

# Button List App



## Introduction.

This page app converts records from various sources into a list of buttons. When the buttons aren't all visible in the app area the list is scrollable and gesture controlled (for touch screens). Records can be obtained from the sections of an XML file or from a table in a MySQL database.

The app will contain one button for each record found. A button contains all the record's fields.

These fields can be drawn on the button and used to set Acquire variables when the button is clicked.

## Button List

### Settings Source tab XML File.

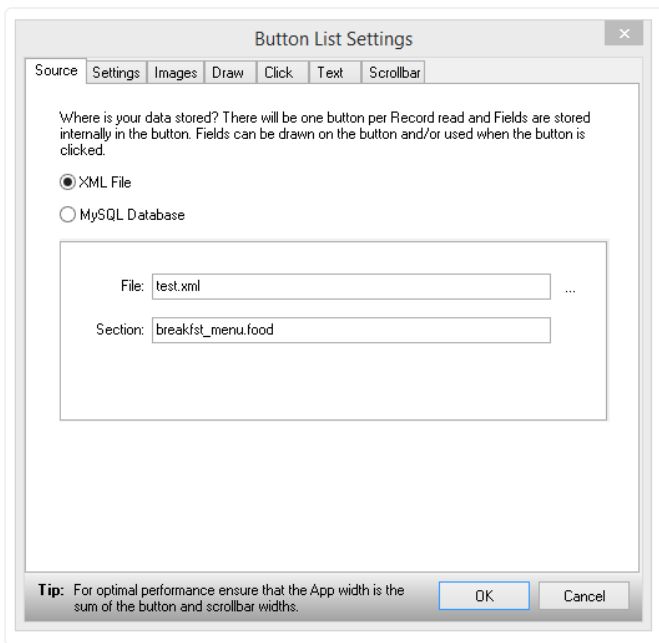
Point to the file and section (in Acquire XML notation) that contains your source records.

E.g. The following XML would display 2 buttons:

```
<breakfast_menu>
  <food>
    <name>Belgian Waffles</name>
    <price>$5.95</price>
    <description>
      Two of our famous Belgian Waffles with plenty of real maple syrup
    </description> <calories>650</calories>
  </food>
  <food>
    <name>Strawberry Belgian Waffles</name>
    <price>$7.95</price>
    <description>
      Light Belgian waffles covered with strawberries and whipped cream
    </description>
    <calories>900</calories>
  </food>
</breakfast_menu>
```

The XML section to read the records from has been set to breakfast\_menu.food and there are 2 of those sections, so 2 buttons.

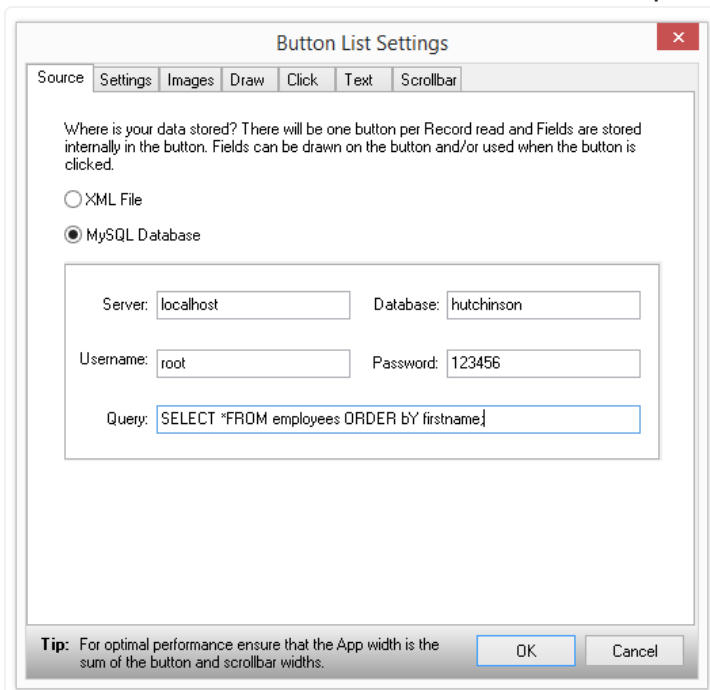
Each record contains the fields name, price, description and calories. Those fields are saved into the button. Any field can be drawn on the button and/or saved into an Acquire variable when the button is clicked.



### Button List Settings Source tab MySQL Database.

Enter the database details and a query to select your information.

As with the XML source there will one button per SQL record and the record's fields are saved into the button to draw onto the button and/or save to an Acquire variable when clicked.



### Button List Settings Settings tab.

**Multiselect** = Allow more than one button to be selected at once.

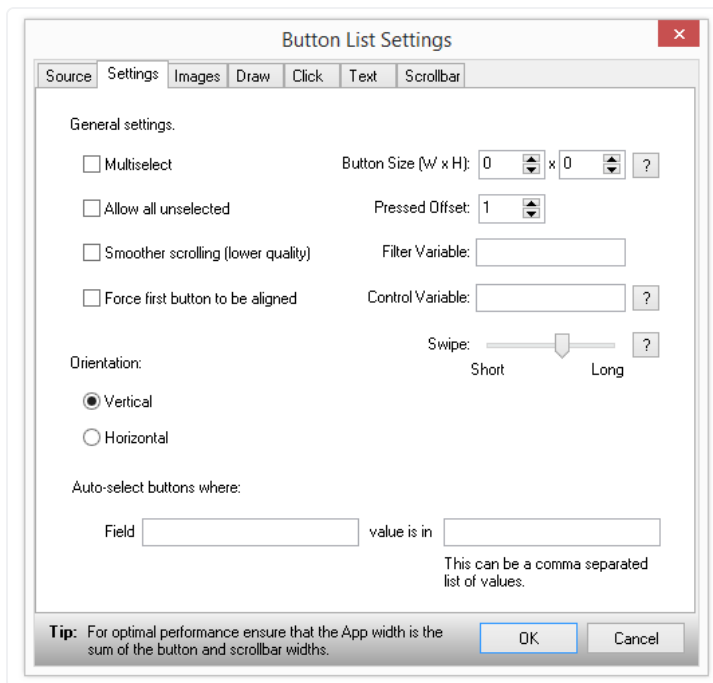
**Allow all unselected** = If not checked then at least one item must be selected.

**Smoother scrolling** = Only set this if the scrolling is causing an issue. If there is an issue, before setting this, first check that button image width + scrollbar width exactly match the app width as this may cause problems in some instances.

**Force top button to be aligned** = The list will always auto-scroll to make the topmost item fully visible.

**Background colour** = To show in the area where there are no buttons

**Auto-select buttons** = Buttons will be initially selected (checked) where their Field value is in the comma separated list.



### Button List Settings Images tab.

Select the images used to draw the buttons. Fields can be drawn on top of these.

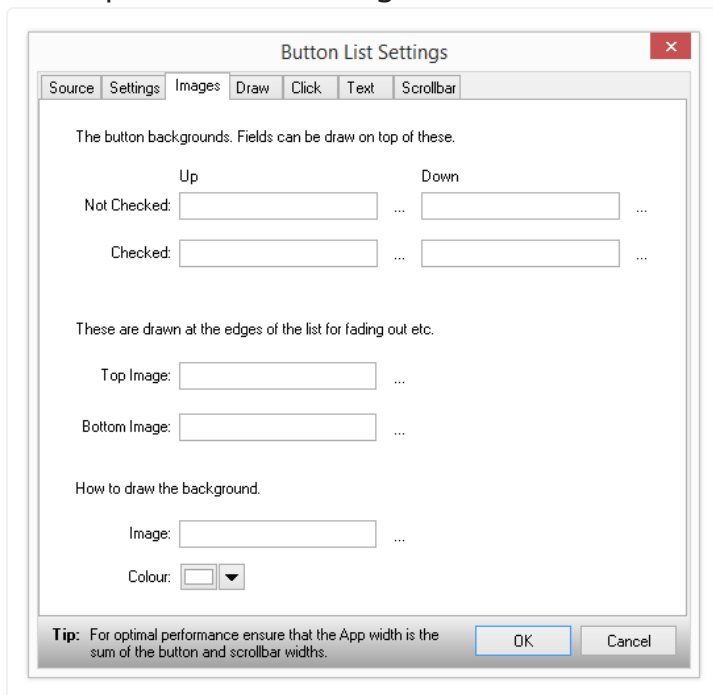
**NOTE:** For optimal performance please ensure that the image width + the scrollbar width exactly matches the width of the page app. Otherwise the list will be stretched to fit to app area and may result in the slower scrolling.

Enter the up and down images for the checked and not-checked button states.

If you do not require the buttons to be checked, do not enter an image.

**However**, it is a minimum requirement that the **"Not Check"** image is set. This is because the buttons are sized from this image. Should there **NOT** be a **Not Checked** image then no buttons can be created!

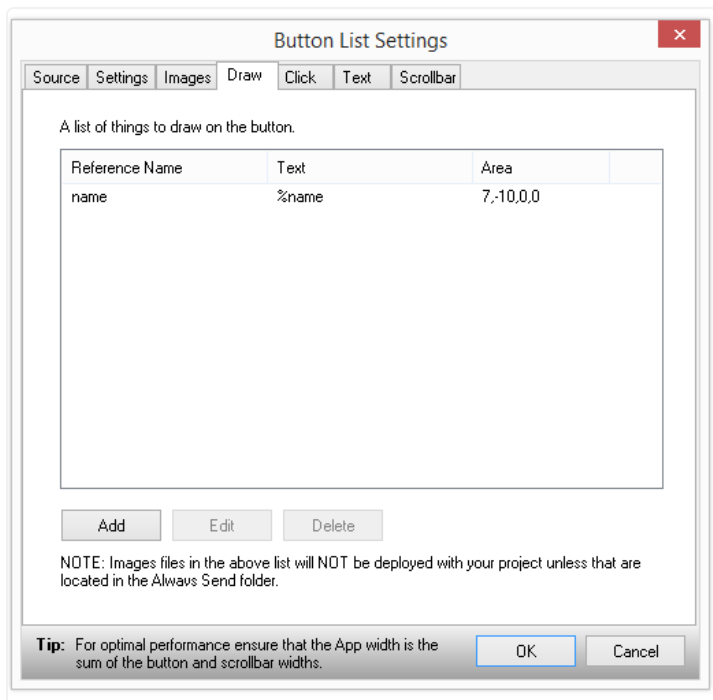
The Top and Bottom images are drawn over the entire list and can be used to add a **"fade"** effect.



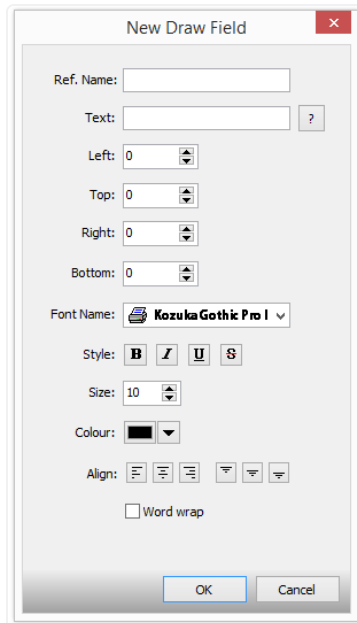
### Button List Settings Draw tab.

Make a list of items to draw on each button.

Use the **Add**, **Edit** and **Delete** buttons to manage the list.



Clicking Add or Edit will bring up this screen.



Enter details about the item to draw on the button.

**Ref. Name** = A name for your own reference.

**Text** = The text to draw. It can contain a field from the button's record by inserting a "%" followed by the name of that field. If the field is an image filename then that image is loaded and drawn.

**Left, Top, Right, Bottom** = defines the area in which to draw the item.

You can also set font details for this item.

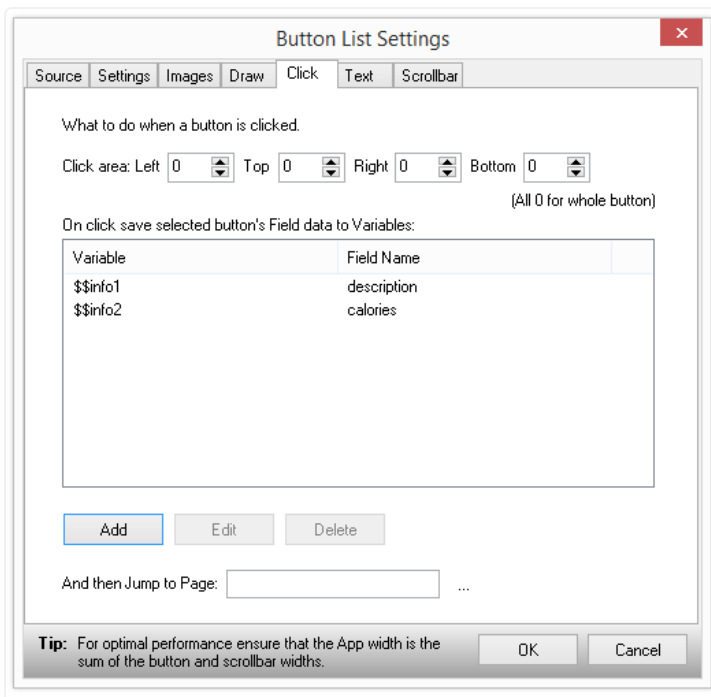
**Button List Settings Click tab.**

**Click area** = Actions only occur when clicked inside this area. The whole button can still be used to scroll.

**On click list** = A list of Acquire variables to set when the button is clicked. Use Add or Edit to select a variable and the name of the field to use.

**NOTE:** If the list is Multi-Select (see Settings) then the variable will contain a comma separated list of the all selected button's field values.

**Jump to Page** = Acquire will jump to this page once all the variables have been set.

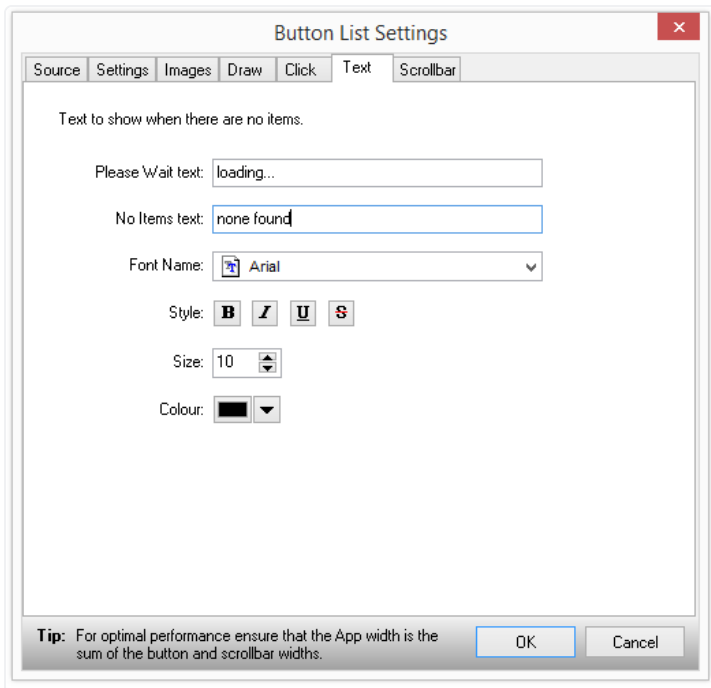


### Button List Settings Text tab.

What text show, and its style, if there are no items.

**Please Wait text** = This is shown while the buttons are being created.

**No Items text** = This is shown if there have been no buttons created.



### Button List Settings Scrollbar tab.

Set if you want to show a scrollbar and define how it looks.

