Add Variable

Use this dialog to add a new variable to your project.

Variable Type

Enter the type of variable. You can use any of Java's primitive types, such as int, char, etc., or you can specify a user-defined object type.

Variable Name

Enter the name of the variable. Note that the variable name can be any length.

Initial Value

Enter the value you would like the variable to start with.

Modifiers

Select a modifier for the variable.

Access

Select the access type for the variable.

Full Declaration

Shows the full declaration of the variable you have created.

{ewl msdncd.dll, ewcright, /c"Microsoft"}

Add Method

Use this dialog to add a new method or constructor to your class.

Return Type

Enter the return type of the method.

Method Declaration

Type the declaration of the method, including the method name and any arguments.

Modifiers

Select the modifier type to be included in the method declaration. Note that modifiers may also be typed in the Method Declaration box above.

Access

Select the access type for the method.

{ewl msdncd.dll, ewcright, /c"Microsoft"}

Create New Class

Use this dialog to create a new class.

Name

Type the name of the class. Note that the class name can be any length.

Extends

Type the name of the class you wish to extend, or, select from any of the previous entries shown in the drop-down. Type an asterisk in this box and click the OK button if you wish to see a list of all the classes you can extend.

Package

Type the name of the package you wish to include this class as a part of, or, select from any of the previous entries shown in the drop-down.

Modifiers

Select a modifier for the class. You can choose any variation of modifiers for your class by selecting the enabled check boxes.

{ewl msdncd.dll, ewcright, /c"Microsoft"}

Resolve Class

Use this dialog to select the class you wish to extend.

Select Class

Select the class you wish to extend.

{ewl msdncd.dll, ewcright, /c"Microsoft"}

General Tab

Use the General tab in the Project Settings dialog box to define where your files are placed.

Class path directories

Lets you specify an additional directory where classes required by your project are located. The directory specified here will be searched in addition to any directories listed in the Directories pane of the Options dialog box.

Output directory

Lets you specify where the final output files are located. By selecting only one build output type in the Settings For control, you can change the final directory location.

Exclude file from build

Allows exclusion of files from the build process. Note that this check box only appears on the dialog when one or more files are selected in the Settings For control.

{ewl msdncd.dll, ewcright, /c"Microsoft"}

Debug Tab

The Debug tab contains three categories of information:

- General
- Browser
- Stand-alone interpreter

You can change the category of information currently displayed by using the dropdown list labeled Category.

Class for debugging session

Edit this field to specify the class file you want to debug.

Debug/Execute project Under

Specifies whether to debug your project while running in a browser, or in a stand-alone interpreter.

{ewl msdncd.dll, ewcright, /c"Microsoft"}

Java Tab

Use the Java tab in the Project Settings dialog to set build settings for your project.

Warning Level

Select different warning levels for the compiler to flag possible problems. Level 4 is stricter than level 1.

Full Optimization

Select this option to optimize the bytecode produced. This is the default setting for Release builds.

Generate Debug Info

Select this option to generate debug information. This is the default setting for Debug builds.

Project Options

Edit this field to manually include build switches for the build system.

{ewl msdncd.dll, ewcright, /c"Microsoft"}

Java Applet Wizard: Step 1 of 5

Use this dialog to specify how your Java program will be run. You can also you this dialog to specify your class name and the number of comments you wish to see in the source code.

As an applet only

Your application will only run embedded within a web page. This is the default option.

As an applet and as an application

The resulting application can be run outside of a browser, or embedded within a web page.

What would you like to name your applet class?

Type the name of the class you would like generated. The default name will be the same as your project name, without spaces.

Yes, please

Java Applet Wizard will insert helpful comments into the generated source code. This is a default option.

Explanatory comments

The generated source file will include helpful comments that explain the functionality and use of significant methods and variables. This is a default option.

TODO comments

Applet Wizard places TODO indicators within your source file that tell you where you need to add your own code. This is a default option.

No, thank you

The generated source file will include few, if any, helpful comments.

{ewl msdncd.dll, ewcright, /c"Microsoft"}

Java Applet Wizard: Step 2 of 5

Use this dialog to generate a basic HTML file.

Yes, please

Generates a basic HTML file. This is the default option.

No, thank you

You must create your own HTML file using the source code editor or another tool.

Width in pixels

Sets the width attribute for your applet within the generated HTML file and source file. The default for this option is 320 pixels.

Height in pixels

Sets the height attribute for your applet within the generated HTML file and source file. The default for this option is 240 pixels.

{ewl msdncd.dll, ewcright, /c"Microsoft"}

Java Applet Wizard: Step 3 of 5

Use this dialog to generate some useful features for your applet.

Yes, please (multi-threaded)

Multi-threading entry points will be added to the generated source file. This is the default option.

No, thank you (multi-threaded)

Multi-threading entry points will not added to the generated source file. Note that if you choose this option, the animation option will be disabled.

Yes, please (animation)

The entry points necessary for basic animation will be added to the generated source file. Several sample images will also be added to the project. This is the default.

No, thank you(animation)

Animation entry points and sample images will not be added.

mouseDown(), mouseUp()

The code necessary to detect a mouse button being pressed or depressed will be added to your source file.

mouseDrag(), mouseMove()

The code necessary to detect the mouse cursor being dragged over the applet will be added to your source file.

mouseEnter(), mouseExit()

The code necessary to detect the mouse cursor entering or exiting the borders of the applet will be added to your source file.

{ewl msdncd.dll, ewcright, /c"Microsoft"}

Java Applet Wizard: Step 4 of 5

Use this dialog to specify any parameters your applet may wish to use.

Name

Use this field to name the parameter your Java program will look for outside the program.

Variable

Use this field to name the variable to be created within your source file.

Type

Use this field to enter the member variables type.

Def-Value

Use this field to set an initial value for the variable.

Description

Use this field to include add any useful comments that describe this parameter to your source file.

{ewl msdncd.dll, ewcright, /c"Microsoft"}

Java Applet Wizard: Step 5 of 5

Use this dialog to specify any useful information for your Java program. Any information entered in this dialog will be hardcoded into the generated source file as the return string for getAppletInfo().

{ewl msdncd.dll, ewcright, /c"Microsoft"}

Information For Running Class

Use this dialog to specify the name of the class file to run and how you wish to run it.

Class file name

Use this field to specify the name of the class to be run.

Run project under

Use this control to specify how your class should be run. To run the class within a browser, select the Browser radio button and specify its complete path and file name. To run the class within the stand-alone interpreter, select the Stand-alone interpreter radio button and specify its complete path and file name.

{ewl msdncd.dll, ewcright, /c"Microsoft"}

Java Project Settings Debug Additional Classes Tab

Use the Additional Classes part of the Debug tab to specify classes you wish to debug other than those in your project.

Classes

Use the New and Delete buttons on the right side of the Classes control to manipulate the list of additional classes you wish to debug.

{ewl msdncd.dll, ewcright, /c"Microsoft"}

Java Project Settings Debug Browser Tab

Use the Browser part of the Debug tab to specify which browser to use while debugging and where your applet will look for its parameters.

Browser

Edit this field to specify which browser to use while debugging.

Parameters

Use this control to specify where your applet should look for its parameters. If you wish to enter the parameters manually, select the Enter parameters below radio button and use the New, Delete, Move Up, and Move Down buttons to manipulate the parameter list.

HTML page

Edit this field to identify the HTML page you wish your applet to run in. It will only be activated if you select the Use parameters from HTML page radio button.

{ewl msdncd.dll, ewcright, /c"Microsoft"}

Stand-alone Interpreter Tab

Use the Stand-alone interpreter part of the Debug tab to specify which interpreter to use when debugging your project and any necessary parameters.

Stand-alone interpreter

Edit this field to specify which interpreter to use while debugging your project.

Stand-alone interpreter arguments

Edit this field to specify any arguments the interpreter specified above may require while debugging your project.

Program arguments

Edit this field to specify command line arguments to be used by your project.

{ewl msdncd.dll, ewcright, /c"Microsoft"}

Java Resource Wizard

Use this wizard to convert existing graphical user interface resources into awt based source code that can be used with your application(s).

Java Resource Wizard: Step 1 of 2

Use this dialog to select the file you wish to convert. For each dialog resource, Resource Wizard generates a class that creates and arranges controls in a contrainer to match the layout specified in the resource. You can use this class with any type of container, including an applet, a dialog, or a frame.

Note: Any controls not supported by the Java Abstract Windowing Toolkit (AWT) will be ignored.

For each menu resource, Resource Wizard generates a class that creates a set of menus matching those specified in the resource. You can use this class with any type of frame.

Java Resource Wizard: Step 2 of 2

Use this dialog to name the new Java classes being created. Only the class name can be modified on this dialog.

{ewl msdncd.dll, ewcright, /c"Microsoft"}