

## Details: Adding an edit box control to a dialog box

You can create and size edit boxes to allow the user to enter string data.

Unlike radio buttons and check boxes, edit boxes do not have any text attached to them. You should create static text followed by a colon to label each edit box.

Edit boxes use ID numbers 8000 through 8999. They return string values. You can automatically fill an edit box with selected data from a list box that uses an ID number exactly 1000 greater than the ID number for the edit box.

You can modify an edit box by changing its ID or by selecting options.

## Clicking the mouse

When you click the mouse, the Dialog Editor creates the control and automatically assigns it an ID.

## Typing the default contents

If you want the edit box to display a default value when the dialog box opens, type that default text.

## Resizing the control

For more precise resizing, choose Edit - Size Item and type in new values for the control's size.

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```
{button ,AL('H_ADDING_AN_EDIT_BOX_CONTROL_TO_A_DIALOG_BOX_STEPS',1)} Go to procedure  
{button ,AL('H_DIALOG_BOX_AND_CONTROL_STYLES_OVER;H_ADDING_A_PUSH_BUTTON_OR_DEFAULT_  
PUSH_BUTTON_CONTROL_TO_A_DIALOG_BOX_STEPS;H_ADDING_A_RADIO_BUTTON_CONTROL_TO_A_  
_DIALOG_BOX_STEPS;H_ADDING_A_CHECK_BOX_CONTROL_TO_A_DIALOG_BOX_STEPS;H_ADDING_A_  
_LIST_BOX_CONTROL_TO_A_DIALOG_BOX_STEPS;H_ADDING_STATIC_TEXT_TO_A_DIALOG_BOX_STE  
S;H_ADDING_A_COMBO_BOX_CONTROL_TO_A_DIALOG_BOX_STEPS;H_ADDING_A_GROUP_BOX_CON  
TROL_TO_A_DIALOG_BOX_STEPS;H_CREATING_A_CUSTOM_CONTROL_STEPS;H_DELETING_A_CONTR  
OL_FROM_A_DIALOG_BOX_STEPS;H_ARRANGING_CONTROLS_IN_A_COLUMN_STEPS;H_ARRANGING_  
CONTROLS_IN_A_ROW_STEPS',0)} See related topics
```

## Adding an edit box control to a dialog box

1. Choose Control - Edit Box.
2. Place the mouse pointer where you want the upper left corner of the control.
3. Click the mouse.

{button ,AL(^H\_ADDING\_AN\_EDIT\_BOX\_CONTROL\_TO\_A\_DIALOG\_BOX\_DETAILS',1)} [See details](#)

4. Type the default contents for the edit box.

{button ,AL(^H\_ADDING\_AN\_EDIT\_BOX\_CONTROL\_TO\_A\_DIALOG\_BOX\_DETAILS',1)} [See details](#)

5. Drag the control to the desired position.
6. Drag a handle to resize the control.

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{button ,AL(^H\_ADDING\_AN\_EDIT\_BOX\_CONTROL\_TO\_A\_DIALOG\_BOX\_DETAILS',1)} [See details](#)

{button ,AL(^H\_DIALOG\_BOX\_AND\_CONTROL\_STYLES\_OVER;H\_ADDING\_A\_PUSH\_BUTTON\_OR\_DEFAULT\_PUSH\_BUTTON\_CONTROL\_TO\_A\_DIALOG\_BOX\_STEPS;H\_ADDING\_A\_RADIO\_BUTTON\_CONTROL\_TO\_A\_DIALOG\_BOX\_STEPS;H\_ADDING\_A\_CHECK\_BOX\_CONTROL\_TO\_A\_DIALOG\_BOX\_STEPS;H\_ADDING\_A\_LIST\_BOX\_CONTROL\_TO\_A\_DIALOG\_BOX\_STEPS;H\_ADDING\_STATIC\_TEXT\_TO\_A\_DIALOG\_BOX\_STEP S;H\_ADDING\_A\_COMBO\_BOX\_CONTROL\_TO\_A\_DIALOG\_BOX\_STEPS;H\_ADDING\_A\_GROUP\_BOX\_CON TROL\_TO\_A\_DIALOG\_BOX\_STEPS;H\_CREATING\_A\_CUSTOM\_CONTROL\_STEPS;H\_DELETING\_A\_CONTR OL\_FROM\_A\_DIALOG\_BOX\_STEPS;H\_ARRANGING\_CONTROLS\_IN\_A\_COLUMN\_STEPS;H\_ARRANGING\_ CONTROLS\_IN\_A\_ROW\_STEPS',0)} [See related topics](#)

## Details: Adding an icon to a set of SmartIcons in the Dialog Editor

### Available icons (drag to add)

The Dialog Editor displays in this list box all the SmartIcons available for use in the Dialog Editor.

### Dragging an icon into a set

When you drag and drop icons, the Dialog Editor moves the other icons in the set either forward or backward one position to accommodate the change. The SmartIcons then appear in the new order in the dialog box.

You can use the left and right arrows to see icons that scroll out of sight.

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{button ,AL('H\_ADDING\_AN\_ICON\_TO\_A\_SET\_OF\_SMARTICONS\_IN\_THE\_DIALOG\_EDITOR\_STEPS',1)} [Go to procedure](#)

{button ,AL('H\_SMARTICONS\_IN\_THE\_DIALOG\_EDITOR\_OVER;H\_USING\_SMARTICONS\_IN\_THE\_DIALOG\_EDITOR\_OVER;H\_SMARTICONS\_SETUP\_DIALOG\_BOX\_IN\_THE\_DIALOG\_EDITOR\_CS;H\_USING\_AN\_ICON\_IN\_THE\_DIALOG\_EDITOR\_STEPS;H\_MOVING\_AN\_ICON\_IN\_THE\_DIALOG\_EDITOR\_USING\_THE\_MOUSE\_STEPS;H\_DISPLAYING\_OR\_HIDING\_SMARTICONS\_IN\_THE\_DIALOG\_EDITOR\_STEPS',0)} [See related topics](#)

## Adding an icon to a set of SmartIcons in the Dialog Editor

1. Choose Options - Modify SmartIcons.
  2. To review the entire list of SmartIcons, use the up and down arrows in the Available icons (drag to add) list box.
  3. Drag an icon from the list to the set at the top of the dialog box.  
`{button ,AL('H_ADDING_AN_ICON_TO_A_SET_OF_SMARTICONS_IN_THE_DIALOG_EDITOR_DETAILS',1)}`  
[See details](#)
  4. Click OK.
- 

`{button ,AL('H_ADDING_AN_ICON_TO_A_SET_OF_SMARTICONS_IN_THE_DIALOG_EDITOR_DETAILS',1)}` [See details](#)

`{button ,AL('H_SMARTICONS_IN_THE_DIALOG_EDITOR_OVER;H_USING_SMARTICONS_IN_THE_DIALOG_EDITOR_OVER;H_SMARTICONS_SETUP_DIALOG_BOX_IN_THE_DIALOG_EDITOR_CS;H_USING_AN_ICON_IN_THE_DIALOG_EDITOR_STEPS;H_MOVING_AN_ICON_IN_THE_DIALOG_EDITOR_USING_THE_MOUSE_STEPS;H_DISPLAYING_OR_HIDING_SMARTICONS_IN_THE_DIALOG_EDITOR_STEPS',0)}` [See related topics](#)

## Details: Adding a check box control to a dialog box

You can create check boxes to allow the user to select options that are not mutually exclusive.

Check boxes use ID numbers 20 through 99 and return Boolean (TRUE/FALSE) values.

You can modify a check box by changing its ID or text.

## Clicking the mouse

When you click the mouse, the Dialog Editor creates the control and automatically assigns it an ID.

## Resizing the control

For more precise resizing, choose Edit - Size Item and type in new values for the control's size.

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```
{button ,AL('H_ADDING_A_CHECK_BOX_CONTROL_TO_A_DIALOG_BOX_STEPS',1)} Go to procedure  
{button ,AL('H_DIALOG_BOX_AND_CONTROL_STYLES_OVER;H_ADDING_A_PUSH_BUTTON_OR_DEFAULT_  
PUSH_BUTTON_CONTROL_TO_A_DIALOG_BOX_STEPS;H_ADDING_A_RADIO_BUTTON_CONTROL_TO_A_  
_DIALOG_BOX_STEPS;H_ADDING_AN_EDIT_BOX_CONTROL_TO_A_DIALOG_BOX_STEPS;H_ADDING_A_  
LIST_BOX_CONTROL_TO_A_DIALOG_BOX_STEPS;H_ADDING_STATIC_TEXT_TO_A_DIALOG_BOX_STE  
S;H_ADDING_A_COMBO_BOX_CONTROL_TO_A_DIALOG_BOX_STEPS;H_ADDING_A_GROUP_BOX_CON  
TROL_TO_A_DIALOG_BOX_STEPS;H_CREATING_A_CUSTOM_CONTROL_STEPS;H_DELETING_A_CONTR  
OL_FROM_A_DIALOG_BOX_STEPS;H_ARRANGING_CONTROLS_IN_A_COLUMN_STEPS;H_ARRANGING_  
CONTROLS_IN_A_ROW_STEPS',0)} See related topics
```

## Adding a check box control to a dialog box

1. Choose Control - Check Box.
  2. Place the mouse pointer where you want the upper left corner of the control.
  3. Click the mouse.  
{button ,AL('H\_ADDING\_A\_CHECK\_BOX\_CONTROL\_TO\_A\_DIALOG\_BOX\_DETAILS',1)} [See details](#)
  4. Type the desired text or label for the check box.
  5. Drag the control to the desired position.
  6. Drag a handle to resize the control.
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{button ,AL('H\_ADDING\_A\_CHECK\_BOX\_CONTROL\_TO\_A\_DIALOG\_BOX\_DETAILS',1)} [See details](#)

{button ,AL('H\_DIALOG\_BOX\_AND\_CONTROL\_STYLES\_OVER;H\_ADDING\_A\_PUSH\_BUTTON\_OR\_DEFAULT\_PUSH\_BUTTON\_CONTROL\_TO\_A\_DIALOG\_BOX\_STEPS;H\_ADDING\_A\_RADIO\_BUTTON\_CONTROL\_TO\_A\_DIALOG\_BOX\_STEPS;H\_ADDING\_AN\_EDIT\_BOX\_CONTROL\_TO\_A\_DIALOG\_BOX\_STEPS;H\_ADDING\_A\_LIST\_BOX\_CONTROL\_TO\_A\_DIALOG\_BOX\_STEPS;H\_ADDING\_STATIC\_TEXT\_TO\_A\_DIALOG\_BOX\_STEPS;H\_ADDING\_A\_COMBO\_BOX\_CONTROL\_TO\_A\_DIALOG\_BOX\_STEPS;H\_ADDING\_A\_GROUP\_BOX\_CONTROL\_TO\_A\_DIALOG\_BOX\_STEPS;H\_CREATING\_A\_CUSTOM\_CONTROL\_STEPS;H\_DELETING\_A\_CONTROL\_FROM\_A\_DIALOG\_BOX\_STEPS;H\_ARRANGING\_CONTROLS\_IN\_A\_COLUMN\_STEPS;H\_ARRANGING\_CONTROLS\_IN\_A\_ROW\_STEPS',0)} [See related topics](#)

## Details: Adding a combo box control to a dialog box

Combo boxes are like list/edit box combinations. You can use combo boxes to allow the user to select an item in a list box and then display that item in the edit box.

Combo boxes use ID numbers 9500 through 9999 and fill with data through a series of LotusScript functions, or when passed the name of an array through a function. They return string values for selected items in a list box.

You can modify a combo box by changing its ID or style, or by selecting options. If you do not implement sort for a combo box, the first item in the list box appears in the edit box portion of the combo box as the default and all other items appear in the order in which they were placed in the list box. If you implement sort, the item with the lowest alphanumeric value appears in the edit box portion of the combo box.

## Clicking the mouse

When you click the mouse, the Dialog Editor creates the control and automatically assigns it an ID.

## Resizing the control

For more precise resizing, choose Edit - Size Item and type in new values for the control's size.

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```
{button ,AL('H_ADDING_A_COMBO_BOX_CONTROL_TO_A_DIALOG_BOX_STEPS',1)} Go to procedure  
{button ,AL('H_DIALOG_BOX_AND_CONTROL_STYLES_OVER;H_ADDING_A_PUSH_BUTTON_OR_DEFAULT_  
PUSH_BUTTON_CONTROL_TO_A_DIALOG_BOX_STEPS;H_ADDING_A_RADIO_BUTTON_CONTROL_TO_A_  
_DIALOG_BOX_STEPS;H_ADDING_A_CHECK_BOX_CONTROL_TO_A_DIALOG_BOX_STEPS;H_ADDING_A_  
N_EDIT_BOX_CONTROL_TO_A_DIALOG_BOX_STEPS;H_ADDING_A_LIST_BOX_CONTROL_TO_A_DIALOG_  
_BOX_STEPS;H_ADDING_STATIC_TEXT_TO_A_DIALOG_BOX_STEPS;H_ADDING_A_GROUP_BOX_CONTR  
OL_TO_A_DIALOG_BOX_STEPS;H_CREATING_A_CUSTOM_CONTROL_STEPS;H_DELETING_A_CONTROL_  
_FROM_A_DIALOG_BOX_STEPS;H_ARRANGING_CONTROLS_IN_A_COLUMN_STEPS;H_ARRANGING_CO  
NTROLS_IN_A_ROW_STEPS',0)} See related topics
```

## Adding a combo box control to a dialog box

1. Choose Control - Combo Box.
  2. Place the mouse pointer where you want the upper left corner of the control.
  3. Click the mouse.  
`{button ,AL('H_ADDING_A_COMBO_BOX_CONTROL_TO_A_DIALOG_BOX_DETAILS',1)} See details`
  4. Type the default value for the combo box.
  5. Drag the control to the desired position.
  6. Drag a handle to resize the control.
- 

`{button ,AL('H_ADDING_A_COMBO_BOX_CONTROL_TO_A_DIALOG_BOX_DETAILS',1)} See details`

`{button ,AL('H_DIALOG_BOX_AND_CONTROL_STYLES_OVER;H_ADDING_A_PUSH_BUTTON_OR_DEFAULT_PUSH_BUTTON_CONTROL_TO_A_DIALOG_BOX_STEPS;H_ADDING_A_RADIO_BUTTON_CONTROL_TO_A_DIALOG_BOX_STEPS;H_ADDING_A_CHECK_BOX_CONTROL_TO_A_DIALOG_BOX_STEPS;H_ADDING_A_N_EDIT_BOX_CONTROL_TO_A_DIALOG_BOX_STEPS;H_ADDING_A_LIST_BOX_CONTROL_TO_A_DIALOG_BOX_STEPS;H_ADDING_STATIC_TEXT_TO_A_DIALOG_BOX_STEPS;H_ADDING_A_GROUP_BOX_CONTROL_TO_A_DIALOG_BOX_STEPS;H_CREATING_A_CUSTOM_CONTROL_STEPS;H_DELETING_A_CONTROL_FROM_A_DIALOG_BOX_STEPS;H_ARRANGING_CONTROLS_IN_A_COLUMN_STEPS;H_ARRANGING_CONTROLS_IN_A_ROW_STEPS',0)} See related topics`



## Details: Adding a Group Box control to a dialog box

You can use group boxes to separate one section of a dialog box from other sections. This makes the dialog box easier for the user to understand.

The group box has static text attached to it and a static line drawn around it. You can create a group box over controls to visually separate those controls from other controls in the dialog box.

Group boxes use ID numbers 20 through 29 and return no value.

You can modify a check box by changing its ID or text.

## Clicking the mouse

When you click the mouse, the Dialog Editor creates the control and automatically assigns it an ID.

## Resizing the control

For more precise resizing, choose Edit - Size Item and type in new values for the control's size.

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```
{button ,AL('H_ADDING_A_GROUP_BOX_CONTROL_TO_A_DIALOG_BOX_STEPS',1)} Go to procedure  
{button ,AL('H_DIALOG_BOX_AND_CONTROL_STYLES_OVER;H_ADDING_A_PUSH_BUTTON_OR_DEFAULT_  
PUSH_BUTTON_CONTROL_TO_A_DIALOG_BOX_STEPS;H_ADDING_A_RADIO_BUTTON_CONTROL_TO_A_  
_DIALOG_BOX_STEPS;H_ADDING_A_CHECK_BOX_CONTROL_TO_A_DIALOG_BOX_STEPS;H_ADDING_A_  
N_EDIT_BOX_CONTROL_TO_A_DIALOG_BOX_STEPS;H_ADDING_A_LIST_BOX_CONTROL_TO_A_DIALOG_  
_BOX_STEPS;H_ADDING_STATIC_TEXT_TO_A_DIALOG_BOX_STEPS;H_ADDING_A_COMBO_BOX_CONT  
ROL_TO_A_DIALOG_BOX_STEPS;H_CREATING_A_CUSTOM_CONTROL_STEPS;H_DELETING_A_CONTR  
OL_FROM_A_DIALOG_BOX_STEPS;H_ARRANGING_CONTROLS_IN_A_COLUMN_STEPS;H_ARRANGING_  
CONTROLS_IN_A_ROW_STEPS',0)} See related topics
```

## Adding a Group Box control to a dialog box

1. Choose Control - Group Box.
  2. Place the mouse pointer where you want the upper left corner of the control.
  3. Click the mouse.  
`{button ,AL('H_ADDING_A_GROUP_BOX_CONTROL_TO_A_DIALOG_BOX_DETAILS',1)} See details`
  4. Type the desired text or label for the control.
  5. Drag the control to the desired position.
  6. Drag a handle to resize the control.
- 

`{button ,AL('H_ADDING_A_GROUP_BOX_CONTROL_TO_A_DIALOG_BOX_DETAILS',1)} See details`

`{button ,AL('H_DIALOG_BOX_AND_CONTROL_STYLES_OVER;H_ADDING_A_PUSH_BUTTON_OR_DEFAULT_PUSH_BUTTON_CONTROL_TO_A_DIALOG_BOX_STEPS;H_ADDING_A_RADIO_BUTTON_CONTROL_TO_A_DIALOG_BOX_STEPS;H_ADDING_A_CHECK_BOX_CONTROL_TO_A_DIALOG_BOX_STEPS;H_ADDING_A_N_EDIT_BOX_CONTROL_TO_A_DIALOG_BOX_STEPS;H_ADDING_A_LIST_BOX_CONTROL_TO_A_DIALOG_BOX_STEPS;H_ADDING_STATIC_TEXT_TO_A_DIALOG_BOX_STEPS;H_ADDING_A_COMBO_BOX_CONTROL_TO_A_DIALOG_BOX_STEPS;H_CREATING_A_CUSTOM_CONTROL_STEPS;H_DELETING_A_CONTROL_FROM_A_DIALOG_BOX_STEPS;H_ARRANGING_CONTROLS_IN_A_COLUMN_STEPS;H_ARRANGING_CONTROLS_IN_A_ROW_STEPS',0)} See related topics`

## Details: Adding a list box control to a dialog box

You can use list boxes to create a list of data in a box. The user can then select one or more items in the list box.

List boxes use ID numbers 9000 through 9499. A list box with an ID number of 9001 fills with the contents of the current directory.

You can modify a list box by changing its ID or by selecting options.

## Clicking the mouse

When you click the mouse, the Dialog Editor creates the control and automatically assigns it an ID.

## Typing the default values

If you want the list box to have one or more default values selected when the dialog box opens, type the default value(s).

## Resizing the control

For more precise resizing, choose Edit - Size Item and type in new values for the control's size.

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```
{button ,AL('H_ADDING_A_LIST_BOX_CONTROL_TO_A_DIALOG_BOX_STEPS',1)} Go to procedure  
{button ,AL('H_DIALOG_BOX_AND_CONTROL_STYLES_OVER;H_ADDING_A_PUSH_BUTTON_OR_DEFAULT_  
PUSH_BUTTON_CONTROL_TO_A_DIALOG_BOX_STEPS;H_ADDING_A_RADIO_BUTTON_CONTROL_TO_A_  
_DIALOG_BOX_STEPS;H_ADDING_A_CHECK_BOX_CONTROL_TO_A_DIALOG_BOX_STEPS;H_ADDING_A_  
N_EDIT_BOX_CONTROL_TO_A_DIALOG_BOX_STEPS;H_ADDING_STATIC_TEXT_TO_A_DIALOG_BOX_ST  
EPS;H_ADDING_A_COMBO_BOX_CONTROL_TO_A_DIALOG_BOX_STEPS;H_ADDING_A_GROUP_BOX_C  
ONTROL_TO_A_DIALOG_BOX_STEPS;H_CREATING_A_CUSTOM_CONTROL_STEPS;H_DELETING_A_CO  
NTROL_FROM_A_DIALOG_BOX_STEPS;H_ARRANGING_CONTROLS_IN_A_COLUMN_STEPS;H_ARRANGI  
NG_CONTROLS_IN_A_ROW_STEPS',0)} See related topics
```

## Adding a list box control to a dialog box

1. Choose Control - List Box.
2. Place the mouse pointer where you want the upper left corner of the control.
3. Click the mouse.

{button ,AL('H\_ADDING\_A\_LIST\_BOX\_CONTROL\_TO\_A\_DIALOG\_BOX\_DETAILS',1)} [See details](#)

4. Type the default value(s) for the list box.

{button ,AL('H\_ADDING\_A\_LIST\_BOX\_CONTROL\_TO\_A\_DIALOG\_BOX\_DETAILS',1)} [See details](#)

5. Drag the control to the desired position.
6. Drag a handle to resize the control.

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{button ,AL('H\_ADDING\_A\_LIST\_BOX\_CONTROL\_TO\_A\_DIALOG\_BOX\_DETAILS',1)} [See details](#)

{button ,AL('H\_DIALOG\_BOX\_AND\_CONTROL\_STYLES\_OVER;H\_ADDING\_A\_PUSH\_BUTTON\_OR\_DEFAULT\_PUSH\_BUTTON\_CONTROL\_TO\_A\_DIALOG\_BOX\_STEPS;H\_ADDING\_A\_RADIO\_BUTTON\_CONTROL\_TO\_A\_DIALOG\_BOX\_STEPS;H\_ADDING\_A\_CHECK\_BOX\_CONTROL\_TO\_A\_DIALOG\_BOX\_STEPS;H\_ADDING\_A\_N\_EDIT\_BOX\_CONTROL\_TO\_A\_DIALOG\_BOX\_STEPS;H\_ADDING\_STATIC\_TEXT\_TO\_A\_DIALOG\_BOX\_STEPS;H\_ADDING\_A\_COMBO\_BOX\_CONTROL\_TO\_A\_DIALOG\_BOX\_STEPS;H\_ADDING\_A\_GROUP\_BOX\_CONTROL\_TO\_A\_DIALOG\_BOX\_STEPS;H\_CREATING\_A\_CUSTOM\_CONTROL\_STEPS;H\_DELETING\_A\_CONTROL\_FROM\_A\_DIALOG\_BOX\_STEPS;H\_ARRANGING\_CONTROLS\_IN\_A\_COLUMN\_STEPS;H\_ARRANGING\_CONTROLS\_IN\_A\_ROW\_STEPS',0)} [See related topics](#)

## Details: Adding a push button or default push button control to a dialog box

You can create push buttons to allow the user to close the dialog box or display another dialog box.

The default push button should always be OK and use ID number 1, and the Cancel push button should always use ID number 2. Since the Dialog Editor automatically numbers the controls, you should create the default push button first, and then create the Cancel push button. Both OK and Cancel buttons close the dialog box and should return 1 and zero, respectively.

Other push buttons that close a dialog box use ID numbers 3 through 19. Push buttons that do not close a dialog box use ID numbers 20 through 99.

You can modify a push button by changing its ID or text, or by using a picture instead of text.

### Push button vs. default push button

The only difference between a push button and a default push button is the darker border used in the default push button. The darker border indicates to the user which button is the default button in your dialog box. You should have only one default button for your dialog box.

### Clicking the mouse

When you click the mouse, the Dialog Editor creates the control and automatically assigns it an ID.

### Resizing the control

For more precise resizing, choose Edit - Size Item and type in new values for the control's size.

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```
{button ,AL(^H_ADDING_A_PUSH_BUTTON_OR_DEFAULT_PUSH_BUTTON_CONTROL_TO_A_DIALOG_BOX_STEPS',1)} Go to procedure
```

```
{button ,AL(^H_DIALOG_BOX_AND_CONTROL_STYLES_OVER;H_ADDING_A_RADIO_BUTTON_CONTROL_TO_A_DIALOG_BOX_STEPS;H_ADDING_A_CHECK_BOX_CONTROL_TO_A_DIALOG_BOX_STEPS;H_ADDING_AN_EDIT_BOX_CONTROL_TO_A_DIALOG_BOX_STEPS;H_ADDING_A_LIST_BOX_CONTROL_TO_A_DIALOG_BOX_STEPS;H_ADDING_STATIC_TEXT_TO_A_DIALOG_BOX_STEPS;H_ADDING_A_COMBO_BOX_CONTROL_TO_A_DIALOG_BOX_STEPS;H_ADDING_A_GROUP_BOX_CONTROL_TO_A_DIALOG_BOX_STEPS;H_CREATING_A_CUSTOM_CONTROL_STEPS;H_DELETING_A_CONTROL_FROM_A_DIALOG_BOX_STEPS;H_ARRANGING_CONTROLS_IN_A_COLUMN_STEPS;H_ARRANGING_CONTROLS_IN_A_ROW_STEPS',0)}  
See related topics
```

## Adding a push button or default push button control to a dialog box

1. Choose Control - Push Button.

```
{button ,AL('H_ADDING_A_PUSH_BUTTON_OR_DEFAULT_PUSH_BUTTON_CONTROL_TO_A_DIALOG_BOX_DETAILS',1)} See details
```

2. Place the mouse pointer where you want to position the upper left corner of the control.
3. Click the mouse.

```
{button ,AL('H_ADDING_A_PUSH_BUTTON_OR_DEFAULT_PUSH_BUTTON_CONTROL_TO_A_DIALOG_BOX_DETAILS',1)} See details
```

4. Type the desired text or label for the button.
5. Drag the control to the desired position.
6. Drag a handle to resize the control.

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```
{button ,AL('H_ADDING_A_PUSH_BUTTON_OR_DEFAULT_PUSH_BUTTON_CONTROL_TO_A_DIALOG_BOX_DETAILS',1)} See details
```

```
{button ,AL('H_DIALOG_BOX_AND_CONTROL_STYLES_OVER;H_ADDING_A_RADIO_BUTTON_CONTROL_TO_A_DIALOG_BOX_STEPS;H_ADDING_A_CHECK_BOX_CONTROL_TO_A_DIALOG_BOX_STEPS;H_ADDING_AN_EDIT_BOX_CONTROL_TO_A_DIALOG_BOX_STEPS;H_ADDING_A_LIST_BOX_CONTROL_TO_A_DIALOG_BOX_STEPS;H_ADDING_STATIC_TEXT_TO_A_DIALOG_BOX_STEPS;H_ADDING_A_COMBO_BOX_CONTROL_TO_A_DIALOG_BOX_STEPS;H_ADDING_A_GROUP_BOX_CONTROL_TO_A_DIALOG_BOX_STEPS;H_CREATING_A_CUSTOM_CONTROL_STEPS;H_DELETING_A_CONTROL_FROM_A_DIALOG_BOX_STEPS;H_ARRANGING_CONTROLS_IN_A_COLUMN_STEPS;H_ARRANGING_CONTROLS_IN_A_ROW_STEPS',0)}  
See related topics
```

## Details: Adding a radio button control to a dialog box

You can create radio buttons to allow the user to select options that are mutually exclusive. The user can select only one radio button at a time, as on a car radio. When you push one button, the previously selected button is deselected. Only one radio button can be active at a time.

Radio buttons use ID numbers 20 through 99 and return Boolean (TRUE/FALSE) values with only the active button returning a non-FALSE value. The common method of determining how to branch the macro, given the values of the radio buttons, is to use a series of IF-THEN-ELSE or SWITCH-CASE statements, where each variable set for a radio button is evaluated to see if it is true.

You can modify a radio button by changing its ID or text.

## Clicking the mouse

When you click the mouse, the Dialog Editor creates the control and automatically assigns it an ID.

## Resizing the control

For more precise resizing, choose Edit - Size Item and type in new values for the control's size.

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```
{button ,AL('H_ADDING_A_RADIO_BUTTON_CONTROL_TO_A_DIALOG_BOX_STEPS',1)} Go to procedure  
{button ,AL('H_DIALOG_BOX_AND_CONTROL_STYLES_OVER;H_ADDING_A_PUSH_BUTTON_OR_DEFAULT_  
PUSH_BUTTON_CONTROL_TO_A_DIALOG_BOX_STEPS;H_ADDING_A_CHECK_BOX_CONTROL_TO_A_DI  
IALOG_BOX_STEPS;H_ADDING_AN_EDIT_BOX_CONTROL_TO_A_DIALOG_BOX_STEPS;H_ADDING_A_LIS  
T_BOX_CONTROL_TO_A_DIALOG_BOX_STEPS;H_ADDING_STATIC_TEXT_TO_A_DIALOG_BOX_STEPS;H  
_ADDING_A_COMBO_BOX_CONTROL_TO_A_DIALOG_BOX_STEPS;H_ADDING_A_GROUP_BOX_CONTROL  
L_TO_A_DIALOG_BOX_STEPS;H_CREATING_A_CUSTOM_CONTROL_STEPS;H_DELETING_A_CONTROL_  
FROM_A_DIALOG_BOX_STEPS;H_ARRANGING_CONTROLS_IN_A_COLUMN_STEPS;H_ARRANGING_CON  
TROLS_IN_A_ROW_STEPS',0)} See related topics
```

## Adding a radio button control to a dialog box

1. Choose Control - Radio Button.
2. Place the mouse pointer where you want the upper left corner of the control.
3. Click the mouse.

{button ,AL(^H\_ADDING\_A\_RADIO\_BUTTON\_CONTROL\_TO\_A\_DIALOG\_BOX\_DETAILS',1)} [See details](#)

4. Type the desired label for the radio button.
5. Drag the control to the desired position.
6. Drag a handle to resize the control.

---

{button ,AL(^H\_ADDING\_A\_RADIO\_BUTTON\_CONTROL\_TO\_A\_DIALOG\_BOX\_DETAILS',1)} [See details](#)

{button ,AL(^H\_DIALOG\_BOX\_AND\_CONTROL\_STYLES\_OVER;H\_ADDING\_A\_PUSH\_BUTTON\_OR\_DEFAULT\_PUSH\_BUTTON\_CONTROL\_TO\_A\_DIALOG\_BOX\_STEPS;H\_ADDING\_A\_CHECK\_BOX\_CONTROL\_TO\_A\_DIALOG\_BOX\_STEPS;H\_ADDING\_AN\_EDIT\_BOX\_CONTROL\_TO\_A\_DIALOG\_BOX\_STEPS;H\_ADDING\_A\_LIST\_BOX\_CONTROL\_TO\_A\_DIALOG\_BOX\_STEPS;H\_ADDING\_STATIC\_TEXT\_TO\_A\_DIALOG\_BOX\_STEPS;H\_ADDING\_A\_COMBO\_BOX\_CONTROL\_TO\_A\_DIALOG\_BOX\_STEPS;H\_ADDING\_A\_GROUP\_BOX\_CONTROL\_TO\_A\_DIALOG\_BOX\_STEPS;H\_CREATING\_A\_CUSTOM\_CONTROL\_STEPS;H\_DELETING\_A\_CONTROL\_FROM\_A\_DIALOG\_BOX\_STEPS;H\_ARRANGING\_CONTROLS\_IN\_A\_COLUMN\_STEPS;H\_ARRANGING\_CONTROLS\_IN\_A\_ROW\_STEPS',0)} [See related topics](#)



## Overview: Adding controls

When you add a control to a dialog box, you first select the type of control you want to add, then click somewhere in the dialog box to add the control, and then move the control to the place you want it.

You can add the following types of controls to a dialog box you create:

- Push Button - The standard rectangular button.
- Default Push Button - Same as push button but this one has a darker border to indicate its default status. You should only add one of these to a dialog box.
- Radio Button - Standard Windows radio button.
- Check Box - Standard Windows check boxes.
- Edit Box - A box for typing and editing text.
- List Box - A scrolling box which displays a list of items and allows the user to choose from that list.
- Static Text - Usually used for labels for the other controls.
- Combo Box - A combination of List Box and Edit Box.
- Group Box - A box with a label which you can use to indicate that a certain group of controls are related.
- Bitmap Button - Use this when you want to use a bitmap as a button.
- Static Bitmap - Use this to include a bitmap in your dialog box with no special functionality.

---

{button ,AL('H\_DIALOG\_BOX\_AND\_CONTROL\_STYLES\_OVER;H\_CUSTOM\_CONTROLS\_OVER;H\_SPECIFYING\_A\_TAB\_ORDER\_FOR\_A\_DIALOG\_BOX\_STEPS;H\_GROUPING\_CONTROLS\_IN\_A\_DIALOG\_BOX\_STEPS;H\_DELETING\_A\_CONTROL\_FROM\_A\_DIALOG\_BOX\_STEPS;H\_WAYS\_TO\_SELECT\_MULTIPLE\_CONTROLS\_IN\_A\_DIALOG\_BOX\_WAYS;H\_ARRANGING\_CONTROLS\_IN\_A\_COLUMN\_STEPS;H\_ARRANGING\_CONTROLS\_IN\_A\_ROW\_STEPS;H\_SETTING\_DEFAULT\_SIZES\_FOR\_CONTROLS\_STEPS;H\_SHOWING\_THE\_GRID\_STEPS;H\_SHOWING\_THE\_STATUS\_BOX\_STEPS',0)} [See related topics](#)

## Details: Adding static text to a dialog box

You can use static text to give the user information, such as a prompt for the kind of information that should be typed in an edit box. You can also use static text to give the user instructions or information specific to the macro.

Static text controls use ID numbers 1000 through 7999 and return no value. A static text control with an ID number of 7999 fills with the current path if the dialog box contains a list box with an ID number of 9001. This is useful for providing the current path when the user needs to select a file name in a list box.

You can modify static text by changing its ID or text, or by using a picture instead of text.

## Clicking the mouse

When you click the mouse, the Dialog Editor creates the text item and automatically assigns it an ID.

## Resizing the control

For more precise resizing, choose Edit - Size Item and type in new values for the control's size.

---

{button ,AL(^H\_ADDING\_STATIC\_TEXT\_TO\_A\_DIALOG\_BOX\_STEPS',1)} [Go to procedure](#)

{button ,AL(^H\_DIALOG\_BOX\_AND\_CONTROL\_STYLES\_OVER;H\_ADDING\_A\_PUSH\_BUTTON\_OR\_DEFAULT\_PUSH\_BUTTON\_CONTROL\_TO\_A\_DIALOG\_BOX\_STEPS;H\_ADDING\_A\_RADIO\_BUTTON\_CONTROL\_TO\_A\_DIALOG\_BOX\_STEPS;H\_ADDING\_A\_CHECK\_BOX\_CONTROL\_TO\_A\_DIALOG\_BOX\_STEPS;H\_ADDING\_A\_N\_EDIT\_BOX\_CONTROL\_TO\_A\_DIALOG\_BOX\_STEPS;H\_ADDING\_A\_LIST\_BOX\_CONTROL\_TO\_A\_DIALOG\_BOX\_STEPS;H\_ADDING\_A\_COMBO\_BOX\_CONTROL\_TO\_A\_DIALOG\_BOX\_STEPS;H\_ADDING\_A\_GROUP\_BOX\_CONTROL\_TO\_A\_DIALOG\_BOX\_STEPS;H\_CREATING\_A\_CUSTOM\_CONTROL\_STEPS;H\_DELETING\_A\_CONTROL\_FROM\_A\_DIALOG\_BOX\_STEPS;H\_ARRANGING\_CONTROLS\_IN\_A\_COLUMN\_STEPS;H\_ARRANGING\_CONTROLS\_IN\_A\_ROW\_STEPS',0)} [See related topics](#)

## Adding static text to a dialog box

1. Choose Control - Static Text.
  2. Place the mouse pointer where you want the upper left corner of the control.
  3. Click the mouse.  
{button ,AL('H\_ADDING\_STATIC\_TEXT\_TO\_A\_DIALOG\_BOX\_DETAILS',1)} [See details](#)
  4. Type the desired text.
  5. Drag the control to the desired position.
  6. Drag a handle to resize the control.
- 

{button ,AL('H\_ADDING\_STATIC\_TEXT\_TO\_A\_DIALOG\_BOX\_DETAILS',1)} [See details](#)

{button ,AL('H\_DIALOG\_BOX\_AND\_CONTROL\_STYLES\_OVER;H\_ADDING\_A\_PUSH\_BUTTON\_OR\_DEFAULT\_PUSH\_BUTTON\_CONTROL\_TO\_A\_DIALOG\_BOX\_STEPS;H\_ADDING\_A\_RADIO\_BUTTON\_CONTROL\_TO\_A\_DIALOG\_BOX\_STEPS;H\_ADDING\_A\_CHECK\_BOX\_CONTROL\_TO\_A\_DIALOG\_BOX\_STEPS;H\_ADDING\_A\_N\_EDIT\_BOX\_CONTROL\_TO\_A\_DIALOG\_BOX\_STEPS;H\_ADDING\_A\_LIST\_BOX\_CONTROL\_TO\_A\_DIALOG\_BOX\_STEPS;H\_ADDING\_A\_COMBO\_BOX\_CONTROL\_TO\_A\_DIALOG\_BOX\_STEPS;H\_ADDING\_A\_GROUP\_BOX\_CONTROL\_TO\_A\_DIALOG\_BOX\_STEPS;H\_CREATING\_A\_CUSTOM\_CONTROL\_STEPS;H\_DELETING\_A\_CONTROL\_FROM\_A\_DIALOG\_BOX\_STEPS;H\_ARRANGING\_CONTROLS\_IN\_A\_COLUMN\_STEPS;H\_ARRANGING\_CONTROLS\_IN\_A\_ROW\_STEPS',0)} [See related topics](#)

## Details: Arranging controls in a column

### Choosing the desired function

There are seven column functions which you can use to align, space, and adjust the width of a column of controls. This is particularly useful when arranging groups of buttons or check boxes.

Left Align - Aligns all the controls in the column to the left.

Right Align - Aligns all the controls in the column to the right.

Center Align - Aligns all the controls in the column to a center line.

Same Width - Makes all the controls in the column the same width.

Even Spacing - Spaces all the controls evenly.

Tighter Spacing - Brings all the controls closer together.

Looser Spacing - Adds a little more space between each control.

---

{button ,AL(`H\_ARRANGING\_CONTROLS\_IN\_A\_COLUMN\_STEPS`,1)} [Go to procedure](#)

{button ,AL(`H\_GROUPS\_AND\_TABS\_OVER;H\_SPECIFYING\_A\_TAB\_ORDER\_FOR\_A\_DIALOG\_BOX\_STEPS;H\_GROUPING\_CONTROLS\_IN\_A\_DIALOG\_BOX\_STEPS;H\_WAYS\_TO\_SELECT\_MULTIPLE\_CONTROLS\_IN\_A\_DIALOG\_BOX\_WAYS;H\_ARRANGING\_CONTROLS\_IN\_A\_ROW\_STEPS;H\_SHOWING\_THE\_STATUS\_BOX\_STEPS;H\_SHOWING\_THE\_GRID\_STEPS;H\_SETTING\_DEFAULT\_SIZES\_FOR\_CONTROLS\_STEPS;H\_DELETING\_A\_CONTROL\_FROM\_A\_DIALOG\_BOX\_STEPS`,0)} [See related topics](#)

## Arranging controls in a column

1. Choose Edit - Group Mode.
2. Select the controls you want to arrange in a single column.
3. Choose Edit - Column Functions.
4. Choose the desired function.

---

{button ,AL('H\_ARRANGING\_CONTROLS\_IN\_A\_COLUMN\_DETAILS',1)} [See details](#)

{button ,AL('H\_GROUPS\_AND\_TABS\_OVER;H\_SPECIFYING\_A\_TAB\_ORDER\_FOR\_A\_DIALOG\_BOX\_STEPS;H\_GROUPING\_CONTROLS\_IN\_A\_DIALOG\_BOX\_STEPS;H\_WAYS\_TO\_SELECT\_MULTIPLE\_CONTROLS\_IN\_A\_DIALOG\_BOX\_WAYS;H\_ARRANGING\_CONTROLS\_IN\_A\_ROW\_STEPS;H\_SHOWING\_THE\_STATUS\_BOX\_STEPS;H\_SHOWING\_THE\_GRID\_STEPS;H\_SETTING\_DEFAULT\_SIZES\_FOR\_CONTROLS\_STEPS;H\_DELETING\_A\_CONTROL\_FROM\_A\_DIALOG\_BOX\_STEPS',0)} [See related topics](#)

## Details: Arranging controls in a row

### Choosing the desired function

There are seven row functions which you can use to align, space, and adjust the height of a row of controls. This is particularly useful when arranging groups of buttons or check boxes.

Top Align - Aligns all the controls in the row to the Top.

Bottom Align - Aligns all the controls in the row to the Bottom.

Vertical Align - Aligns all the controls in the row to a vertical line.

Same Height - Makes all the controls in the row the same height.

Even Spacing - Spaces all the controls evenly.

Tighter Spacing - Brings all the controls closer together.

Looser Spacing - Adds a little more space between each control.

---

{button ,AL('H\_ARRANGING\_CONTROLS\_IN\_A\_ROW\_STEPS',1)} [Go to procedure](#)

{button ,AL('H\_GROUPS\_AND\_TABS\_OVER;H\_SPECIFYING\_A\_TAB\_ORDER\_FOR\_A\_DIALOG\_BOX\_STEPS;H\_GROUPING\_CONTROLS\_IN\_A\_DIALOG\_BOX\_STEPS;H\_WAYS\_TO\_SELECT\_MULTIPLE\_CONTROLS\_IN\_A\_DIALOG\_BOX\_WAYS;H\_ARRANGING\_CONTROLS\_IN\_A\_COLUMN\_STEPS;H\_SHOWING\_THE\_STATUS\_BOX\_STEPS;H\_SHOWING\_THE\_GRID\_STEPS;H\_SETTING\_DEFAULT\_SIZES\_FOR\_CONTROLS\_STEPS;H\_DELETING\_A\_CONTROL\_FROM\_A\_DIALOG\_BOX\_STEPS',0)} [See related topics](#)

## Arranging controls in a row

1. Choose Edit - Group Mode.
2. Select the controls you want to arrange in a single row.
3. Choose Edit - Row Functions.
4. Choose the desired function.

---

{button ,AL('H\_ARRANGING\_CONTROLS\_IN\_A\_ROW\_DETAILS',1)} [See details](#)

{button ,AL('H\_GROUPS\_AND\_TABS\_OVER;H\_SPECIFYING\_A\_TAB\_ORDER\_FOR\_A\_DIALOG\_BOX\_STEPS;H\_GROUPING\_CONTROLS\_IN\_A\_DIALOG\_BOX\_STEPS;H\_WAYS\_TO\_SELECT\_MULTIPLE\_CONTROLS\_IN\_A\_DIALOG\_BOX\_WAYS;H\_ARRANGING\_CONTROLS\_IN\_A\_COLUMN\_STEPS;H\_SHOWING\_THE\_STATUS\_BOX\_STEPS;H\_SHOWING\_THE\_GRID\_STEPS;H\_SETTING\_DEFAULT\_SIZES\_FOR\_CONTROLS\_STEPS;H\_DELETING\_A\_CONTROL\_FROM\_A\_DIALOG\_BOX\_STEPS',0)} [See related topics](#)

## Closing the Status Box

Choose Options - Status Box.

You can use the Status Box to display formatting information for either the dialog box or a selected control. You can move the Status Box window anywhere on the screen.

---

```
{button ,AL('H_GROUPS_AND_TABS_OVER;H_SPECIFYING_A_TAB_ORDER_FOR_A_DIALOG_BOX_STEPS;H_GROUPING_CONTROLS_IN_A_DIALOG_BOX_STEPS;H_WAYS_TO_SELECT_MULTIPLE_CONTROLS_IN_A_DIALOG_BOX_WAYS;H_ARRANGING_CONTROLS_IN_A_COLUMN_STEPS;H_SHOWING_THE_STATUS_BOX_STEPS;H_SHOWING_THE_GRID_STEPS;H_SETTING_DEFAULT_SIZES_FOR_CONTROLS_STEPS;H_DELETING_A_CONTROL_FROM_A_DIALOG_BOX_STEPS',0)} See related topics
```



## Details: Creating a custom control

### Clicking a standard control

In order to create a custom control, the Dialog Editor must know which type of standard control to replace. Therefore, you must add the standard control to your dialog box before you can create the custom control which will replace it.

### Class Name

This is the name of the class which defines the custom control in your other application. For example, in Borland C++, the edit box class name is BorEdit.

---

{button ,AL('H\_CREATING\_A\_CUSTOM\_CONTROL\_STEPS',1)} [Go to procedure](#)

{button ,AL('H\_CUSTOM\_CONTROLS\_OVER;H\_ADDING\_A\_PUSH\_BUTTON\_OR\_DEFAULT\_PUSH\_BUTTON\_CONTROL\_TO\_A\_DIALOG\_BOX\_STEPS;H\_ADDING\_A\_RADIO\_BUTTON\_CONTROL\_TO\_A\_DIALOG\_BOX\_STEPS;H\_ADDING\_A\_CHECK\_BOX\_CONTROL\_TO\_A\_DIALOG\_BOX\_STEPS;H\_ADDING\_AN\_EDIT\_BOX\_CONTROL\_TO\_A\_DIALOG\_BOX\_STEPS;H\_ADDING\_A\_LIST\_BOX\_CONTROL\_TO\_A\_DIALOG\_BOX\_STEPS;H\_ADDING\_STATIC\_TEXT\_TO\_A\_DIALOG\_BOX\_STEPS;H\_ADDING\_A\_COMBO\_BOX\_CONTROL\_TO\_A\_DIALOG\_BOX\_STEPS;H\_ADDING\_A\_GROUP\_BOX\_CONTROL\_TO\_A\_DIALOG\_BOX\_STEPS;H\_DELETING\_A\_CONTROL\_FROM\_A\_DIALOG\_BOX\_STEPS;H\_ARRANGING\_CONTROLS\_IN\_A\_COLUMN\_STEPS;H\_ARRANGING\_CONTROLS\_IN\_A\_ROW\_STEPS',0)} [See related topics](#)

## Creating a custom control

1. Add the type of standard control you want to replace to your dialog box.
2. Click the standard control to select it.  
`{button ,AL('H_CREATING_A_CUSTOM_CONTROL_DETAILS',1)}` [See details](#)
3. Choose Edit - Custom Control.
4. Type the class name for the custom control.  
`{button ,AL('H_CREATING_A_CUSTOM_CONTROL_DETAILS',1)}` [See details](#)
5. Click OK.

---

`{button ,AL('H_CREATING_A_CUSTOM_CONTROL_DETAILS',1)}` [See details](#)

`{button ,AL('H_CUSTOM_CONTROLS_OVER;H_ADDING_A_PUSH_BUTTON_OR_DEFAULT_PUSH_BUTTON_CONTROL_TO_A_DIALOG_BOX_STEPS;H_ADDING_A_RADIO_BUTTON_CONTROL_TO_A_DIALOG_BOX_STEPS;H_ADDING_A_CHECK_BOX_CONTROL_TO_A_DIALOG_BOX_STEPS;H_ADDING_AN_EDIT_BOX_CONTROL_TO_A_DIALOG_BOX_STEPS;H_ADDING_A_LIST_BOX_CONTROL_TO_A_DIALOG_BOX_STEPS;H_ADDING_STATIC_TEXT_TO_A_DIALOG_BOX_STEPS;H_ADDING_A_COMBO_BOX_CONTROL_TO_A_DIALOG_BOX_STEPS;H_ADDING_A_GROUP_BOX_CONTROL_TO_A_DIALOG_BOX_STEPS;H_DELETING_A_CONTROL_FROM_A_DIALOG_BOX_STEPS;H_ARRANGING_CONTROLS_IN_A_COLUMN_STEPS;H_ARRANGING_CONTROLS_IN_A_ROW_STEPS',0)}` [See related topics](#)

## Overview: Creating a Dialog Box

You can create a dialog box to allow the user to provide information while a script is running. The Lotus Dialog Editor allows you to create a dialog box by drawing the box and its controls and then modifying certain attributes of the controls to meet your needs. This graphical approach to creating a dialog box allows you to achieve professional results without having to learn how to write the code that describes the dialog box.

## How LotusScript uses a dialog box

Even though you can draw a dialog box as a picture in the Dialog Editor, LotusScript must have the coded description of the dialog box. When you save a dialog box, the Dialog Editor creates the coded description which LotusScript uses. You can save your dialog box as a separate Dialog Editor file or you can copy your dialog box and paste it into a special Dialogs division within a Word Pro document. In either case, the Dialog Editor automatically converts the dialog box you created into a coded description which LotusScript can read.

While it is possible to edit the coded description of a dialog box, the Lotus Dialog Editor allows you to see the results of your changes graphically and without the need to run the script which uses the dialog box.

---

```
{button ,AL(^H_USING_HELP_IN_THE_LOTUS_DIALOG_EDITOR_STEPS;H_CREATING_A_NEW_DIALOG_BOX_STEPS;H_OPENING_A_DIALOG_BOX_SAVED_AS_A_SEPARATE_FILE_STEPS;H_OPENING_A_DIALOG_BOX_SAVED_IN_A_DIALOGS_DIVISION_STEPS;H_LOTUS_DIALOG_EDITOR_OVER;H_DIALOG_BOX_CONTROLS_OVER;H_UNDERSTANDING_THE_ANATOMY_OF_A_DIALOG_BOX_OVER;H_WORD_PRO_DIALOG_BOX_CONVENTIONS_AND_STANDARDS_OVER;H_INCLUDING_A_DIALOG_BOX_AS_PART_OF_A_WORD_PRO_SCRIPT_OVER;H_DISPLAYING_OR_HIDING_SMARTICONS_IN_THE_DIALOG_EDITOR_STEPS;H_SAVING_A_DIALOG_BOX_STEPS',0)} See related topics
```

## Details: Creating a new dialog box

### Dialog box name

The name must start with a letter (A - Z) and cannot contain any spaces or symbols. If you store this dialog box as part of a Word Pro file, you should use the name of the Word Pro division in which you store the dialog box's coded description. If you store the dialog box as a separate .DLG file, you can use any name you like.

When you want to use a dialog box in a script, you must first declare a variable and then bind the dialog box to that variable. In order to bind a dialog box to a variable, you must know the name of the division or the .DLG file which contains the dialog box's coded description.

### Dialog box title

This is the text which displays in the title bar of the dialog box.

### Selecting the type of dialog box you want to create

Title bar

A dialog box with a title bar. This allows a user to move the box by dragging the title bar to a new location.

Title bar with system menu

A dialog box with a title bar and a control menu. This allows a user to move or close the box using the keyboard.

Plain

A dialog box without a title bar.

### Selecting Modal Frame

Selecting this option adds a thick gray border inside the thin black border of the dialog box.

### Placing the dialog box in the Dialog Editor workspace

When you click OK, the mouse pointer changes to a cross. When you click the mouse, the Dialog Editor inserts the new dialog box with the top left corner of the dialog box placed where you clicked.

Before you can move or resize the dialog box, you must select it by clicking on the dialog box. When selected, the dialog box displays with black handles on its borders.

---

{button ,AL('H\_CREATING\_A\_NEW\_DIALOG\_BOX\_STEPS',1)} [Go to procedure](#)

{button ,AL('H\_USING\_HELP\_IN\_THE\_LOTUS\_DIALOG\_EDITOR\_STEPS;H\_OPENING\_A\_DIALOG\_BOX\_SAVED\_AS\_A\_SEPARATE\_FILE\_STEPS;H\_OPENING\_A\_DIALOG\_BOX\_SAVED\_IN\_A\_DIALOGS\_DIVISION\_STEPS;H\_SETTING\_THE\_FONT\_FOR\_A\_DIALOG\_BOX\_STEPS;H\_WAYS\_TO\_SELECT\_MULTIPLE\_CONTROLS\_IN\_A\_DIALOG\_BOX\_WAYS;H\_DIALOG\_BOX\_CONTROLS\_OVER;H\_UNDERSTANDING\_THE\_ANATOMY\_OF\_A\_DIALOG\_BOX\_OVER;H\_WORD\_PRO\_DIALOG\_BOX\_CONVENTIONS\_AND\_STANDARDS\_OVER;H\_INCLUDING\_A\_DIALOG\_BOX\_AS\_PART\_OF\_A\_WORD\_PRO\_SCRIPT\_OVER;H\_DISPLAYING\_OR\_HIDING\_SMARTICONS\_IN\_THE\_DIALOG\_EDITOR\_STEPS;H\_SAVING\_A\_DIALOG\_BOX\_STEPS;H\_DUPLICATING\_A\_DIALOG\_BOX\_FROM\_ANOTHER\_APPLICATION\_STEP',0)} [See related topics](#)

## Creating a new dialog box

1. Choose File - New.
2. Type a name in the "Dialog box name" box.  
{button ,AL('H\_CREATING\_A\_NEW\_DIALOG\_BOX\_DETAILS',1)} [See details](#)
3. Type a title in the "Dialog box title" box.
4. Select the type of dialog box you want to create.  
{button ,AL('H\_CREATING\_A\_NEW\_DIALOG\_BOX\_DETAILS',1)} [See details](#)
5. If you want a thick gray border on the interior of the dialog box, select Modal Frame.  
{button ,AL('H\_CREATING\_A\_NEW\_DIALOG\_BOX\_DETAILS',1)} [See details](#)
6. Click OK.
7. Place the mouse pointer where you want the top-left corner of the dialog box to appear.  
{button ,AL('H\_CREATING\_A\_NEW\_DIALOG\_BOX\_DETAILS',1)} [See details](#)
8. Click the mouse once.
9. Click the dialog box to select it.
10. Click and drag the dialog box to the desired position in the workspace.  
{button ,AL('H\_CREATING\_A\_NEW\_DIALOG\_BOX\_DETAILS',1)} [See details](#)
11. If you want to resize the dialog box, drag one of the square black handles until the dialog box is the desired size.

---

{button ,AL('H\_CREATING\_A\_NEW\_DIALOG\_BOX\_DETAILS',1)} [See details](#)

{button ,AL('H\_USING\_HELP\_IN\_THE\_LOTUS\_DIALOG\_EDITOR\_STEPS;H\_OPENING\_A\_DIALOG\_BOX\_SAVED\_AS\_A\_SEPARATE\_FILE\_STEPS;H\_OPENING\_A\_DIALOG\_BOX\_SAVED\_IN\_A\_DIALOGS\_DIVISION\_STEPS;H\_SETTING\_THE\_FONT\_FOR\_A\_DIALOG\_BOX\_STEPS;H\_WAYS\_TO\_SELECT\_MULTIPLE\_CONTROLS\_IN\_A\_DIALOG\_BOX\_WAYS;H\_DIALOG\_BOX\_CONTROLS\_OVER;H\_UNDERSTANDING\_THE\_ANATOMY\_OF\_A\_DIALOG\_BOX\_OVER;H\_WORD\_PRO\_DIALOG\_BOX\_CONVENTIONS\_AND\_STANDARDS\_OVER;H\_INCLUDING\_A\_DIALOG\_BOX\_AS\_PART\_OF\_A\_WORD\_PRO\_SCRIPT\_OVER;H\_DISPLAYING\_OR\_HIDING\_SMARTICONS\_IN\_THE\_DIALOG\_EDITOR\_STEPS;H\_SAVING\_A\_DIALOG\_BOX\_STEPS',0)} [See related topics](#)

## Overview: Custom controls

The Lotus Dialog Editor allows you to use dialog box controls from other applications. To create a custom control, you must know the name of the class which defines the control in the other application and which type of Dialog Editor control it should replace.

For example, the edit box control in the Dialog Editor is not the same as the edit box control in Borland C++. However, they are both edit boxes and you can replace the Dialog Editor edit boxes with the Borland C++ edit boxes. This applies to all the push buttons in your dialog box.

If you want to use the same custom controls for a different dialog box, you must create the custom controls again.

There are four standard types of controls in the Dialog Editor:

- button (push buttons, default push buttons, radio buttons, check boxes, group boxes)

- edit (edit boxes)

- listbox (list boxes)

- combobox (combo boxes)

When you create a custom control, you must associate the custom control with one of the standard types of controls. You can then add the custom control to your dialog box by choosing a standard control type from the Control menu. The Dialog Editor uses the custom control instead of the standard control.

---

```
{button ,AL('H_DIALOG_BOX_AND_CONTROL_STYLES_OVER;H_ADDING_A_PUSH_BUTTON_OR_DEFAULT_
PUSH_BUTTON_CONTROL_TO_A_DIALOG_BOX_STEPS;H_ADDING_A_RADIO_BUTTON_CONTROL_TO_A
_DIALOG_BOX_STEPS;H_ADDING_A_CHECK_BOX_CONTROL_TO_A_DIALOG_BOX_STEPS;H_ADDING_A
N_EDIT_BOX_CONTROL_TO_A_DIALOG_BOX_STEPS;H_ADDING_A_LIST_BOX_CONTROL_TO_A_DIALOG
_BOX_STEPS;H_ADDING_STATIC_TEXT_TO_A_DIALOG_BOX_STEPS;H_ADDING_A_COMBO_BOX_CONT
ROL_TO_A_DIALOG_BOX_STEPS;H_ADDING_A_GROUP_BOX_CONTROL_TO_A_DIALOG_BOX_STEPS;H_
DELETING_A_CONTROL_FROM_A_DIALOG_BOX_STEPS;H_ARRANGING_CONTROLS_IN_A_COLUMN_ST
EPS;H_ARRANGING_CONTROLS_IN_A_ROW_STEPS',0)} See related topics
```

## Deleting a control from a dialog box

1. Select the control you want to delete.
2. Choose Edit - Erase.

---

{button ,AL(^H\_GROUPS\_AND\_TABS\_OVER;H\_SPECIFYING\_A\_TAB\_ORDER\_FOR\_A\_DIALOG\_BOX\_STEPS;H\_GROUPING\_CONTROLS\_IN\_A\_DIALOG\_BOX\_STEPS;H\_WAYS\_TO\_SELECT\_MULTIPLE\_CONTROLS\_IN\_A\_DIALOG\_BOX\_WAYS;H\_ARRANGING\_CONTROLS\_IN\_A\_COLUMN\_STEPS;H\_ARRANGING\_CONTROLS\_IN\_A\_ROW\_STEPS;H\_SHOWING\_THE\_STATUS\_BOX\_STEPS;H\_SHOWING\_THE\_GRID\_STEPS;H\_SETTING\_DEFAULT\_SIZES\_FOR\_CONTROLS\_STEPS',0)) [See related topics](#)

## Overview: Dialog box and control styles

The Lotus Dialog Editor allows you to modify the styles of a dialog box and each of its controls. Each type of control has its own set of styles and the dialog box itself has its own set of styles.

When you create multiple controls of the same type, each control has the same set of styles but the values of those styles may be different for each control. For instance, when you create a dialog box with multiple radio buttons, each radio button has the same set of styles but the values of the styles will be different from one radio button to the next.

The styles of a dialog box and its controls determine the position, default contents, labels, and so on for the dialog box or control.

---

{button ,AL('H\_ADDING\_CONTROLS\_OVER;H\_CUSTOM\_CONTROLS\_OVER;H\_SPECIFYING\_A\_TAB\_ORDER\_FOR\_A\_DIALOG\_BOX\_STEPS;H\_GROUPING\_CONTROLS\_IN\_A\_DIALOG\_BOX\_STEPS;H\_DELETING\_A\_CONTROL\_FROM\_A\_DIALOG\_BOX\_STEPS;H\_WAYS\_TO\_SELECT\_MULTIPLE\_CONTROLS\_IN\_A\_DIALOG\_BOX\_WAYS;H\_ARRANGING\_CONTROLS\_IN\_A\_COLUMN\_STEPS;H\_ARRANGING\_CONTROLS\_IN\_A\_ROW\_STEPS;H\_SETTING\_DEFAULT\_SIZES\_FOR\_CONTROLS\_STEPS;H\_SHOWING\_THE\_GRID\_STEPS;H\_SHOWING\_THE\_STATUS\_BOX\_STEPS',0)} [See related topics](#)



## Overview: Dialog box controls

There are several standard controls which come with the Dialog Editor, including push buttons, radio buttons, check boxes, edit boxes, list boxes, combo boxes, group boxes, static text, bitmap button, and static bitmap. In addition, if you need a control which is similar to but not quite the same as one of these predefined controls, you can select the predefined control and choose Edit - Custom Control.

---

```
{button ,AL('H_ADDING_CONTROLS_OVER;H_CUSTOM_CONTROLS_OVER;H_SPECIFYING_A_TAB_ORDER_
FOR_A_DIALOG_BOX_STEPS;H_GROUPING_CONTROLS_IN_A_DIALOG_BOX_STEPS;H_DELETING_A_C
ONTROL_FROM_A_DIALOG_BOX_STEPS;H_WAYS_TO_SELECT_MULTIPLE_CONTROLS_IN_A_DIALOG_B
OX_WAYS;H_ARRANGING_CONTROLS_IN_A_COLUMN_STEPS;H_ARRANGING_CONTROLS_IN_A_ROW_
STEPS;H_SETTING_DEFAULT_SIZES_FOR_CONTROLS_STEPS;H_SHOWING_THE_GRID_STEPS;H_SHO
WING_THE_STATUS_BOX_STEPS',0)} See related topics
```

## Displaying or hiding SmartIcons bubble help in the Dialog Editor

If you hide bubble help for SmartIcons, you can still see an icon description by clicking the right mouse button on a specific icon.

1. Choose Options - Modify SmartIcons.
2. Select the "Show icon descriptions (bubble help)" option.
3. Click OK.
4. Place the mouse pointer on the desired icon and pause for a second.

The Dialog Editor displays a bubble describing what the icon represents.

You can remove bubble help by following the same steps and deselecting Show icon descriptions (bubble help).

---

```
{button ,AL('H_SMARTICONS_IN_THE_DIALOG_EDITOR_OVER;H_USING_SMARTICONS_IN_THE_DIALOG_EDITOR_OVER;H_SMARTICONS_SETUP_DIALOG_BOX_IN_THE_DIALOG_EDITOR_CS;H_USING_AN_ICON_IN_THE_DIALOG_EDITOR_STEPS;H_HIDING_SMARTICONS_USING_THE_BAR_BUTTON_IN_THE_DIALOG_EDITOR_STEPS;H_DISPLAYING_OR_HIDING_SMARTICONS_IN_THE_DIALOG_EDITOR_STEPS',0)} See related topics
```

## Displaying or hiding SmartIcons in the Dialog Editor

Choose Options - SmartIcons.

You can hide the SmartIcons by repeating these steps.

---

```
{button ,AL(^H SMARTICONS_IN_THE_DIALOG_EDITOR_OVER;H_USING_SMARTICONS_IN_THE_DIALOG_EDITOR_OVER;H_SMARTICONS_SETUP_DIALOG_BOX_IN_THE_DIALOG_EDITOR_CS;H_ADDING_AN_ICON_TO_A_SET_OF_SMARTICONS_IN_THE_DIALOG_EDITOR_STEPS;H_REMOVING_AN_ICON_FROM_A_SET_OF_SMARTICONS_IN_THE_DIALOG_EDITOR_STEPS;H_DISPLAYING_OR_HIDING_SMARTICONS_BUBBLE_HELP_IN_THE_DIALOG_EDITOR_STEPS;H_HIDING_SMARTICONS_USING_THE_BAR_BUTTON_IN_THE_DIALOG_EDITOR_STEPS;H_MOVING_AN_ICON_IN_THE_DIALOG_EDITOR_USING_THE_MOUSE_STEPS',0  
)} See related topics
```

## Details: Grouping controls in a dialog box

When you select a control in the list box, all the controls under the one you select become grouped with the one you select. When you select a different control further down the list and click Add Group, the control you select and all the controls under it are removed from the first grouping and placed into a new group. This happens each time you select another control in the list box and click Add Group.

An asterisk (\*) appears before any control that begins a group.

You can modify these groupings at any time. If you delete a group from a control, that control and all the controls which were in that group are no longer seen as a part of a group and will not be included in the Tab order of your dialog box.

---

{button ,AL('H\_GROUPING\_CONTROLS\_IN\_A\_DIALOG\_BOX\_STEPS',1)} [Go to procedure](#)

{button ,AL('H\_GROUPS\_AND\_TABS\_OVER;H\_SPECIFYING\_A\_TAB\_ORDER\_FOR\_A\_DIALOG\_BOX\_STEPS;H\_WAYS\_TO\_SELECT\_MULTIPLE\_CONTROLS\_IN\_A\_DIALOG\_BOX\_WAYS;H\_ARRANGING\_CONTROLS\_IN\_A\_COLUMN\_STEPS;H\_ARRANGING\_CONTROLS\_IN\_A\_ROW\_STEPS;H\_SHOWING\_THE\_STATUS\_BOX\_STEPS;H\_SHOWING\_THE\_GRID\_STEPS;H\_SETTING\_DEFAULT\_SIZES\_FOR\_CONTROLS\_STEPS;H\_DELETING\_A\_CONTROL\_FROM\_A\_DIALOG\_BOX\_STEPS',0)} [See related topics](#)

## Grouping controls in a dialog box

1. Choose Edit - Order Items.
  2. Move the controls in the list box so they are grouped into categories which make sense for your dialog box.
  3. Select the first control in the list box.
  4. Click Add Group.
  5. Moving down the list, select the first control in each of the other groups and click Add Group for each one.  
{button ,AL('H\_GROUPING\_CONTROLS\_IN\_A\_DIALOG\_BOX\_DETAILS',1)} [See details](#)
  6. Click OK.
- 

{button ,AL('H\_GROUPING\_CONTROLS\_IN\_A\_DIALOG\_BOX\_DETAILS',1)} [See details](#)

{button ,AL('H\_GROUPS\_AND\_TABS\_OVER;H\_SPECIFYING\_A\_TAB\_ORDER\_FOR\_A\_DIALOG\_BOX\_STEPS;H\_WAYS\_TO\_SELECT\_MULTIPLE\_CONTROLS\_IN\_A\_DIALOG\_BOX\_WAYS;H\_ARRANGING\_CONTROLS\_IN\_A\_COLUMN\_STEPS;H\_ARRANGING\_CONTROLS\_IN\_A\_ROW\_STEPS;H\_SHOWING\_THE\_STATUS\_BOX\_STEPS;H\_SHOWING\_THE\_GRID\_STEPS;H\_SETTING\_DEFAULT\_SIZES\_FOR\_CONTROLS\_STEPS;H\_DELETING\_A\_CONTROL\_FROM\_A\_DIALOG\_BOX\_STEPS',0)} [See related topics](#)

## Overview: Groups and Tabs

You can create and modify groups and tabs to allow a user to move around in a dialog box using the keyboard. When you create a group, the user can press the arrow keys to access any controls in the group. When you create a tab, the user can press TAB to move from one group to another.

Creating groups also allows you to separate mutually exclusive items, such as radio buttons, from those items that are not mutually exclusive, such as check boxes.

Before you create groups, you must specify the order in which you want the controls to be accessed using the keyboard.

[Specifying a Tab order for a dialog box](#)

[Grouping controls in a dialog box](#)

---

```
{button ,AL('H_SPECIFYING_A_TAB_ORDER_FOR_A_DIALOG_BOX_STEPS;H_GROUPING_CONTROLS_IN_A_DIALOG_BOX_STEPS;H_WAYS_TO_SELECT_MULTIPLE_CONTROLS_IN_A_DIALOG_BOX_WAYS;H_ARRANGING_CONTROLS_IN_A_COLUMN_STEPS;H_ARRANGING_CONTROLS_IN_A_ROW_STEPS;H_SHOWING_THE_STATUS_BOX_STEPS;H_SHOWING_THE_GRID_STEPS;H_SETTING_DEFAULT_SIZES_FOR_CONTROLS_STEPS;H_DELETING_A_CONTROL_FROM_A_DIALOG_BOX_STEPS',0)} See related topics
```

## Hiding SmartIcons using the bar button in the Dialog Editor

1. Click the bar button on the icon bar.



2. Choose Hide all SmartIcons.

---

```
{button ,AL('H_SMARTICONS_IN_THE_DIALOG_EDITOR_OVER;H_USING_SMARTICONS_IN_THE_DIALOG_EDITOR_OVER;H_SMARTICONS_SETUP_DIALOG_BOX_IN_THE_DIALOG_EDITOR_CS;H_USING_AN_ICON_IN_THE_DIALOG_EDITOR_STEPS;H_DISPLAYING_OR_HIDING_SMARTICONS_BUBBLE_HELP_IN_THE_DIALOG_EDITOR_STEPS;H_DISPLAYING_OR_HIDING_SMARTICONS_IN_THE_DIALOG_EDITOR_STEPS',0)}
```

[See related topics](#)

## Overview: Including a dialog box as part of a Word Pro script

Once you create a dialog box and save it as a separate file or in the Dialogs section of a Word Pro document, you can use that dialog box as part of a Word Pro script. To include a dialog box in a Word Pro script, you must:

- Create the dialog box using the Lotus Dialog Editor or another dialog editor.
- Save the coded description of the dialog box in a .DLG file or in a Dialogs division in a Word Pro file.
- In the Script Editor, declare a variable in which you will store the dialog box.
- Make the data type of the variable LWPCustomDialog.
- Use an assignment statement and the BIND function to store the dialog box in your variable. (Use the name of the file or division which contains the coded description of the dialog box.)
- Use the variable name to reference the dialog box in your script.
- Use the properties, methods, and events defined by the LWPCustomDialog class to show, hide, and otherwise manipulate the dialog box, its controls, and any information entered by the user.

---

```
{button ,AL(^H_USING_HELP_IN_THE_LOTUS_DIALOG_EDITOR_STEPS;H_CREATING_A_DIALOG_BOX_OVER
;H_UNDERSTANDING_THE_ANATOMY_OF_A_DIALOG_BOX_OVER;H_WORD_PRO_DIALOG_BOX_CONVE
NTIONS_AND_STANDARDS_OVER;H_CREATING_A_NEW_DIALOG_BOX_STEPS;H_OPENING_A_DIALOG_
BOX_SAVED_AS_A_SEPARATE_FILE_STEPS;H_OPENING_A_DIALOG_BOX_SAVED_IN_A_DIALOGS_DIVIS
ION_STEPS;H_SAVING_A_DIALOG_BOX_STEPS;H_USING_A_DIALOG_BOX_STORED_IN_A_WORD_PRO_
FILE_STEPS;H_USING_A_DIALOG_BOX_STORED_IN_A_SEPARATE_FILE_STEPS',0)} See related topics
```



## Launching Word Pro from the Dialog Editor

Choose Options - WordPro.

---

```
{button ,AL(^H_USING_HELP_IN_THE_LOTUS_DIALOG_EDITOR_STEPS;H_LOTUS_DIALOG_EDITOR_OVER;H_CREATING_A_DIALOG_BOX_OVER;H_UNDERSTANDING_THE_ANATOMY_OF_A_DIALOG_BOX_OVER;H_WORD_PRO_DIALOG_BOX_CONVENTIONS_AND_STANDARDS_OVER;H_SMARTICONS_IN_THE_DIALOG_EDITOR_OVER;H_INCLUDING_A_DIALOG_BOX_AS_PART_OF_A_WORD_PRO_SCRIPT_OVER;H_OPENING_A_DIALOG_BOX_SAVED_AS_A_SEPARATE_FILE_STEPS;H_OPENING_A_DIALOG_BOX_SAVED_IN_A_DIALOGS_DIVISION_STEPS;H_SAVING_A_DIALOG_BOX_STEPS',0)} See related topics
```

## Overview: Lotus Dialog Editor

The Lotus Dialog Editor provides an easy alternative to using the Microsoft Software Development Kit (SDK) to create dialog boxes. You can use the Lotus Dialog Editor to create custom dialog boxes with all the features you need for interacting with a user. Once you create a dialog box with the Dialog Editor, you can include that dialog box in your scripts and use the LWPCustomDialog class and all its members to access and control the dialog box as needed. LotusScript can access dialog boxes created with either the Dialog Editor or the SDK.

---

```
{button ,AL('H_USING_HELP_IN_THE_LOTUS_DIALOG_EDITOR_STEPS;H_CREATING_A_DIALOG_BOX_OVER
;H_UNDERSTANDING_THE_ANATOMY_OF_A_DIALOG_BOX_OVER;H_WORD_PRO_DIALOG_BOX_CONVE
NTIONS_AND_STANDARDS_OVER;H_SMARTICONS_IN_THE_DIALOG_EDITOR_OVER;H_INCLUDING_A_DI
IALOG_BOX_AS_PART_OF_A_WORD_PRO_SCRIPT_OVER;H_OPENING_A_DIALOG_BOX_SAVED_AS_A_S
EPARATE_FILE_STEPS;H_OPENING_A_DIALOG_BOX_SAVED_IN_A_DIALOGS_DIVISION_STEPS;H_SAVIN
G_A_DIALOG_BOX_STEPS',0)} See related topics
```

## Details: Modifying the styles for static text

### ID

The control ID is a unique identifying number assigned to a control by the Dialog Editor. While you can modify the ID, it is not usually necessary.

### Text

This is the text itself.

### Styles

You can select one of ten styles for your static text.

#### Left, Center, and Right aligned text

Selecting one of these options displays the text in the Text edit box with the corresponding alignment.

#### Black, Gray, or White rectangle

These options turn the static text control into a decorative feature. Selecting one of these options displays a rectangle of the corresponding color with no visible text.

#### Black, Gray, or White frame

These options turn the static text control into a decorative feature. Selecting one of these options displays an empty box with no visible text and borders which are black, gray, or white.

### Bitmap

Select this if you want to place a static bitmap in a dialog box. Be sure to type the name of the bitmap into the Text edit box. Word Pro will display the bitmap when you run the script which uses this dialog box.

---

{button ,AL('H\_MODIFYING\_THE\_STYLES\_FOR\_STATIC\_TEXT\_STEPS',1)} [Go to procedure](#)

{button ,AL('H\_DIALOG\_BOX\_AND\_CONTROL\_STYLES\_OVER;H\_MODIFYING\_THE\_STYLES\_OF\_A\_PUSH\_BUTTON\_OR\_DEFAULT\_PUSH\_BUTTON\_CONTROL\_STEPS;H\_MODIFYING\_THE\_STYLES\_OF\_A\_RADIO\_BUTTON\_CONTROL\_STEPS;H\_MODIFYING\_THE\_STYLES\_OF\_A\_CHECK\_BOX\_CONTROL\_STEPS;H\_MODIFYING\_THE\_STYLES\_OF\_AN\_EDIT\_BOX\_CONTROL\_STEPS;H\_MODIFYING\_THE\_STYLES\_OF\_A\_LIST\_BOX\_CONTROL\_STEPS;H\_MODIFYING\_THE\_STYLES\_OF\_A\_COMBO\_BOX\_CONTROL\_STEPS;H\_MODIFYING\_THE\_STYLES\_OF\_A\_GROUP\_BOX\_CONTROL\_STEPS;H\_DELETING\_A\_CONTROL\_FROM\_A\_DIALOG\_BOX\_STEPS;H\_ARRANGING\_CONTROLS\_IN\_A\_COLUMN\_STEPS;H\_ARRANGING\_CONTROLS\_IN\_A\_ROW\_STEPS',0)} [See related topics](#)

## Modifying the styles for static text

1. Double-click the static text you want to modify.
2. Modify the styles as needed.

{button ,AL('H\_MODIFYING\_THE\_STYLES\_FOR\_STATIC\_TEXT\_DETAILS',1)} [See details](#)

3. Click OK.
- 

{button ,AL('H\_MODIFYING\_THE\_STYLES\_FOR\_STATIC\_TEXT\_DETAILS',1)} [See details](#)

{button ,AL('H\_DIALOG\_BOX\_AND\_CONTROL\_STYLES\_OVER;H\_MODIFYING\_THE\_STYLES\_OF\_A\_PUSH\_BUTTON\_OR\_DEFAULT\_PUSH\_BUTTON\_CONTROL\_STEPS;H\_MODIFYING\_THE\_STYLES\_OF\_A\_RADIO\_BUTTON\_CONTROL\_STEPS;H\_MODIFYING\_THE\_STYLES\_OF\_A\_CHECK\_BOX\_CONTROL\_STEPS;H\_MODIFYING\_THE\_STYLES\_OF\_AN\_EDIT\_BOX\_CONTROL\_STEPS;H\_MODIFYING\_THE\_STYLES\_OF\_A\_LIST\_BOX\_CONTROL\_STEPS;H\_MODIFYING\_THE\_STYLES\_OF\_A\_COMBO\_BOX\_CONTROL\_STEPS;H\_MODIFYING\_THE\_STYLES\_OF\_A\_GROUP\_BOX\_CONTROL\_STEPS;H\_DELETING\_A\_CONTROL\_FROM\_A\_DIALOG\_BOX\_STEPS;H\_ARRANGING\_CONTROLS\_IN\_A\_COLUMN\_STEPS;H\_ARRANGING\_CONTROLS\_IN\_A\_ROW\_STEPS',0)} [See related topics](#)

## Details: Modifying the styles of an edit box control

### ID

The control ID is a unique identifying number assigned to a control by the Dialog Editor. While you can modify the ID, it is not usually necessary.

### Options

#### Multiple Lines

Allows the edit box to expand to multiple lines when the contents expands beyond the first line.

#### Password

Selecting this option causes any text entered in this edit box to appear as asterisks. This is useful in preparing a password prompt.

#### Auto scroll

Selecting this option causes the edit box to scroll as the user types text into the edit box.

---

```
{button ,AL('H_MODIFYING_THE_STYLES_OF_AN_EDIT_BOX_CONTROL_STEPS',1)} Go to procedure
{button ,AL('H_DIALOG_BOX_AND_CONTROL_STYLES_OVER;H_MODIFYING_THE_STYLES_OF_A_PUSH_BU
TTON_OR_DEFAULT_PUSH_BUTTON_CONTROL_STEPS;H_MODIFYING_THE_STYLES_OF_A_RADIO_BUT
TON_CONTROL_STEPS;H_MODIFYING_THE_STYLES_OF_A_CHECK_BOX_CONTROL_STEPS;H_MODIFYI
NG_THE_STYLES_OF_A_LIST_BOX_CONTROL_STEPS;H_MODIFYING_THE_STYLES_FOR_STATIC_TEXT
_STEPS;H_MODIFYING_THE_STYLES_OF_A_COMBO_BOX_CONTROL_STEPS;H_MODIFYING_THE_STYL
ES_OF_A_GROUP_BOX_CONTROL_STEPS;H_DELETING_A_CONTROL_FROM_A_DIALOG_BOX_STEPS;H
_ARRANGING_CONTROLS_IN_A_COLUMN_STEPS;H_ARRANGING_CONTROLS_IN_A_ROW_STEPS',0)}
See related topics
```

## Modifying the styles of an edit box control

1. Double-click the edit box you want to modify.
  2. Modify the styles as needed.  
{button ,AL('H\_MODIFYING\_THE\_STYLES\_OF\_AN\_EDIT\_BOX\_CONTROL\_DETAILS',1)} [See details](#)
  3. Click OK.
- 

{button ,AL('H\_MODIFYING\_THE\_STYLES\_OF\_AN\_EDIT\_BOX\_CONTROL\_DETAILS',1)} [See details](#)

{button ,AL('H\_DIALOG\_BOX\_AND\_CONTROL\_STYLES\_OVER;H\_MODIFYING\_THE\_STYLES\_OF\_A\_PUSH\_BUTTON\_OR\_DEFAULT\_PUSH\_BUTTON\_CONTROL\_STEPS;H\_MODIFYING\_THE\_STYLES\_OF\_A\_RADIO\_BUTTON\_CONTROL\_STEPS;H\_MODIFYING\_THE\_STYLES\_OF\_A\_CHECK\_BOX\_CONTROL\_STEPS;H\_MODIFYING\_THE\_STYLES\_OF\_A\_LIST\_BOX\_CONTROL\_STEPS;H\_MODIFYING\_THE\_STYLES\_FOR\_STATIC\_TEXT\_STEPS;H\_MODIFYING\_THE\_STYLES\_OF\_A\_COMBO\_BOX\_CONTROL\_STEPS;H\_MODIFYING\_THE\_STYLES\_OF\_A\_GROUP\_BOX\_CONTROL\_STEPS;H\_DELETING\_A\_CONTROL\_FROM\_A\_DIALOG\_BOX\_STEPS;H\_ARRANGING\_CONTROLS\_IN\_A\_COLUMN\_STEPS;H\_ARRANGING\_CONTROLS\_IN\_A\_ROW\_STEPS',0)}  
[See related topics](#)

## Details: Modifying the styles of a check box control

### ID

The control ID is a unique identifying number assigned to a control by the Dialog Editor. While you can modify the ID, it is not usually necessary.

### Button Text

This is the text label for the check box.

### Button Type

If you select button type other than check box, this control will cease to be a check box and will become the type of control you select.

---

{button ,AL('H\_MODIFYING\_THE\_STYLES\_OF\_A\_CHECK\_BOX\_CONTROL\_STEPS',1)} [Go to procedure](#)

{button ,AL('H\_DIALOG\_BOX\_AND\_CONTROL\_STYLES\_OVER;H\_MODIFYING\_THE\_STYLES\_OF\_A\_PUSH\_BUTTON\_OR\_DEFAULT\_PUSH\_BUTTON\_CONTROL\_STEPS;H\_MODIFYING\_THE\_STYLES\_OF\_A\_RADIO\_BUTTON\_CONTROL\_STEPS;H\_MODIFYING\_THE\_STYLES\_OF\_AN\_EDIT\_BOX\_CONTROL\_STEPS;H\_MODIFYING\_THE\_STYLES\_OF\_A\_LIST\_BOX\_CONTROL\_STEPS;H\_MODIFYING\_THE\_STYLES\_FOR\_STATIC\_TEXT\_STEPS;H\_MODIFYING\_THE\_STYLES\_OF\_A\_COMBO\_BOX\_CONTROL\_STEPS;H\_MODIFYING\_THE\_STYLES\_OF\_A\_GROUP\_BOX\_CONTROL\_STEPS;H\_DELETING\_A\_CONTROL\_FROM\_A\_DIALOG\_BOX\_STEPS;H\_ARRANGING\_CONTROLS\_IN\_A\_COLUMN\_STEPS;H\_ARRANGING\_CONTROLS\_IN\_A\_ROW\_STEPS',0)} [See related topics](#)

## Modifying the styles of a check box control

1. Double-click the check box you want to modify.
  2. Modify the styles as needed.  
{button ,AL('H\_MODIFYING\_THE\_STYLES\_OF\_A\_CHECK\_BOX\_CONTROL\_DETAILS',1)} [See details](#)
  3. Click OK.
- 

{button ,AL('H\_MODIFYING\_THE\_STYLES\_OF\_A\_CHECK\_BOX\_CONTROL\_DETAILS',1)} [See details](#)

{button ,AL('H\_DIALOG\_BOX\_AND\_CONTROL\_STYLES\_OVER;H\_MODIFYING\_THE\_STYLES\_OF\_A\_PUSH\_BUTTON\_OR\_DEFAULT\_PUSH\_BUTTON\_CONTROL\_STEPS;H\_MODIFYING\_THE\_STYLES\_OF\_A\_RADIO\_BUTTON\_CONTROL\_STEPS;H\_MODIFYING\_THE\_STYLES\_OF\_AN\_EDIT\_BOX\_CONTROL\_STEPS;H\_MODIFYING\_THE\_STYLES\_OF\_A\_LIST\_BOX\_CONTROL\_STEPS;H\_MODIFYING\_THE\_STYLES\_FOR\_STATIC\_TEXT\_STEPS;H\_MODIFYING\_THE\_STYLES\_OF\_A\_COMBO\_BOX\_CONTROL\_STEPS;H\_MODIFYING\_THE\_STYLES\_OF\_A\_GROUP\_BOX\_CONTROL\_STEPS;H\_DELETING\_A\_CONTROL\_FROM\_A\_DIALOG\_BOX\_STEPS;H\_ARRANGING\_CONTROLS\_IN\_A\_COLUMN\_STEPS;H\_ARRANGING\_CONTROLS\_IN\_A\_ROW\_STEPS',0)} [See related topics](#)



## Details: Modifying the styles of a combo box control

### ID

The control ID is a unique identifying number assigned to a control by the Dialog Editor. While you can modify the ID, it is not usually necessary.

### Styles

#### Simple

Selecting this option displays an edit box which contains a list of values. The field can only display one value at a time. The user can choose from the list by scrolling through the list using the up and down keys. The user cannot type in a value.

#### Drop down

This option displays the combo box as a drop down list box. The user can choose from the list or type in a value.

#### Drop down list

This option displays the values for the field as a drop down menu. The user cannot type in a value.

### Options

#### Vertical scroll bar

Adds a vertical scroll bar to the combo box list.

#### Sort

Sorts the contents of the combo box in alphanumeric order.

#### OwnerDrawFixed

This option disables the redraw functions of Windows so that you can control the redraw behavior of the combo box from your script. If you do not select this option, Windows automatically controls the combo box. Do not select this option unless you are prepared to write the LotusScript code which will control the combo box.

---

```
{button ,AL('H_MODIFYING_THE_STYLES_OF_A_COMBO_BOX_CONTROL_STEPS',1)} Go to procedure
{button ,AL('H_DIALOG_BOX_AND_CONTROL_STYLES_OVER;H_MODIFYING_THE_STYLES_OF_A_PUSH_BUTTON_OR_DEFAULT_PUSH_BUTTON_CONTROL_STEPS;H_MODIFYING_THE_STYLES_OF_A_RADIO_BUTTON_CONTROL_STEPS;H_MODIFYING_THE_STYLES_OF_A_CHECK_BOX_CONTROL_STEPS;H_MODIFYING_THE_STYLES_OF_AN_EDIT_BOX_CONTROL_STEPS;H_MODIFYING_THE_STYLES_OF_A_LIST_BOX_CONTROL_STEPS;H_MODIFYING_THE_STYLES_FOR_STATIC_TEXT_STEPS;H_MODIFYING_THE_STYLES_OF_A_GROUP_BOX_CONTROL_STEPS;H_DELETING_A_CONTROL_FROM_A_DIALOG_BOX_STEPS;H_ARRANGING_CONTROLS_IN_A_COLUMN_STEPS;H_ARRANGING_CONTROLS_IN_A_ROW_STEPS',0)} See related topics
```

## Modifying the styles of a combo box control

1. Double-click the combo box you want to modify.
2. Modify the styles as needed.

{button ,AL('H\_MODIFYING\_THE\_STYLES\_OF\_A\_COMBO\_BOX\_CONTROL\_DETAILS',1)} [See details](#)

3. Click OK.

---

{button ,AL('H\_MODIFYING\_THE\_STYLES\_OF\_A\_COMBO\_BOX\_CONTROL\_DETAILS',1)} [See details](#)

{button ,AL('H\_DIALOG\_BOX\_AND\_CONTROL\_STYLES\_OVER;H\_MODIFYING\_THE\_STYLES\_OF\_A\_PUSH\_BUTTON\_OR\_DEFAULT\_PUSH\_BUTTON\_CONTROL\_STEPS;H\_MODIFYING\_THE\_STYLES\_OF\_A\_RADIO\_BUTTON\_CONTROL\_STEPS;H\_MODIFYING\_THE\_STYLES\_OF\_A\_CHECK\_BOX\_CONTROL\_STEPS;H\_MODIFYING\_THE\_STYLES\_OF\_AN\_EDIT\_BOX\_CONTROL\_STEPS;H\_MODIFYING\_THE\_STYLES\_OF\_A\_LIST\_BOX\_CONTROL\_STEPS;H\_MODIFYING\_THE\_STYLES\_FOR\_STATIC\_TEXT\_STEPS;H\_MODIFYING\_THE\_STYLES\_OF\_A\_GROUP\_BOX\_CONTROL\_STEPS;H\_DELETING\_A\_CONTROL\_FROM\_A\_DIALOG\_BOX\_STEPS;H\_ARRANGING\_CONTROLS\_IN\_A\_COLUMN\_STEPS;H\_ARRANGING\_CONTROLS\_IN\_A\_ROW\_STEPS',0)} [See related topics](#)

## Details: Modifying the styles of a Group Box control

### ID

The control ID is a unique identifying number assigned to a control by the Dialog Editor. While you can modify the ID, it is not usually necessary.

### Button Text

This is the text on the face of the button.

### Button Type

If you select a button type other than group box, this control will cease to be a group box and will become the type of control you select.

---

```
{button ,AL('H_MODIFYING_THE_STYLES_OF_A_GROUP_BOX_CONTROL_STEPS',1)} Go to procedure  
{button ,AL('H_DIALOG_BOX_AND_CONTROL_STYLES_OVER;H_MODIFYING_THE_STYLES_OF_A_PUSH_BUTTON_OR_DEFAULT_PUSH_BUTTON_CONTROL_STEPS;H_MODIFYING_THE_STYLES_OF_A_RADIO_BUTTON_CONTROL_STEPS;H_MODIFYING_THE_STYLES_OF_A_CHECK_BOX_CONTROL_STEPS;H_MODIFYING_THE_STYLES_OF_AN_EDIT_BOX_CONTROL_STEPS;H_MODIFYING_THE_STYLES_OF_A_LIST_BOX_CONTROL_STEPS;H_MODIFYING_THE_STYLES_FOR_STATIC_TEXT_STEPS;H_MODIFYING_THE_STYLES_OF_A_COMBO_BOX_CONTROL_STEPS;H_DELETING_A_CONTROL_FROM_A_DIALOG_BOX_STEPS;H_ARRANGING_CONTROLS_IN_A_COLUMN_STEPS;H_ARRANGING_CONTROLS_IN_A_ROW_STEPS',0)} See related topics
```

## Modifying the styles of a Group Box control

1. Double-click the group box you want to modify.
  2. Modify the styles as needed.  
{button ,AL('H\_MODIFYING\_THE\_STYLES\_OF\_A\_GROUP\_BOX\_CONTROL\_DETAILS',1)} [See details](#)
  3. Click OK.
- 

{button ,AL('H\_MODIFYING\_THE\_STYLES\_OF\_A\_GROUP\_BOX\_CONTROL\_DETAILS',1)} [See details](#)

{button ,AL('H\_DIALOG\_BOX\_AND\_CONTROL\_STYLES\_OVER;H\_MODIFYING\_THE\_STYLES\_OF\_A\_PUSH\_BUTTON\_OR\_DEFAULT\_PUSH\_BUTTON\_CONTROL\_STEPS;H\_MODIFYING\_THE\_STYLES\_OF\_A\_RADIO\_BUTTON\_CONTROL\_STEPS;H\_MODIFYING\_THE\_STYLES\_OF\_A\_CHECK\_BOX\_CONTROL\_STEPS;H\_MODIFYING\_THE\_STYLES\_OF\_AN\_EDIT\_BOX\_CONTROL\_STEPS;H\_MODIFYING\_THE\_STYLES\_OF\_A\_LIST\_BOX\_CONTROL\_STEPS;H\_MODIFYING\_THE\_STYLES\_FOR\_STATIC\_TEXT\_STEPS;H\_MODIFYING\_THE\_STYLES\_OF\_A\_COMBO\_BOX\_CONTROL\_STEPS;H\_DELETING\_A\_CONTROL\_FROM\_A\_DIALOG\_BOX\_STEPS;H\_ARRANGING\_CONTROLS\_IN\_A\_COLUMN\_STEPS;H\_ARRANGING\_CONTROLS\_IN\_A\_ROW\_STEPS',0)} [See related topics](#)

## Details: Modifying the styles of a list box control

### ID

The control ID is a unique identifying number assigned to a control by the Dialog Editor. While you can modify the ID, it is not usually necessary.

### Options

#### Multiple selection

Selecting this option allows a user to select more than one item from the list box.

#### Sort

Selecting this option causes the items in the list box to sorted alphanumerically.

#### OwnerDrawFixed

This option disables the redraw functions of Windows so that you can control the redraw behavior of the list box from your script. If you do not select this option, Windows automatically controls the list box. Do not select this option unless you are prepared to write the LotusScript code which will control the list box.

---

```
{button ,AL('H_MODIFYING_THE_STYLES_OF_A_LIST_BOX_CONTROL_STEPS',1)} Go to procedure
{button ,AL('H_DIALOG_BOX_AND_CONTROL_STYLES_OVER;H_MODIFYING_THE_STYLES_OF_A_PUSH_BUTTON_OR_DEFAULT_PUSH_BUTTON_CONTROL_STEPS;H_MODIFYING_THE_STYLES_OF_A_RADIO_BUTTON_CONTROL_STEPS;H_MODIFYING_THE_STYLES_OF_A_CHECK_BOX_CONTROL_STEPS;H_MODIFYING_THE_STYLES_OF_AN_EDIT_BOX_CONTROL_STEPS;H_MODIFYING_THE_STYLES_FOR_STATIC_TEXT_STEPS;H_MODIFYING_THE_STYLES_OF_A_COMBO_BOX_CONTROL_STEPS;H_MODIFYING_THE_STYLES_OF_A_GROUP_BOX_CONTROL_STEPS;H_DELETING_A_CONTROL_FROM_A_DIALOG_BOX_STEPS;H_ARRANGING_CONTROLS_IN_A_COLUMN_STEPS;H_ARRANGING_CONTROLS_IN_A_ROW_STEPS',0)}
See related topics
```

## Modifying the styles of a list box control

1. Double-click the list box you want to modify.
  2. Modify the styles as needed.  
`{button ,AL('H_MODIFYING_THE_STYLES_OF_A_LIST_BOX_CONTROL_DETAILS',1)} See details`
  3. Click OK.
- 

`{button ,AL('H_MODIFYING_THE_STYLES_OF_A_LIST_BOX_CONTROL_DETAILS',1)} See details`

`{button ,AL('H_DIALOG_BOX_AND_CONTROL_STYLES_OVER;H_MODIFYING_THE_STYLES_OF_A_PUSH_BUTTON_OR_DEFAULT_PUSH_BUTTON_CONTROL_STEPS;H_MODIFYING_THE_STYLES_OF_A_RADIO_BUTTON_CONTROL_STEPS;H_MODIFYING_THE_STYLES_OF_A_CHECK_BOX_CONTROL_STEPS;H_MODIFYING_THE_STYLES_OF_AN_EDIT_BOX_CONTROL_STEPS;H_MODIFYING_THE_STYLES_FOR_STATIC_TEXT_STEPS;H_MODIFYING_THE_STYLES_OF_A_COMBO_BOX_CONTROL_STEPS;H_MODIFYING_THE_STYLES_OF_A_GROUP_BOX_CONTROL_STEPS;H_DELETING_A_CONTROL_FROM_A_DIALOG_BOX_STEPS;H_ARRANGING_CONTROLS_IN_A_COLUMN_STEPS;H_ARRANGING_CONTROLS_IN_A_ROW_STEPS',0)} See related topics`

## Details: Modifying the styles of a push button or default push button control

### ID

The control ID is a unique identifying number assigned to a control by the Dialog Editor. While you can modify the ID, it is not usually necessary.

### Button Text

This is the text on the face of the button.

### Button Type

You can modify the push button so that it is the default push button.

---

```
{button ,AL('H_MODIFYING_THE_STYLES_OF_A_PUSH_BUTTON_OR_DEFAULT_PUSH_BUTTON_CONTROL_STEPS',1)} Go to procedure
```

```
{button ,AL('H_DIALOG_BOX_AND_CONTROL_STYLES_OVER;H_MODIFYING_THE_STYLES_OF_A_RADIO_BUTTON_CONTROL_STEPS;H_MODIFYING_THE_STYLES_OF_A_CHECK_BOX_CONTROL_STEPS;H_MODIFYING_THE_STYLES_OF_AN_EDIT_BOX_CONTROL_STEPS;H_MODIFYING_THE_STYLES_OF_A_LIST_BOX_CONTROL_STEPS;H_MODIFYING_THE_STYLES_FOR_STATIC_TEXT_STEPS;H_MODIFYING_THE_STYLES_OF_A_COMBO_BOX_CONTROL_STEPS;H_MODIFYING_THE_STYLES_OF_A_GROUP_BOX_CONTROL_STEPS;H_DELETING_A_CONTROL_FROM_A_DIALOG_BOX_STEPS;H_ARRANGING_CONTROLS_IN_A_COLUMN_STEPS;H_ARRANGING_CONTROLS_IN_A_ROW_STEPS',0)} See related topics
```

## Modifying the styles of a push button or default push button control

1. Double-click the push button you want to modify.
2. Modify the styles as needed.

{button ,AL('H\_MODIFYING\_THE\_STYLES\_OF\_A\_PUSH\_BUTTON\_OR\_DEFAULT\_PUSH\_BUTTON\_CONTROL\_DETAILS',1)} [See details](#)

3. Click OK.

---

{button ,AL('H\_MODIFYING\_THE\_STYLES\_OF\_A\_PUSH\_BUTTON\_OR\_DEFAULT\_PUSH\_BUTTON\_CONTROL\_DETAILS',1)} [See details](#)

{button ,AL('H\_DIALOG\_BOX\_AND\_CONTROL\_STYLES\_OVER;H\_MODIFYING\_THE\_STYLES\_OF\_A\_RADIO\_BUTTON\_CONTROL\_STEPS;H\_MODIFYING\_THE\_STYLES\_OF\_A\_CHECK\_BOX\_CONTROL\_STEPS;H\_MODIFYING\_THE\_STYLES\_OF\_AN\_EDIT\_BOX\_CONTROL\_STEPS;H\_MODIFYING\_THE\_STYLES\_OF\_A\_LIST\_BOX\_CONTROL\_STEPS;H\_MODIFYING\_THE\_STYLES\_FOR\_STATIC\_TEXT\_STEPS;H\_MODIFYING\_THE\_STYLES\_OF\_A\_COMBO\_BOX\_CONTROL\_STEPS;H\_MODIFYING\_THE\_STYLES\_OF\_A\_GROUP\_BOX\_CONTROL\_STEPS;H\_DELETING\_A\_CONTROL\_FROM\_A\_DIALOG\_BOX\_STEPS;H\_ARRANGING\_CONTROLS\_IN\_A\_COLUMN\_STEPS;H\_ARRANGING\_CONTROLS\_IN\_A\_ROW\_STEPS',0)} [See related topics](#)



## Details: Modifying the styles of a radio button control

### ID

The control ID is a unique identifying number assigned to a control by the Dialog Editor. While you can modify the ID, it is not usually necessary.

### Button Text

This is the label text for the radio button.

### Button Type

If you select button type other than radio button, this control will cease to be a radio button and will become the type of control you select.

---

{button ,AL('H\_MODIFYING\_THE\_STYLES\_OF\_A\_RADIO\_BUTTON\_CONTROL\_STEPS',1)} [Go to procedure](#)

{button ,AL('H\_DIALOG\_BOX\_AND\_CONTROL\_STYLES\_OVER;H\_MODIFYING\_THE\_STYLES\_OF\_A\_PUSH\_BUTTON\_OR\_DEFAULT\_PUSH\_BUTTON\_CONTROL\_STEPS;H\_MODIFYING\_THE\_STYLES\_OF\_A\_CHECK\_BOX\_CONTROL\_STEPS;H\_MODIFYING\_THE\_STYLES\_OF\_AN\_EDIT\_BOX\_CONTROL\_STEPS;H\_MODIFYING\_THE\_STYLES\_OF\_A\_LIST\_BOX\_CONTROL\_STEPS;H\_MODIFYING\_THE\_STYLES\_FOR\_STATIC\_TEXT\_STEPS;H\_MODIFYING\_THE\_STYLES\_OF\_A\_COMBO\_BOX\_CONTROL\_STEPS;H\_MODIFYING\_THE\_STYLES\_OF\_A\_GROUP\_BOX\_CONTROL\_STEPS;H\_DELETING\_A\_CONTROL\_FROM\_A\_DIALOG\_BOX\_STEPS;H\_ARRANGING\_CONTROLS\_IN\_A\_COLUMN\_STEPS;H\_ARRANGING\_CONTROLS\_IN\_A\_ROW\_STEPS',0)} [See related topics](#)

## Modifying the styles of a radio button control

1. Double-click the radio button you want to modify.
2. Modify the styles as needed.

{button ,AL('H\_MODIFYING\_THE\_STYLES\_OF\_A\_RADIO\_BUTTON\_CONTROL\_DETAILS',1)} [See details](#)

3. Click OK.

---

{button ,AL('H\_DIALOG\_BOX\_AND\_CONTROL\_STYLES\_OVER;H\_MODIFYING\_THE\_STYLES\_OF\_A\_PUSH\_BUTTON\_OR\_DEFAULT\_PUSH\_BUTTON\_CONTROL\_STEPS;H\_MODIFYING\_THE\_STYLES\_OF\_A\_CHECK\_BOX\_CONTROL\_STEPS;H\_MODIFYING\_THE\_STYLES\_OF\_AN\_EDIT\_BOX\_CONTROL\_STEPS;H\_MODIFYING\_THE\_STYLES\_OF\_A\_LIST\_BOX\_CONTROL\_STEPS;H\_MODIFYING\_THE\_STYLES\_FOR\_STATIC\_TEXT\_STEPS;H\_MODIFYING\_THE\_STYLES\_OF\_A\_COMBO\_BOX\_CONTROL\_STEPS;H\_MODIFYING\_THE\_STYLES\_OF\_A\_GROUP\_BOX\_CONTROL\_STEPS;H\_DELETING\_A\_CONTROL\_FROM\_A\_DIALOG\_BOX\_STEPS;H\_ARRANGING\_CONTROLS\_IN\_A\_COLUMN\_STEPS;H\_ARRANGING\_CONTROLS\_IN\_A\_ROW\_STEPS',0)} [See related topics](#)

## Moving an icon in the Dialog Editor using the mouse

1. Press CTRL.
  2. Drag an icon to the desired location.  
Dragging the icon off the SmartIcons bar places it at the end of the set.
- 

{button ,AL(`H\_MOVING\_AN\_ICON\_IN\_THE\_DIALOG\_EDITOR\_USING\_THE\_MOUSE\_DETAILS',1)} [See details](#)  
{button ,AL(`H\_SMARTICONS\_IN\_THE\_DIALOG\_EDITOR\_OVER;H\_USING\_SMARTICONS\_IN\_THE\_DIALOG\_EDITOR\_OVER;H\_ADDING\_AN\_ICON\_TO\_A\_SET\_OF\_SMARTICONS\_IN\_THE\_DIALOG\_EDITOR\_STEPS;H\_REMOVING\_AN\_ICON\_FROM\_A\_SET\_OF\_SMARTICONS\_IN\_THE\_DIALOG\_EDITOR\_STEPS;H\_USING\_AN\_ICON\_IN\_THE\_DIALOG\_EDITOR\_STEPS;H\_DISPLAYING\_OR\_HIDING\_SMARTICONS\_IN\_THE\_DIALOG\_EDITOR\_STEPS',0)} [See related topics](#)

## Opening a dialog box saved as a separate file

1. Choose File - Open.
2. Select the name of the dialog box file you want to edit.
3. Click OK.
4. Make the necessary changes.
5. Choose File - Save.

---

{button ,AL('H\_OPENING\_A\_DIALOG\_BOX\_SAVED\_IN\_A\_DIALOGS\_DIVISION\_STEPS;H\_DIALOG\_BOX\_CONTROLS\_OVER;H\_ADDING\_CONTROLS\_OVER;H\_GROUPING\_CONTROLS\_IN\_A\_DIALOG\_BOX\_STEPS;H\_SETTING\_THE\_FONT\_FOR\_A\_DIALOG\_BOX\_STEPS;H\_DELETING\_A\_CONTROL\_FROM\_A\_DIALOG\_BOX\_STEPS;H\_WAYS\_TO\_SELECT\_MULTIPLE\_CONTROLS\_IN\_A\_DIALOG\_BOX\_WAYS;H\_ARRANGING\_CONTROLS\_IN\_A\_COLUMN\_STEPS;H\_ARRANGING\_CONTROLS\_IN\_A\_ROW\_STEPS;H\_SAVING\_A\_DIALOG\_BOX\_STEPS',0)} [See related topics](#)

## Opening a dialog box saved in a Dialogs division

1. Open the Word Pro document which contains the coded description of the dialog box.
2. Click the Dialogs division tab.
3. Select the subdivision which contains the coded description of the dialog box.
4. Select the coded description of the dialog box.
5. Choose File - Copy.
6. Open the Lotus Dialog Editor.
7. Choose Edit - Paste.
8. Make the necessary changes.
9. Select the dialog box.
10. Choose Edit - Copy.
11. Switch back to Word Pro.
12. Select the old coded description.
13. Choose Edit - Paste.
14. Choose File - Save.

---

{button ,AL(^H\_OPENING\_A\_DIALOG\_BOX\_SAVED\_AS\_A\_SEPARATE\_FILE\_STEPS;H\_DIALOG\_BOX\_CONTROLS\_OVER;H\_ADDING\_CONTROLS\_OVER;H\_GROUPING\_CONTROLS\_IN\_A\_DIALOG\_BOX\_STEPS;H\_SETTING\_THE\_FONT\_FOR\_A\_DIALOG\_BOX\_STEPS;H\_DELETING\_A\_CONTROL\_FROM\_A\_DIALOG\_BOX\_STEPS;H\_WAYS\_TO\_SELECT\_MULTIPLE\_CONTROLS\_IN\_A\_DIALOG\_BOX\_WAYS;H\_ARRANGING\_CONTROLS\_IN\_A\_COLUMN\_STEPS;H\_ARRANGING\_CONTROLS\_IN\_A\_ROW\_STEPS;H\_SAVING\_A\_DIALOG\_BOX\_STEPS',0)} [See related topics](#)

## Removing an icon from a set of SmartIcons in the Dialog Editor

1. Choose Options - Modify SmartIcons.
2. Drag and drop the icon you want to remove away from the displayed set.
3. Click OK.

The Dialog Editor displays the new arrangement every time you select this set.

---

```
{button ,AL(`H_SMARTICONS_IN_THE_DIALOG_EDITOR_OVER;H_USING_SMARTICONS_IN_THE_DIALOG_EDITOR_OVER;H_SMARTICONS_SETUP_DIALOG_BOX_IN_THE_DIALOG_EDITOR_CS;H_ADDING_AN_ICON_TO_A_SET_OF_SMARTICONS_IN_THE_DIALOG_EDITOR_STEPS;H_USING_AN_ICON_IN_THE_DIALOG_EDITOR_STEPS;H_DISPLAYING_OR_HIDING_SMARTICONS_BUBBLE_HELP_IN_THE_DIALOG_EDITOR_STEPS;H_DISPLAYING_OR_HIDING_SMARTICONS_IN_THE_DIALOG_EDITOR_STEPS',0)} See related topics
```

## Details: Saving a dialog box as a separate file

The Dialog Editor places all the formatting information for the dialog box into an ASCII file with a .DLG extension.

If you need to edit a dialog box, you can either choose File - Open in the Dialog Editor and specify the name of the file, or open the ASCII file in Word Pro. You can then modify the dialog box or the controls and save the changes by choosing File Save.

The ASCII file is formatted in a certain way:

- The first line contains the word DIALOG and the name of the dialog box.
- The next line is the description of the dialog box itself. This line contains six numbers and three strings.
- The first number represents the options that have been set for the dialog box, such as its type (plain, title bar, or title bar with system menu). The second number is an integer which is the total number of controls in the dialog box. The third number is the horizontal starting position of the upper left corner of the box (x). The fourth number is the box's vertical starting position (y). The fifth and sixth numbers are the horizontal (cx) and vertical (cy) widths.
- The first string value is NULL (empty) and the last item is the title of the dialog box (in quotes).
- If the font is changed, the next line describes the font used in the dialog box. The preferred font (to match the Word Pro dialog boxes) is Helv 8.
- The remaining lines describe the controls in the dialog box. Each line contains the following information, in this order: the control's horizontal starting position (x), vertical starting position (y), width of control (cx), height of control (cy), the control's ID number, the control's options and attributes, the type of control (in quotes), the description of the control (which the user sees, also in quotes), and a zero.
- The last line of the dialog box description contains only the words END DIALOG.

### Example of a dialog box ASCII file

```
DIALOG ExampleBox
-2134376448 4 106 78 160 42 "" "WPDialog" "Sample Dialog Box"
FONT 8 "Helv"
6 14 34 8 1000 1342308352 "static" "&Filename:" 0
46 14 56 12 8000 1350631552 "edit" "" 0
116 4 40 14 1 1342373889 "button" "OK" 0
116 22 40 14 2 1342373888 "button" "Cancel" 0
END DIALOG
```

---

{button ,AL(`H\_SAVING\_A\_DIALOG\_BOX\_AS\_A\_SEPARATE\_FILE\_STEPS',1)} [Go to procedure](#)

{button ,AL(`H\_CREATING\_A\_DIALOG\_BOX\_OVER;H\_UNDERSTANDING\_THE\_ANATOMY\_OF\_A\_DIALOG\_BOX\_OVER;H\_INCLUDING\_A\_DIALOG\_BOX\_AS\_PART\_OF\_A\_WORD\_PRO\_SCRIPT\_OVER;H\_CREATING\_A\_NEW\_DIALOG\_BOX\_STEPS;H\_OPENING\_A\_DIALOG\_BOX\_SAVED\_AS\_A\_SEPARATE\_FILE\_STEPS;H\_OPENING\_A\_DIALOG\_BOX\_SAVED\_IN\_A\_DIALOGS\_DIVISION\_STEPS;H\_USING\_A\_DIALOG\_BOX\_STORED\_IN\_A\_WORD\_PRO\_FILE\_STEPS;H\_USING\_A\_DIALOG\_BOX\_STORED\_IN\_A\_SEPARATE\_FILE\_STEPS',0)} [See related topics](#)

## Saving a dialog box as a separate file

1. Choose File - Save.
2. Type a name.
3. Click OK.

---

{button ,AL('H\_SAVING\_A\_DIALOG\_BOX\_AS\_A\_SEPARATE\_FILE\_DETAILS',1)} [See details](#)

{button ,AL('H\_CREATING\_A\_DIALOG\_BOX\_OVER;H\_UNDERSTANDING\_THE\_ANATOMY\_OF\_A\_DIALOG\_BOX\_OVER;H\_INCLUDING\_A\_DIALOG\_BOX\_AS\_PART\_OF\_A\_WORD\_PRO\_SCRIPT\_OVER;H\_CREATING\_A\_NEW\_DIALOG\_BOX\_STEPS;H\_OPENING\_A\_DIALOG\_BOX\_SAVED\_AS\_A\_SEPARATE\_FILE\_STEPS;H\_OPENING\_A\_DIALOG\_BOX\_SAVED\_IN\_A\_DIALOGS\_DIVISION\_STEPS;H\_USING\_A\_DIALOG\_BOX\_STORED\_IN\_A\_WORD\_PRO\_FILE\_STEPS;H\_USING\_A\_DIALOG\_BOX\_STORED\_IN\_A\_SEPARATE\_FILE\_STEPS',0)} [See related topics](#)



## Details: Saving a dialog box as part of a Word Pro document

You must create one child division for each dialog box description you save as part of a Word Pro document. All dialog box divisions must be contained in the parent Dialogs division.

### Naming the child division

The name of the child division can be anything but you may want to use the same name you gave the dialog box in the Dialog Editor. When you write a script that uses this dialog box, you will use the child division name to assign the dialog box to a variable.

### Pasting the description into the child division

The Dialog Editor places all the formatting information for the dialog box into an ASCII file with a .DLG extension.

If you need to edit a dialog box, you can either choose File - Open in the Dialog Editor and specify the name of the file, or open the ASCII file in Word Pro. You can then modify the dialog box or the controls and save the changes by choosing File Save.

The ASCII file is formatted in a certain way:

- The first line contains the word DIALOG and the name of the dialog box.
- The next line is the description of the dialog box itself. This line contains six numbers and three strings.
- The first number represents the options that have been set for the dialog box, such as its type (plain, title bar, or title bar with system menu). The second number is an integer which is the total number of controls in the dialog box. The third number is the horizontal starting position of the upper left corner of the box (x). The fourth number is the box's vertical starting position (y). The fifth and sixth numbers are the horizontal (cx) and vertical (cy) widths.
- The first string value is NULL (empty) and the last item is the title of the dialog box (in quotes).
- If the font is changed, the next line describes the font used in the dialog box. The preferred font (to match the Word Pro dialog boxes) is Helv 8.
- The remaining lines describe the controls in the dialog box. Each line contains the following information, in this order: the control's horizontal starting position (x), vertical starting position (y), width of control (cx), height of control (cy), the control's ID number, the control's options and attributes, the type of control (in quotes), the description of the control (which the user sees, also in quotes), and a zero.
- The last line of the dialog box description contains only the words END DIALOG.

### Example of a dialog box ASCII file

```
DIALOG ExampleBox
-2134376448 4 106 78 160 42 "" "WPDialog" "Sample Dialog Box"
FONT 8 "Helv"
6 14 34 8 1000 1342308352 "static" "&Filename:" 0
46 14 56 12 8000 1350631552 "edit" "" 0
116 4 40 14 1 1342373889 "button" "OK" 0
116 22 40 14 2 1342373888 "button" "Cancel" 0
END DIALOG
```

---

{button ,AL('H\_SAVING\_A\_DIALOG\_BOX\_AS\_PART\_OF\_A\_WORD\_PRO\_DOCUMENT\_STEPS',1)} [Go to procedure](#)

{button ,AL('H\_CREATING\_A\_DIALOG\_BOX\_OVER;H\_UNDERSTANDING\_THE\_ANATOMY\_OF\_A\_DIALOG\_BOX\_OVER;H\_INCLUDING\_A\_DIALOG\_BOX\_AS\_PART\_OF\_A\_WORD\_PRO\_SCRIPT\_OVER;H\_CREATING\_A\_NEW\_DIALOG\_BOX\_STEPS;H\_OPENING\_A\_DIALOG\_BOX\_SAVED\_AS\_A\_SEPARATE\_FILE\_STEPS;H\_OPENING\_A\_DIALOG\_BOX\_SAVED\_IN\_A\_DIALOGS\_DIVISION\_STEPS;H\_USING\_A\_DIALOG\_BOX\_STORED\_IN\_A\_WORD\_PRO\_FILE\_STEPS;H\_USING\_A\_DIALOG\_BOX\_STORED\_IN\_A\_SEPARATE\_FILE\_STEPS',0)} [See related topics](#)

## Saving a dialog box as part of a Word Pro document

1. Select the dialog box.
2. Choose Edit - Copy.
3. Switch to the Word Pro document in which you want to save the dialog box.
4. If you don't already have a Dialogs division, choose Edit - Script & Macros.
5. Choose New Custom Dialog.

{button ,AL('H\_SAVING\_A\_DIALOG\_BOX\_AS\_PART\_OF\_A\_WORD\_PRO\_DOCUMENT\_DETAILS',1)} [See details](#)

6. Double-click the Dialogs1 division tab.
7. Type the dialog box name.

{button ,AL('H\_SAVING\_A\_DIALOG\_BOX\_AS\_PART\_OF\_A\_WORD\_PRO\_DOCUMENT\_DETAILS',1)} [See details](#)

8. Press ENTER.
9. Choose Edit - Paste.

---

{button ,AL('H\_SAVING\_A\_DIALOG\_BOX\_AS\_PART\_OF\_A\_WORD\_PRO\_DOCUMENT\_DETAILS',1)} [See details](#)  
{button ,AL('H\_CREATING\_A\_DIALOG\_BOX\_OVER;H\_UNDERSTANDING\_THE\_ANATOMY\_OF\_A\_DIALOG\_BOX\_OVER;H\_INCLUDING\_A\_DIALOG\_BOX\_AS\_PART\_OF\_A\_WORD\_PRO\_SCRIPT\_OVER;H\_CREATING\_A\_NEW\_DIALOG\_BOX\_STEPS;H\_OPENING\_A\_DIALOG\_BOX\_SAVED\_AS\_A\_SEPARATE\_FILE\_STEPS;H\_OPENING\_A\_DIALOG\_BOX\_SAVED\_IN\_A\_DIALOGS\_DIVISION\_STEPS;H\_USING\_A\_DIALOG\_BOX\_STORED\_IN\_A\_WORD\_PRO\_FILE\_STEPS;H\_USING\_A\_DIALOG\_BOX\_STORED\_IN\_A\_SEPARATE\_FILE\_STEPS',0)} [See related topics](#)

## **Saving a Dialog Box**

To use a dialog box with LotusScript, you must first save the dialog box as an ASCII file or copy it and paste it into a Word Pro document. If you want to use the dialog box with more than one Word Pro document or script, you should save the dialog box as a separate ASCII file. If you want to use the dialog only within single document or script, you can save it as part of a Word Pro document.

[Saving a dialog box as a separate file](#)

[Saving a dialog box as part of a Word Pro document](#)

---

```
{button ,AL(^H_CREATING_A_DIALOG_BOX_OVER;H_UNDERSTANDING_THE_ANATOMY_OF_A_DIALOG_BOX  
_OVER;H_INCLUDING_A_DIALOG_BOX_AS_PART_OF_A_WORD_PRO_SCRIPT_OVER;H_CREATING_A_N  
EW_DIALOG_BOX_STEPS;H_OPENING_A_DIALOG_BOX_SAVED_AS_A_SEPARATE_FILE_STEPS;H_OPEN  
ING_A_DIALOG_BOX_SAVED_IN_A_DIALOGS_DIVISION_STEPS;H_USING_A_DIALOG_BOX_STORED_IN  
A_WORD_PRO_FILE_STEPS;H_USING_A_DIALOG_BOX_STORED_IN_A_SEPARATE_FILE_STEPS',0)} See  
related topics
```

## Selecting multiple controls using Group Mode

1. Choose Edit - Group Mode.
2. Click each control you want to include in your selection.
3. Move or edit the selected controls.
4. Press ESC.

---

{button ,AL(`H\_GROUPS\_AND\_TABS\_OVER;H\_SPECIFYING\_A\_TAB\_ORDER\_FOR\_A\_DIALOG\_BOX\_STEPS;H\_GROUPING\_CONTROLS\_IN\_A\_DIALOG\_BOX\_STEPS;H\_WAYS\_TO\_SELECT\_MULTIPLE\_CONTROLS\_IN\_A\_DIALOG\_BOX\_WAYS;H\_ARRANGING\_CONTROLS\_IN\_A\_COLUMN\_STEPS;H\_ARRANGING\_CONTROLS\_IN\_A\_ROW\_STEPS;H\_SHOWING\_THE\_STATUS\_BOX\_STEPS;H\_SHOWING\_THE\_GRID\_STEPS;H\_SETTING\_DEFAULT\_SIZES\_FOR\_CONTROLS\_STEPS;H\_DELETING\_A\_CONTROL\_FROM\_A\_DIALOG\_BOX\_STEPS', 0)} [See related topics](#)

## Details: Selecting multiple controls using Include All

When you select the second control, the Dialog Editor displays a dashed rectangle which indicates the area covered by your selection.

When you choose Edit - Include All, the Dialog Editor adds all the controls within that area to your selection.

---

{button ,AL('H\_SELECTING\_MULTIPLE\_CONTROLS\_USING\_INCLUDE\_ALL\_STEPS',1)} [Go to procedure](#)

{button ,AL('H\_GROUPS\_AND\_TABS\_OVER;H\_SPECIFYING\_A\_TAB\_ORDER\_FOR\_A\_DIALOG\_BOX\_STEPS;H\_GROUPING\_CONTROLS\_IN\_A\_DIALOG\_BOX\_STEPS;H\_WAYS\_TO\_SELECT\_MULTIPLE\_CONTROLS\_IN\_A\_DIALOG\_BOX\_WAYS;H\_ARRANGING\_CONTROLS\_IN\_A\_COLUMN\_STEPS;H\_ARRANGING\_CONTROLS\_IN\_A\_ROW\_STEPS;H\_SHOWING\_THE\_STATUS\_BOX\_STEPS;H\_SHOWING\_THE\_GRID\_STEPS;H\_SETTING\_DEFAULT\_SIZES\_FOR\_CONTROLS\_STEPS;H\_DELETING\_A\_CONTROL\_FROM\_A\_DIALOG\_BOX\_STEPS',0)} [See related topics](#)

## Selecting multiple controls using Include All

1. Press SHIFT.
  2. Click the control which is above and to the left of the other controls you want to select.
  3. Click the control which is below and to the right of the other controls you want to select.
  4. Choose Edit - Include All.  
{button ,AL(`H\_SELECTING\_MULTIPLE\_CONTROLS\_USING\_INCLUDE\_ALL\_DETAILS',1)} [See details](#)
  5. Without releasing the Shift key, make the necessary changes to the controls you selected.
  6. Release the Shift key.
- 

{button ,AL(`H\_SELECTING\_MULTIPLE\_CONTROLS\_USING\_INCLUDE\_ALL\_DETAILS',1)} [See details](#)

{button ,AL(`H\_GROUPS\_AND\_TABS\_OVER;H\_SPECIFYING\_A\_TAB\_ORDER\_FOR\_A\_DIALOG\_BOX\_STEPS;H\_GROUPING\_CONTROLS\_IN\_A\_DIALOG\_BOX\_STEPS;H\_WAYS\_TO\_SELECT\_MULTIPLE\_CONTROLS\_IN\_A\_DIALOG\_BOX\_WAYS;H\_ARRANGING\_CONTROLS\_IN\_A\_COLUMN\_STEPS;H\_ARRANGING\_CONTROLS\_IN\_A\_ROW\_STEPS;H\_SHOWING\_THE\_STATUS\_BOX\_STEPS;H\_SHOWING\_THE\_GRID\_STEPS;H\_SETTING\_DEFAULT\_SIZES\_FOR\_CONTROLS\_STEPS;H\_DELETING\_A\_CONTROL\_FROM\_A\_DIALOG\_BOX\_STEPS',0)} [See related topics](#)

## Selecting multiple controls using the Shift key

1. Press SHIFT.
2. Click the controls you want to select.
3. Without releasing the Shift key, make the necessary changes to the controls you selected.
4. Release the Shift key.

---

{button ,AL(^H\_GROUPS\_AND\_TABS\_OVER;H\_SPECIFYING\_A\_TAB\_ORDER\_FOR\_A\_DIALOG\_BOX\_STEPS;H\_GROUPING\_CONTROLS\_IN\_A\_DIALOG\_BOX\_STEPS;H\_WAYS\_TO\_SELECT\_MULTIPLE\_CONTROLS\_IN\_A\_DIALOG\_BOX\_WAYS;H\_ARRANGING\_CONTROLS\_IN\_A\_COLUMN\_STEPS;H\_ARRANGING\_CONTROLS\_IN\_A\_ROW\_STEPS;H\_SHOWING\_THE\_STATUS\_BOX\_STEPS;H\_SHOWING\_THE\_GRID\_STEPS;H\_SETTING\_DEFAULT\_SIZES\_FOR\_CONTROLS\_STEPS;H\_DELETING\_A\_CONTROL\_FROM\_A\_DIALOG\_BOX\_STEPS', 0)} [See related topics](#)

## Details: Setting default sizes for controls

You can use Default Sizes to set the default sizes for push buttons, edit boxes, list boxes, radio buttons, check boxes, and static text. The Dialog Editor uses the sizes you specify whenever you create these controls.

The unit of measurement is a dialog unit, which is a factor of pixels.

---

{button ,AL('H\_SETTING\_DEFAULT\_SIZES\_FOR\_CONTROLS\_STEPS',1)} [Go to procedure](#)

{button ,AL('H\_GROUPS\_AND\_TABS\_OVER;H\_SPECIFYING\_A\_TAB\_ORDER\_FOR\_A\_DIALOG\_BOX\_STEPS;H\_GROUPING\_CONTROLS\_IN\_A\_DIALOG\_BOX\_STEPS;H\_WAYS\_TO\_SELECT\_MULTIPLE\_CONTROLS\_IN\_A\_DIALOG\_BOX\_WAYS;H\_ARRANGING\_CONTROLS\_IN\_A\_COLUMN\_STEPS;H\_SHOWING\_THE\_STATUS\_BOX\_STEPS;H\_SHOWING\_THE\_GRID\_STEPS;H\_DELETING\_A\_CONTROL\_FROM\_A\_DIALOG\_BOX\_STEPS',0)} [See related topics](#)



## Setting default sizes for controls

1. Choose Options - Default Sizes.
2. Specify the desired width and height for each control.
3. Choose OK.

---

{button ,AL(`H\_SETTING\_DEFAULT\_SIZES\_FOR\_CONTROLS\_DETAILS',1)} [See details](#)

{button ,AL(`H\_GROUPS\_AND\_TABS\_OVER;H\_SPECIFYING\_A\_TAB\_ORDER\_FOR\_A\_DIALOG\_BOX\_STEPS;H\_GROUPING\_CONTROLS\_IN\_A\_DIALOG\_BOX\_STEPS;H\_WAYS\_TO\_SELECT\_MULTIPLE\_CONTROLS\_IN\_A\_DIALOG\_BOX\_WAYS;H\_ARRANGING\_CONTROLS\_IN\_A\_COLUMN\_STEPS;H\_SHOWING\_THE\_STATUS\_BOX\_STEPS;H\_SHOWING\_THE\_GRID\_STEPS;H\_DELETING\_A\_CONTROL\_FROM\_A\_DIALOG\_BOX\_STEPS',0)} [See related topics](#)

## Setting the font for a dialog box

1. Choose Edit - Font.
2. Select a font and font size.
3. Click OK.

Your choice affects all the text in the dialog box except the title bar.

---

```
{button ,AL(^H_SPECIFYING_A_TAB_ORDER_FOR_A_DIALOG_BOX_STEPS;H_GROUPING_CONTROLS_IN_A_DIALOG_BOX_STEPS;H_WAYS_TO_SELECT_MULTIPLE_CONTROLS_IN_A_DIALOG_BOX_WAYS;H_ARRANGING_CONTROLS_IN_A_COLUMN_STEPS;H_ARRANGING_CONTROLS_IN_A_ROW_STEPS;H_SHOWING_THE_STATUS_BOX_STEPS;H_SHOWING_THE_GRID_STEPS;H_SETTING_DEFAULT_SIZES_FOR_CONROLS_STEPS;H_DELETING_A_CONTROL_FROM_A_DIALOG_BOX_STEPS',0)} See related topics
```

## Details: Showing the grid

You can use the Grid to align controls. When you implement the grid, all controls "snap to" the grid intersections when you create or move them.

The unit of measurement is a dialog unit, which is a factor of pixels.

The horizontal and vertical settings determine the distance between the intersections in the grid and allow you to control the alignment precision for the controls.

---

{button ,AL('H\_SHOWING\_THE\_GRID\_STEPS',1)} [Go to procedure](#)

{button ,AL('H\_GROUPS\_AND\_TABS\_OVER;H\_SPECIFYING\_A\_TAB\_ORDER\_FOR\_A\_DIALOG\_BOX\_STEPS;H\_GROUPING\_CONTROLS\_IN\_A\_DIALOG\_BOX\_STEPS;H\_WAYS\_TO\_SELECT\_MULTIPLE\_CONTROLS\_IN\_A\_DIALOG\_BOX\_WAYS;H\_ARRANGING\_CONTROLS\_IN\_A\_COLUMN\_STEPS;H\_SHOWING\_THE\_STATUS\_BOX\_STEPS;H\_SETTING\_DEFAULT\_SIZES\_FOR\_CONTROLS\_STEPS;H\_DELETING\_A\_CONTROL\_FROM\_A\_DIALOG\_BOX\_STEPS',0)} [See related topics](#)

## Showing the Grid

1. Choose Options - Grid.
2. Specify the desired minimum horizontal and vertical settings. (The default setting is 1.)  
{button ,AL('H\_SHOWING\_THE\_GRID\_DETAILS',1)} [See details](#)
3. Click OK.

---

{button ,AL('H\_SHOWING\_THE\_GRID\_DETAILS',1)} [See details](#)

{button ,AL('H\_GROUPS\_AND\_TABS\_OVER;H\_SPECIFYING\_A\_TAB\_ORDER\_FOR\_A\_DIALOG\_BOX\_STEPS;H\_GROUPING\_CONTROLS\_IN\_A\_DIALOG\_BOX\_STEPS;H\_WAYS\_TO\_SELECT\_MULTIPLE\_CONTROLS\_IN\_A\_DIALOG\_BOX\_WAYS;H\_ARRANGING\_CONTROLS\_IN\_A\_COLUMN\_STEPS;H\_SHOWING\_THE\_STATUS\_BOX\_STEPS;H\_SETTING\_DEFAULT\_SIZES\_FOR\_CONTROLS\_STEPS;H\_DELETING\_A\_CONTROL\_FROM\_A\_DIALOG\_BOX\_STEPS',0)} [See related topics](#)

## Showing the Status Box

Choose Options - Status Box.

You can use the Status Box to display formatting information for either the dialog box or a selected control. You can move the Status Box window anywhere on the screen.

---

```
{button ,AL('H_GROUPS_AND_TABS_OVER;H_SPECIFYING_A_TAB_ORDER_FOR_A_DIALOG_BOX_STEPS;H_GROUPING_CONTROLS_IN_A_DIALOG_BOX_STEPS;H_WAYS_TO_SELECT_MULTIPLE_CONTROLS_IN_A_DIALOG_BOX_WAYS;H_ARRANGING_CONTROLS_IN_A_COLUMN_STEPS;H_CLOSING_THE_STATUS_BOX_STEPS;H_SHOWING_THE_GRID_STEPS;H_SETTING_DEFAULT_SIZES_FOR_CONTROLS_STEPS;H_DELETING_A_CONTROL_FROM_A_DIALOG_BOX_STEPS',0)} See related topics
```

## Overview: SmartIcons in the Dialog Editor

SmartIcons are icons that represent mouse shortcuts for Dialog Editor actions, commands, and macros. One SmartIcons set appears at the top of the page when you first start the Lotus Dialog Editor.

When you use SmartIcons, you can:

- Check to see what each icon represents.
- Specify the size of the icons.
- Customize one or more specific sets.
- Add, move, group, and remove icons from a set.
- Delete icons, either individually or as a set.

---

```
{button ,AL('H_USING_HELP_IN_THE_LOTUS_DIALOG_EDITOR_STEPS;H_DISPLAYING_OR_HIDING_SMARTI  
CONS_IN_THE_DIALOG_EDITOR_STEPS;H_LOTUS_DIALOG_EDITOR_OVER;H_CREATING_A_DIALOG_BO  
X_OVER',0)} See related topics
```

## SmartIcons Setup dialog box in the Dialog Editor

You can use this dialog box to add, move, and remove the icons in the default SmartIcons set.

### Choose a task:

[Adding an icon to a set of SmartIcons in the Dialog Editor](#)

[Removing an icon from a set of SmartIcons in the Dialog Editor](#)

---

{button ,AL('H\_SMARTICONS\_IN\_THE\_DIALOG\_EDITOR\_OVER;H\_USING\_SMARTICONS\_IN\_THE\_DIALOG\_EDITOR\_OVER;','0)} [See related topics](#)

## Details: Specifying a Tab order for a dialog box

Each time a user presses the Tab key the focus will move from one control to the next. This is called the Tab order for your dialog box. The Lotus Dialog Editor allows you to determine which controls are included in the Tab order and what that order is. When you have a dialog box with a lot of controls, it may be helpful to group those controls and only add a tab to one control from each group.

### Dragging the items in the list into the proper order

When you choose Edit - Order Items, the Dialog Editor displays the Order Groups dialog box, which lists all the controls and their IDs in the order in which you created them. You can drag those items into a different order to reflect the order in which you want the focus to move each time the user presses the Tab key.

For example, in the following list the Tab key would move the focus from OK to Cancel to Edit Box to Static Text.

- OK button
- Cancel button
- Edit Box
- Static Text

You could use the Order Groups dialog box to change the order so that Edit Box comes first like this:

- Edit Box
- OK button
- Cancel button
- Static Text

This does not change the position of the controls in the dialog box. It only determines the order in which the controls can be accessed using the keyboard.

### Adding and deleting tabs from controls

After you put your controls in the proper Tab order, you must add tabs to the controls you want to include in the Tab order and delete tabs from the controls you want to exclude from the Tab order.

A greater than symbol (>) appears before any control which already has a tab.

**Note** If the control you select in the list box already has a Tab stop, the Dialog Editor displays a Delete Tab button. If the control you select does not have a Tab stop, the Dialog Editor displays an Add Tab button.

---

{button ,AL('H\_SPECIFYING\_A\_TAB\_ORDER\_FOR\_A\_DIALOG\_BOX\_STEPS',1)} [Go to procedure](#)

{button ,AL('H\_GROUPS\_AND\_TABS\_OVER;H\_GROUPING\_CONTROLS\_IN\_A\_DIALOG\_BOX\_STEPS;H\_WAYS\_TO\_SELECT\_MULTIPLE\_CONTROLS\_IN\_A\_DIALOG\_BOX\_WAYS;H\_ARRANGING\_CONTROLS\_IN\_A\_COLUMN\_STEPS;H\_ARRANGING\_CONTROLS\_IN\_A\_ROW\_STEPS;H\_SHOWING\_THE\_STATUS\_BOX\_STEPS;H\_SHOWING\_THE\_GRID\_STEPS;H\_SETTING\_DEFAULT\_SIZES\_FOR\_CONTROLS\_STEPS;H\_DELETING\_A\_CONTROL\_FROM\_A\_DIALOG\_BOX\_STEPS',0)} [See related topics](#)



## Specifying a Tab order for a dialog box

1. Choose Edit - Order Items.
2. Drag the items in the list into the proper order.  
{button ,AL('H\_SPECIFYING\_A\_TAB\_ORDER\_FOR\_A\_DIALOG\_BOX\_DETAILS',1)} [See details](#)
3. Select an item in the list.
4. Click Add Tab.  
{button ,AL('H\_SPECIFYING\_A\_TAB\_ORDER\_FOR\_A\_DIALOG\_BOX\_DETAILS',1)} [See details](#)
5. Repeat Steps 3 and 4 for each item you want to include in the Tab order.
6. Click OK.

---

{button ,AL('H\_SPECIFYING\_A\_TAB\_ORDER\_FOR\_A\_DIALOG\_BOX\_DETAILS',1)} [See details](#)

{button ,AL('H\_GROUPS\_AND\_TABS\_OVER;H\_GROUPING\_CONTROLS\_IN\_A\_DIALOG\_BOX\_STEPS;H\_WAYS\_TO\_SELECT\_MULTIPLE\_CONTROLS\_IN\_A\_DIALOG\_BOX\_WAYS;H\_ARRANGING\_CONTROLS\_IN\_A\_COLUMN\_STEPS;H\_ARRANGING\_CONTROLS\_IN\_A\_ROW\_STEPS;H\_SHOWING\_THE\_STATUS\_BOX\_STEPS;H\_SHOWING\_THE\_GRID\_STEPS;H\_SETTING\_DEFAULT\_SIZES\_FOR\_CONTROLS\_STEPS;H\_DELETING\_A\_CONTROL\_FROM\_A\_DIALOG\_BOX\_STEPS',0)} [See related topics](#)

## Overview: Understanding the anatomy of a dialog box

When you create a control in a dialog box, the Dialog Editor automatically assigns an ID number to the control. When you use the dialog box in a macro, the controls return the following values:

Control	ID	Return Value
Default Push Button	1	1; closes the dialog box
Cancel Push Button	2	0; closes the dialog box
Push Buttons	3 thru 19	ID value; closes the dialog box
Push Buttons	20 thru 99	ID value
Radio Buttons	20 thru 99	Boolean value
Check Boxes	20 thru 99	Boolean value
Group Boxes	20 thru 99	None
Static Text	1000 thru 7999	None
Special Static Text		None; displays the current path
Edit Boxes	8000 thru 8999	String value
List Boxes	9000 thru 9499	String value
Special List Box	9001	String value
Combo Boxes	9500 thru 9999	String value

---

```
{button ,AL(^H_USING_HELP_IN_THE_LOTUS_DIALOG_EDITOR_STEPS;H_LOTUS_DIALOG_EDITOR_OVER;H_CREATING_A_DIALOG_BOX_OVER;H_WORD_PRO_DIALOG_BOX_CONVENTIONS_AND_STANDARDS_OVER;H_SMARTICONS_IN_THE_DIALOG_EDITOR_OVER;H_INCLUDING_A_DIALOG_BOX_AS_PART_OF_A_WORD_PRO_SCRIPT_OVER;H_OPENING_A_DIALOG_BOX_SAVED_AS_A_SEPARATE_FILE_STEPS;H_OPENING_A_DIALOG_BOX_SAVED_IN_A_DIALOGS_DIVISION_STEPS;H_SAVING_A_DIALOG_BOX_STEPS',0)  
} See related topics
```

## Using an icon in the Dialog Editor

Place the mouse pointer on the desired icon and click.

Certain icons depress after you use them.

You can click a depressed icon to undo its state.

---

```
{button ,AL('H_SMARTICONS_IN_THE_DIALOG_EDITOR_OVER;H_USING_SMARTICONS_IN_THE_DIALOG_EDITOR_OVER;H_SMARTICONS_SETUP_DIALOG_BOX_IN_THE_DIALOG_EDITOR_CS;H_ADDING_AN_ICON_TO_A_SET_OF_SMARTICONS_IN_THE_DIALOG_EDITOR_STEPS;H_REMOVING_AN_ICON_FROM_A_SET_OF_SMARTICONS_IN_THE_DIALOG_EDITOR_STEPS;H_DISPLAYING_OR_HIDING_SMARTICONS_BUBBLE_HELP_IN_THE_DIALOG_EDITOR_STEPS;H_MOVING_AN_ICON_IN_THE_DIALOG_EDITOR_USING_THE_MOUSE_STEPS;H_DISPLAYING_OR_HIDING_SMARTICONS_IN_THE_DIALOG_EDITOR_STEPS',0)}  
<+>>See related topics
```

## Details: Using a dialog box stored in a separate file

### Opening a Word Pro document

You must store the script that calls the dialog box in the same document where you want a user to encounter the dialog box. If you want users to encounter the dialog box in more than one document, you must store one copy of the script in each type of document that displays the dialog box.

### Declaring a variable to hold the dialog box

When you save a dialog box as a separate file, the dialog box is stored as a coded description in a separate file with a .DLG extension. However, before you can manipulate a dialog box, you must have a place to store it and a name you can use for it in your script. In LotusScript, you create a variable and give that variable a name. Then you store your dialog box in that variable and use the variable name to manipulate the dialog box. The variable you create must have a data type just as other variables do. The data type for storing custom dialog boxes is LWPCustomDialog.

For example, you can declare a variable (dialog1) with the data type LWPCustomDialog. The code would look like this:

```
DECLARE dialog1 AS LWPCustomDialog
```

### Assigning the dialog box to the variable

Once you declare a variable to hold your dialog box, you must assign the dialog box to the variable. This is also called binding because you must use the BIND function as part of the assignment statement. In the BIND function, you must use the name of the .DLG file that contains the coded description of the dialog box you want to use. Once you assign the dialog box to the variable, you can use the variable name to call and manipulate the dialog box from within your script.

For example, you can create a dialog named First\_Dialog and save it in a file named DIALOG1.DLG. Then you can assign it to a variable named dialog1 using the following assignment statement:

```
Set dialog1 = BIND("c:\wordpro\DIALOG1.DLG!First_Dialog")
```

Note that you must include the path and name of the file that contains the coded dialog box description, followed by the name of the dialog box.

In addition to dialog boxes in .DLG files, you can use dialog boxes stored in other Word Pro files by using the division name in place of the dialog box name. This is the syntax:


```
Set variablename = BIND("pathandfilename!divisionname")
```

---

{button ,AL('H\_USING\_A\_DIALOG\_BOX\_STORED\_IN\_A\_SEPARATE\_FILE\_STEPS',1)} [Go to procedure](#)

{button ,AL('H\_USING\_HELP\_IN\_THE\_LOTUS\_DIALOG\_EDITOR\_STEPS;H\_INCLUDING\_A\_DIALOG\_BOX\_AS\_PART\_OF\_A\_WORD\_PRO\_SCRIPT\_OVER;H\_CREATING\_A\_DIALOG\_BOX\_OVER;H\_UNDERSTANDING\_THE\_ANATOMY\_OF\_A\_DIALOG\_BOX\_OVER;H\_WORD\_PRO\_DIALOG\_BOX\_CONVENTIONS\_AND\_STANDARD\_S\_OVER;H\_CREATING\_A\_NEW\_DIALOG\_BOX\_STEPS;H\_OPENING\_A\_DIALOG\_BOX\_SAVED\_AS\_A\_SEPARATE\_FILE\_STEPS;H\_OPENING\_A\_DIALOG\_BOX\_SAVED\_IN\_A\_DIALOGS\_DIVISION\_STEPS;H\_SAVING\_A\_DIALOG\_BOX\_STEPS;H\_USING\_A\_DIALOG\_BOX\_STORED\_IN\_A\_WORD\_PRO\_FILE\_STEPS',0)} [See related topics](#)

## Using a dialog box stored in a separate file

1. Use the Lotus Dialog Editor to create the dialog box.
  2. In the Dialog Editor, choose File - Save.
  3. Type a file name.
  4. Click OK.
  5. Choose File - Exit.
  6. Launch Word Pro.
  7. Open the Word Pro document in which you want to use the dialog box.  
{button ,AL(`H\_USING\_A\_DIALOG\_BOX\_STORED\_IN\_A\_SEPARATE\_FILE\_DETAILS',1)} [See details](#)
  8. Choose Edit - Scripts & Macros.
  9. Choose Show Script Editor.
  10. Declare a variable as type LWPCustomDialog.  
{button ,AL(`H\_USING\_A\_DIALOG\_BOX\_STORED\_IN\_A\_SEPARATE\_FILE\_DETAILS',1)} [See details](#)
  11. Assign the dialog box to the variable.  
 [See details](#)
  12. Finish writing your script, using the name of the variable to access the dialog box.
- 

{button ,AL(`H\_USING\_A\_DIALOG\_BOX\_STORED\_IN\_A\_SEPARATE\_FILE\_DETAILS',1)} [See details](#)

{button ,AL(`H\_USING\_HELP\_IN\_THE\_LOTUS\_DIALOG\_EDITOR\_STEPS;H\_INCLUDING\_A\_DIALOG\_BOX\_AS\_PART\_OF\_A\_WORD\_PRO\_SCRIPT\_OVER;H\_CREATING\_A\_DIALOG\_BOX\_OVER;H\_UNDERSTANDING\_THE\_ANATOMY\_OF\_A\_DIALOG\_BOX\_OVER;H\_WORD\_PRO\_DIALOG\_BOX\_CONVENTIONS\_AND\_STANDARD\_S\_OVER;H\_CREATING\_A\_NEW\_DIALOG\_BOX\_STEPS;H\_OPENING\_A\_DIALOG\_BOX\_SAVED\_AS\_A\_SEPARATE\_FILE\_STEPS;H\_OPENING\_A\_DIALOG\_BOX\_SAVED\_IN\_A\_DIALOGS\_DIVISION\_STEPS;H\_SAVING\_A\_DIALOG\_BOX\_STEPS;H\_USING\_A\_DIALOG\_BOX\_STORED\_IN\_A\_WORD\_PRO\_FILE\_STEPS',0)} [See related topics](#)

## Details: Using a dialog box stored in a Word Pro file

### Opening a Word Pro document

You can use dialog box descriptions from any Word Pro document. However, you must include the script as part of each document in which you want to use the dialog box.

### New Custom Dialog

When you choose New Custom Dialog, Word Pro creates a new division in your Word Pro document called Dialogs. Word Pro also creates a child division called Dialogs1. You must store the coded description of your dialog box in the Dialogs1 division. You must also give the child division a unique name which you can use when you assign the dialog box description to a variable. This name is usually the same as the dialog box name you used when you created the dialog box in the Dialog Editor. Each dialog box description you store in a Word Pro document must have its own child division within the parent division (Dialogs).

### Declaring a variable to hold the dialog box

When you save a dialog box as a separate file, the dialog box is stored as a coded description in a separate file with a .DLG extension. However, before you can manipulate a dialog box, you must have a place to store it and a name you can use for it in your script. In LotusScript, you create a variable and give that variable a name. Then you store your dialog box in that variable and use the variable name to manipulate the dialog box. The variable you create must have a data type just as other variables do. The data type for storing custom dialog boxes is LWPCustomDialog.

For example, you can declare a variable (dialog1) with the data type LWPCustomDialog. The code would look like this:

```
DECLARE dialog1 AS LWPCustomDialog
```

### Assigning the dialog box to the variable

Once you declare a variable to hold your dialog box, you must assign the dialog box to the variable. This is also called binding because you must use the BIND function as part of the assignment statement. In the BIND function, you must use the name of the child division that contains the coded description of the dialog box you want to use. Once you assign the dialog box to the variable, you can use the variable name to call and manipulate the dialog box from within your script.

For example, you can create a dialog box and paste it in a child division called First\_Dialog. The assignment for the dialog box would look like this:

```
Set dialog1 = BIND("!First_Dialog")
```

Throughout your script, you would use the variable name (dialog1) to call and manipulate the dialog box.

If you want to use a dialog box from another Word Pro document, you need to include the path and name of the file that contains the dialog box description before the name of the division. For example, if c:\wordpro\MYDOC.LWP is the path and name of the file that contains the First\_Dialog division, the assignment statement is as follows:

```
Set dialog1 = BIND("c:\wordpro\MYDOC.LWP!First_Dialog")
```

In this way you can use dialog boxes stored in the same document as the script or in another document. If you create a single Word Pro document to hold all your coded dialog box descriptions, you could store each description in its own division within the parent Dialogs division. Then you could always call your dialog boxes from the same file in the same path; only the division name would change.

---

{button ,AL('H\_USING\_A\_DIALOG\_BOX\_STORED\_IN\_A\_WORD\_PRO\_FILE\_STEPS',1)} [Go to procedure](#)

{button ,AL('H\_USING\_HELP\_IN\_THE\_LOTUS\_DIALOG\_EDITOR\_STEPS;H\_INCLUDING\_A\_DIALOG\_BOX\_AS\_PART\_OF\_A\_WORD\_PRO\_SCRIPT\_OVER;H\_CREATING\_A\_DIALOG\_BOX\_OVER;H\_UNDERSTANDING\_THE\_ANATOMY\_OF\_A\_DIALOG\_BOX\_OVER;H\_WORD\_PRO\_DIALOG\_BOX\_CONVENTIONS\_AND\_STANDARD\_S\_OVER;H\_CREATING\_A\_NEW\_DIALOG\_BOX\_STEPS;H\_OPENING\_A\_DIALOG\_BOX\_SAVED\_AS\_A\_SEPARATE\_FILE\_STEPS;H\_OPENING\_A\_DIALOG\_BOX\_SAVED\_IN\_A\_DIALOGS\_DIVISION\_STEPS;H\_SAVING\_A\_DIALOG\_BOX\_STEPS;H\_USING\_A\_DIALOG\_BOX\_STORED\_IN\_A\_SEPARATE\_FILE\_STEPS',0)} [See related topics](#)

## Using a dialog box stored in a Word Pro file

1. Use the Lotus Dialog Editor to create the dialog box.
2. Select the dialog box.
3. Choose Edit - Copy.
4. Switch to Word Pro.
5. Open the Word Pro document in which you want to use the dialog box.  
{button ,AL(^H\_USING\_A\_DIALOG\_BOX\_STORED\_IN\_A\_WORD\_PRO\_FILE\_DETAILS',1)} [See details](#)
6. Choose Edit - Script & Macros.
7. Choose New Custom Dialog.  
{button ,AL(^H\_USING\_A\_DIALOG\_BOX\_STORED\_IN\_A\_WORD\_PRO\_FILE\_DETAILS',1)} [See details](#)
8. Double-click the Dialogs1 division tab.
9. Type a new division name, usually the same as the dialog box name.
10. Press ENTER.
11. Choose Edit - Paste.
12. Choose Edit - Script & Macros.
13. Choose Show Script Editor.
14. Declare a variable as type LWPCustomDialog.  
{button ,AL(^H\_USING\_A\_DIALOG\_BOX\_STORED\_IN\_A\_WORD\_PRO\_FILE\_DETAILS',1)} [See details](#)
15. Assign the dialog box to the variable.  
{button ,AL(^H\_USING\_A\_DIALOG\_BOX\_STORED\_IN\_A\_WORD\_PRO\_FILE\_DETAILS',1)} [See details](#)
16. Finish writing your script, using the name of the variable to access the dialog box.

---

{button ,AL(^H\_USING\_HELP\_IN\_THE\_LOTUS\_DIALOG\_EDITOR\_STEPS;H\_INCLUDING\_A\_DIALOG\_BOX\_AS\_PART\_OF\_A\_WORD\_PRO\_SCRIPT\_OVER;H\_CREATING\_A\_DIALOG\_BOX\_OVER;H\_UNDERSTANDING\_THE\_ANATOMY\_OF\_A\_DIALOG\_BOX\_OVER;H\_WORD\_PRO\_DIALOG\_BOX\_CONVENTIONS\_AND\_STANDARD\_S\_OVER;H\_CREATING\_A\_NEW\_DIALOG\_BOX\_STEPS;H\_OPENING\_A\_DIALOG\_BOX\_SAVED\_AS\_A\_SEPARATE\_FILE\_STEPS;H\_OPENING\_A\_DIALOG\_BOX\_SAVED\_IN\_A\_DIALOGS\_DIVISION\_STEPS;H\_SAVING\_A\_DIALOG\_BOX\_STEPS;H\_USING\_A\_DIALOG\_BOX\_STORED\_IN\_A\_SEPARATE\_FILE\_STEPS',0)} [See related topics](#)

## Using Help in the Lotus Dialog Editor

The Lotus Dialog Editor provides its own Help file which you can launch from within the Dialog Editor window.

1. Choose Help - Contents.
2. Choose the desired Help topic.

---

```
{button ,AL('H_LOTUS_DIALOG_EDITOR_OVER;H_CREATING_A_DIALOG_BOX_OVER;H_UNDERSTANDING_T  
HE_ANATOMY_OF_A_DIALOG_BOX_OVER;H_WORD_PRO_DIALOG_BOX_CONVENTIONS_AND_STANDAR  
DS_OVER;H_SMARTICONS_IN_THE_DIALOG_EDITOR_OVER;H_INCLUDING_A_DIALOG_BOX_AS_PART_  
OF_A_WORD_PRO_SCRIPT_OVER;H_OPENING_A_DIALOG_BOX_SAVED_AS_A_SEPARATE_FILE_STEPS;  
H_OPENING_A_DIALOG_BOX_SAVED_IN_A_DIALOGS_DIVISION_STEPS;H_SAVING_A_DIALOG_BOX_STE  
PS',0)} See related topics
```



## Overview: Using SmartIcons in the Dialog Editor

When you first start the Lotus Dialog Editor, one set of SmartIcons displays.

Certain SmartIcons depress after you use them. You can click a depressed icon again to undo whatever the icon did.

The set of SmartIcons in the Dialog Editor is called LWPDlgEd. The file name is LWPDLGED.SMI.

---

```
{button ,AL('H_SMARTICONS_IN_THE_DIALOG_EDITOR_OVER;H_SMARTICONS_SETUP_DIALOG_BOX_IN_T  
HE_DIALOG_EDITOR_CS;H_USING_AN_ICON_IN_THE_DIALOG_EDITOR_STEPS;H_DISPLAYING_OR_HIDI  
NG_SMARTICONS_BUBBLE_HELP_IN_THE_DIALOG_EDITOR_STEPS;H_MOVING_AN_ICON_IN_THE_DIAL  
OG_EDITOR_USING_THE_MOUSE_STEPS;H_DISPLAYING_OR_HIDING_SMARTICONS_IN_THE_DIALOG_E  
DITOR_STEPS',0)} See related topics
```

## Overview: Word Pro dialog box conventions and standards

Although you can be creative when designing dialog boxes, if you want to emulate the look and feel of Word Pro, you should follow these conventions and standards.

### Sizing conventions

Word Pro adheres to the following sizes:

Control	Height	Width
Static Text	8	*
Combo Boxes	13	*
Check Boxes	12	*
Radio Boxes	12	*
Edit Boxes	12	*
Push Buttons	14	40
Group Boxes	**	**
List Boxes	***	48

\* As wide as the text, without truncating any text.

\*\* Determined by the size of the items it surrounds.

\*\*\* As tall as can fit in the dialog box.

### General Standards

- Place push buttons in the upper right corner of the dialog box, beginning with the OK (default) push button and followed immediately by the Cancel push button. Place any additional push buttons below the Cancel push button and vertically aligned with it.
- Place push buttons 2 dialog units apart.
- Make margins consistent in each box.
- Introduce edit, list, and combo boxes with static text followed by a colon.
- Create a group box for two or more check boxes or radio buttons.
- Avoid placing radio buttons and check boxes within the same list.
- Place radio buttons and check boxes vertically.
- Use Helv 8 point for all text in the dialog box.
- Capitalize the first letter of each word in push buttons and group boxes. For all other controls, capitalize only the first letter of the first word.
- Create shortcut keys (underlined letters) for all buttons, check boxes, and group boxes. Double-click the control and type an ampersand (&) immediately before the desired character in the Button Text edit box.  
For example, if you use the letter O in an Options push button as a shortcut key, the user can access that push button by holding ALT and pressing O (ALT+O).
- Do not create shortcut keys for the OK and Cancel push buttons, as the keyboard shortcuts for these two push buttons are ENTER and ESC, respectively.

---

```
{button ,AL(^H_USING_HELP_IN_THE_LOTUS_DIALOG_EDITOR_STEPS;H_LOTUS_DIALOG_EDITOR_OVER;H_CREATING_A_DIALOG_BOX_OVER;H_UNDERSTANDING_THE_ANATOMY_OF_A_DIALOG_BOX_OVER;H_SMARTICONS_IN_THE_DIALOG_EDITOR_OVER;H_INCLUDING_A_DIALOG_BOX_AS_PART_OF_A_WORD_PRO_SCRIPT_OVER;H_OPENING_A_DIALOG_BOX_SAVED_AS_A_SEPARATE_FILE_STEPS;H_OPENING_
```

A\_DIALOG\_BOX\_SAVED\_IN\_A\_DIALOGS\_DIVISION\_STEPS;H\_SAVING\_A\_DIALOG\_BOX\_STEPS',0)} See related topics

