

Semper 6 Command Reference

panel

keys:	id	<code><number></code>	define which panel to use
	name	<code>'<text>'</code>	specify a name for the panel
	on	<code><number></code>	specify a device number for the panel
	position	<code><x>, <y></code>	position a panel at the given coordinates — <i>x, y chars across, down rel. to p left of frame...</i>
	size	<code><x>, <y></code>	define a <u>minimum</u> x and y size for a panel
	background	<code><number></code>	background colour of panel
	foreground	<code><number></code>	foreground colour of panel
options:	create		create a panel
	destroy		destroy a panel
	auto		the panel size is defined automatically
	hide		make a transient panel invisible
	mandatory		makes a panel mandatory, that is, Semper only allows interaction with elements on the specified panel when it is showing
	show		make a transient panel visible
	transient		specify that a panel is transient, not fixed

The **panel** command controls the creation and operation of a Semper 6 *Plus* panel object. For a description of Semper 6 *Plus* objects and elements, refer to the manuals:

User Interface Guide
Tutor User Guide

contained in the *Semper 6 Guide*.

Examples

```
panel create
```

This command creates a new, permanently visible panel on the default device.

```
panel create transient on fdi size 40, 10
```

This command creates a new transient panel on the device *fdi* with the dimensions 40 by 10.

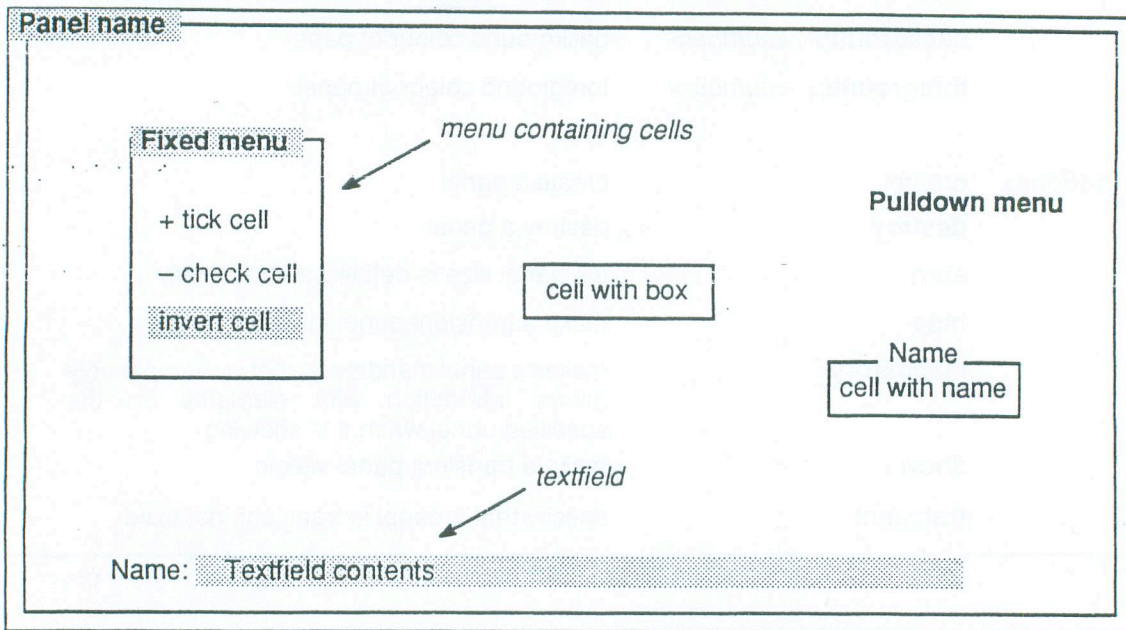
Semper 6 Command Reference

panel

Description

A Semper 6 *Plus* panel can be created using the **create** option and removed using **destroy**. Use the **id** key to define a panel to act upon. Note that when you use the **destroy** option the specified panel and all elements on that panel are destroyed.

The diagram below illustrates a Semper 6 *Plus* panel containing various objects and elements:



There are two types of panel:

- transient
- fixed

The default panel type is *fixed*. Fixed panels remain visible after they have been shown for the first time until you destroy them or leave Semper 6 *Plus*. You can create a *transient* panel using the **transient** option. A transient panel can be hidden using the **hide** option and redisplayed using the **show** option. You can move a transient panel using the **position** key.

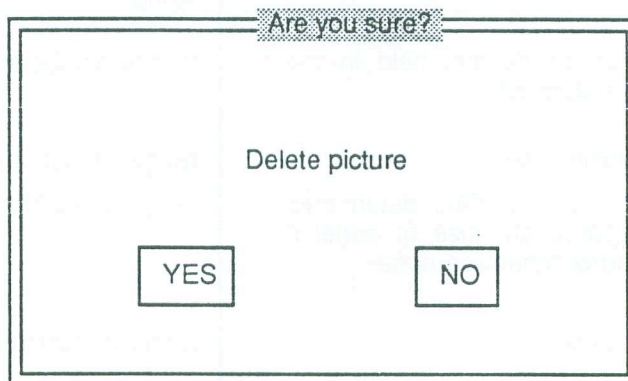
The **auto** option builds a panel so that it is just big enough to contain the elements placed upon it. The automatic sizing only takes place before a fixed panel is shown on the screen, or while a transient panel is hidden. Any elements on an **auto** panel retain their position relative to each other, but when the size of the panel is calculated, they are moved so that the topmost and leftmost element is at the top and left of the panel.

You can also use the **size** option to define your own size for a panel. Note that the size of the panel is assumed to include a one character wide border to allow for drawing a box around the panel. If you use the **auto** option, then the size given is treated as a minimum size for the panel.

panel

Use the **mandatory** option to include panels that gather information without which processing cannot continue, for example, a panel that asks for confirmation before beginning to delete data. Note that if a mandatory panel is transient and hidden, then interactions are allowed with any panel until the mandatory panel is made visible. If a mandatory panel is showing, then interactions are only allowed with this panel, regardless of the setting of **device active**.

Care should be taken to avoid displaying other panels when a **mandatory** panel is on the screen as this causes an error. The diagram below shows an example of a mandatory panel.



By default, the foreground colour for newly created panels is 1 (usually white) and the background colour is 0 (usually black). You can override the default colours using the **foreground** and **background** keys. The **foreground** colour is used for lines and text. It is possible to change the colour of transient panels after they have been created but they must be hidden and redisplayed for the colour change to be visible.

Notes

variables set: *pno* (set by **panel create** to the newly created panel identifier and by **panel show** to the identifier of the displayed panel).
see also: **cell**, **menu**, **textfield**

Semper 6 Command Reference

panel

Defaults and Ranges

keys/options	defaults	range
id	current panel, held in variable <i>pno</i>	valid panel number (positive integer)
name	<i>none</i>	length is machine dependent (text string)
on	current device, held in the variable <i>cdi</i>	device numbers 1, 2
position	position 0,0	range is machine dependent (integer)
size	Semper 6 <i>Plus</i> determines appropriate size of panel if <i>auto</i> , otherwise <i>none</i>	range is machine dependent (integer)
background	colour 0	range is machine dependent (integer)
foreground	colour 1	range is machine dependent (integer)