Unsupported Devguide Features B

This appendix lists Devguide features that the Golit code generator does not support.

Bold Labels

The OPEN LOOK specification calls for the labels of all control objects to be bold. When you prototype an interface in Devguide, the label font will appear bold. However, the default font weight for labels in Golit-generated interfaces is normal. When you run your Golit program, the labels will not be bold.

You can use Create Procs to change the font to bold. Chapter 4, "Golit Functionality in Detail provides an example of how to do this. However, it is normally preferable to set the caption font resource on the command line in the following manner:

```
% my_application -xrm '*Caption.font: lucidasans-bold'
```

where `my_application` is the name of the application for which you want the labels to appear bold. You can achieve the same effect by editing the resource file, setting the fallback resources in the `_stubs.c` (or `<project>.c`) file, or application defaults file.

B

Help

Golit does not support Help as implemented in Devguide. To add help for a widget, you must use a Create Proc and OlRegisterHelp(). For more information, see Chapter 4, "Golit Functionality in Detail."

Connections Between Base Windows

Golit will generate an error message if your interface has connections between separate Base Windows.

Miscellaneous Unsupported GUI Elements

The following are user interface elements that are available in Devguide but are currently not supported by Golit.

- Glyph types in labels
  Chapter 5, "Advanced Topics" provides an example of how you can use Create Procs to display any bitmap image in a label.
- Icons for Base Windows
  Chapter 5, "Advanced Topics" provides an example of how you can use Create Procs to assign an icon to your application
- Term Panes
- Numeric TextFields
- Drag and Drop from a Canvas or a Scrolling List
- List items
  The scrolling list itself is supported. However, Golit omits any list items that you inserted in Devguide. You must write your own code to insert list items.
- Setting stack
  Golit provides limited support for this object. The current setting is not displayed next to the abbreviated menu button.
- Layered panes in popup windows
  If your interface has layered panes in a popup, the panes will be tiled in your compiled application. Layered panes do work in base windows.

- Slider end values
  Although you can include slider end-values in your interface prototype in Devguide, they will not appear in your compiled application.

Golit simply ignores most of these unsupported elements when it reads the GIL file. However, if you attempt to use Golit to generate code for an interface that includes term panes or numeric TextFields, Golit will abort code generation and display an error message.

B