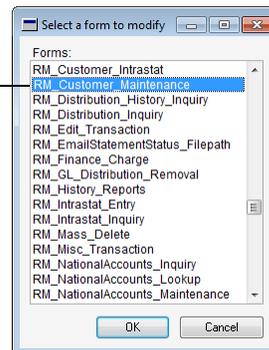


A window will appear, allowing you to select a form to modify.

2. Select the form to modify.

From the window that appears, select the form that you want to modify, then click OK.

Select the form that you want to modify, and then click OK.



The Form Definition window will appear for the form you selected. The name of the form will also be added to the Modified Forms list. You can then begin making modifications.

A copy of the form you selected to modify was added to the Forms dictionary, allowing you to make modifications to it. In [Part 4, Storing and Accessing Modifications](#), you will learn more about how modified forms are stored and accessed.



If you simply want to modify a window in Microsoft Dynamics GP, you can save several steps. First, display the window you want to modify. Then point to Customize in the Tools menu and choose Modify Current Window. The Modifier will start, the form that contains the window will be added to the list of modified forms, and the layout for the window will be displayed.

Chapter 4: Modifying Windows

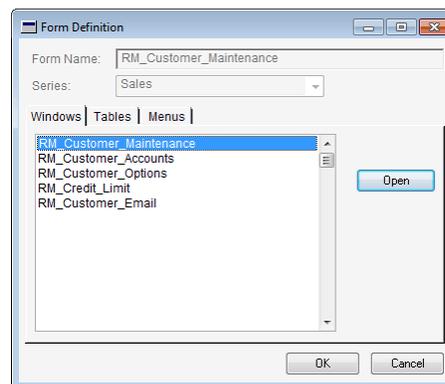
Changing the appearance of windows is the most common modification made with the Modifier. This portion of the documentation provides detailed information about how to modify windows. It is divided into the following sections:

- [Opening a window layout](#)
- [The Toolbox](#)
- [The layout area](#)
- [The layout grid](#)
- [The Properties window](#)
- [Window properties](#)
- [Field properties](#)
- [Drawn object properties](#)
- [Previewing a window](#)
- [Setting the tab sequence](#)
- [Positioning the window](#)
- [Adding fields to the window](#)
- [Adding pictures](#)
- [Linking fields to prompts](#)
- [Resizing windows](#)
- [Auto-complete](#)
- [Linking fields to format fields](#)

Opening a window layout

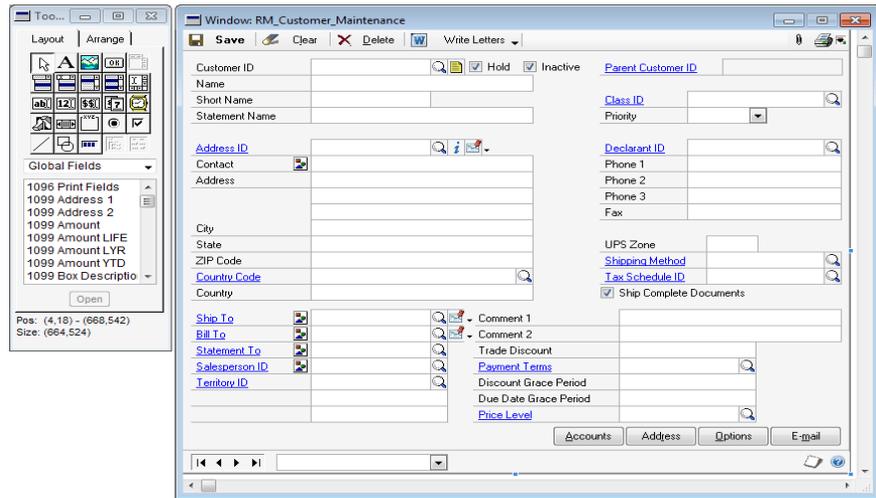
Refer to [Chapter 3, “Selecting Forms to Modify”](#) for information about how to create a modified form.

To open the layout for a window, open the Form Definition window for the form that contains the window. Click the Windows tab to display a list of windows for the form. Select a window and click Open.



If you are viewing the window you want to modify, you can point to *Customize* in the *Tools* menu and choose *Modify Current Window*. The Modifier will start, the form that contains the window will be added to the list of modified forms, and the layout for the window will be displayed.

The Toolbox and Layout window will appear, as shown in the following illustration.



The Layout window and Toolbox use a graphics metaphor you may already be familiar with: an assortment of tools you can use for drawing and creating text objects; a built-in grid that allows easy alignment of objects on the window; moveable objects in a layout like object-oriented drawing programs; and standard cut-copy-and-paste techniques so you can import graphics you create in other applications.



Changes you make to windows are saved only when the Layout window is closed. Save your work often by closing the Layout window and then reopening it to continue modifying the window.

The Toolbox

To add and manipulate objects in the Layout window, use tools from the Toolbox. The following tools are available:

Tool	Name	Use
	Arrow tool	Select, resize and move objects in the window layout. Objects highlighted by the arrow tool can be dragged into position in the layout area.
	Text tool	Add text objects to the layout area. Select the text tool, then click in the appropriate location to type text in the layout.
	Picture tool	Place pictures from the picture library in the layout area. Select the picture tool, then click the mouse in the desired location in the layout area; the Pictures window will appear. Select a picture and click OK.
	Line tool	Add lines to the layout area.
	Shape tool	Add rectangles, circles and other shapes to the layout area.

The toolbox also contains tools you can use to add new fields to a window. Adding new fields is described in [Chapter 7, “Adding New Fields.”](#)

Tool	Name	Tool	Name
	Push button tool		Drop-down list tool
	Combo box tool		List box tool
	Multi-select list tool		Big text tool
	String tool		Integer tool
	Currency tool		Date tool
	Time tool		Visual switch tool
	Horizontal list box tool		Radio group tool
	Radio button tool		Check box tool
	Progress indicator tool		

Clicking the Arrange tab in the Toolbox displays additional tools used to align, resize or tile fields in the window. These tools are described in the following table.

Category	Tool	Name	Use
Align		Align to Top	Aligns the selected objects with the top object in the group.
		Align to Left	Aligns the selected objects with the leftmost object in the group.
		Align to Right	Aligns the selected objects with the rightmost object in the group.
		Align to Bottom	Aligns the selected objects with the bottom object in the group.
Size		Size to Shortest	Shrinks the selected objects to the height of the shortest object in the group.
		Size to Narrowest	Shrinks the selected objects to the width of the narrowest object in the group.
		Size to Widest	Enlarges the selected objects to the width of the widest object in the group.
		Size to Tallest	Enlarges the selected objects to the height of the tallest object in the group.
		Size to Default	Resizes the field to its default size, based upon how the visual properties for the field are set.

Category	Tool	Name	Use
Tile		Tile Horizontally	Tiles the selected objects horizontally. The value in the Space field specifies the space between objects.
		Tile Vertically	Tiles the selected objects vertically. The value in the Space field specifies the space between objects.



Arranging objects can't be undone. Be sure to save your window layout before arranging objects. If you aren't satisfied with the result of an arrangement, you can close the window without saving the changes.



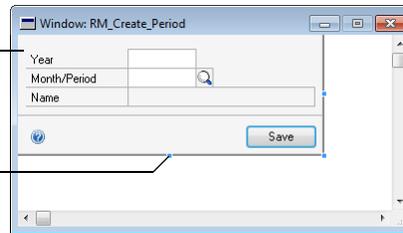
The position and size coordinates for the currently-selected object are displayed at the bottom of the Toolbox. Use these values to accurately position and size objects.

The layout area

The layout area is where you add fields, controls, graphics and text used by the window. This area represents the size of the window as it will appear at runtime, exclusive of native operating system controls such as title and scroll bars. To change the size of the window, drag the resize handles to adjust the width and height of the window.

The layout area represents the size of the window as it will appear at runtime.

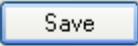
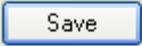
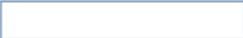
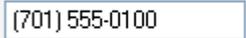
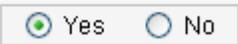
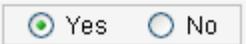
The resize handles allow you to change the dimensions of the window.



The layout area doesn't display controls that are specific to the operating system, such as scroll bars, resize boxes, minimize controls and title bars. Instead, operating system elements are created automatically.

It's important to remember that items appearing in the layout area can look somewhat different than how they will appear at runtime. At runtime, all objects added to the layout area will appear in the window drawn properly.

Use the Show Field Names and Show Invisible Fields items in the Layout menu to specify how fields will be displayed in the layout window. If you mark the Show Field Names menu item, fields will show their field names, rather than their normal display characteristics. If you choose not to show field names, fields will display much like they do at runtime. The following table shows how several fields appear in the layout and how they appear at runtime:

Showing field names	Not showing field names	At runtime
		
		
		

If you mark the Show Invisible Fields item in the Layout menu, those fields whose Visible property is set to false will be displayed in the layout. Invisible fields are typically used to store values used by Microsoft Dynamics GP. They aren't visible when the accounting system is running.

Each object in the window layout can be selected with the arrow tool, then dragged to a different position in the layout area. You also can move selected graphics, text or fields in front of or behind other objects by choosing Send To Front or Send To Back from the Layout menu.

The layout grid

The layout window has a grid that's activated automatically when you open the window. When the grid is active, a check mark appears next to the Grid item in the Layout menu. Objects you add to the layout area will be aligned to the grid automatically, but existing objects in the layout area won't be aligned to the grid. To align existing object to the grid, be sure the grid is active, then select the objects with the arrow tool and choose Align To Grid from the Layout menu.

It's a good idea to use the layout grid when adding or rearranging items in the layout area, so items will be aligned automatically. If you want to display the grid in the layout area, choose Show Grid from the Layout menu. To display the grid behind objects in the layout window, choose Grid to Back. To deactivate the grid, choose Grid from the menu to remove the check mark.



You can use the arrow keys to move selected items in the window one pixel at a time, regardless of whether the grid is turned on.

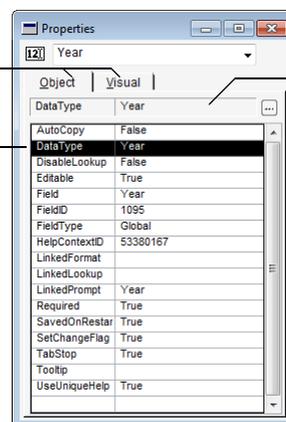
The Properties window

The Properties window is used to set several characteristics of the window and the objects in the window. To display the properties for the window, select Properties from the Layout menu. If it isn't already open, the Properties window will appear.

Select an object in the layout area and click the tab indicating which type of property you want to view. Click the Object or Visual tab, depending on the type of property you want to view. To set a property, select it in the list and then change its value in the settings box.

Click a tab to display the corresponding list of properties.

To set the value of a property, select it in the list. Then set its value in the settings box.



Settings box

Setting the property value involves choosing a value from a drop-down list, typing a value, or using a lookup. Some properties listed can't have their values changed.

Property type	Description
<input type="text" value="Editable"/> <input type="text" value="True"/> <input type="button" value="v"/>	Some properties are set using a drop-down list.
<input type="text" value="Size-Height"/> <input type="text" value="20"/>	Some properties have the value entered directly.
<input type="text" value="DataType"/> <input type="text" value="PB_Save"/> <input type="button" value="..."/>	Some properties use a lookup to retrieve values.
<input type="text" value="FieldID"/>	Some properties can't be set.



Double-clicking a property in the properties list is a shortcut to setting its value. For instance, double-clicking a property whose value is set with a drop-down list will set the property to the next value in the list.

Window properties

To view window properties, be sure the Properties window is open. Select the arrow tool from the Toolbox and click in the layout window outside of the window's area to select the window. The window is selected when resize handles appear on its perimeter. The following table lists the window properties. Asterisks indicate the properties that can be changed using the Modifier.

Object property	Description
AutoLinkTable	Indicates the table auto-linked to the window. You can add fields from the auto-linked table to the window.
AutoOpen	If set to true, the window opens automatically when the form opens. By default, this value is set to true.
CloseBox*	If set to true, the close box on the window will be active.
HelpContextID	Lists the help context ID value for the window.
Name	The name of the window. This name is used to refer to the window in scripts.
Resizable*	If set to false, the window cannot be resized by the user. If set to true-automatic, the window can be resized and the appropriate fields will be resized automatically. If set to true-per field, the window can be resized, but the resize characteristics must be specified for each individual field.
Title*	The name that is displayed in the title bar of the window.
WindowID	Lists the resource ID of the window.
WindowType	Indicates whether the window is a primary window, modal dialog, modeless dialog, wizard, lookup, toolbar, palette, or internal.

Visual property	Description
BackColor*	If set to true, sets the background area of the window to the window background color specified by the operating system. If set to false, the background of the window will be white.
ControlArea*	If set to true, a band called the control area will be displayed across the top of the window.
Position-Left*	Indicates the position of the left edge of the window, measured in pixels from the left edge of the screen.
Position-Top*	Indicates the position of the top edge of the window, measured in pixels from the bottom edge of the toolbar.

Visual property	Description
Size-Height*	Indicates the window height, measured in pixels.
Size-Width*	Indicates the window width, measured in pixels.

Field properties

The following table lists the field properties. Asterisks indicate the properties that can be changed using the Modifier.

Object property	Description
AutoComplete	For string fields, specifies whether the field will use the auto-complete capability. If this property is set to true, the contents of the field will automatically be completed as the user types, based on a list of values associated with the field.
AutoCopy	Specifies whether information is automatically transferred between the field and the corresponding field in the table. If set to false, the field will be unaffected by processing that copies information to or from the field.
Cancel	If this property is set to true, the process associated with this field will be run when the user presses ESC while the window containing the field is active. This property is typically set to true for a Cancel push button field. This property is available only for push button fields.
DataType	Indicates the data type used for the field.
Default	If this property is set to true, the process associated with this field will be run when the user pressing the ENTER key or double-clicking a list box or scrolling window with the DefaultDbClick property set to true. The Default property is typically set to true for an OK or Save push button field. This property is available only for push buttons.
DefaultDbClick	Setting this property to true allows the user to double-click a list box field to accomplish the action of selecting an item and clicking the push button whose Default property is set to true.
DisableLookup*	If set to true, prevents a lookup form associated with the field from opening when a user chooses the Lookup menu item.
DraggableCols	Applies only when the list view is displayed in report view mode. True indicates the user can reorder columns by dragging them. False indicates columns can't be reordered by the user.
Editable*	Specifies whether the user can edit the contents of the field.
EditMode*	For text fields, this property specifies how text fields can be edited. If set to DisplayOnly, the text field can't be edited. If set to Editable, the field can be edited. If set to SelectOnly, text can be selected, but not changed.
EndTransaction	When set to true, this property indicates that all processing for a transaction will be completed when the button is clicked. This property is available only for push button fields.
Field	Indicates the field being used and allows you to view characteristics of the field definition.
FieldID	Indicates the resource ID of the field.
FieldType	Indicates whether the field is a global field or a local field.
HelpContextID	Lists the help context ID value for the field.
Hyperspace	When set to true, the push button can be clicked without performing any pending processing for the currently-focused field. Only the process for the push button that was clicked will be run. Typically, this property is set to true for Cancel buttons. It is available only for push button fields.
LinkedFormat	Lists the format field linked to the current field.
LinkedLookup	Lists the lookup field (typically a push button) linked to the current field.
LinkedPrompt	List the prompt linked to the field.
MultiSel	True indicates multiple items can be selected in the list view. False indicates only one item can be selected.

Object property	Description
Password*	If set to true for string fields, the field will display Xs instead of the data entered in the field. This is typically used for password fields.
Required*	Specifies whether the field is required for the record or transaction to be saved correctly. Set this value to true when you want to be sure the user enters a value in this field. Also, if this property is set to true, and the Show Required Fields menu item is selected, any prompt linked to the field will be displayed according to the color and style specified in the User Display Preferences window. The Required property can't be unmarked for fields already marked as required for the original form. However, the fields you set as required can be unmarked at a later time.
SavedOnRestart*	If set to true, causes the field to keep the value that was last entered in it, when the form or window is restarted. If set to false, a restart will clear the field.
ScrollBars*	If set to true, a text field will have scroll bars. If set to false, no scroll bars will be displayed.
SetChangeFlag*	Specifies whether changes to a field's value will set the change flag for the form or window. If set to true, the change flag will be set when the contents of the field change. If set to false, the change flag won't be set.
SortMethod	Specifies how items in list view or tree view fields are sorted.
TabStop*	Specifies whether to include a window field in the tab sequence. If set to true, the window field will be in the tab sequence.
Tooltip*	Specifies the tooltip that will be displayed for the field.
UseUniqueHelp	If set to true, a unique HelpContextID will be generated for this instance of the field. If set to false, the same HelpContextID will be generated for all instances of this field in the application.
VisibleItems*	For drop-down list and combo box fields, specifies the maximum number of items displayed when the list is displayed in the dropped position.
WordWrap*	For text fields, specifies whether text will wrap.

Visual property	Description
Alignment*	Specifies whether the item is left-, center- or right-aligned.
AltLineColor*	If set to true, alternate lines of the list view will appear with a different color.
Appearance*	For edit fields, specifies what type of border the field will have. For push buttons, button drop lists and push button-style check boxes, setting this property to 3D Highlight causes the button to have a flat appearance until the mouse pointer passes over the button.
BackColor*	Specifies the background color of the field.
Border*	If set to true, a border is drawn around the field.
Direction*	For progress indicator fields, indicates the direction the bar will move in the progress indicator.
DropIndicator*	For button drop list fields, specifies whether the drop indicator will be displayed.
DropPosX*	For button drop list fields, specifies the distance in pixels the drop indicator will be drawn from the right edge of the control.
DropPosY*	For button drop list fields, specifies the distance in pixels the drop indicator will be drawn from the bottom edge of the control.
ExpandButtons*	For tree view fields, setting this property to true causes expansion buttons to be shown for nodes that have children.
Font*	Specifies the font to use for the field.
FontColor*	Specifies the color of the text for the field.
FontBold*	If set to true, the field text will be displayed in bold type.

Visual property	Description
FontItalic*	If set to true, the field text will be displayed in italic type.
FontUnderline*	If set to true, the field text will be underlined.
FullRowSelect*	When set to true, the entire row in the list view field is selected. When set to false, individual row items can be selected. Applies only when the list view is displayed in report view mode.
GridLines*	When set to true, grid lines are drawn between items in the list view. Applies only when the list view is displayed in report view mode.
ImageSize*	Specifies how list view images are sized. System indicates the images will be scaled to standard system sizes (16 by 16 or 32 by 32 pixels). First Image indicates images will be scaled to the size of the first image defined for the list view field.
Indent*	For tree view fields, specifies how many pixels child nodes are indented from the parent. The value 0 allows the control to automatically specify the amount.
IndicateColor*	Specifies the color of the progress indicator blocks or bar.
Lines*	Specifies how lines are drawn in the tree view field. If set to None, no lines are drawn. If set to TreeLines, lines are drawn for nodes below the root level. If set to RootLines, lines are drawn for all nodes.
Pattern*	Specifies the pattern to apply to the background.
PatternColor*	Specifies the color of the pattern that is applied to the background.
PatternSelect*	Specifies the pattern used when a push button-style check box is selected.
Position-Left*	Indicates the position of the left edge of the field, measured in pixels from the left edge of the window.
Position-Top*	Indicates the position of the top edge of the field, measured in pixels from the top of the window.
Resize-Horizontal*	Specifies the horizontal resize behavior when per field resizing is used. Refer to Resizing windows on page 33 for more information.
Resize-Vertical*	Specifies the vertical resize behavior when per field resizing is used. Refer to Resizing windows on page 33 for more information.
Scaling*	For picture fields, specifies how the picture pasted into the field will be scaled. Proportional indicates the picture will maintain its original size and proportions. Stretch indicates the picture will be stretched to fill the picture field.
ShowHeadings*	When set to true, column headings are shown in the list view. Applies only when the list view is displayed in report view mode.
ShowPartialItems*	For native list boxes, setting this property to true causes the list box to be drawn exactly the height indicated in the layout window. If there isn't enough room to display the last item, it will be only partially drawn. When this property is set to false, the list box will be resized vertically to include just the last complete item.
ShowSelection*	For tree view and list view fields, indicates whether the selected node or item is indicated when the field does not have focus.
Size-Height*	Indicates the field height, measured in pixels.
Size-Width*	Indicates the field width, measured in pixels.
Style*	For push button and button drop list fields, specifies whether the button will display text only, graphics only, or both text and graphics. It also specifies the arrangement of the text and graphics. For check box fields, specifies whether the field displays as a standard check box or a push button. For progress indicator fields, specifies whether the progress indicator is composed of blocks or is a solid rectangle.
Visible*	If set to true, the field will be visible. If set to false, the field will be hidden. Fields can't be made invisible if they have the Required property set to true.

Visual property	Description
Zoom*	For push button fields, setting this property to true causes the pointer to become the zoom pointer (magnifying glass) when it's moved over the field. Typically, the Visible property is also set to false to make the push button invisible.

Drawn object properties

The following table lists the drawn object properties. Asterisks indicate the properties that can be changed using the Modifier

Property	Description
Alignment*	For static text, indicates whether the text is left, center, or right-aligned.
Appearance*	Specifies whether the drawn object is displayed with a 2-D or 3-D border.
BackColor*	Specifies the background color of the object.
Border*	For static text, specifies whether a border is drawn around the object.
Font*	Specifies the type style and size to use for static text.
FontBold*	If set to true, static text will be displayed in bold type.
FontColor*	For static text, specifies the color of the text.
FontItalic*	If set to true, static text will be displayed in italic type.
FontUnderline*	If set to true, static text will be underlined.
LineColor*	Specifies the color of the line used to draw the object.
LineSize*	Specifies the width of the line used to draw an object.
Pattern*	Specifies the pattern to apply to the background.
PatternColor*	Specifies the color of the pattern that is applied to the background.
Position-Left*	Indicates the position of the left edge of the object, measured in pixels from the left edge of the window.
Position-Top*	Indicates the position of the top edge of the object, measured in pixels from the top of the window.
Resize-Horizontal*	Specifies the horizontal resize behavior when per field resizing is used. Refer to Resizing windows on page 33 for more information.
Resize-Vertical*	Specifies the vertical resize behavior when per field resizing is used. Refer to Resizing windows on page 33 for more information.
Shape*	Specifies the shape of an item drawn with the shape tool.
Size-Height*	Indicates the object height, measured in pixels.
Size-Width*	Indicates the object width, measured in pixels.
Zoom*	For static text items, setting this property to true causes the text to be displayed as specified by Zoom Fields settings in the User Display Preferences window.

Previewing a window

As you make modifications to a window, it's useful to see how the window will appear when it's displayed. To do this, choose Preview from the Layout menu. Remember that this is only a preview of the visual characteristics of the window; the window will not be functional. When you have finished, close the preview window to return to the Layout window.

Setting the tab sequence

A tab sequence is the order in which the focus moves through fields in a window when the TAB key is pressed. You may want to change a tab sequence to change the order in which users enter information, ensuring they enter information you consider most important first.

Setting a tab sequence is typically one of the last tasks you need to complete when modifying a window. After you've arranged the fields in the desired order, use the following procedure to set a tab sequence.

1. Choose Set Tab Sequence from the Layout menu.

2. Select the field you want first in the sequence by double-clicking the field.

The focus will appear in this field when the window is opened initially. The field you double-click will appear shaded, meaning that it's now the first field in the tab sequence.

3. Press the TAB key.

4. Double-click the field you want next in the sequence.

The field will appear shaded, indicating it's the next field in the tab sequence.

5. Press the TAB key again and double-click the field you want third in the tab sequence.

Continue to mark fields in the window in the order you want, using the mouse to double-click the field and the TAB key to move the focus to the next object in the sequence.

6. Test the tab sequence.

When the tab sequence for all the fields in the window has been set, press the TAB key several times to move through the tab sequence. When you've finished setting the tab sequence, choose Set Tab Sequence from the Layout menu.

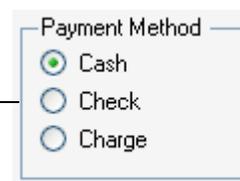


You can use the `TabStop` property to exclude fields from the tab sequence.

You can stop the process of setting a tab sequence at any time by closing the Layout window and choosing not to save the changes to the window.

To make radio buttons work properly in your application, the radio group and radio button fields must be arranged properly in the window. In the tab sequence, the radio group must come *immediately before* the radio buttons. For example, in the Payment Method radio group shown in the following illustration, the Payment Method radio group field comes immediately before the Cash, Check and Charge radio button fields in the tab sequence.

In the tab sequence, the radio group field comes immediately before the radio button fields.



Positioning the window

You can also specify the position of the window using the Position properties for the window.

You can specify the opening position of each window. This allows you to arrange where a group of windows will appear on the screen, reducing the time users spend organizing windows on their screen.

You should be aware of the other objects, such as palettes or other windows, that will be on the screen at the same time as the window you're positioning. Use the following procedure to position a window in your application.

1. Choose Position Window from the Layout menu.

The Position Window window will appear in the location where the window will be positioned. The default position and size coordinates are displayed in the window.

2. Drag the window to the location you want it to appear when opened.

Note that the coordinates change each time you move the window. Use the coordinates in the window to more accurately position this window. When the window is positioned in the proper location, click OK.

Adding fields to the window

Information about creating new fields is found in [Chapter 7, "Adding New Fields."](#)

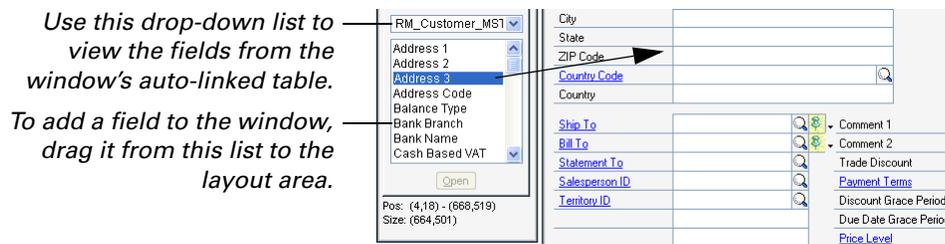
You can use the Modifier to add fields from a window's *auto-linked table*, enabling you to display a more extensive range of information. Many Microsoft Dynamics GP windows are automatically linked to a particular table, making transfer of information between the window and table easier.

Some forms have several tables linked to them. However, each window can have only one auto-linked table. You can add fields from the window's auto-linked table (displayed in the Properties window), but not from any other tables that may be linked to the form (displayed in the Form Tables window).

To add a field to the window, use the following steps.

1. Drag the field to the window.

Select the appropriate field name from the window's auto-linked table and drag it to the layout area.



2. Set properties for the field.

Setting field properties is described earlier in this chapter.

In most cases, it's best to make the fields that you add to a window display-only. If you add editable fields to a window's layout, be sure to test the modified window thoroughly. Use the lesson company to verify that information contained in the field is updated correctly, especially if the same field appears in more than one window within the same form.

Adding pictures

Graphics, such as a company logo, can be added to windows using standard cut-copy-and-paste techniques. If you want to use several custom graphics throughout your application, you can store these graphics in the picture library. This library allows you to add, name and store specific graphics in the forms dictionary. Adding pictures to the picture library is described in [Chapter 11, “Pictures and Native Pictures.”](#)



If you paste a picture directly into the layout area, you'll be prompted to name the picture. The picture will appear in the layout and be added to the picture library automatically.

Linking fields to prompts

You can link a field to the text prompt associated with it by using the Link Prompt item in the Tools menu. By linking a field to its prompt, the prompt can indicate the status of the field, such as if the field is disabled or required.

To link a field to a prompt, choose Link Prompt from the Tools menu. Click on the field and drag the mouse pointer to its prompt (the text describing the field). A flashing black line will indicate that the link was made. Linking a prompt is shown in the following illustration.



When you've finished, choose Link Prompt again to turn prompt linking off.

Resizing windows

Windows in Microsoft Dynamics GP can be resized by the user when they are displayed. The ability to resize a window is controlled by the `Resizable` property for the window. If set to `True`, the window can be resized. Two types of resizing are supported: automatic and per field.

Automatic resizing

With automatic resizing, fields such as list boxes, text fields, tree views and list views will resize automatically when the window is resized. To use automatic resizing, set the `Resizable` property for the window to `True-Automatic`. No additional work is required.



Automatic resizing was the type supported in earlier versions of Microsoft Dynamics GP.

When a window contains many fields, the rules necessary to properly resize the window and maintain the proper appearance become very complex. When a window layout becomes too complex for the runtime engine to automatically resize the window, it will no longer try to resize the controls in the window. When this occurs, you need to use per field resizing.

Per field resizing

To use per field resizing, set the `Resizable` property for the window to `True-Per Field`. You must then specify the `Resize Horizontal` and `Resize Vertical` properties for each field in the window. These two properties specify the resize characteristics of the field.



You can specify resize characteristics for static text and drawn objects, as well.

The following tables describe the possible values for these properties:

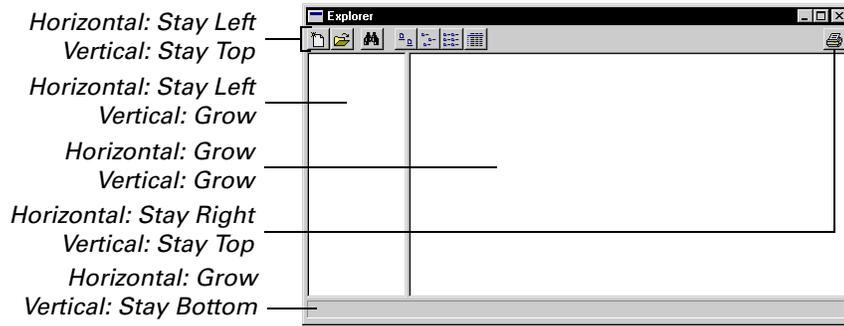
Resize Horizontal

Value	Description
Grow	The field will keep its current horizontal position and grow horizontally by the same amount as the window. Example: When the window is resized 100 pixels wider, the field will maintain its horizontal position and be 100 pixels wider.
Stay Centered	The field will keep its current horizontal size, but will slide horizontally at half the amount the window grows. Example. When the window is resized 100 pixels wider, the field will maintain its horizontal size and slide 50 pixels to the right.
Stay Left	The field will keep its current horizontal size and horizontal position. Example: When the window is resized 100 pixels wider, the field will maintain its horizontal size and position.
Stay Left - Grow	The field will keep its current horizontal position, and grow horizontally by half the amount the window grows. Example: When the window is resized 100 pixels wider, the field will maintain its horizontal position and be 50 pixels wider.
Stay Right	The field will keep its current horizontal size, and move horizontally to maintain a constant distance from the right edge of the window. Example: When the window is resized 100 pixels wider, the field will slide 100 pixels to the right.
Stay Right - Grow	The field will grow horizontally at half the amount the window grows, and move horizontally to maintain a constant distance from the right edge of the window. Example: When the window is resized 100 pixels wider, the field will slide 100 pixels to the right and be 50 pixels wider.

Resize Vertical

Value	Description
Grow	The field will keep its current vertical position and grow vertically by the same amount as the window. Example: When the window is resized 100 pixels taller, the field will maintain its vertical position and be 100 pixels taller.
Stay Bottom	The field will keep its current vertical size, and move vertically to maintain a constant distance from the bottom edge of the window. Example: When the window is resized 100 pixels taller, the field will slide 100 pixels down.
Stay Bottom - Grow	The field will grow vertically at half the amount the window grows, and move vertically to maintain a constant distance from the bottom edge of the window. Example: When the window is resized 100 pixels taller, the field will slide 100 pixels down and be 50 pixels taller.
Stay Centered	The field will keep its current vertical size, but will slide vertically at half the amount as the window grows. Example. When the window is resized 100 pixels taller, the field will maintain its vertical size and slide 50 pixels down.
Stay Top	The field will keep its current vertical size and vertical position. Example: When the window is resized 100 pixels taller, the field will maintain its vertical size and position.
Stay Top - Grow	The field will keep its current vertical position, and grow vertically at half the amount the window grows. Example: When the window is resized 100 pixels taller, the field will maintain its vertical position and be 50 pixels taller.

The following illustration shows a window that is too complex to be resized automatically. The horizontal and vertical resize characteristics of each field are shown.



Auto-complete

You can use the `AutoComplete` property for string fields to automatically fill the contents of the field as the user types, based on the values previously entered for the field.

To use the auto-complete capability for a string field, you must set the `AutoComplete` property to `true` for every occurrence of the field for which you want the functionality. When a user adds a value to the field and moves the focus, the value is added to the auto-complete list for the field.

When the user begins to type characters into a field with the `AutoComplete` property set to `true`, the auto-complete list for the field will be examined to find any matches. The matching items will be displayed in a drop-down list. The user can continue typing a value to refine the items listed, or use the arrow keys or mouse to select one of the items in the list. If drop-down list isn't large enough to fully display the auto-complete items, use the resize area in the corner of the list to expand the list.

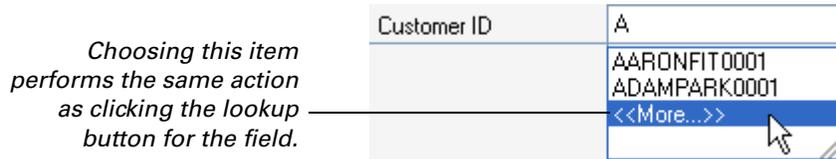
If any matches are found in the auto-complete list, the matching items will be displayed in a drop-down list.



To remove an item from the auto-complete list, right-click the item and choose `Remove From List` in the menu that appears.

If the same global field appears in multiple windows, and the `AutoComplete` property is set to `true` for each instance, the fields will share the auto-complete data. Auto-complete values entered in one field will also be available in the other field instances. The behavior is the same for a local field that appears in multiple windows within a form. If each instance of the local field has the `AutoComplete` property set to `true`, the local field will share the auto-complete data.

If the auto-complete field has a linked-lookup button, an additional item will appear at the bottom of the auto-complete list. Choosing this item will open the lookup window, just as if the lookup button had been clicked.



Values are added to the auto-complete list for a field any time the focus moves to the field, the content of the field changes, and the focus leaves the field. A user changing a field's value, or a lookup window returning a value are common ways that values are added to the auto-complete list.

Auto-complete items are written to a file that is stored in the "Application Data" folder for the user currently logged into the workstation. By default, this folder is hidden in Windows Explorer. The auto-complete values stored in this table will be used the next time Microsoft Dynamics GP is run. To remove the auto-complete items for a user, you must delete the table that stores the items.

Linking fields to format fields

This is an advanced formatting feature. You may want to skip this section until you have a better understanding of the Modifier.

The formatting displayed for certain string and currency fields in Microsoft Dynamics GP is based on the value of an integer field called a *format field*. A format field is designated by choosing Link Format Selector from the Tools menu while the layout window is active. The Modifier will switch to *format linking mode*, allowing you to link the string or currency field to the format field. The Modifier will stay in this mode until you choose Link Format Selector from the Tools menu again.

While the Modifier is in format linking mode, you can link fields to format fields by dragging from a currency or string field to the integer field you want to link it to. A flashing border around the integer field will indicate that the link was successful. The value of the integer field indicates which format string should be used for the currency or string field. The integer field can be an invisible field or a field such as a drop-down list, allowing the user to specify the format.

Formatting currency fields

The possible formats for currency fields and the integer value associated with them are shown in the following table.

Integer	Format	Integer	Format
0	Control panel defaults	10	\$1,234.567
1	1,234	11	\$1,234.5678
2	1,234.5	12	\$1,234.56789
3	1,234.56	13	1,234%
4	1,234.567	14	1,234.5%
5	1,234.5678	15	1,234.56%
6	1,234.56789	16	1,234.567%
7	\$1,234.	17	1,234.5678%
8	\$1,234.5	18	1,234.56789%
9	\$1,234.56		

The integer value used to indicate the format used can be stored in a table along with the currency field being formatted. When the record is retrieved from the table, the currency field will display as it did when the record was saved. The format field can also be used for a report, allowing the currency field to appear in the report as it did when it was saved in the table.



Microsoft Dynamics GP can define its own formats, in addition to those shown in the previous table. This capability is used to define currency format information for multicurrency support.

Formatting string fields

For string fields, the integer value indicating the format to use corresponds to the position of the format string in the Format Definition window.

The following example describes a Part Number field that has three different format strings. The user selects the format to apply by selecting the corresponding format in a drop-down list linked to the Part Number field. The three format strings for the Part Number field, entered in the Format Definition window, are shown in the following illustration.

This format string is used when the format selector value is 1.

This format string is used when the format selector value is 2.

This format string is used when the format selector value is 3.

The drop-down list is set to the following value (integer 3), corresponding to the third format string:

Format:

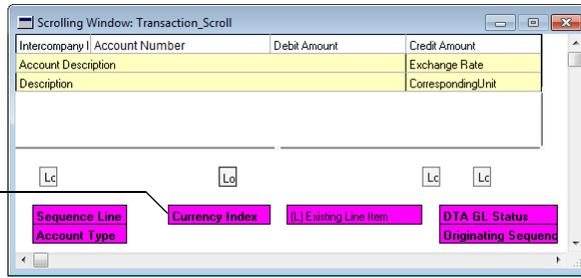
The Part Number field will display the following format:

Using format fields

Unless you are creating your own fields, the presence of a format field typically won't affect modifications you make to a window. You need to watch for fields that have their LinkedFormat property set. If you make modifications to these fields, be sure the LinkedFormat property remains unchanged.

Another situation to be aware of occurs when Microsoft Dynamics GP uses a format field to apply multicurrency formatting to currency fields in transaction entry windows. All of the currency fields in the window will be linked to a hidden format field typically named Currency Index. The value of this hidden field indicates what multicurrency formatting will be applied to all of the currency fields linked to it. If you add currency fields to the window, be sure to link those fields to the same format selector field that Microsoft Dynamics GP uses.

All of the currency fields in this window are linked to the Currency Index field, which specifies their formatting.



Chapter 5: Modifying Scrolling Windows

Microsoft Dynamics GP has special windows called scrolling windows that allow the user to scroll through or enter information into tables. Scrolling windows are contained in standard windows. This portion of the documentation provides information about how to modify scrolling windows. It is divided into the following sections:

- [Opening a scrolling window layout](#)
- [The layout area](#)
- [Scrolling window properties](#)
- [Adding fields to a scrolling window](#)

Opening a scrolling window layout

Scrolling windows appear inside of standard windows. A scrolling window is shown in the following illustration.

The prompts above the scrolling window indicate the information that appears in the window.

Item Number	U of M	Quantity	Unit Price
Description	Unit Cost	Markdown	Extended Price

The prompts for the scrolling window appear above it in the window layout. To modify these prompts, simply edit them in the window layout. If you want to modify the appearance of the scrolling window, you must open a second layout window. To do this, select the scrolling window and choose Open Scrolling Window from the Tools menu. A second layout window will appear, allowing you to edit the contents of the scrolling window.



You can also open a scrolling window by double-clicking it in the window layout that contains it.

The layout area

When you open a scrolling window, a second layout area is displayed. This layout window is similar to the standard layout window, but is used only to edit scrolling windows.

Scrolling windows are edited in a separate layout window.

Item Number	U of M	QTY	Unit Price
Item Description	(U) Cost	Markdown Amount	Extended Price

Scrolling windows are composed of lines. In the scrolling window layout, only one line of the scrolling window is shown. When the scrolling window is displayed, this line is drawn repeatedly, until the scrolling window is full.

Scrolling windows can display information in two modes: *normal* and *expanded*. The scrolling window layout specifies what items are displayed in each mode. The area in the scrolling window layout that corresponds to one line in normal mode is the area between the top of the window and the first dashed line. This area is called the *small line item*. The area in the scrolling window layout that corresponds to the extra items displayed in expanded mode is the area between the second dashed line and the small line item. This area is called the *big line item*.

To mark the small line item, choose Mark Small Line Item from the Tools menu and click where you want the dashed line to appear. You may need to move fields out of way to see where the small line item is placed. To mark the big line item, choose Mark Big Line Item from the Tools menu. Click where you want the line to appear. Note that the big line item must be marked in multiples of the height of the small line item.

The following illustration shows the layout for the IV_Transfer_Scroll scrolling window. In normal mode, the window will display the Item Number, Unit of Measure, Quantity and Unit Cost. In expanded mode, it will also display the Description, From Site and To Site.

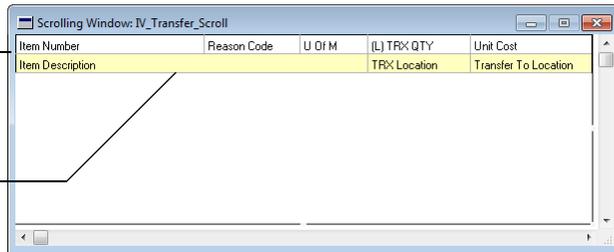
The small line item is marked here. In normal mode, items in the small line item are displayed in the scrolling window.

The big line item is marked here. In expanded mode, items in both the big line item and small line item are displayed in the scrolling window.

This is how the scrolling window displays information in normal mode.

The horizontal and vertical lines were drawn in the scrolling window layout using the line tool.

This is how the scrolling window displays information in expanded mode.



Item Number	U of M	Quantity	Unit Cost
Description		From Site	To Site
128 SDRAM	Each	2	\$152.10
333PROC	Each	3	\$238.50
		0.00	\$0.00

Item Number	U of M	Quantity	Unit Cost
Description		From Site	To Site
128 SDRAM	Each	2	\$152.10
128 meg SDRAM		WAREHOUSE	NORTH
333PROC	Each	3	\$238.50
333 Processor		WAREHOUSE	WAREHOUSE
		0.00	\$0.00

Scrolling window properties

Before viewing properties, be sure the Properties window is open. To view the scrolling window's object properties, the scrolling window layout must be open. Once the layout is open, select the arrow tool from the Toolbox and click in the Layout window outside of the scrolling window's area to select it. The scrolling window is selected when resize handles appear on its perimeter. The following table lists the scrolling window object properties.

Object property	Description
DefaultDbClick	In a browse-only scrolling window, setting this property to true allows the user to double-click a line in the scrolling window to accomplish the action of selecting a line and clicking the push button whose Default property is set to true.
HelpContextID	Lists the help context ID value for the scrolling window.
LinkTable	This is the table linked to the scrolling window. Records displayed in the scrolling window come from this table.
LinkTableKey	This is the key for the linked table that specifies the default sorting order for records in the scrolling window.
Name	This is the name of the scrolling window.
ScrollToBottom	Setting this option to true causes the scrolling window to display records at the end of the linked table, rather than at the beginning. In effect, the scrolling window has been scrolled to the bottom of the table.
WindowID	Lists the resource ID of the scrolling window.
WindowType	Specifies whether the scrolling window is browse-only, editable or adds-allowed. An adds-allowed scrolling window has a blank line at the bottom of the window where the user can add new records and save them in the linked table. A browse-only scrolling window allows the user to select only one line in the scrolling window and make no changes. An editable scrolling window allows the user to edit and change the contents of lines in the scrolling window. These changes can be saved in the linked table.

To view the scrolling window's visual properties, only the window that contains the scrolling window must be open. Select the arrow tool from the Toolbox and click in the scrolling window to select it. The following table lists the scrolling window visual properties.

Visual property	Description
AltLineColor*	If this property is set to true, alternate lines of the scrolling window will appear with a different color.
Appearance*	Specifies whether the scrolling window has a 2-D or 3-D border.
BackColor*	Specifies the background color of the scrolling window.
FontColor*	Specifies the color of the text in alternate lines of the scrolling window.
Pattern*	Specifies the pattern to apply to the background.
PatternColor*	Specifies the color of the pattern that is applied to the background.
Position-Left*	Indicates the position of the left edge of the scrolling window, measured in pixels from the left edge of the window.
Position-Top*	Indicates the position of the top edge of the scrolling window, measured in pixels from the top of the window.
Resize-Horizontal*	Specifies the horizontal resize behavior for the scrolling window when per field resizing is used. For more information, refer to Resizing windows on page 33 for more information.

Visual property	Description
Resize-Vertical*	Specifies the vertical resize behavior for the scrolling window when per field resizing is used. For more information, refer to Resizing windows on page 33 for more information.
Size-Height*	Indicates the scrolling window height, measured in pixels.
Size-Width*	Indicates the scrolling window width, measured in pixels.

Adding fields to a scrolling window

You can add fields to the scrolling window from the linked table. Adding fields to a scrolling window is similar to adding fields to a standard window. Simply select the field in the Toolbox and drag it to the layout area. Be sure you place the field in either the small line item or the big line item. Otherwise, it won't be displayed in the scrolling window.

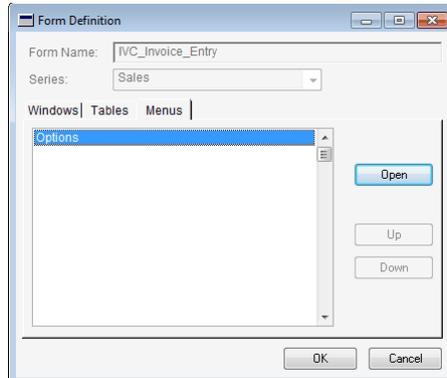
Chapter 6: Modifying Menus

Microsoft Dynamics GP provides a set of command-based menus that allow navigation for the application. These menus cannot be accessed with the Modifier. You can use the Modifier to make changes to the menus that are part of individual forms. Form-based menus appear as additional menus for individual windows in Microsoft Dynamics GP. This chapter is divided into the following sections:

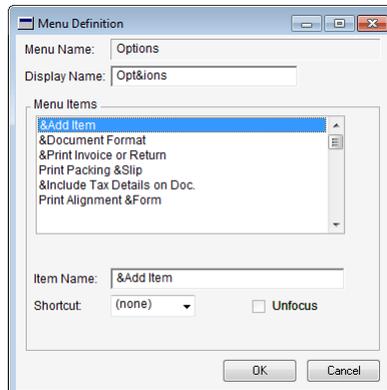
- [Opening a menu definition](#)
- [Editing menu items](#)

Opening a menu definition

To open a menu definition, first open the Form Definition window for the form the menu is part of. Click the Menus tab to display a list of menus for the form. Select a menu and click Open.



The Menu Definition window will appear, as shown in the following illustration.



Editing menu items

You can edit the display name and the names of the items in each menu attached to the form.

Display name

The display name is the name that appears when the menu is displayed as a submenu.

You can define an access key for the menu by placing an ampersand (&) in the menu display name. The ampersand won't be displayed in the menu name. Instead, the character immediately following the ampersand will be underlined. To choose the menu, a user can press the ALT key and the underlined character at the same time.

Menu items

The items in the menu are listed in the Menu Items list. To change the name of a menu item, select it in the list and then edit it in the Item Name field. The &, #, -, and ~ characters have special meaning in menu item names. These characters are described in the following table.

Character	Effect
&	Causes the next character to appear underlined and act as the access key.
#	Draws an ellipsis (...) after the item.
-	If used as the item name, causes a separator line to appear in the menu. Use separator lines to group items in the menu.
~	Draws a forward slash (/).

You can define a shortcut for the menu item by selecting a value from the Shortcut field. The shortcut is CTRL + the specified character. To avoid conflicts, be sure the shortcut key isn't used more than once.

Chapter 7: Adding New Fields

You can also use the Modifier to create and add new fields to windows. This capability is designed primarily for users who also use Visual Basic for Applications (VBA), Visual Studio Tools for Microsoft Dynamics GP, or the Continuum API to further customize Microsoft Dynamics GP. Any of these code development mechanisms can use new fields created with the Modifier.

Information about adding new fields is divided into the following sections:

- [Creating local fields](#)
- [Using the Toolbox](#)
- [Adding prompts](#)
- [Control types](#)
- [Working with controls](#)

Creating local fields

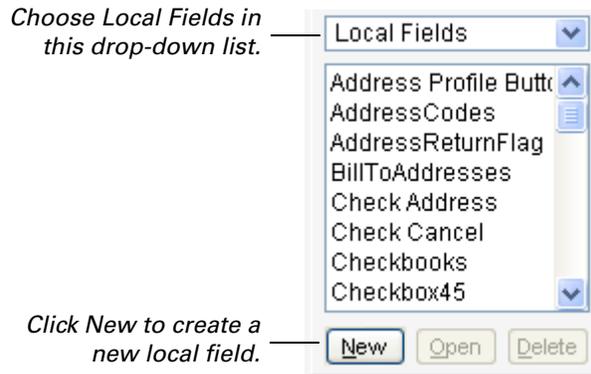
Local fields are specific to a single form, and all windows from the form will have access to the local fields. To add a local field to a window, perform the following steps.

1. Open the window layout.

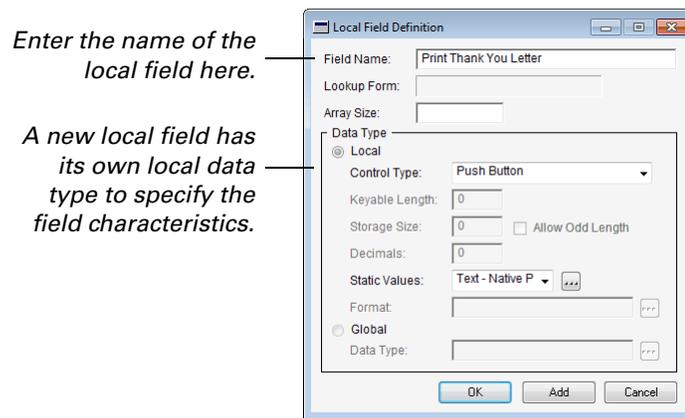
Open the window layout for the window on which you want to add a new field.

2. Create a new local field.

In the Toolbox, choose Local Fields in the drop-down list specifying the type of fields to display.



Click New; the Local Field Definition window will appear.



3. Name the field and set the field characteristics.

Name the field and specify its characteristics. You can specify the following characteristics:

Array Size An array field contains multiple occurrences of the same type of information. The individual pieces of information stored by the array field are referred to as *elements*. The array size of a field indicates the number of elements that will be included in the array field. If the field won't be an array, set the array size to 0.

Control Type The control type determines the function of the data type and how it will display data. The control type is the main characteristic of a data type. A list of control types can be found in [Control types](#) on page 48.

Keyable Length The keyable length is the number of characters a user can enter in a field. Control types such as currency, integer and string have a keyable length.

Static Values Static values are any text and pictures that can be associated with a data type. Static values are described in detail in [Static values](#) on page 62.

4. Drag the field to the layout area.

Select the appropriate local field name from the Toolbox and drag it into the layout area. The side of the new field is the default size based on the field's control type and current display properties.

5. Set properties for the field.

Use the Properties window to set properties for the new field. The properties for fields are described in [Field properties](#) on page 27.

Using the Toolbox

You can also use the tools in the Toolbox to add new local fields to a window. To do this, select one of the tools and then click in the layout window. A new local field with the specified control type will be created for the current form and placed on the window. The name of the new control will be based on the tool used to create it.

To further specify characteristics of the new local field, set the drop-down list in the Toolbox to display local fields. Locate the new field in the list and then click Open. The Local Field Definition window for the new field will be displayed, allowing you to edit its characteristics.

Adding prompts

Once you've created a new field and added it to a window, you may want to create a prompt for the field. For the best appearance, the prompt should have characteristics similar to other prompts in Microsoft Dynamics GP. Use the following procedure to create a prompt.

1. Create the prompt.

Select the Text tool in the Toolbox, then click in the layout area. Type the text for the prompt.

2. Set the prompt properties.

Select the prompt with the Arrow tool. Set the following properties in the Properties window's Visual tab:

Appearance	3D Highlight
BackColor	System - Button Face
Border	True
Font	System
FontColor	System - Button Text
Pattern	(none)
PatternColor	Black

These settings allows the prompt color to automatically be updated based on the color scheme the user selects in the User Display Preferences window.

3. Resize the prompt box.

With the Border property set to true, a border will appear for the prompt. Select the prompt using the arrow tool. Using the handles, adjust the prompt until it's the desired size.

4. Link the field to the prompt (optional).

You may want to link the field to the new prompt. This is especially useful if you set the field's Required property to true. Then the prompt will visually indicate the field is required. Linking prompts is described in [Linking fields to prompts](#) on page 33.

Control types

A new local field is assigned one of several predefined control types. This section describes the recommended control types you can use for new fields. We don't recommend creating new fields with control types not in this list. An example or illustration, keyable length, types of static values used, and a description of the control type's function are provided for each control type. The following control types are described:

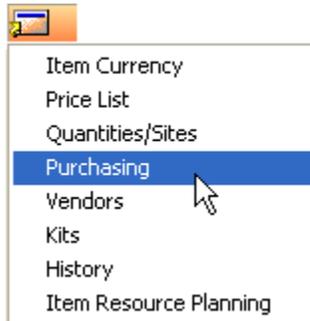
- [Boolean](#)
- [Button drop list](#)
- [Check Box](#)
- [Combo Box](#)
- [Currency](#)
- [Date](#)
- [Drop-down list](#)
- [Integer](#)
- [List box](#)
- [Long integer](#)
- [Multi-select list box](#)
- [Non-native list box](#)
- [Progress indicator](#)
- [Push button](#)
- [Radio button](#)
- [Radio group](#)
- [String](#)
- [Text](#)
- [Time](#)
- [Visual switch](#)

Boolean

Example	None
Keyable length	Not applicable
Static values	None
Function	Stores a boolean (true or false) value. The default value is false.

Button drop list

Example



Keyable length	Not applicable
Static values	Pictures, text, or both pictures and text for the button. Text for items in the list.
Function	Allows one item to be selected in the list. The value in the field is an integer that corresponds to the position of the last item selected in the list. The items in the list are numbered starting with 1. This control is used as a means of navigation.

Check Box

Example



Keyable length	Not applicable
Static values	Text, pictures or native pictures for the prompt
Function	Stores and displays a boolean (true or false) value. The value in the field is true if marked and false if unmarked.

Combo Box

Example

Keyable length

Up to 255

Static values

Text for items in the list

Function

Allows a text item to be entered by a user or chosen from the list. The value in the field is a string.

Currency

Example

Keyable length

Up to 19

Static values

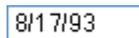
None

Function

Displays a value as a currency amount, with a currency symbol and thousands separator if specified in the data type's format.

The currency value can be in the range [-99,999,999,999,999.99999 to 99,999,999,999,999.99999]. The decimal point is implied in the number, but not actually stored. For display purposes, currency values are limited to 14 digits to the left of the decimal and 5 digits to the right.

Date

Example

Keyable length

Up to 10

Static values

None

Function

Stores and displays a date. The date is entered in MMDDYYYY form and is displayed according to the system settings, in short form. The year values can range from 1800 to 9999.

The runtime engine automatically checks each date value to ascertain whether its values are within the acceptable ranges of a date value. If the date is not valid, a message is displayed.

An uninitialized date field (one that hasn't been set to a value) will have the value 00000000. This is an acceptable date value.

Drop-down list

Example

Keyable length

Not applicable

Static values

Text for items in the list

Function

The value of the field is an integer corresponding to the position of the selected item as it appears in the Static Text Values window. The items in this list are numbered sequentially so that the first item in the list is 1, the second is 2, and so on. If the static text items are sorted for display, the value of the field still is based upon the selected item's position in the Static Text Values window, not its position as displayed in the list at runtime. Up to 32,767 items can be displayed in the list.

Integer

Example

Keyable length

Up to 5

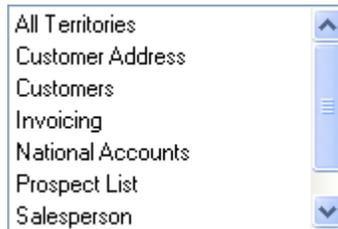
Static values

None

Function

Displays and stores integers from -32,768 to 32,767.

List box

Example

Keyable length

Not applicable

Static values

Text for items in the list

Function

Allows only one item to be selected in the list box.

The value of the field is an integer corresponding to the position of the selected item as it appears in the Static Text Values window. Items are numbered sequentially so that the first item in the list is 1, the second is 2, and so on. If the static text items are sorted for display, the value of the field still is based upon the selected item's position in the Static Text Values window, not its position as displayed in the list box at runtime. Up to 32,767 items can be displayed in the list.

The list box control is created using the current operating environment's native list box control. It is preferable to use the list box control, rather than the non-native list box control.

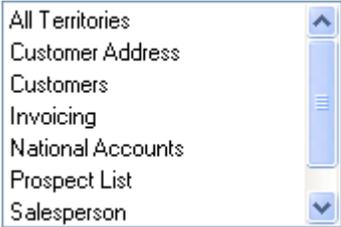
Long integer

Example	<input type="text" value="2,123,875"/>
Keyable length	Up to 10
Static values	None
Function	Displays and stores integers from -2,147,483,648 to 2,147,483,647.

Multi-select list box

Example	
Keyable length	Not applicable
Static values	Text for items in the list
Function	Allows multiple items to be selected in the list box. Up to 32 items can be displayed in the list. The CTRL key is used to select non-consecutive items.

Non-native list box

Example	
Keyable length	Not applicable
Static values	Text for items in the list
Function	Allows only one item to be selected in the list box. The value of the field is an integer corresponding to the position of the selected item as it appears in the Static Text Values window. Items are numbered sequentially so that the first item in the list is 1, the second is 2, and so on. If the static text items are sorted for display, the value of the field still is based upon the selected item's position in the Static Text Values window, not its position as displayed in the list at runtime. Up to 32,767 items can be displayed in the list. A non-native list box control is created completely by the runtime engine.

Progress indicator

Example

Keyable length

Not applicable

Static values

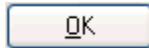
None

Function

Allows progress to be shown visually. The indicator position is based on the value of the progress indicator field. The valid values range from 0 to 100. When set to 0 or less, no indicator is displayed. When set to 100 or greater, the entire indicator is displayed. For values in between, the amount displayed is proportional to the value.

Several properties control the display characteristics of the progress indicator, such as style and indicator color. If the indicator is composed of blocks, the block size is set automatically based upon the height of the progress indicator.

Push button

Example

Keyable length

Not applicable

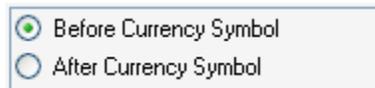
Static values

Text, pictures or native pictures

Function

Provides a means of starting processing. The action associated with the field is run when the button is clicked.

Radio button

Example

Keyable length

Not applicable

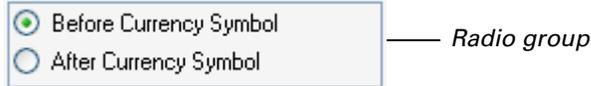
Static values

Text for each radio button prompt

Function

Radio button values are stored using a radio group. The value of the radio group is an integer that corresponds to the radio button currently selected. A specific radio button's value is determined by its position in the tab sequence; the first radio button's value is 0, the second is 1, and so on. The radio group must come immediately before the radio buttons in the tab sequence.

Radio group

Example

Keyable length

Not applicable

Static values

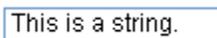
None

Function

Groups and stores a single value for the radio buttons inside the radio group.

The value stored is an integer corresponding to the position of the selected radio button in the tab sequence; if the first radio button is selected, the value 0 is stored; if the second one is selected, the value 1 is stored, and so on. The radio group must immediately precede the radio buttons in the tab sequence.

String

Example

Keyable length

Up to 255

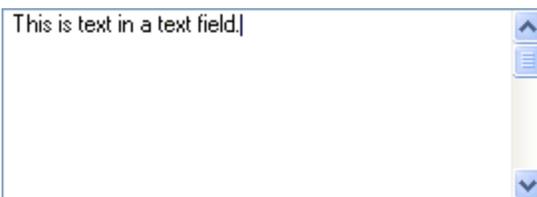
Static values

None

Function

Allows entry and display of strings of up to 255 characters.

Text

Example

Keyable length

Up to 32,000

Static values

None

Function

Displays text and allows a user to enter text into the application. The text will wrap only if the WordWrap property for the field using the data type is set to true. Scroll bars can be turned off by setting the ScrollBars property for the field using the data type to false.

Up to 32,000 characters can be stored in the field.

Time

Example	<input type="text" value="6:17:32 PM"/>
Keyable length	Up to 6
Static values	None
Function	<p>Time is entered in 24-hour format, such as 181732, and is displayed in 12-hour format, such as 6:17:32 PM. The runtime engine automatically checks each time value to ascertain whether it's within the proper range of a time value.</p> <p>An uninitialized time field (one that hasn't been set to a value) will have the value 000000. This is an acceptable time value.</p>

Visual switch

Example	
Keyable length	Not applicable
Static values	Text, picture or native picture
Function	<p>Displays a series of items. The next item in the field is displayed when the field is clicked. The value of the field is an integer corresponding to the position of the currently-displayed item in the series, starting with 1 and incremented by 1.</p>

Working with controls

This section contains specific information about how to work with the most common controls you can create in the Modifier, such as push buttons, button drop lists and check boxes.

Push buttons

Push buttons provide a method of starting processing in an application. A push button can display a text item, a graphic item, or both text and graphics. Either pictures or native pictures can be used.

Use the Style property for the push button field to specify which types of items are displayed on the button. The Style property also controls the arrangement of the items. The following table shows the arrangements possible for text and graphics on a push button.

Style	Example
Text Only	
Graphic Only	
Text on Top	
Text on Bottom	
Text on Right	
Text on Left	

A push button can have up to three images: an Up image, a Down image and an Over image. The Up image is displayed when the button isn't being clicked. The Down image is displayed when the button is being clicked. The Over image is displayed when the pointer is positioned over the button.

If you supply only the Up image for a push button, the Down image will be drawn automatically when the push button is clicked.

Check boxes

You can use picture static values with check boxes. In addition, you can use the Style property to specify whether the check box will appear as a standard check box or as a push button. The following illustrations show how check boxes look with the various styles.

	Normal style	Push button style
Marked		
Not marked		



If you change the Style property for a check box that uses static picture values, use the Size to Default tool in the toolbox to resize the check box field to the appropriate size.

If you use pictures (picture resources) as the static values for a push button-style check box, you can specify two, four or six images. These images are used for the various check box states.

- If you specify two images, these images will be used for the up and down states, respectively.
- If you specify four images, these will be used for the up, up clicked, down, and down clicked states, respectively.
- If you specify six images, the Appearance property for the check box must be set to 3D Highlight. The images will be used for the up, up clicked, down, down clicked, up highlight and down highlight states, respectively.

Button drop lists

Button drop lists are typically used to provide a method of navigation in an application. When you define a button drop list data type, you can specify what will appear on the button and the static text items that will appear in the list.

The button portion of a button drop list can display a text item, a graphic item, or both text and graphics. You must use pictures for graphics that appear on the button drop list. In versions of Microsoft Dynamics GP prior to 6.0, native pictures were used.

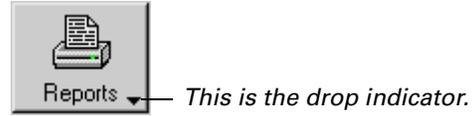
A button drop list can have up to three images: an Up image, a Down image and an Over image. The Up image is displayed when the button isn't being clicked. The Down image is displayed when the button is being clicked. The Over image is displayed when the pointer is positioned over the button drop list.

Use the Style property for the button drop list field to specify which types of items are displayed on the button. The Style property also controls the arrangement of the items.



If you select 3D Highlight for the Appearance property, the text caption in the button portion of the button drop list will become bold when the field has the focus. Be sure to provide extra space for the caption to accommodate the bold text.

Typically, button drop lists have a drop indicator (a small triangle) in the lower-right corner of the field. It's not necessary to include the drop indicator in the image for the button drop list. Instead, set the DropIndicator property to True. Use the DropPosX and DropPosY properties to specify the distance the drop indicator will appear from the lower-right corner of the button drop list.



Part 3: Global Modifications

The Modifier also allows you to make changes that will affect the entire application interface. This part provides detailed information about the various global resources you can modify in Microsoft Dynamics GP. The following items are discussed:

- [Chapter 8, "Data Types,"](#) describes data types and how they control characteristics of fields.
- [Chapter 9, "Formats,"](#) describes how formats are used to control how data is displayed.
- [Chapter 10, "Global Fields,"](#) explains how to examine global fields in the accounting system.
- [Chapter 11, "Pictures and Native Pictures,"](#) describes how to use the Modifier to create and modify picture resources.
- [Chapter 12, "Strings,"](#) explains how to modify string resources in Microsoft Dynamics GP.
- [Chapter 13, "Messages,"](#) explains how to modify message resources in Microsoft Dynamics GP.

Chapter 8: Data Types

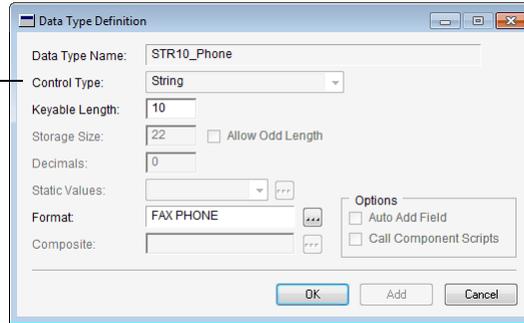
Data type resources specify the characteristics of all fields used in an application. If you want to change the characteristics of a field, you need to change its corresponding data type. Keep in mind that a single data type can be used by multiple fields. When you change the data type, you change the characteristics of all the fields that use it. Information is divided into the following sections:

- [Opening a data type](#)
- [Keyable length](#)
- [Static values](#)
- [Format](#)

Opening a data type

To open a list of data types, click the Data Types button on the toolbar or choose Data Types from the Resources menu. In the Data Types window, select a data type and click Open. The Data Type Definition window will appear, as shown in the following illustration.

The control type is the main characteristic of the data type.



The data type's name appears at the top of the window. The Control Type field specifies the function of the data type, indicating how it will display and store data. The other fields in the window specify the additional characteristics of the data type. The following sections describe the data type characteristics you can change with the Modifier.

Keyable length

The keyable length is the number of characters a user can enter in a field that uses this data type. Control types such as currency, integer and string have a keyable length. You can use the Modifier to change the keyable length. For example, you may want to increase the keyable length for the STR10_Phone data type to allow the user to enter more digits. The following table lists control types for which you can set the keyable length.

Control type	Maximum keyable length
Combo box	Storage Size - 1
Currency	19
Integer	5
Long integer	10
String	Storage Size - 1
Text	32,000

Static values

Certain control types allow you to specify static values for the data type. Static values are any text or pictures associated with a data type that are displayed by a field using that data type. For example, the text on a push button and the items in a list box are static values. To view the static values for a data type, click the Static Values lookup button.



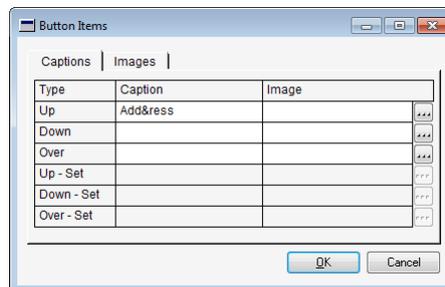
Click this lookup button to view the static items for the data type.

Static text values

The following table lists the control types that use static text values.

Control type	Static text used to:
Button Drop List	Indicate the text on the button and the selections in the list.
Check box	Indicate the check box prompt name.
Drop-down list	Indicate the selections in the drop-down list.
List box	Indicate the selections in the list box.
Push button	Indicate the text displayed on the button.
Radio button	Indicate the name displayed next to the button.
Visual switch	Display two or more text values that will be displayed in sequence as the user clicks the visual switch.

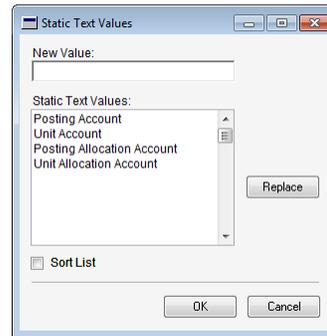
The Button Items window is used to specify the static text for button drop lists and push buttons.



To edit a static text value, select the appropriate Up, Down or Over caption. Enter the new text and then click OK in the Button Items window to save the changes.

Push buttons can be clicked using access keys (pressing ALT in combination with a letter). When the push button is displayed, an underscore beneath one of the letters in the static text for the push button indicates the button has an access key. To define an access key, place an ampersand (&) in the static text value for the button before the letter that will act as the access key.

The Static Text Values window is used to specify the static text for check boxes, drop-down lists, list boxes, radio buttons and visual switches.



To edit a static text value, select it in the Static Text Values list. Make the appropriate changes in the New Value field, then click Replace. You can mark or unmark the Sort List option, depending on whether you want the static items sorted.

Static picture values

Some control types use graphics as static values. Two kinds of resources are used as static picture values:

Modifying pictures and native pictures is described in [Chapter 11, "Pictures and Native Pictures."](#)

- *Native picture* resources are specific, or native, to a particular operating system.
- *Picture* resources are pictures you've added to the picture library. They are stored in a generic format that can be used on any supported operating system.

The following table lists the control types that can use static picture values:

Control type	Static picture usage
Push button	Pictures and native pictures can be used for images on the button.
Check box	Pictures and native pictures for the control.
Button drop list	Pictures and native pictures can be used to indicate the images for the button part of a button drop list.
List view	Pictures can be used for items appearing in the list.
Tree view	Pictures can be used with nodes appearing in the tree.
Visual switch	Can display two or more pictures or native pictures to set up a sequence of images that will change as the user clicks the visual switch.

Format

A format contains extra characters, spacing and attributes that can be applied to a data type when data is entered or displayed. Formats are described in the next chapter.

Chapter 9: Formats

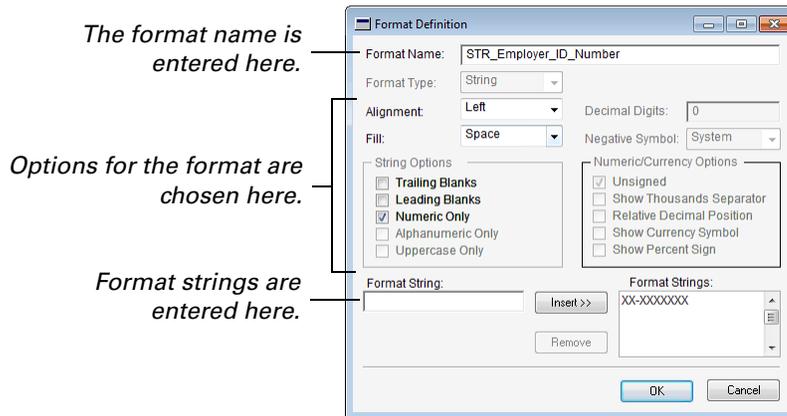
Formats are the extra characters, spacing and attributes that can be applied to a data type to format data when it is entered or displayed. For example, a string data type for a phone number can have a format applied to it so a field using the data type will display a phone number as (555) 123-4567 instead of 5551234567.

Formats are stored as separate resources, but are applied to data types to help define how information is displayed. A single format resource can be used by several data types. Perhaps the easiest way to understand what formats are is to view them as data “masks” that simply change the look of the information in a field without changing the actual information itself. Information about formats is divided into the following sections:

- [Opening a format](#)
- [Formatting options](#)
- [Format string](#)

Opening a format

To open a list of formats, choose Formats from the Resources menu. The Formats window will appear. To create a new format, click New. To open an existing format, select one in the list and click Open. The Format Definition window will appear, as shown in the following illustration.



Each format has a name. Typically, the name indicates the data type the format is applied to. For instance, the name STR_Employer_ID_Number indicates a format that will be applied to a data type used for an employee ID number.

Formatting options

You can use several formatting options to change how specific types of data will appear. You can use them to specify the following characteristics:

- Align information to the left, right or center of a field.
- Determine what characters will appear in unused parts of a field.
- Specify how you want currency fields to appear.
- Specify how numeric fields display information.

The following tables describe the various formatting options:

Numeric formats	
Decimal Digits	Number of decimal places (0 to 5).
Negative Symbol	The operating system setting, a minus sign, the letters CR, or parentheses.
Alignment	Number is left-, center- or right-aligned.
Fill	Unused spaces are filled with asterisks, zeros or spaces.
Unsigned	If marked, the negative symbol won't be displayed.
Show Thousands Separator	If marked, the field will show thousands separators in the number.
Show Percent Sign	If marked, the field will show the percent sign.

Currency formats	
Decimal Digits	Number of decimal places (0 to 5).
Negative Symbol	The operating system setting, a minus sign, the letters CR, or parentheses.
Alignment	Number is left-, center- or right-aligned.
Fill	Unused spaces are filled with asterisks, zeros or spaces.
Unsigned	If marked, the negative symbol won't be displayed.
Show Thousands Separator	If marked, the field will show thousands separators in the number.
Relative Decimal Position	If marked, the number of decimal digits selected is added to the number in the operating system setting. The total can be up to 5 decimal digits.
Show Currency Symbol	If marked, the currency symbol specified in the operating system settings is displayed.

String and composite formats	
Alignment	String is left-, center- or right-aligned.
Fill	Unused characters are filled with asterisks, zeros or spaces.
Trailing Blanks	If marked, any spaces that follow the contents of the field will be saved in the table. If the option isn't marked, any spaces following the item in the field won't be saved. Leave unmarked to ensure that the same entry made with or without trailing blanks will be stored with the same value.
Leading Blanks	If marked, spaces can be entered as the first characters in the field. These spaces will be saved in a table.
Numeric Only	If marked, only numbers can be entered in the field.
Alphanumeric Only	If marked, only letters and numbers can be entered in the field.
Uppercase Only	If marked, all alphabetic characters will be displayed in uppercase.

Format string

The Format Definition window allows you to specify a *format string* for string and composite data types.

String formats

Format strings are used with string data types to add static elements to a field, such as parentheses or static text. The Modifier uses the capital X as a place holder to represent alphanumeric characters that will appear in the field. All other characters will be displayed as you type them.

Example 1

For instance, suppose you're using a specific data type to store information entered in phone number fields. This Phone_Number data type uses a format and a format string to determine how phone numbers will appear at runtime:

Format string	Data entered	Data displayed
(XXX) XXX-XXXX	7015550100	(701) 555-0100
ext. XXXX	6590	ext. 6590

The Xs are placeholders indicating where the digits will be displayed, while the parentheses and dash are displayed just as you typed them. When the field is displayed and the phone number is entered, the format string will automatically display the special characters in the field.

Also note that a lowercase x is used in the "ext." abbreviation in the second format string. Only uppercase Xs are treated as place holders, so the lowercase x is displayed in the field, instead of being replaced when data is entered.

(701) 555-0100



Static characters in a format string aren't actually stored with the data in the table. This allows you to change the format string without affecting how data is stored.

Composite formats

A format string is used with a composite data type to indicate the size and order of the components of the composite, and to add static elements, such as parentheses or static text. The numeric characters 1 through 9 are used to represent the characters of each component of the composite. All other characters will be displayed just as you type them.



Not all composites use a format string. Some composite fields, such as the Microsoft Dynamics GP Account Number, have their format defined through program code.

Example 2

The following example shows the use of a format for a standard composite. A composite must have a format and a format string. This composite contains three parts, as indicated by the format string.

Format string	Data entered	Data displayed
1111-22-3333	1000ND5050	1000-ND-5050

Note that the 1s, 2s and 3s are used as placeholders.

Chapter 10: Global Fields

Fields represent the individual pieces of information in an application. They can appear in windows and be stored in tables. Each field uses a data type to specify its characteristics. Two types of fields are used in applications: *global fields* and *local fields*.

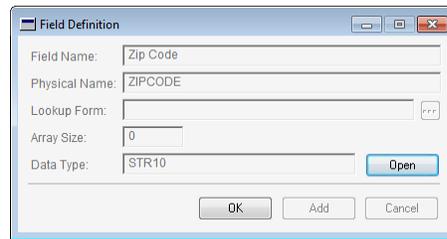
- *Global fields* can be used in window and can also be stored in tables.
- *Local fields* can be used only in windows. They are described in [Chapter 7, "Adding New Fields."](#)

Information about global fields is divided into the following sections:

- [Opening a global field](#)
- [Opening a field's data type](#)

Opening a global field

To open a list of global fields, click the Fields button on the toolbar or choose Fields from the Resources menu. In the Fields window, select a global field and click Open. The Field Definition window will appear, as shown in the following illustration.



You can also open the Global Field Definition window from the Layout window. Select Global Fields as the type of field to display in the Toolbox. Select a field name in the list and click Open.

Opening a field's data type

When the Field Definition window is open, you can easily drill down to the data type definition used for that field. To open the Data Type Definition window, click Open.



Click Open to open the data type definition for the global field.

Chapter 11: Pictures and Native Pictures

Two types of pictures are used in Dexterity-based applications: *pictures* and *native pictures*. Pictures are stored in a generic format and can be displayed on any platform. They are typically used to display large graphics and logos in an application. Native pictures are pictures that are used only on a particular platform. They are used to display pictures on push buttons and visual switches.

Information about pictures and native pictures is divided into the following sections:

- [Pictures](#)
- [Adding a picture to the picture library](#)
- [Using a picture from the picture library](#)
- [Creating native pictures](#)
- [Synchronizing native pictures](#)
- [Using native pictures](#)

Pictures

Pictures are stored in a generic format and can be displayed on any platform. Currently, the Modifier can convert Windows metafiles to a form that can be stored in the *picture library*. Pictures up to 32K in size can be stored. Pictures are stored only once, but can be placed in several windows of an application using the picture tool from the Toolbox in the Layout windows.

A company or product logo can be pasted into the picture library and used in Microsoft Dynamics GP windows. The following picture is the logo that is used for business alerts.

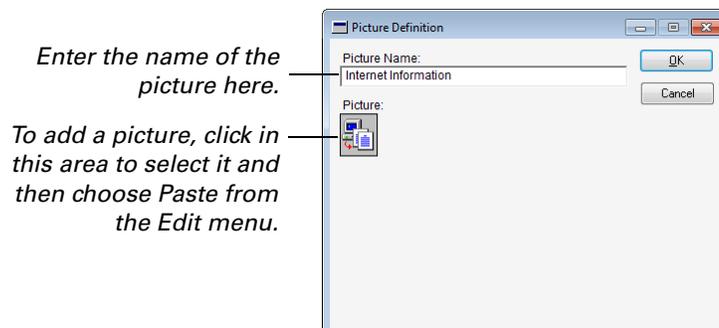


Adding a picture to the picture library

Choose Pictures from the Resources menu; the Pictures window will appear.

1. Create a new picture or edit an existing one.

Click new to create a new picture or select a picture and click Open to edit it. The Picture Definition window will appear, as shown in the following illustration.



2. Name the picture.

In the Picture Definition window, name the picture.

3. Add the picture.

Be sure the picture you want to add is in the Clipboard. Click in the area below the Picture Name field to select it, and then choose Paste from the Edit menu to paste the picture into that area.

4. Click OK to add the picture to the library.

Using a picture from the picture library

Open the layout of the window where you want to paste a picture.

1. Select the picture tool.**2. Click in the layout area where you want the picture to appear.**

After you click in the layout area, the Pictures window will appear, allowing you to select a picture to paste into the layout.

3. Select the picture to paste.

From the Pictures window, select the name of the picture to paste into the window and click OK.

4. Position and resize the picture if necessary.

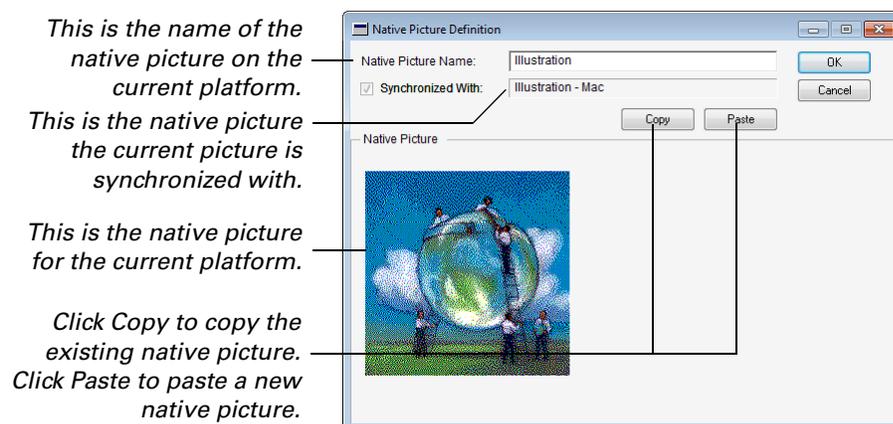
You can paste a picture directly into the window layout, bypassing the step of adding the picture to the picture library. Simply copy the picture to the Clipboard and choose Paste from the Edit menu to paste it into a window layout. You'll be asked to name the picture. The picture will appear in the layout and will be added to the picture library automatically.

Creating native pictures

Choose Native Pictures from the Resources menu. The Native Pictures window will appear.

1. Create a new native picture or edit an existing one.

Click New to create a new native picture or select a native picture and click Open to edit it. The Native Picture Definition window will appear, as shown in the following illustration.



2. Name the native picture.

In the Native Picture Name field, enter the name of the native picture for this platform.

3. Add the native picture.

Be sure the picture you want to add is in the Clipboard. Click Paste to paste the picture into the Native Picture Definition window.

4. Click OK to save the native picture.

Synchronizing native pictures

If you will be using native pictures on more than one platform, you must create corresponding native pictures on both platforms. These pictures must be synchronized (given the same internal ID) so the correct picture will be displayed on each platform.

1. Create the native picture on the first platform.

When you create the first native picture, be sure the Synchronize With option in the Native Picture Definition window is unmarked.

2. Access the Modifier on the next platform.**3. Create the corresponding native picture for the new platform.**

Before you save the native picture, mark the Synchronize With option. A list of pictures from the first platform will be displayed.

4. Select the name of the appropriate picture from the first platform and click OK.

The pictures will automatically be given the same internal ID.

Using native pictures

Follow these guidelines when using native pictures in the Modifier.

Push buttons

When you use them for push buttons, two native pictures are required. The “button up” picture is displayed when the button is not being clicked. The “button down” picture is displayed when the button is being clicked. Often, the button up and button down pictures are drawn to produce a three-dimensional effect (offsetting the button down picture one pixel down and to the right) when the button is pushed. To have the best appearance, the native pictures used should be the same physical size.

The following illustration shows the native pictures used for a lookup button. The button up and button down pictures were synchronized so the correct picture is displayed for each platform. Native pictures can be created so they appear as similar as possible, or different for each platform.



Visual switches

Visual switches can be used to display a series of native pictures. For each image displayed, only one native picture is required. To have the best appearance, all native pictures used for the visual switch should be the same physical size.

Chapter 12: Strings

A string is a sequence of up to 79 characters that doesn't contain carriage returns. Strings are used throughout the accounting system for window names, field prompts and static text values. Information about strings is divided into the following sections:

- [Using strings](#)
- [Modifying a string](#)

Using strings

The strings resource allows you to update all occurrences of a string in one step instead of changing the same string in each place it occurs.

For example, to change all occurrences of the words "Customer Name" to "Client Name," you could select the Customer Name string and change it to Client Name instead of changing each individual prompt, text value or window name.



Note that changing a string with the Modifier will change it only in the interface. The string won't be changed in any reports. To change strings in reports, you must use the Report Writer.

Modifying a string

Choose Strings from the Resources menu. The Strings window will open, allowing you to select the string to edit.



The Microsoft Dynamics GP dictionary contains several thousand strings. The Strings window may take a few moments to open.

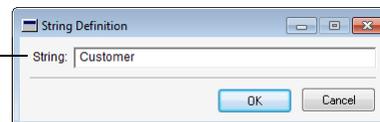
1. Select the appropriate dictionary core.

String resources are divided into several cores, which are special divisions in the dictionary. Microsoft Dynamics GP has a core for each major module category. When locating a string, begin by choosing the core that the string is most likely contained in. For example, the string "Customer" is likely part of the Sales core, so begin looking there. If you don't find a string in a particular core, look in the other available cores.

2. Select the string to edit.

After you have located the string, select it in the list and click Open. The String Definition window will appear, as shown in the following illustration.

Edit the string and then click OK to save the changes.



3. Edit the string.

Edit the string in the String Definition window and click OK to save the modified string.

Chapter 13: Messages

Messages are a type of resource that associates a text string with an ID. In Microsoft Dynamics GP, messages are used to store the text that provides information or prompts a user to make a selection. Messages are also used to store other strings used in the accounting system, such as the names of reports. Information about messages is divided into the following sections:

- [Finding messages](#)
- [Replacement markers](#)
- [Modifying messages](#)

Finding messages

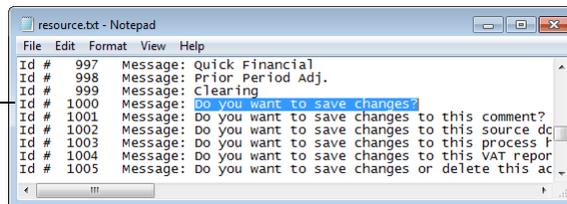
To find messages in Microsoft Dynamics GP, you will need to generate a resource report. This report lists all of the resources in the current dictionary, including message resources. To generate a resource report, choose Generate Resource Reports from the File menu. Specify a file name and location and then save the report.



Microsoft Dynamics GP contains several thousand resources. Generating the resource report may take a few minutes.

After the resource report has been generated, you can use a text editor to search for specific messages. Once you have found the message, you can see its message ID.

Use a text editor to search for a message. When you have located it, you can see its message ID.



Replacement markers

Some messages contain *replacement markers*. A replacement marker is a percent symbol (%) followed by a number. Replacement markers indicate positions in the message text where additional information will be substituted when the message is displayed. If you edit a message, be sure to leave the replacement markers in place. Otherwise, the message won't be displayed properly.

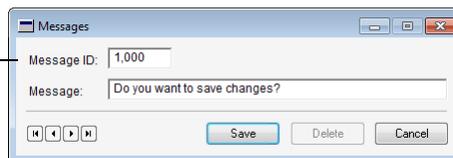
Modifying messages

Choose Messages from the Resources menu. The Messages window will open, allowing you to edit messages.

1. Enter the message ID.

Enter the ID of the message you want to edit. The message will be displayed.

Enter a Message ID and then edit the message.



2. Edit the message text.

Make the changes to the message string and click Save.

Part 4: Storing and Accessing Modifications

This portion of the documentation contains information about how modifications you make are stored and accessed. The following items are discussed:

- [Chapter 14, “Storing Modifications.”](#) explains how modifications are stored and describes two common Modifier configurations.
- [Chapter 15, “Accessing Modifications.”](#) describes how to control access to the Modifier and to forms that you have modified.
- [Chapter 16, “Packaging Modifications.”](#) explains how you can package and distribute modifications to other users.

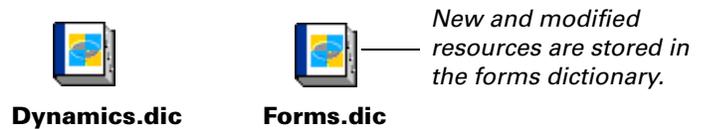
Chapter 14: Storing Modifications

All modifications you make with the Modifier are stored in the Forms dictionary. Information about storing modifications is divided into the following sections:

- [Forms dictionary](#)
- [Launch file](#)
- [Modifier configurations](#)

Forms dictionary

All changes and additions you make using the Modifier are stored in the *forms* dictionary for the application. By storing the new and modified resources in a separate dictionary, the integrity of the main dictionary can be maintained. For example, the following illustration shows the dictionary for Microsoft Dynamics GP and its associated forms dictionary.



When you access the Modifier for the first time, all of the *core resources* for the application dictionary are copied to the forms dictionary. Core resources include strings, data types and global fields that are used by several parts of the system. Once core resources have been copied to the Forms dictionary, the runtime engine will look there first when it retrieves resources from the dictionary. Any additions or modifications you make to core resources will be stored in the forms dictionary. The modifications will be accessed automatically when you use Microsoft Dynamics GP.

When you select a form to modify, that form is copied into the forms dictionary. Any modifications or additions you make to that form will be stored only in the forms dictionary. To access the modifications you make to forms, you must set security in the accounting system to access the modified form. This is described in [Chapter 15, "Accessing Modifications."](#)

Launch file

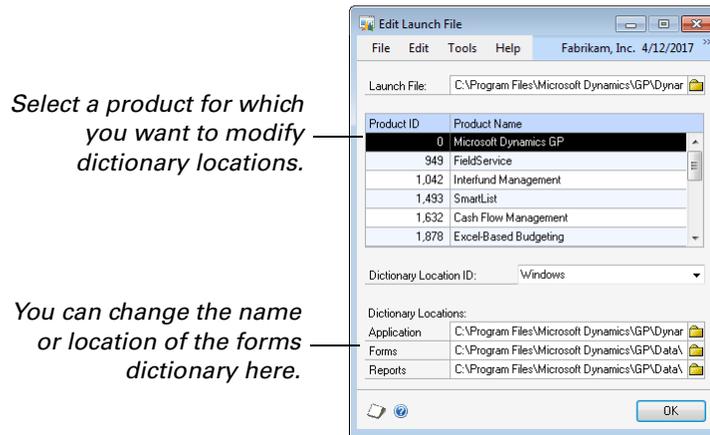
When you start Microsoft Dynamics GP, you use the *launch file* that tells the runtime engine which dictionaries will be used by the application. The launch file stores the location of the application dictionary as well as the names and locations of any forms or reports dictionaries.

By default, the forms dictionary is named Forms.dic and is located in the Data folder for the Microsoft Dynamics GP installation. You can use the Edit Launch File window to change the name or location of the forms dictionary.



To update the launch file, you must have appropriate user privileges. Typically, this means being part of the Administrators group or the Power Users group. If User Account Control (UAC) is active, it means launching Microsoft Dynamics GP with Administrative privileges.

To display this window, choose Microsoft Dynamics GP >> Tools >> Setup >> System >> Edit Launch File.



To change the name or location of a forms dictionary, select a product such as Microsoft Dynamics GP. Then edit the name or location of the forms dictionary in the field at the bottom of the Edit Launch File window.



Be sure that you have correctly specified the name and location of the forms dictionary. Otherwise, the accounting system may not start properly.

Modifier configurations

Two common configurations are used with the Modifier. One configuration has the forms dictionary stored locally on each workstation. In the other configuration, the forms dictionary is stored in a network location accessible by all workstations.

Storing the forms dictionary locally

In this configuration, each workstation has its own forms dictionary. Typically the forms dictionary is stored in the Data folder for the Microsoft Dynamics GP installation. This configuration is also used for single-user installations. This configuration has the following advantages:

- Each workstation can have its own unique set of modifications.
- Users can access the Modifier at any time.

It has the following disadvantage:

- Modifications can't easily be shared by multiple users. This issue can be partially resolved by making modifications on one workstation and then distributing the modifications to other workstations.

Storing the forms dictionary on a network

In this configuration, one forms dictionary is stored in a network location that can be accessed by each workstation. This configuration has the following advantages:

- The same modifications are available to all users.
- Any modifications users make are available to other users.

It has the following disadvantages:

- Only one user can access the Modifier at one time.
- All workstations are dependent on a single forms dictionary. If this dictionary is not available or becomes damaged, all users are affected.
- Users can't have different sets of modifications.

The configuration you choose depends upon how many modifications you want to make, whether individual users will be making modifications, and how you want to share modifications among users.

Chapter 15: Accessing Modifications

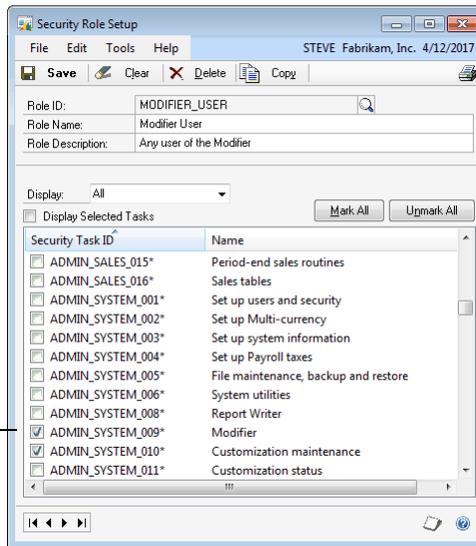
You can control which users have access to the Modifier and which modifications specific users will see. Information about controlling access is divided into the following sections:

- [Accessing the Modifier](#)
- [Accessing modified forms](#)
- [Accessing third-party modifications](#)
- [Removing modified forms](#)

Accessing the Modifier

The predefined security task ADMIN_SYSTEM_009 for Microsoft Dynamics GP is used to control which users will be able to access the Modifier. Assign this security task to an existing role to grant access to the Modifier for users assigned to that role. You might also consider creating a new security role for the Modifier. Any user assigned to this new role will be able to access the Modifier.

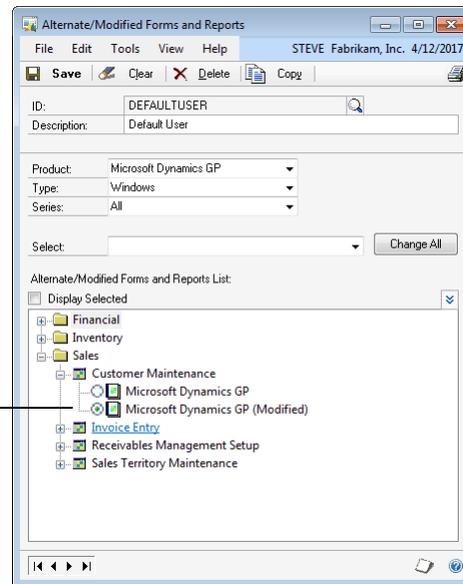
Consider creating a new security role that has access to the Modifier task.



Accessing modified forms

If you want to view a modified report from within the application, you must use the Alternate/Modified Forms and Reports window in Microsoft Dynamics GP to grant access. To open this window, choose Microsoft Dynamics GP menu >> Tools >> Setup >> System >> Alternate/Modified Forms and Reports.

Mark the item to use the modified version of the form.



Complete the following procedure to specify that a modified form should be used.

1. Specify the ID.

Select the ID for the set of forms and reports you are modifying. The users that you want to view the modified version of the form must be assigned to use the set of modified/alternate forms and reports you selected. The User Security Setup window is used to specify the set of modified/alternate forms and reports for each user.

2. Select the product containing the modified form.

This is the product in which the form was originally defined.

3. Choose to display windows.

Choose Windows as the type of resource to display. The tree view will be filled with the modified forms available.

4. Set the series.

By default, the Series drop-down list is set to All. You can choose to display resources from a specific series.

5. Locate the modified form.

Expand the nodes in the tree view to locate the form that you modified. The forms are organized by series.

6. Choose to use the modified form.

The original and modified versions of the form will be listed. Mark the modified version.



If you later wanted to use the original version of the form, you would mark the original form instead.

7. Save the changes.

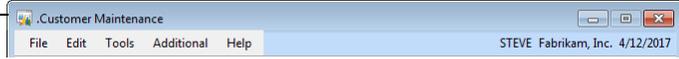
Click Save to save the changes.



To view modified forms, you must have either the Modifier or the Customization Site Enabler registered.

Be sure to activate security once you've made your selections by marking the Security option in the Company Setup window in Microsoft Dynamics GP. When you open the form to which you made modifications, the modified form will be opened in its place. You can verify that the modified form is being used by closely examining the title bar of the window. If the text in the title bar starts with a period, the modified window is being displayed.

The period in the window title indicates a modified version of the form is being displayed.



Changes you made to core resources like strings and data types will be seen by all users. No additional configuration is required.

Accessing third-party modifications

You can use the Modifier to make changes to forms that are part of third-party products created with Dexterity. Dexterity is the tool used to create Microsoft Dynamics GP. If you have third-party products that integrate with Microsoft Dynamics GP, you will be asked which product you want to modify when you start the Modifier.

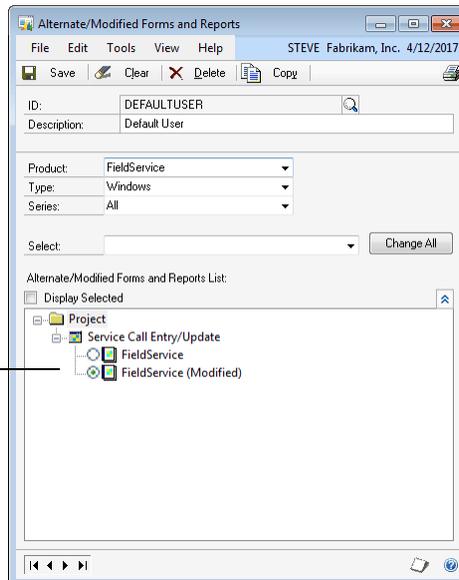
If you have products that integrate with Microsoft Dynamics GP, use this window to select the product to modify.



Modified forms

Any modifications you make to a third-party product will be stored in a separate forms dictionary for that product. To access these modified forms, you must select the third-party product in the Alternate/Modified Forms and Reports window. You can then choose to use the modified version of the form.

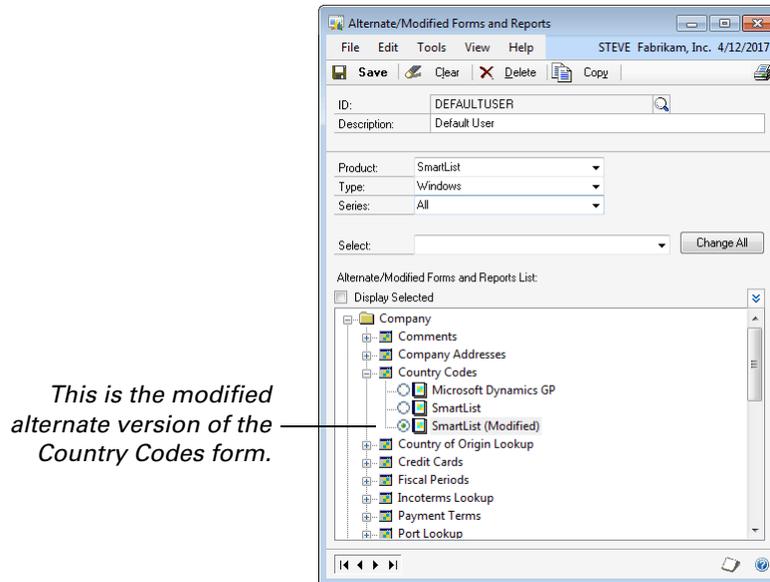
This is a modified version of the Service Call Entry/Update form in the Field Service third-party application.



Alternate forms

Some third-party developers create *alternate windows*. These are Microsoft Dynamics GP forms that the third-party developer has enhanced and transferred to their own dictionary. By choosing the third-party dictionary when you start the Modifier, you can make modifications to these alternate windows.

When using the Alternate/Modified Forms and Reports window to set access to these reports, choose the modified version of the alternate report to display the modifications you made. For example, the following illustration shows how you would display a modified version of the alternate Country Codes form provided by the SmartList dictionary.



Removing modified forms

If you remove a modified form from Forms dictionary, be sure that you change the security settings to use the original form rather than the modified form. Otherwise, Microsoft Dynamics GP will not be able to properly access the form.

Chapter 16: Packaging Modifications

When you have finished making modifications, you may want to distribute those modifications to other users. This portion of the documentation describes how you can use package files to distribute modifications. Information is divided into the following sections:

- [Package files](#)
- [Package file import/export issues](#)

Package files

Package files are special text files that are used to deliver customizations made with the Modifier, VBA, and the Report Writer. A developer can create a package file that contains their customizations, move the package file to the destination workstation, then import the customizations into the installation.

Package file contents

A package file can contain the following items:

Modified forms Forms that have been customized with the Modifier.

New or modified reports Reports that have been created or customized with the Report Writer.

VBA forms Forms that have VBA code attached.

VBA reports Reports that have VBA code attached.

VBA components User forms, code modules or class modules created with the VBA development environment.

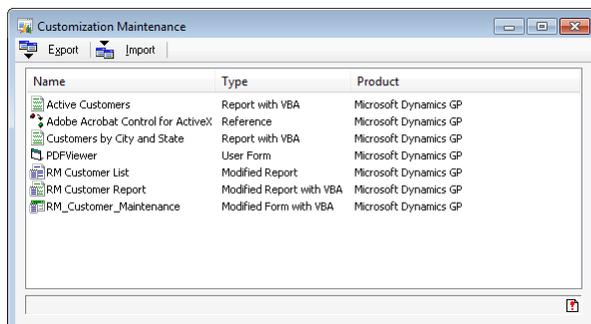
References References to external components used by VBA. A package file *cannot* contain the actual components referenced by the VBA customization. Those components must be delivered separately.

Exporting a package file

Package files are created using the Customization Maintenance window. Complete the following procedure to create a package file.

1. Open the Customization Maintenance window.

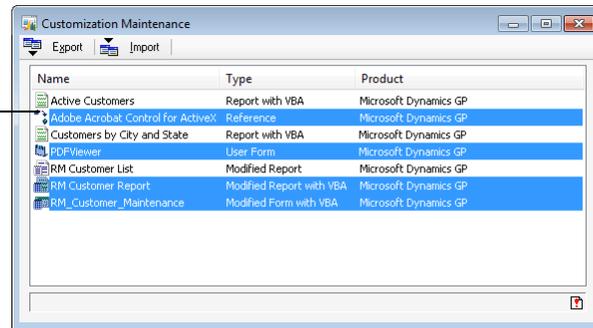
Open this window by pointing to Customize in the Tools menu and choosing Customization Maintenance.



2. Select the components needed for the customization.

The Customization Maintenance window lists all of the components that have been customized with the Modifier, Report Writer or VBA. Select all of the components that are required for your customization.

Select all of the components that are part of the customization.



To select non-contiguous items in the list, hold down the CTRL key and click the items.

Click Export. A file dialog will appear, allowing you to specify the name of the package file. Be sure the file has the .package extension. The results of the export operation will be displayed in the status area at the bottom of the window.



Note that some *global* changes you make with the Modifier and Report Writer can't be included in a package file. For instance, changes to picture resources or global data types won't be included in package files.

Importing a package file

To import the contents of a package file, complete the following procedure.

1. Open the Customization Maintenance window.

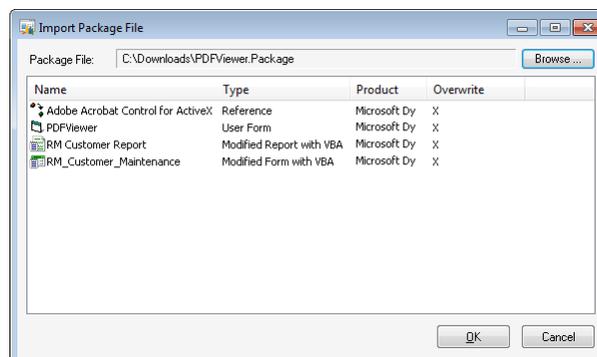
Open this window by pointing to Customize in the Tools menu and choosing Customization Maintenance.

2. Open the Import Package File window.

Click Import in the Customization Maintenance window to display the Import Package File window.

3. Select the package to import.

Click Browse to open a file dialog that allows you to select the package file you want to import. The contents of the package will be displayed in the Import Package File window.



An “X” in the Overwrite column indicates that a customized version of a component already exists for the system, and will be overwritten by the contents of the package file. Refer to [Package file import/export issues](#) on page 91 for details about overwriting existing customizations.



If any of the package file items contain VBA code, the user importing them must have appropriate user privileges to update the .vba files in the Microsoft Dynamics GP installation. Typically, this means being part of the Administrators group or the Power Users group. If User Account Control (UAC) is active, it means launching Microsoft Dynamics GP with Administrative privileges.

Click OK to start the import process. If any errors occur during the import process, the Errors window will be displayed. The results of the import operation will also be displayed in the status bar of the Customization Maintenance window. To view the list of the last errors that occurred, click the Errors button in the status bar.

4. Set access to any modified forms or reports that are part of the customization.

If necessary, use the security features in Microsoft Dynamics GP to grant access to any modified forms or modified reports that are part of your customization.

Package file import/export issues

There are some additional issues you need to be aware of when importing and exporting package files, concerning how customized resources are stored by Microsoft Dynamics GP.

Microsoft Dynamics GP contains *forms*, which are groups of windows, menus and other resources that work together for a common purpose. A form can have several windows, but you can make customizations to individual windows with the Modifier and VBA. When you export a form to a package file, you are exporting **all** of the windows in that form, not just the windows you modified or applied VBA code to.

This fact is important to keep in mind when you import a package file that contains customized forms. If a customized version of the form already exists in the system and you import another set of customizations for that same form, the original customizations will be overwritten. This occurs even if the customizations are made for different windows in the form.

A similar issue occurs for reports. If you’ve made customizations to a report, then import a package that contains customizations for that same report, the existing customizations will be overwritten.



A warning message is automatically displayed allowing you to cancel an import operation that will overwrite existing customizations.

Glossary

3D highlight

An Appearance property setting for push buttons that causes them to have a flat appearance until the mouse pointer is moved over the button. Then the button appears with a 3-D border.

Accelerator key

A key or set of keys on the keyboard that can be used as a “shortcut” to select a menu or menu option rather than using the mouse.

Access key

An underlined character in a menu name, menu item name or push button that allows users to select the item by typing the underlined character or by holding down the ALT key and typing the character.

Alphanumeric

A combination of numbers and letters.

Array field

A field containing multiple occurrences of the same type of information. The individual pieces of information stored by an array field are called elements.

Array index

The number designating a specific element within an array field.

Auto-linked table

The table specified in the AutoLinkTable window property. You can use the Modifier to add fields from the auto-linked table to the window.

Big line item

The area containing the fields that will be displayed for a scrolling window in expanded mode. See also [Small line item](#).

Button drop list

A control type used to define data types that allow a user to select one item from a list of values. A series of static text values will appear, or “drop” when a user clicks a field that uses this control type.

Cancel property

A property that can be applied to a push button window field. If this property is set to true, pressing the ESC key produces the same result as clicking the push button.

Cascading menus

Submenus that appear to the right of a menu item.

Change flag

A boolean value associated with each form or window in an application. If the contents of the form or window change, the change flag is set to true, indicating the contents have changed.

Check box

A control type used to define data types that allow users to mark or unmark an option.



Check boxes have boolean storage types.

Combo box

A control type used to define data types that allow users to enter a text value or choose that value from a list.

The items in the list are determined by the static text values in the data type definition.

Component

One field of a composite field.

Composite

A group of fields and their associated data types that form a single data type. Composite data types are defined by the composite control type and the fields that make up the composite.

Control type

The main characteristic of a data type, controlling the type of information that can be stored in fields that use that data type, and some aspects of how the information will be displayed. Commonly-used control types are push button, integer, check box, date and currency.

Core resources

Resources such as strings, data types or global fields that are used by several parts of an application. When the forms dictionary is created, the core resources in the application dictionary are copied to it.

Customization site enabler

A Microsoft Dynamics GP module that can be registered to allow access to modified forms without having to register the Modifier.

Data type

A resource that defines the characteristics for a field, such as its keyable length, control type (push button, check box, string and so on) and format. A single data type can be applied to several fields, but a field can have only one data type applied to it.

Default property

A property that can be applied to a push button window field. If this property is set to true, pressing the ENTER key or double-clicking a list box or scrolling window with the DefaultDbClick property set to true causes the push button to be clicked.

DefaultDbClick property

A property for list box fields, non-native list box fields, and scrolling windows. Double-clicking the list box or a line in a scrolling window with this property set to true causes the push button whose Default property set to true to be clicked. See also [Default property](#).

Definition window

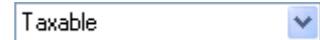
A window that allows you to create or edit a resource and specify its functional characteristics.

Dictionary

A group of resources that, when interpreted by the runtime engine, present a complete functioning application.

Drop-down list

A control type used to define data types that allow users to select one item from a list.



A series of static text values will appear, or “drop,” when a user clicks a field with this control type. The integer value corresponding to the position of the item chosen, not the item’s static text value, is stored when the user’s selection is saved.

Element

One of the fields in an array field.

Field

A field contains a single piece of information used by an application. A field can be displayed on a window or stored in a table. The kind of information the field displays or stores depends on the data type associated with it. See also [Global field](#) and [Local field](#).

Focus

The indicator that shows the object being controlled in the current window.

Form

A collection of windows, menus and other resources that function together for a common purpose.

Format

The extra characters, spacing and attributes that can be applied to a data type when data is entered or displayed.

Format field

An integer field that specifies the format to use for a string or currency field.

Format string

A data “mask” used for string and composite formats. The format string allows extra characters to appear in a field without affecting the way data in the field is stored.

Forms dictionary

The dictionary that stores user-modified resources. This dictionary is created when the Modifier is accessed for the first time. Only copies of a dictionary’s resources are stored in the forms dictionary.

Global field

A field that can be displayed in windows and also stored in tables. The characteristics of global fields can be viewed with the Field Definition window. See also [Local field](#).

Group box

A box drawn around a group of check boxes or other fields, using the rectangle tool, to visually group the items.

Keyable length

The number of characters that can be typed in a field.

Keyboard equivalent

A key combination that will activate a menu item as an alternative to selecting it with the mouse.

Launch file

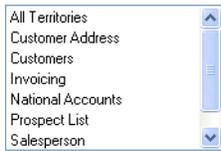
A file that is used to start an application with the runtime engine. This file stores the location of the dictionaries that will be used, including the application dictionary and the forms dictionary.

Layout window

A window in the Modifier that allows you to design the layout of a window or scrolling window.

List box

A control type used to define data types that allow users to select one static text value from a list.



The list will appear with scroll bars if the information in the list is greater than the size of the list box field when it's added to the Layout window. An integer position - not the static text - for the corresponding selection in a list box is stored when the selection is saved.

List field

Any field that uses a list box, drop-down list, multi-select list, button drop list, combo box or visual switch data type.

Local field

A field that's available only within the form in which it's created. Local fields are used as window fields. The Modifier can create local fields. See also [Global field](#).

Menu

One of the items displayed on the menu bar across the top of the screen.

Menu item

One of the selections associated with a particular menu.

Messages

A type of resource that associates a text string with an ID. Messages are used to store the text that provides information or prompts a user to make a selection. Messages are also used to store other strings, such as the names of reports or the items that appear in the toolbar buttons.

Modal dialog

A window that contains no operating system controls and can't be resized. Modal dialogs are used when you require the user to perform an action before continuing.

Modified form

The copy you make of the original form. Modified forms are added to the Forms dictionary. You can select the modified form and customize the windows belonging to it. See also [Original form](#).

Multi-select list box

A control type used to define fields from which one or more static text values can be selected. The list will appear with scroll bars if the number of items in the list are greater than the size of the field when it was added to the Layout window.

Native pictures

Picture objects that are specific, or native, to a particular operating system. Metafiles and bitmap images are used as native pictures on Windows. Native pictures must be used for graphics that appear on push buttons and visual switches.

Original form

An unmodified form that is stored in its original dictionary. You must make a copy of an original form before you can make modifications to it. See also [Modified form](#).

Package files

Special text files that are used to deliver customizations made with the Modifier, VBA, and the Report Writer.

Password

A field property that allows you to hide entries in a field, such as when a password is being entered. If this property is set to true, an X will be displayed in place of each character a user enters, so that no one else can read the entry from the screen.

Picture library

A feature in the Modifier that allows you to store graphics in a generic format that can be used on any supported platforms.

Pixel

The smallest graphical element displayed on a monitor. The pixel is the smallest unit of measurement in layout windows. You can move objects one pixel at a time within a layout window by using the arrow keys on the keyboard.

Point size

The vertical size of a font. There are 72 points to an inch.

Progress indicator

A control type used for fields that shows the progress of processes in the application.



Prompt

Text in a window that shows the user the information that is displayed or can be entered in the corresponding field or fields.

Property

An attribute that can be assigned to fields, windows or graphical objects displayed in a window layout. For example, a window with the Resizable property set to false cannot be resized by the user.

Push button

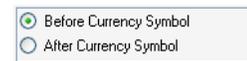
A control type used to define data types for buttons users can click to accomplish tasks.



Static text or pictures can be used to indicate the button's function.

Radio button

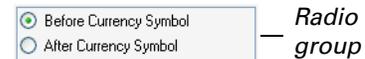
A control type used to define data types that allow a single selection to be made from a group of two or more selections.



Radio buttons must be used with a radio group.

Radio group

A control type that's used to group related radio buttons and store the value of the selected button.



A radio group's value is stored as an integer corresponding to the selected radio button's position in the tab sequence, beginning with 0. For instance, if the second radio button in the tab sequence is selected, the radio group's value is 1.

Relative decimal position

An option for currency formats that sets the number of decimal digits that will be displayed to the indicated value plus the number of decimal places specified by the operating system. If your operating system displays two decimal positions and you specify three decimal digits for the format in the Format Definition window, the field will display a total of five decimal places.

Replacement marker

A placeholder (% followed by a number) that indicates where items may be substituted in messages.

Resource descriptions tool

A tool that displays information about the current dictionary's fields, windows and tables.

Resource list window

A window in the Modifier that allows you to view all the resources of a particular type, such as fields.

Runtime engine

An application that's used to interpret a dictionary. When a user starts an application, the runtime engine uses the resources in the dictionary to present a functioning application.

Scrolling window

A special type of window that allows the user to "scroll" through items.

Series

A predefined category to which form and table resources are assigned. Series allow categorization of resources.

Small line item

The area containing the fields that will be displayed when a scrolling window is in standard mode. When a scrolling window is in expanded mode, additional fields below the small line item mark, but above the big line item mark will be displayed. See also [Big line item](#).

Static picture value

A picture that's displayed as part of a data type, such as the picture on a button drop list.

Static text value

Text that's displayed as part of a data type, such as the name of a push button or the items in a list box.

Storage size

The size, in bytes, used store the information in a field. The storage size is specified in the field's data type. It can't be changed by the Modifier.

Storage type

One of the standard forms used to store the data in a field. The storage types are: boolean, integer, long, currency, currency (variable), string, text, date, and time. The control type determines which storage type is used to store the data in the field.

String resources

Sequences of up to 79 characters used throughout a dictionary for window names, field prompts and static text values.

Synchronize

The process of specifying the native picture on each platform that should be used as the static value for a single data type. When two pictures are synchronized, the Modifier will assign them the same internal ID. Thereafter, when a synchronized picture is displayed, the native picture that's appropriate to the current platform will be displayed.

Tab sequence

The order in which the focus moves from one field to the next field when the user presses the TAB key.

Toolbox

A window that opens in conjunction with the Window Layout and Scrolling Window Layout windows. It contains tools used to place and arrange items in the layout area.

Visual Basic for Applications (VBA)

A development system created by Microsoft that can be embedded into applications. VBA is embedded into the Modifier, where it provides additional customization capabilities.

Visual Studio Tools for Microsoft Dynamics GP

A development toolset based on the Microsoft .NET framework that can be used to create integrations for Microsoft Dynamics GP. Microsoft Visual Studio is the development tool used to create these integrations.

Window

The work area used to enter and display information in a application.

Window field

A global or local field that has been added to a window layout.

WordWrap

A property for text fields that causes text to automatically continue to the next line when it extends beyond the right edge of the field.

Zoom pointer

A special cursor that appears when the pointer is over a push button field that has the Zoom property set to true. In Microsoft Dynamics GP, clicking the mouse when this pointer is over the field enables users to "zoom" to the window where records for the field can be added.

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