

Graphic restitution of dialogs in DLL files

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Lars I Nielsen has written a php application that reads the .rc file generated by Resource Hacker from the dialog section of a DLL and produces a jpg image for each one. Some principles were developed to guide the transformation of the dialog code into an image. Basic graphic forms were designed to convey as clearly as possible the nature of the various controls.

Principles having guided the reconstruction of MI dialogs

Priority is given to the main objective of the project

The objective is to provide information useful for the development of the operational potential of the "Alter MapInfoDialog" statement.

Information on controls of no operational import could be ignored

Static texts are reproduced in position but no ID is added when they have one

The objective is not "cosmetic" nor is the aim to provide a resource for the "translation" of controls into another language.

The nature of controls must be identifiable

The graphic representation of the controls must make their nature obvious for MapInfo users.

As the "value" used in the statement depends essentially on the nature of the control¹, that identification must be non-ambiguous

¹ See the "Alter MapInfoDialog statement" document

Alterable controls

We have used MapInfo terminology for the description of the controls. These terms may not correspond exactly to the Windows keywords, and not all those keywords can be found in the Mapinfo context.

Listbox

Could also be MultiList but the statement allows for one entry only



Popup menu



Button

Note the presence of a title



EditText



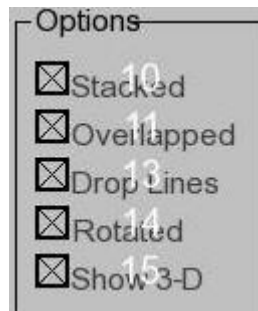
Radiogroup

There are as many distinct controls as there are choices but only one control of that group can be altered



Checkbox

Any button can be altered independently of others



Controls provided for information

These controls are included for information and giving a global image of the dialog as close as possible to the "real one; they should not be altered in any way.

Note the absence of title-text



Generally a bitmap (a style button)

In a larger size, can be a Windows "variable"
(SysTreeView32 for directories/files selection)

Icon



Scroll bar

