

# **Borland<sup>®</sup> StarTeam<sup>®</sup> 2009**

**StarTeam Layout Designer Help**

**Borland<sup>®</sup>**

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# Layout Designer

This section explains the concepts and procedures related to using the Layout Designer

## In This Section

### [Getting Started](#)

This section contains basic conceptual topics related to software change management.

### [Concepts](#)

This section contains all the conceptual topics.

### [Procedures](#)

This section contains all the tasks associated with administering and using StarTeam.

### [Reference](#)

This section contains all reference topics.

## Getting Started

Thank you for choosing StarTeam!

This section contains basic conceptual topics related to software change management.

### In This Section

[StarTeam Layout Designer UI](#)

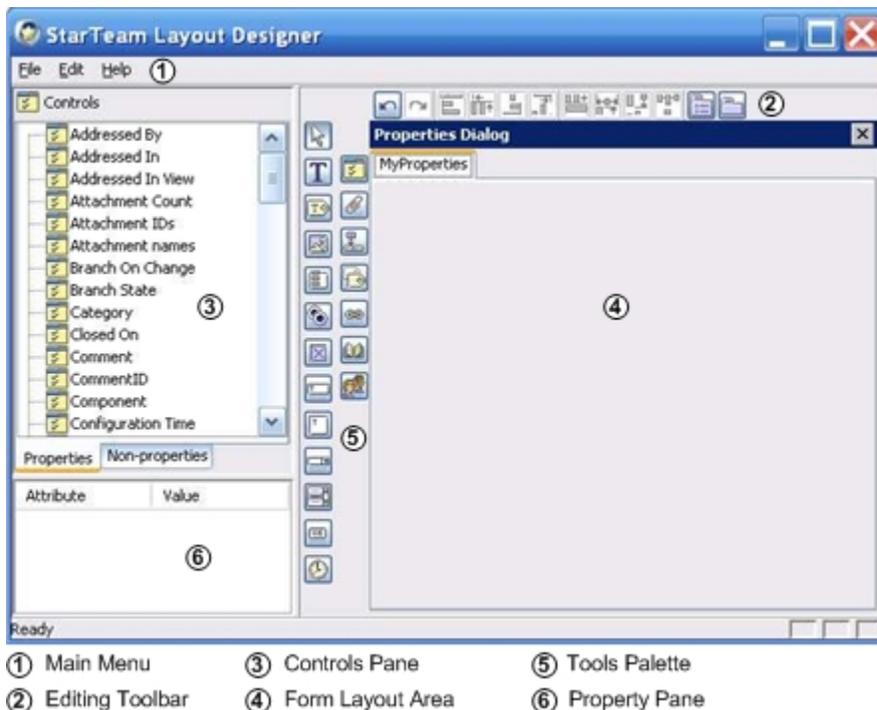
Describes the UI of the Layout Designer.

# StarTeam Layout Designer UI

This topic contains descriptions of the StarTeam Layout Designer user interface.

- ◆ Layout Designer Window Components
- ◆ Understanding the Form Layout Area

## Layout Designer Window Components



The Layout Designer main window provides a menu and three panes. The menu provides options for creating and saving forms, editing, and alignment.

The Controls pane in the upper left lists all available control types. As controls are added to the form, the names of those controls are displayed under the appropriate control type. Controls are divided into three groups: simple property controls, simple non-property controls, and complex controls. When a control is selected in the Form Layout Area, the Property pane in the lower left displays the properties for the selected object as a set of attribute/value pairs. The Tools Palette, to the left of the Form Layout Area, provides tool buttons for drawing each of the available controls. You can also drag-and-drop controls to the Form Layout Area from the Properties tab of the Controls pane.

When you are drawing controls in the Form Layout Area, all of the control tool buttons in the Tools Palette turn the mouse pointer into a cross-hair, enabling you to draw an object of the selected type on the form. After you draw the control, the pointer arrow is restored and the new control is automatically selected. If you click on a control tool button in the Tools Palette and then change your mind, you can use the Pointer tool  button to restore the pointer arrow, enabling you to select, resize, and move objects already created on the form.

## Understanding the Form Layout Area

The Form Layout Area provides the space on which you will design your forms, a toolbar, and two tool palettes.

- ◆ The Form Layout Area is the space in which you will draw your form.

- ◆ The Editing Toolbar at the top of this pane provides quick access to various editing functions.
- ◆ The Simple Control Tool Palette in the Controls Pane enables you to draw controls such as text labels, check boxes, and radio sets in the Form Layout Area.
- ◆ The Tools Palette enables you to draw complex controls in the Form Layout Area. Complex controls are groups of simple controls that work together, such as a user list control complete with Add and Remove buttons.

This Form Layout Area displays an approximation of the way the form will be rendered at runtime. Ultimately, the rendering engine for the platform on which the form is run will determine its runtime appearance. While it is important to size, align, and arrange the controls as you want them to appear at runtime, it is equally important to set the alignment and positioning properties for the controls correctly. Although many of the alignment property values do not influence the position of an element in the Form Layout Area, these values are used by the rendering engine of the target platform to position the element at runtime. By default, the layout area presents a dialog with a single tab that is labeled **Page 1**.

### **Related Concepts**

[Property Dialog Customization Using StarTeam Layout Designer](#)

### **Related Reference**

[StarTeam Layout Designer Reference](#)

# Concepts

This section contains all the conceptual topics.

## In This Section

[Property Dialog Customization Using StarTeam Layout Designer](#)

This section contains conceptual topics related to property dialog customizations using StarTeam Layout Designer.

# Property Dialog Customization Using StarTeam Layout Designer

The topics in this section contain conceptual information about customizing property dialogs using StarTeam Layout Designer.

## In This Section

### [Customization of the StarTeam Built-in Workflow](#)

Conceptual topics for working with StarTeam Layout Designer.

### [Controls](#)

Conceptual information about the different types of drawing controls found in the Layout Designer.

### [User-defined Property Fields](#)

This topic provides conceptual information related to adding user-defined property fields in the Cross-Platform Client.

# Customization of the StarTeam Built-in Workflow

You can use StarTeam Layout Designer with the Cross-Platform Client to create and maintain property dialogs that respect the built-in StarTeam workflow.

This topic describes the following:

- ◆ Purpose of StarTeam Layout Designer
- ◆ Capabilities of StarTeam Layout Designer
- ◆ Form Design Guidelines
- ◆ Form Design Overview
- ◆ About Saving Forms

## Purpose of StarTeam Layout Designer

While the default properties are suitable for many installations, you can customize the product to fit the needs of your organization. Available customization options include adding or removing values from existing properties and adding new properties and values to an item. The added properties and values enable you to track information of interest to your organization.

**Note:** Using StarTeam Layout Designer with the Cross-Platform Client does not allow you to create custom workflows to manage items (such as change requests and requirements). To create custom workflows, use StarTeam Extensions.

The Layout Designer provides the ability to customize forms within the application. Custom forms can be used to show custom properties, hide default properties that are not of interest to your organization, or rearrange the interface to more closely meet the requirements of your organization.

## StarTeam Layout Designer Capabilities

Using the StarTeam Layout Designer, you can create custom forms for all component types and deploy those forms in the Cross-Platform Client or the Web Client. You can quickly and easily add and arrange both default and custom item properties to the form. The Layout Designer supports multi-tabbed forms and standard user interface control components such as radio buttons, check boxes, list boxes, and command buttons.

## Form Design Guidelines

The following suggestions will aid you in creating useful and usable custom forms:

- ◆ Plan your form so that it can be filled out from left to right and top to bottom. Keep users moving forward; do not place a check box at the bottom of the form that requires a change at the top.
- ◆ Create clear, concise, instructive labels for the fields and make each label unique. Duplicate labels cause confusion.
- ◆ Use access keys, where available, to provide keyboard access to fields. Try to make access keys mnemonic, and be sure each access key on a tab is unique.
- ◆ To produce a neat, orderly form, align all of the fields and labels of the form on an invisible grid.
- ◆ Create logical groupings for fields that go together. Spacing fields close together makes them appear to be associated; spacing fields farther apart produces the opposite effect.

## Form Design Overview

When creating custom forms with StarTeam Layout Designer, you will perform the following tasks:

- 1 Plan the form.
- 2 Create the appropriate folder in the StarFlow Extensions project.
- 3 Launch the Layout Designer, and design the form in the form layout area.
- 4 Save the form in the appropriate project folder in the StarTeam Extensions project.
- 5 Activate the form.

**Note:** Before you install StarTeam Layout Designer, verify that the StarFlow Extensions project exists on the server on which the form will be developed and used. Create the necessary project folders before you start designing the form.

## About Saving Forms

By default, when you install StarTeam Server, the installer automatically installs and creates the StarFlow Extensions project. The StarFlow Extensions project contains a folder named *Projects*. You must use this project to store your custom Layout Designer forms.

Forms stored within the *Projects* folder are used by projects on the server as follows:

- ◆ If you store a custom form in the *Projects* folder, it is used by all projects on the server unless a form at a lower level overrides it.
- ◆ If you create a *myproject* folder under the *Projects* folder, all forms stored within this folder are used for the project named *myproject* on the server that contains the StarFlow Extensions project.
- ◆ If you create a *myviews* folder under the *myproject* folder, the forms stored within it are used in the *myviews* view for the specified project.

You must use specific filenames for layout files. File names are case-sensitive. If a file is named incorrectly, the client cannot find or use the file. StarTeam Layout Designer outputs \*.Layout..xml files. The following filenames are supported for each item type:

File	File.Layout.xml
Change Request	ChangeRequest.Layout.xml
Requirement	Requirement.Layout.xml
Task	Task.Layout.xml
Topic	Topic.Layout.xml

## Controls

Controls are objects such as list boxes, check boxes, radio buttons, and labels. Controls are placed on forms to display information and enable the user to select values and enter information into the system. In Layout Designer, controls are divided into three groups:

- ◆ Simple property controls
- ◆ Simple non-property controls
- ◆ Complex controls

### Simple Property Controls

Simple property controls are specific controls that are directly linked to the properties for an item, such as Type and Severity for Change Request items. A property control displays an item property on a form. Property controls are simple controls that are directly linked to a property for an item, display the current value for the property, and optionally enable the user to select a new value for the property. A property may appear more than once within a form, as long as each instance appears on a separate tab. A property may appear at most once on any single tab within the form.

Each item property has a default representation; for example, all enumerations default to combo box controls. The Layout Designer enables you to quickly and easily add the property to the form in its default representation or to select a different representation.

For example, for a change request item, the **Type** property is an enumeration with two values: *Defect* and *Suggestion*. Because it is an enumeration, it defaults to a combo box control. However, because it is a short list of mutually exclusive options, it could easily be represented as a radio set. In fact, because there are only two possible values (the change request either is a suggestion or it is not a suggestion), it could even be represented as a check box.

### Simple Non-Property Controls

Non-property controls are stand-alone controls that are not linked to item properties. Non-property controls include label, group, image, and static text controls. They can be used to add labels, help text, and images (such as a company logo) to a form.

### Complex Controls

Complex controls are made up of any number of simple controls and, in general, contain the same components as the corresponding interface in StarTeam. Complex controls include controls like the User List with its accompanying Add and Remove buttons. Complex controls enable you to easily incorporate entire sections of the user interface into your form. Complex controls are meant to be the only control on a tab. If you add one or more simple controls to a tab that contains a complex control, the simple controls will be placed on a separate tab at runtime.

The bounding box for the complex control represents the entire area to be taken up by all components within the control. It is the responsibility for the client application to determine the layout of specific components within the control. Specific components within the control may be assigned tab index values, access key assignments, and tool tip text. This is part of the inherent implementation of the control and cannot be customized.

The following are complex controls:

- ◆ Custom Property List Control
- ◆ Attachments Control
- ◆ Item History Control

- ◆ Item Labels Control
- ◆ Item Links Control
- ◆ Item References Control
- ◆ User List Control

## Control Attributes for all Controls

All of the controls have the following attributes.

Name	A unique name for the control. By default, unique names are generated by the system, formed by appending a two-digit, sequential number to the property or control name.
X-Position	The position of the top left corner of the control, specified as a number of dialog units*, along the X, or horizontal, axis of the form.
Y-Position	The position of the top left corner of the control, specified as a number of dialog units*, along the Y, or vertical, axis of the form.
Width	The horizontal measurement of the control specified as a number of dialog units*.
Height	The vertical measurement of the control specified as a number of dialog units*.
Auto move	(optional) Specifies whether or not the control can reposition itself as the dialog is resized (none, horizontal, vertical, or both). The default is none.
Auto size	(optional) Specifies whether or not the control can resize itself as the dialog is resized (none, horizontal, vertical, or both). The default is none.

**Note:** \* Dialog units are platform independent measurement units that are converted to pixels at runtime using the target platform's rendering engine, factoring in the size of the display font.

Additionally, all **property** controls have the following attributes.

Property	The name of the item property that the control will expose on the form.
Tab index	(optional) The order in which the control gains focus as the user moves the insertion point through the form using the Tab key.
Info tip	(optional) Text that appears in a tip pop-up when the mouse pointer hovers over the control. If no text is entered, no pop-up tip help is displayed.

## User-defined Property Fields

StarTeam Enterprise Advantage and Enterprise licenses enable you to customize the repository by adding user-defined property fields to files, change requests, requirements, topics, and tasks.

You can also change the properties of some existing items. For example, you can customize the **Priority** change request field. Instead of using the default values (Yes and No), your company can change the item properties so that StarTeam prioritizes change requests on a scale from 1 (high) to 10 (low).

The application adds new property fields and modified property fields to the database used by your current server configuration. These fields are available in the same locations as other item property fields.

**Note:** When you customize the database, you should use the `stcmd` command line to exclusively lock the server. For more information, refer to the “Lock and Unlock Server” link at the bottom of this topic.

## Modifications to Existing Fields

You can modify some existing property fields and any custom fields that have been created. The property fields that can be modified are always enumerated types.

For example, **Priority** is an existing change request property that can be customized. On the **Synopsis** tab of the **Change Request Properties** dialog box, **Priority** has the values *Yes* and *No*, but is implemented as an enumerated type with *Yes* having the numeric code of 1 and *No* having the numeric code of 0. If your company prefers to prioritize change requests on a scale from 1 (high) to 10 (low), you can add additional values. You can use the current numeric codes 0 and 1 with new names or disable them.

**Tip:** Try to take advantage of the existing codes in some way.

For example, you might change the name of the enumerated value *No* to *Not Prioritized*. Then you can query for **Priority** equal to 0 to identify the change requests that need to be prioritized.

You might also change the name *Yes* to *Priority 1*, as it already has the code 1. Then you can add additional values for *Priority 2* through *Priority 10*. Any numeric codes that you assign must have a value greater than 100, because the application reserves the values 0 through 100 for internal uses. So you might add a value with the name *Priority 2* and the numeric code 101, *Priority 3* with the numeric code 102, and so on.

**Tip:** Queries use the numeric codes to make comparisons based on enumerated values. Using the above codes, you can write a query to locate Priorities 1, 2, and 3, by querying for Priority greater than 0 and less than 103.

By default, sort and list boxes display items in the order that they appear in the **Add Field** or **Modify Field** dialog boxes. You can use the sort options to sort by name in ASCII or alphabetical order.

## Translation of Display Names and Enumerated Values

When you create a custom field, you provide a display name for that field. If you create the field as an enumerated type, you must also provide names for the enumerated values. The client also displays all of these names to users. The names that you specify when you create the field become the default names for that field.

If you do not set up translations for the names of a custom field, users will always see the default names. However, if you translate the names associated with a field, users will see the names provided for the locale specified for the operating system of that client.

For example, suppose you have a custom field for which you specified all the default names in English. Then you translate the names (a display name and several names for enumerated values) into French. Users whose clients use French operating systems will see the French names. All other users see the default names.

In more complicated examples, you need to understand how locales and languages are defined. Each locale or language is defined by using at most three parts separated by hyphens. These parts represent the language itself,

the country it is spoken in, and a variant of that language. Most languages are represented by just the first two of these parts.

For example, Dutch has the following three entries in the language table:

- ◆ Dutch [nl]
- ◆ Dutch (Belgium) [nl-BE]
- ◆ Dutch (Netherlands) [nl-NL]

The bracketed section represents the locale or language. In this case, [nl] represents a generic Dutch, while [nl-BE] and [nl-NL] represent Dutch as it is spoken and written in Belgium and in the Netherlands, respectively.

If you translate the names from a custom field into generic Dutch, all Dutch operating systems can use those names. If you translate the names into both generic Dutch and the Dutch used in Belgium, the client treats the names as follows:

- ◆ Users whose clients run on operating systems with the locale set to the Dutch of the Netherlands (the [nl-NL] entry) see the generic Dutch translations. If an enumerated name is not translated into Dutch, these users see the default name for that value.
- ◆ Users whose clients run on operating systems with the locale set to the Dutch of Belgium see the translations for the Dutch of Belgium.

If an enumerated name is not translated into the Dutch of Belgium, they see the generic Dutch name for that value. If a name is not translated into either the Dutch of Belgium or generic Dutch, they see the default name for that value.

Accordingly, if you are generally satisfied with the generic Dutch translations, but want to use a different spelling or a different word for just one value in the Dutch of Belgium, you can translate the name of that value into the Dutch of Belgium.

**Note:** The Java VM reads the locale information setting for the client's operating system when it starts running. If you change that setting, you must restart the Java VM.

**Tip:** Generally, an organization standardizes on one language for the default values of all custom fields. Otherwise, the application allows you to use a different default language for every custom field. For example, when you create a custom field using English names, English names become the default for that field. If someone else creates a custom field using Japanese names, the default names for that field are Japanese, unless they are changed later.

## Related Procedures

[Translating Display Names and Enumerated Values](#)

## Procedures

This section contains all the tasks associated with administering and using StarTeam.

### In This Section

[Customizing your Client with Alternate Property editors \(APEs\)](#)

This section contains tasks related to using Alternate Property Editors.

# Customizing your Client with Alternate Property editors (APEs)

This section contains tasks related to using Alternate Property Editors.

## In This Section

### [Activating Forms](#)

This topic describes how to activate your custom form in the Cross-Platform Client.

### [Changing Default Link Colors in Workflow Files](#)

Describes changing the default link colors.

### [Changing the Tab Order for Controls](#)

This topic explains how to change the tab order for form controls.

### [Configuring Date/Time Fields](#)

Describes how to create a custom date or time field.

### [Configuring Enumerated Fields](#)

Describes how to create a custom enumerated field.

### [Configuring New Property Fields](#)

Describes how to create new property fields.

### [Configuring Projects to Use Alternate Property Editors](#)

Describes configuring projects to use APEs.

### [Configuring Text Fields](#)

Describes how to create a custom text field.

### [Configuring User ID Fields](#)

Describes how to create a custom user ID field.

### [Creating Enumerated Properties](#)

Describes how to create a custom enumerated field.

### [Customizing the Detail Pane](#)

This topic describes how to customize the fields that display in the Detail (lower) panes of the Cross-Platform Client.

### [Displaying Custom Property Fields](#)

Describes how to display custom property fields for an item in the Properties dialog box and in the upper pane.

### [Drawing Complex Controls](#)

This topic explains how to draw the complex property controls in the Form Layout Area of Layout Designer.

### [Drawing Non-Property Controls](#)

This topic explains how to draw the standard non-property controls in the Form Layout Area of Layout Designer.

### [Drawing Property Controls](#)

This topic explains how to draw the standard property controls in the Form Layout Area of Layout Designer.

### [Editing Form Properties](#)

This topic describes how to edit form properties in Layout Designer.

### [Launching StarTeam Layout Designer and Opening a Form](#)

Procedural topic about how to launch Layout Designer and create, open, or import a form.

### [Saving New Forms](#)

This topic explains where to save forms that you design in Layout Designer.

[Translating Display Names and Enumerated Values](#)

Describes how to translate display names and enumerated values for custom fields.

[Working with Tabs](#)

This topic describes how to add and remove tabs and how to change captions on the tabs.

# Activating Forms

After you save the form in an appropriate project directory in the StarFlow Extensions project, follow the instructions below to activate the form for use in the Cross-Platform Client.

**Note:** If you have alternate property editors (APEs) designated for use in the **Project Properties** dialog box, you must disable to activate the customized Layout Designer form.

## To activate the Layout Designer form

- 1 Launch the Cross-Platform and access the project or view in which the form will be used.
- 2 Select the appropriate item tab in the Upper pane. For example, if you have modified the default Change Request form with Layout Designer, select the **Change Request** tab.
- 3 Choose **<ItemType>** ▶ **Properties** to open the modified properties dialog. <ItemType> corresponds to the item for which you edited the form, for example, a Change Request.

Your modified properties dialog displays. To make further updates to the form, you can reopen the form in Layout Designer.

If you are currently using APEs, you must disable them to use the custom Layout Designer form. Layout Designer respects the built-in StarTeam workflow. You cannot use APEs and/or custom workflows with a Layout Designer form.

## To discontinue APE usage for a project

- 1 Open the Cross-Platform Client.
- 2 Choose **Project** ▶ **Properties** from the main menu. The **Project Properties** dialog box opens.
- 3 Select the **Editors** tab, and clear any check boxes for which you do not wish to use APEs. For example, if you want to use the Layout Designer customized form for a change request, clear the **Use alternate property editor for change requests** check box.
- 4 Click **OK** to close the dialog box and save your settings.

### Related Concepts

[Property Dialog Customization Using StarTeam Layout Designer](#)  
[StarTeam Layout Designer UI](#)  
[Controls](#)

### Related Procedures

[Launching StarTeam Layout Designer and Opening a Form](#)

### Related Reference

[StarTeam Layout Designer Reference](#)

## Changing Default Link Colors in Workflow Files

Links are color-coded, one color for links with no conditions and another color for links with conditions. By default, Workflow Designer displays unconditional links in dark blue and conditional links in cyan. Conditional links are dotted lines. You can easily change the default colors. You cannot change the default line style.

### To change the default link color

- 1 Choose **Edit Link Options Default Link Colors** from the menu. A color selection dialog opens.
- 2 Select the new default link color by selecting a color swatch or entering RGB or HSB values, then click **OK**.

### To change the default conditional link color

- 1 Choose **Edit Link Options Default Conditional Link Colors** from the menu. A color selection dialog opens.
- 2 Choose the new default link color by selecting a color swatch or entering RGB or HSB values, then click **OK**.

# Changing the Tab Order for Controls

The tab order determines the order in which the insertion point will move through the controls when the user presses the Tab key. By default, the tab order for controls is the order in which you add the controls to the form.

## To change the order of tab controls

- 1 On the Editing Toolbar at the top of the Layout Designer window, click the Tab Order button to turn on **Tab Order** view. This button works as a toggle. The tab order for each control displays superimposed on each control in the Form Layout Area.
- 2 **CTRL + CLICK** the tab order box for the control to be first in the tab order. Initially, the number 1 displays in the superimposed box on the control.
- 3 Click each control in sequence to apply the next sequential number.

**Tip:** Instead of performing steps 2 and 3, you can also click the tab order box in the Form Control Area for a control. Clicking repeatedly cycles through the numbers and adjusts the numbers of all the other controls on the form.

- 4 Click the **Tab Order** button to turn off Tab Order view.

## Related Concepts

[Property Dialog Customization Using StarTeam Layout Designer](#)  
[StarTeam Layout Designer UI](#)  
[Controls](#)

## Related Reference

[StarTeam Layout Designer Reference](#)

# Configuring Date/Time Fields

The date/time type can be used to create new date or time fields. A date has only a date component, while a time always has both a date and a time component. This procedure is a continuation of Creating a New Property Field.

## To create a custom date or time field

- 1 From the **Add Field** dialog box, select **Time** from the **Type** text box.
- 2 Optionally, type a default date or time in the **Default** value text box, using the appropriate format for your locale. This value automatically becomes the value used for all existing items that have the field as a property. It also becomes the default value for newly created items. You can change this value manually on the **Custom** tab of the item **Property** dialog box.

If you do not set a default, no value is placed in the database for any item with this field, unless you set the field to a value manually.

- 3 Click **OK**.

## Related Procedures

[Configuring New Property Fields](#)

[Configuring Enumerated Fields](#)

[Configuring Text Fields](#)

[Configuring User ID Fields](#)

[Displaying Custom Property Fields](#)

[Translating Display Names and Enumerated Values](#)

[Creating Enumerated Properties](#)

## Configuring Enumerated Fields

The order in which enumerated values appear in list boxes in the **Query** and other dialog boxes is the order in which they appear in the **Add Field** or **Modify Field** dialog box. This can be a code order or even alphabetic order, but only if they appear in that way in the dialog box. You can use drag-and-drop to rearrange the values.

This procedure is a continuation of Creating a New Property Field.

### To create a custom enumerated field

- 1 From the **Add Field** dialog box, select **Enumerated** from the **Type** text box.
- 2 Click **Add** to enter the first value. The **Add Value** dialog box opens. The application reserves the numeric codes from 0 to 100, so this dialog box shows numbers starting with 101.
- 3 Use the displayed code or type another in the **Code** text box.
- 4 Type the name for this enumerated value in the **Name** text box.
- 5 Click **OK**.
- 6 Use drag-and-drop to arrange the values in the **Possible Values** list box.
- 7 Select one of the enumerated values as a default from the **Default Value** list box. This value automatically becomes the value used for all existing items that have the field as a property. It also becomes the default value for newly created items. You can change this value manually on the **Custom** tab of the item **Property** dialog box.

Many users create a value of **<none>** to use as the default, to indicate that no value is really being set. They also place this value first in the enumerated list, so that it displays at the top or bottom of the upper pane when the column for the field is sorted.

If you are entering a date or time, use the appropriate format for your locale.

- 8 Verify that the codes you have selected are the ones that you want. They cannot be changed once you exit the dialog box.
- 9 Click **OK**.

### Related Procedures

[Configuring New Property Fields](#)

[Configuring Date/Time Fields](#)

[Configuring Text Fields](#)

[Configuring User ID Fields](#)

[Displaying Custom Property Fields](#)

[Translating Display Names and Enumerated Values](#)

[Creating Enumerated Properties](#)

## Configuring New Property Fields

You can create any number of property fields for application items. A new field can be any of the following types: date/time, enumerated, integer, Real, Text, or UserID.

Enumerated, integer, real and date/time types have default values, although the user can change them. Text and user ID types do not have default values, but you can require that the user provide input for these fields.

Before creating custom fields, use the `stcmd` command line to exclusively lock the server to ensure that other users cannot access it.

### To create a new property field

1 Select one of the following:

- ◆ **File** ▶ **Advanced** ▶ **Customize**
- ◆ **Change Request** ▶ **Advanced** ▶ **Customize**
- ◆ **Topic** ▶ **Advanced** ▶ **Customize**
- ◆ **Task** ▶ **Advanced** ▶ **Customize**

2 Review the **Customize** dialog box to find the fields that can be customized. The fields and icon graphics accompanying them are as follows:

- ◆ A field with a pencil in the center of the icon is an application field. It is always an enumerated type and is fully customizable. You can add, disable, rename, and reorder its values.
- ◆ A new field icon displays the head and shoulders of a person. It can be one of several types and is fully customizable. If the new field is disabled, the icon is greyed-out.
- ◆ An application field with an icon containing a small yellow lock in the lower left corner is a restricted enumerated type. You can change only the names the application displays for the values of this field.

Usually these fields have workflow characteristics that cannot be altered.

3 Click **Add**. The **Add Field** dialog box opens.

4 Type the name for the new field to be used by the database in the **Field name** text box. Use only alphanumeric characters and no spaces in this name.

The name should be less than 31 ASCII characters (including `Usr_`) and not contain the following characters, which are not accepted by one or more of the databases that the application supports:

```
= \ \ . ^ $ @ , ; ! : # * & < > ? - / / % | [ ] ( ( ) ) + "
```

Be careful about selecting the field name, as it cannot be changed once you click **OK**.

5 Type the name that the application will display to users in the **Display Name** text box.

6 Select a type from the **Type** list box and follow the steps in the procedure for that type.

**Related Concepts**

[User-defined Property Fields](#)

**Related Procedures**

[Configuring Date/Time Fields](#)

[Configuring Enumerated Fields](#)

[Configuring Text Fields](#)

[Configuring User ID Fields](#)

# Configuring Projects to Use Alternate Property Editors

By default, every project uses the standard property dialogs. When an APE is ready for use, you must change the project properties so that all the views in a project will use the APEs. Once set, every view in the project must use an APE instead of the standard dialog. However, each view can use a different APE that you have checked into the appropriate view-specific subfolder in the Projects folder of StarFlow Extensions project.

## To use an APE with a StarTeam item type

- 1 In the application, choose **Project Properties** from the menu bar. The **Project Properties** dialog appears.
- 2 Select the **Editors** tab.
- 3 Select the Use Alternate Property Editor For <item> check box.
- 4 Enter or browse for the correct APE. Usually you enter the word Locator followed by the name of the APE.

**Warning:** Take care when setting the APE for a project that is in production because the new setting takes effect immediately. It is important to test any changes that are made to an APE prior to making this editor available to a wide audience.

## Related Procedures

[Customizing your Client with Alternate Property editors \(APEs\)](#)

# Configuring Text Fields

A default value cannot be set for a text field, because most text fields contain unique data.

This procedure is a continuation of Configuring a New Property Field.

## To create a custom text field

- 1 From the **Add Field** dialog box, select **Text** from the **Type** text box.
- 2 Use the default maximum length (255 characters) or type a number of characters from 2 to 20,000 in the **Length** text box.
- 3 Verify the **Length** is adequate, because you cannot change it after exiting the dialog.
- 4 Select the **Input required** check box if you want to make the field required. Required fields are rarely used with files, because they affect the **File Properties** dialog box only.

## Related Procedures

[Configuring New Property Fields](#)

[Configuring Date/Time Fields](#)

[Configuring Enumerated Fields](#)

[Configuring User ID Fields](#)

[Displaying Custom Property Fields](#)

[Translating Display Names and Enumerated Values](#)

[Creating Enumerated Properties](#)

## Configuring User ID Fields

A default value cannot be established for a user ID field, because if the **User ID** is deleted, the value becomes invalid. This procedure is a continuation of Configuring New Property Fields.

### To create a custom user ID field

- 1 From the **Add Field** dialog box, select **UserID** from the **Type** text box.
- 2 Select the **Input required** check box to make this a required field. Required fields are rarely used with files, because they affect the **File Properties** dialog box only.
- 3 Click **OK**.

### Related Procedures

[Configuring New Property Fields](#)

[Configuring Date/Time Fields](#)

[Configuring Enumerated Fields](#)

[Configuring Text Fields](#)

[Displaying Custom Property Fields](#)

[Translating Display Names and Enumerated Values](#)

[Creating Enumerated Properties](#)

## Creating Enumerated Properties

The order in which enumerated values appear in list boxes in the **Query** and other dialog boxes is the order in which they appear in the **Add Field** or **Modify Field** dialog box. This can be a code order or even alphabetic order, but only if they appear in that way in the dialog box. You can use drag-and-drop to rearrange the values.

### To create a custom enumerated field

- 1 From the **Add Field** dialog box, select **Enumerated** from the **Type** text box.
- 2 Click **Add** to enter the first value. The **Add Value** dialog box opens. StarTeam reserves the numeric codes from 0 to 100, so this dialog shows numbers starting with 101.
- 3 Use the displayed code or type another in the **Code** text box.
- 4 Type the name for this enumerated value in the **Name** text box and click **OK**.
- 5 Use drag-and-drop to arrange the values in the **Possible Values** list box.
- 6 Select one of the enumerated values as a default from the **Default Value** list box. This value automatically becomes the value used for all existing items that have the field as a property. It also becomes the default value for newly created items. You can change this value manually on the **Custom** tab of the item **Property** dialog box.

Many users create a value of **<none>** to use as the default, to indicate that no value is really being set. They also place this value first in the enumerated list, so that it displays at the top or bottom of the upper pane when the column for the field is sorted. If you are entering a date or time, use the appropriate format for your locale.

- 7 Verify that the codes you have selected are the ones that you want. They cannot be changed once you exit the dialog box and click **OK**.

### Related Procedures

- [Configuring New Property Fields](#)
- [Configuring Date/Time Fields](#)
- [Configuring Enumerated Fields](#)
- [Configuring Text Fields](#)
- [Configuring User ID Fields](#)
- [Displaying Custom Property Fields](#)
- [Translating Display Names and Enumerated Values](#)

## Customizing the Detail Pane

You can modify the display format and content of the **Detail** (lower) pane in the Cross-Platform Client on a per-workstation basis by placing correctly named and formatted HTML templates in the same directory as the `starteam-servers.xml` and `starteam-client-options.xml` files. For example, on a Windows system these files could be located in the `C:\Documents and Settings\USER\Application Data\Borland\StarTeam` folder.

Sample **Detail** pane templates are installed under the Cross-Platform Client root installation folder in the `samples\details-templates` folder.

The name of the template file controls the StarTeam component to be modified. For example, a template named `changerequest.details.html` controls the format and content of the **Detail** pane display for the change request component.

### To customize the detail panes on your workstation

- 1 Create an HTML template file for the corresponding component that you wish to customize. For example, if you want to format the contents of the **Detail** pane for a change request, you would create a template file named `changerequest.details.html`.

You must use the following file names for the component detail panes that you wish to customize:

- ◆ `folder.details.html`
- ◆ `file.details.html`
- ◆ `changerequest.details.html`
- ◆ `task.details.html`
- ◆ `topic.details.html`
- ◆ `requirement.details.html`
- ◆ `changepackage.details.html`

**Tip:** Refer to the link at the end of this topic to review sample template files that you can use as a starting point for creating your own templates for customizing the **Detail** pane.

- 2 Make any desired modifications to the template file.

Follow the formatting example in the sample template file. The fields used in the **Detail** pane HTML templates are recognized by the client when they are contained between double tilde `~~` characters. For example:

`~~Status~~` represents the Status field found in the **Change Request Properties** dialog box.

- 3 Save the template files in the same directory as the `starteam-servers.xml` and `starteam-client-options.xml` files. For example, on a Windows system these files could be located in the `C:\Documents and Settings\USER\Application Data\Borland\StarTeam` folder.

## Displaying Custom Property Fields

It is helpful to be able to look at a list of all custom property fields that have been created for a certain type of item. Also, having created such fields, you may wish to select them for display on the upper pane of the project view window.

### To display custom property fields for an item on the Properties dialog box

- 1 Select a folder from the folder hierarchy.
- 2 Select a component tab. This action displays items in the upper pane.
- 3 Highlight an item on the upper pane, and select **Properties** from the component menu or context menu. These actions display the **Properties** dialog box.
- 4 Click the **Custom** tab to see the custom fields created for the selected item.
- 5 Click **OK** to exit the dialog box.

### To display custom property fields in the upper pane

- 1 Select a folder from the folder hierarchy.
- 2 Select a component tab. This action displays items in the upper pane.
- 3 Select **Filters** ► **Show Fields** from the component menu or context menu. The **Show Fields** dialog box appears.
- 4 Select the fields you want to display from the **Available fields** list, and click **Add**.
- 5 Arrange the fields in the **Show these fields in this order** list by dragging and dropping the field names.
- 6 Click **OK** when you are finished. The fields you have selected appear in the upper pane.

**Note:** Only 60 columns can be displayed in the upper pane at a time. If the addition of custom fields raises the total over 60 fields, you cannot display all fields for an item as columns in the upper pane. Remember that databases have limitations as well, which can limit the number of custom fields you create.

#### Related Concepts

[User-defined Property Fields](#)

#### Related Procedures

[Configuring New Property Fields](#)

[Configuring Date/Time Fields](#)

[Configuring Enumerated Fields](#)

[Configuring Text Fields](#)

[Configuring User ID Fields](#)

[Translating Display Names and Enumerated Values](#)

[Creating Enumerated Properties](#)

## Drawing Complex Controls

Complex controls enable you to easily incorporate entire sections of the user interface into your form. Complex controls are meant to be the only control on a tab. If you add one or more simple controls to a tab that contains a complex control, the simple controls will be placed on a separate tab at runtime.

You can create the following complex property controls from the Tools Palette:

- ◆ Custom Property List Control
- ◆ Attachments Control
- ◆ Item History Control
- ◆ Item Labels Control
- ◆ Item Links Control
- ◆ Item References Control
- ◆ User List Control

### To create complex property controls (general)

- 1 Click the desired complex property button on the Tools Palette. The mouse pointer changes to a cross-hair.
- 2 Click and drag to draw the control on the form in the Form Layout Area. The **Create New Control** dialog box opens.
- 3 Type a unique property name for the control, and click **OK**.

**Note:** The buttons on the Tools Palette represent the simple control properties that you can add to the form. The buttons are not applicable to every item type. For example, you cannot add a *User List Control* to a Change Request dialog.

### Related Concepts

[Property Dialog Customization Using StarTeam Layout Designer](#)  
[StarTeam Layout Designer UI](#)  
[Controls](#)

### Related Reference

[StarTeam Layout Designer Reference](#)

## Drawing Non-Property Controls

Non-property controls are stand-alone controls that are not linked to item properties. Non-property controls include label, group, image, and static text controls.

You can create the following non-property controls from the Tools Palette:

- ◆ Create non-property controls (general)
- ◆ Create Label non-property controls
- ◆ Create Image non-property controls
- ◆ Create Group non-property controls
- ◆ Create Static Text non-property controls

### To create a non-property control (general)

- 1 Click the appropriate button on the Tools Palette. The mouse pointer changes to a cross-hair.
- 2 Click and drag to draw the control on the form. A dialog box opens so you can name the control.
- 3 Type a unique ID of your choosing for the control, and click **OK**.

### To create a Label control

- 1 Click the Label Control button on the Tools Palette, then click the Form Layout Area, and drag to draw the control on the form. The **Create New Control dialog** box opens.
- 2 Select the property control to be associated with the label, and click **OK**.
- 3 Change the **Caption value** to descriptive text for the control, replacing the **Label:** default value.

### To create an Image control

- 1 Click the Image Control button on the Tools Palette, then click the Form Layout Area, and drag to draw the control on the form. The **Create New Control dialog** box opens.
- 2 Type an **ID** for the field that is unique within the form, and click **OK**. The **Import Image** dialog box opens.
- 3 Browse to the .gif or .jpg file of your choice, and click **Import**.

### To create a Group control

- 1 Click the Group control button on the Tools Palette, then click the Form Layout Area, and drag to draw the control on the form. The **Create New Control dialog** box opens.
- 2 Type an **ID** for the field that is unique within the form, and click **OK**. The **Import Image** dialog box opens.
- 3 Browse to the .gif or .jpg file of your choice, and click **Import**.

### To create a Static Text non-property control

- 1 Click the Static Text Control button on the Tools Palette, then click the Form Layout Area, and drag to draw the control on the form. The **Create New Control dialog** box opens.

- 2 Select the **Display Caption Only** check box, and click **OK**.
- 3 Type the display text in the **Caption** value area in the Property Pane.

**Note:** The Static Text control is unique in that it can be either a property or non-property control. As a property control, it displays the value of a property without allowing the user to make changes. As a non-property control, it can be used to display a line of text on the form.

#### **Related Concepts**

[Property Dialog Customization Using StarTeam Layout Designer](#)  
[StarTeam Layout Designer UI](#)  
[Controls](#)

#### **Related Procedures**

[Drawing Property Controls](#)

#### **Related Reference**

[StarTeam Layout Designer Reference](#)

## Drawing Property Controls

A property control displays a item property on a form. Property controls are simple controls that are directly linked to a property for a item, display the current value for the property, and optionally enable the user to select a new value for the property. A property may appear more than once within a form, as long as each instance appears on a separate tab. A property may appear at most once on any single tab within the form.

You can create the following property controls from the Tools Palette:

- ◆ Create default property controls
- ◆ Create customized property controls
- ◆ Create Static Text property controls
- ◆ Create Radio Set property controls
- ◆ Create Check Box property controls
- ◆ Create Text Field, Text Area, Combo Box, or List property controls
- ◆ Create Time property controls
- ◆ Create Browse Button property controls
- ◆ Create run command Browse Button property controls

### To create default property controls

- 1 Click the **Properties** tab in the **Controls** pane. The **Properties** tab displays a list of all available properties for the item type.
- 2 Select the property that you want to display on the form, then drag your selection onto the form and drop it in an appropriate location. The default control for that property displays on the form.

### To create customized property controls

- 1 Click the appropriate button on the Tools Palette. The mouse pointer changes to a cross-hair.
- 2 Click and drag to draw the control on the form. A dialog box opens so you can select the item property to associate with the control.
- 3 Select the property to be exposed by the control, enter any control-specific information, and click **OK**.

**Note:** The buttons on the Tools Palette represent the simple control properties that you can add to the form.

See the sub-procedures that follow about the available property controls for specific information on each control.

### To create Static Text property controls

- 1 Click the Static Text Control button on the Tools palette, then click the Form Layout Area, and drag to draw the control on the form. The **Create New Control** dialog box opens.
- 2 Select the property to be exposed by the control, and leave the **Display caption only** check box unchecked.
- 3 Click **OK**.

## To create Radio Set property controls

- 1 Click the Radio Set Control button on the Tools Palette, then click the Form Layout Area, and drag to draw the control on the form. The **Create New Control** dialog box opens.
- 2 Select the property to be exposed by the control, and click **OK**. The **Add Radio Controls** dialog box opens.
- 3 You must create at least two radio controls for a radio set control. To create the radio controls within the radio set:
  - 1 Type the caption text for the button.
  - 2 Select the value to which the property will be set when the control is selected.
  - 3 Click **Next** to create another control and repeat.
  - 4 Click **Finish** when you have created the necessary controls.

**Note:** After you have created a radio set and have associated display text with the radio controls, you cannot edit either the display text or the associated values using the Layout Designer. Instead, you must delete the control and create a new one.

## To create Check Box property controls

- 1 Click the Check Box Control button on the Tools Palette, then click the Form Layout Area, and drag to draw the control on the form. The **Create New Control** dialog box opens.
- 2 Select the property to be exposed by the control, and click **OK**. The **Select State Values** dialog box opens.
- 3 Select the values to be associated with the check box in its checked and unchecked states, and click **OK**.

**Note:** After you have created a check box and have associated a property value to its checked and unchecked states, you cannot edit the associated values using StarTeam Layout Designer. Instead, you must delete the control and create a new one.

## To create Text Field, Text Area, Combo Box, or List property controls

- 1 Click one of the following buttons on the Tools Palette:
  - ◆ Text Field Control
  - ◆ Text Area Control
  - ◆ Combo Box Control
  - ◆ List Control
- 2 Click the Form Layout Area, and drag to draw the control on the form. The **Create New Control** dialog box opens.
- 3 Select the property to be exposed by the control, and click **OK**.

**Tip:** Create an associated Label control to describe the field and provide an access key target. You can create a Label control using the Label Control button on the Tools Palette.

## To create Time property controls

- 1 Click the Time Control button on the **Tools Palette**, then click on the **Form Layout Area**, and drag to draw the control on the form. The **Create New Control** dialog box opens.
- 2 Select the property to be exposed by the control, and click **OK**.

## To create Browse Button property controls

- 1 Create a text field control and select the property it is to expose. This is the same property (file path or folder path) that is to be attached to the browse button.
- 2 Click the Browse button on the Tools Palette, then click in the Form Layout Area, and drag to draw the control on the form. The **Create New Control** dialog box opens.
- 3 Select the button type (either **Browse File Button** or **Browse Folder Button**) and the property that displayed by the text control created in step 1, and click **OK**.

## To create run command Browse Button property controls

- 1 Create the executable, if necessary, and associate it with a StarTeam item property.
- 2 Click the Browse button on the Tools Palette, then click in the Form Layout Area, and drag to draw the control on the form. The **Create New Control** dialog box opens.
- 3 Select **Run Command Button** as the control type and the property that contains the command name as its value, and click **OK**.

### Related Concepts

[Property Dialog Customization Using StarTeam Layout Designer](#)  
[StarTeam Layout Designer UI](#)  
[Controls](#)

### Related Procedures

[Drawing Non-Property Controls](#)

### Related Reference

[StarTeam Layout Designer Reference](#)

## Editing Form Properties

Form properties are available in the Property pane found in the lower left of the Layout Designer window.

### To edit form properties

- 1 Select a component in the Form Layout Area.
- 2 Use the Property pane to edit the **Name**, **Caption**, or **Info Tip** values.

### Related Concepts

[Property Dialog Customization Using StarTeam Layout Designer](#)  
[StarTeam Layout Designer UI](#)  
[Controls](#)

### Related Reference

[StarTeam Layout Designer Reference](#)

# Launching StarTeam Layout Designer and Opening a Form

By default, the StarTeam Layout Designer is installed in the StarTeam group of the Windows Start Menu. You can start StarTeam Layout Designer by selecting **Start ▶ Programs ▶ StarTeam ▶ StarTeam Layout Designer ▶ StarTeam Layout Designer**. StarTeam Layout Designer initially opens an empty main window with the **File** and **Help** menus available. After you perform one of the procedures below, Layout Designer displays the area in which to design your form, and the tools used to create controls.

Before you can use the features of StarTeam Layout Designer, you must do one of the following:

- ◆ Create a new form
- ◆ Open an existing form
- ◆ Import a previously-exported form

## To create a new form

- 1 Select **File ▶ New** from the main menu. The **New Template** dialog box opens.
- 2 Select the server on which the form is to reside, login if necessary, and click **New**. The **Select a Layout Type** dialog box opens.
- 3 Select a layout type from the drop-down list, and click **OK**.

## To open an existing form

- 1 Select **File ▶ Open** from the main menu. The **Open Template** dialog box opens.
- 2 Select the server on which the form resides, and login if necessary.
- 3 Browse to the file, select it, and click **Open**. StarTeam Layout Designer opens files with the \*.layout.xml extension.

## To import a previously-exported form

- 1 Select **File ▶ Import** from the main menu. The **Import Template** dialog box opens.
- 2 Browse to the file, select it, and click **Open**.

**Tip:** If you have been working on a form and you are not ready to save it to the server, use the **File ▶ Export** command from the main menu to save a copy to the destination of your choice. When you are ready to begin working on the file again, import it into StarTeam Layout Designer using the main menu **File ▶ Import** command.

### Related Concepts

[Property Dialog Customization Using StarTeam Layout Designer](#)  
[StarTeam Layout Designer UI](#)

### Related Reference

[StarTeam Layout Designer Reference](#)

## Saving New Forms

By default, when you install StarTeam Server, the installer automatically installs and creates the StarFlow Extensions project. The StarFlow Extensions project contains a folder named *Projects*. You must use this project to store your custom Layout Designer forms.

Forms stored within the *Projects* folder are used by projects on the server as follows:

- ◆ If you store a custom form in the *Projects* folder, it is used by all projects on the server unless a form at a lower level overrides it.
- ◆ If you create a *myproject* folder under the *Projects* folder, all forms stored within this folder are used for the project named *myproject* on the server that contains the StarFlow Extensions project.
- ◆ If you create a *myviews* folder under the *myproject* folder, the forms stored within it are used in the *myviews* view for the specified project.

### To save a new form

- 1 Select **File** ► **Save As** from the main menu.
- 2 Browse to the appropriate folder within the StarTeam Extensions project.
- 3 Click **Save**.

**Note:** In step 2, if you are no longer connected to the server, you will need to log onto it again before browsing to a folder.

### Related Concepts

[Property Dialog Customization Using StarTeam Layout Designer](#)  
[StarTeam Layout Designer UI](#)  
[Controls](#)

### Related Procedures

[Launching StarTeam Layout Designer and Opening a Form](#)

### Related Reference

[StarTeam Layout Designer Reference](#)

# Translating Display Names and Enumerated Values

When you create a custom field, you provide a display name for that field. If you create the field is an enumerated type, you must also provide names for the enumerated values. All of these names are also displayed to users in the client.

## To translate the display name and/or enumerated values for a custom field

- 1 Do one of the following:
  - ◆ While creating a custom field with the **Add Field** dialog box, click **Translate**.
  - ◆ Display the properties of a custom field. Select the **Advanced** ► **Customize** command from one of the item menus, such as the **File** or **Change Request** menu. Select the field to be modified. Click **Edit**, to display the default values in the **Modify Field** dialog box. These values may not be what you see in your client. For example, the defaults may be in English, and you may be using the Cross-Platform Client client with a French locale. Click **Translate**. The **Translate Field** dialog box appears.
- 2 Select the language you want in the Language drop-down list box. If it does appear, click **Add**.

In the **Add Language** dialog box, select a language from the **Language** list box. In the **User Defined** text box, type an existing locale name, such as fr-FR to quickly select the language by its locale name. Type a new locale name. A user-defined locale name must follow the formatting rules for locale names. You can use up to 8 characters: letters, numbers, and one or two hyphens to separate the locale name into two or three parts. Underscores display as hyphens. (No spaces are allowed.) Regardless of the case you type, the first part will always be lowercase and the second part will always be uppercase. After its creation, the user-defined language becomes a member of the language list for the current field. It is not available for other fields, unless you also create it for those fields. To see the values in a user-defined language, users must set their workstations to that locale.

Click **OK**, to return to the **Edit Translations** or **Translate Field** dialog box.

Be aware that adding a language to one field does not automatically add it to the language list for any other field. Also, if you do not translate any values, the language will disappear from the language list for this field.
- 3 Optionally, type the display name for the field in the new language in the **Translated Display Name** text box.
- 4 Optionally, translate enumerated values.
- 5 Click **OK** to return to the **Add Field** or **Modify Field** dialog box.
- 6 Click **OK** to return to the **Customize** dialog box.
- 7 Click **Close**.

## To translate enumerated values

- 1 Select an enumerated value to be translated.
- 2 Click **Edit**. The **Translate Enumerated Value** dialog box displays.
- 3 Type the translated value in the **Translated Text** box.
- 4 Click **OK** to return to the **Translate Field** dialog box.
- 5 Repeat steps a through d for other enumerated values.

## Related Concepts

[User-defined Property Fields](#)

## Working with Tabs

By default, Layout Designer creates a form with a single tab labeled *Page 1*. You can change tab text, add tabs to the form, and change the order of tabs using the **Edit Property Sheet** dialog box.

You can manage tabs using the Edit Tabs toolbar button in the Editing Toolbar at the top of the Layout Designer window. You can do the following:

- ◆ Add tabs
- ◆ Remove tabs
- ◆ Reorder tabs
- ◆ Add or change the caption value for a tab

**Note:** Multiple controls of the same property on a single tab are not supported — that is, only the first control will be used. Also, certain controls (<propertyList>/<property>, <attachments>, and <userList>) must be the only control on a tab. All attributes for these controls are currently ignored except property for <userList>.

### To add a tab

- 1 Click the Edit Tabs toolbar button in the Editing Toolbar. The **Edit Property Sheet** dialog box opens.
- 2 Type caption text for the tab in the **Title** field.
- 3 Click **Add**. A new tab displays in the dialog with the caption you provided in step 2.
- 4 To add more tabs, do not close the dialog, and repeat steps 2 and 3.
- 5 When you are finished adding tabs, click **OK**.

**Tip:** If you create more tabs than fit in the sample area, the arrow buttons on the right of the **Edit Property Sheet** dialog box become active, enabling you to move to the first, previous, next, and last tab in the sequence.

### To remove a tab

- 1 Click the Edit Tabs toolbar button in the Editing Toolbar. The **Edit Property Sheet** dialog box opens.
- 2 Click on the tab in the sample area of the dialog box and explicitly select the tab that you wish to remove. When you select a tab, its name displays in the **Title** field.
- 3 Click **Remove**.
- 4 When you are finished removing tabs, click **OK**.

### To reorder tabs

- 1 Click the Edit Tabs toolbar button in the Editing Toolbar. The **Edit Property Sheet** dialog box opens.
- 2 Click on the tab in the sample area of the dialog box and explicitly select the tab that you wish to reorder. When you select a tab, its name displays in the **Title** field.
- 3 Click the arrow buttons to the left of the sample area to reposition the tab left or right in the sequence.
- 4 When you are finished reordering tabs, click **OK**.

## To rename a caption on a tab

- 1 Click the Edit Tabs toolbar button in the Editing Toolbar. The **Edit Property Sheet** dialog box opens.
- 2 Click on the tab in the sample area of the dialog box and explicitly select the tab that you wish to rename. When you select a tab, its name displays in the **Title** field.
- 3 Edit the **Title** field, and click **OK** to apply the changes.

### Related Concepts

[Property Dialog Customization Using StarTeam Layout Designer](#)  
[StarTeam Layout Designer UI](#)  
[Controls](#)

### Related Reference

[StarTeam Layout Designer Reference](#)

## Reference

This section contains reference information.

### In This Section

[StarTeam Layout Designer Reference](#)

This section contains reference topics related to property dialog customization using StarTeam Layout Designer.

# StarTeam Layout Designer Reference

This section contains reference topics related attributes for property controls and an XML reference for the StarTeam Layout Designer \*.Layout.xml files.

## In This Section

### [Available Property Types](#)

This topic describes the property types supported by Layout Designer

### [Property Control Attributes](#)

This topic describes the available property controls for static text, radio set, check box, text field, text area, combo box, list, time, and browse button controls.

### [Non-Property Control Attributes](#)

This topic describes the available non-property controls for label, image, group, and static text controls.

### [Complex Control Attributes](#)

This topic describes the available complex controls attributes.

### [StarTeam Layout Designer XML Tags](#)

This section contains reference topics describing the various XML tags used by StarTeam Layout Designer.

## Available Property Types

The default control for a property is based on the property type. The Layout Designer supports the following property types:

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Enumerations	<p>The default representation is a combo box control; a list control can be substituted without special considerations. Enumerations can also be represented as check boxes and radio sets where appropriate.</p> <p>Integers (INT32)</p> <p>Real (FLOAT64)</p> <p>The default representation is a static text control. Text edit, list box, combo box, check box, and radio set controls may also be used where appropriate.</p>
Text	<p>The default representation is a text field control, which can be changed to a text area control by setting the multiline property to <code>yes</code>. Static text, list, combo, check box, and radio set controls may also be used where appropriate.</p>
Date/Time	<p>The default representation is a date/time control. Static text, text field, list, and combo box controls may also be used where appropriate without special considerations. Check box and radio set controls may also be used as long as the value attribute is one of the following:</p> <p>An ISO 8601-format date/time string (for example, "1994-11-05T13:15:30Z")</p> <p>The special value <code>now</code>, which is interpreted to mean the date/time when the dialog was initialized with the current item</p>
UserID, ViewID, ObjectID	<p>The default representation is a combo box control; a list control can be substituted with out special considerations. Static text is also supported. Check box and radio set controls may also be used with these property types.</p>
IDArray	<p>In some cases, IDArray properties (such as <code>&lt;userList&gt;</code> and <code>&lt;attachments&gt;</code>) are more completely supported as complex controls. Where complex controls are not provided, the only possible representation is as static text.</p>

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### Related Concepts

[Property Dialog Customization Using StarTeam Layout Designer](#)  
[StarTeam Layout Designer UI](#)

# Property Control Attributes

This topic describes simple property controls found in the Tools Palette and the attribute values that you can edit for these controls.

- ◆ Static Text Controls
- ◆ Radio Set Controls
- ◆ Check Box Controls
- ◆ Text Field Controls

## Static Text Control

The static text control is unique in that it can be either a property or non-property control. As a property control, it displays the value of a property without allowing the user to make changes. As a non-property control, it can be used to display a line of text on the form.

Attributes:

Caption	Leave blank for property controls. Use a Label control for descriptive text.
Text Align	(optional) Determines the alignment of displayed text (left or right).

## Radioset Control

Use the radio set control to display a small number of mutually exclusive choices.

Attributes:

Text Align	(optional) The alignment of all radio buttons and text within the radio set. Left specifies that text is left aligned and the button is drawn to the left of the text. Right specifies that text is right aligned and the button is drawn to the right of the text. The default is left.
Rows	(optional) The number of button rows in the radio set.
Columns	(optional) The number of button columns in the radio set.
Horizontal Align	(optional) The horizontal alignment of radio buttons within the group (left or right).
Vertical Align	(optional) The vertical alignment of radio buttons within the group (top, middle, or bottom).
Border	(optional) The border style for the control's bounding box (solid, etched, or none). The default is solid.
Caption	Descriptive text for the control.
Label Position	The location of caption text.

## Check Box Control

Use the Check Box control as a toggle or yes/no control.

Attributes:

Checked State	The value of the property when the check box is in the checked state.
Unchecked State	The value of the property when the check box is in the unchecked state.
Caption	(optional) Descriptive text for the control.
Text Align	(optional) The position and alignment of caption text. If text-align is left, then the text is left aligned and the check box is drawn to the left of the text. If text-align is right, then the text is

	right aligned and the check box is drawn to the right of the text. By default, left alignment is assumed.
Tab Index	(optional) The relative position of the control as the user moves from one control to another using the Tab key.
Access Key	(optional) A single character to be used in conjunction with the ALT key to bring focus to the field. The character must exist within the caption text; it will appear underlined in the caption. Additionally, each access key on a tab must be unique.

## Text Field Control

The Text Field control provides a single-line text input area. Use this control for short comments and for data that the user must enter in the system. The Text Field control is just an empty box into which the user can input text; there is no caption, label, or other descriptive text built into this control. You must, therefore, create an associated Label control to label the contents of the field and to provide a target for an access key.

Attributes:

Multiline	(optional) Whether the control is allowed to span more than one line (yes for text field controls).
Text Align	(optional) The alignment of text within the control (left or right).
Tab Index	(optional) The relative position of the control as the user moves from one control to another using the Tab key.

## Text Area Control

The Text Area control provides a multiline text input area, useful for large blocks of text. The Text Area control is just an empty box into which the user can input text; there is no caption, label, or other descriptive text built into this control. You must, therefore, create an associated Label control to label the contents of the field and to provide a target for an access key.

Attributes:

Multiline	(optional) Whether the control is allowed to span more than one line (yes for text area controls).
Text Align	(optional) The alignment of text within the control (left or right).
Tab Index	(optional) The relative position of the control as the user moves from one control to another using the Tab key.

## Combo Box Control

The Combo Box control provides a list control with a single-line footprint. The Combo Box control is just an empty box in which a list is displayed; there is no caption, label, or other descriptive text built into this control. You must, therefore, create an associated Label control to label the contents of the field and to provide a target for an access key.

Attributes:

Height Extended	The vertical measurement of the extended list in platform-independent dialog units. The default is 100.
Sort	(optional) Whether to sort the list alphabetically (yes or no). The default is no.
Tab Index	(optional) The relative position of the control as the user moves from one control to another using the Tab key.

## List Control

The List control displays a multiline list of values. The List control is just an empty box in which a list is displayed; there is no caption, label, or other descriptive text built into this control. You must, therefore, create an associated Label control to label the contents of the field and to provide a target for an access key.

Attributes:

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Sort	(optional) Whether to sort the list alphabetically (yes or no). The default is no.
Tab Index	(optional) The relative position of the control as the user moves from one control to another using the Tab key.

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## Time Control

The Time control displays time/date-related properties.

You can edit the following value:

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Tab Index	(optional) The relative position of the control as the user moves from one control to another using the Tab key.
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## Browse Button Control

The Browse Button control provides the option to browse files (inserting the resultant full path and filename into an associated text control), browse folders (inserting the resultant full path into an associated text control), or run a command. Before you create a browse button, you must first create a text field in which to store the resultant path. Associating the text field and the browse button with the same property instructs the system to enter the browse button results into that field. Before you create a run command button, the command must already exist and its full path and executable name must be associated with a property (such as the Test Command property).

Attributes:

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Caption	(optional) Descriptive text for the control. By default, browse buttons display ellipsis and run command buttons display Run as caption text.
Tab Index	(optional) The relative position of the control as the user moves from one control to another using the Tab key.
Access Key	(optional) A single character to be used in conjunction with the ALT key to bring focus to the button. The character must exist within the caption text; it will appear underlined in the caption. Additionally, each access key on a tab must be unique.

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## Related Concepts

[Property Dialog Customization Using StarTeam Layout Designer](#)  
[StarTeam Layout Designer UI](#)

## Non-Property Control Attributes

This topic describes simple property controls found in the Tools Palette and the attribute values that you can edit for these controls.

- ◆ Label Controls
- ◆ Image Controls
- ◆ Group Controls
- ◆ Static Text Controls

### Label Control

The Label control provides a textual label for another control; it cannot be created before the control with which it is to be associated. Label controls serve as descriptions for Text Field, Text Area, Combo Box, and List controls; these controls do not have built-in captions, labels, or other descriptive text.

Because an access key requires a textual label, the access key property is assigned to the Label control rather than the controls with no built-in caption text. Info Tips may be assigned to both the label and the property control.

Attributes:

Control List	The control with which this label is associated.
Caption	(optional) The text displayed in the control.
Access Key	(optional) A single character to be used in conjunction with the ALT key to bring focus to the field. The character must exist within the caption text; it will appear underlined in the caption when rendered. Additionally, each access key on a tab must be unique.
Info Tip	(optional) Text that will appear in a tip pop-up when the mouse pointer hovers over the control. If no text is entered, no pop-up tip help is displayed.

### Image Control

The Image control enables you to embed an image, such as a logo, onto the form. The Layout Designer supports .gif and .jpg formats.

Attributes:

Image	Available under normal circumstances; Unavailable if image data is missing or corrupted.
Content Type	The format of the image (.gif or .jpg).

### Group Control

If your first section includes multiple subtopics, introduce what the reader will encounter in the text.

Attributes:

Horizontal Align	(optional) The default horizontal alignment of child controls within the group (left or right).
Vertical Align	(optional) The default vertical alignment of child controls within the group (top, middle, or bottom.)
Border	(optional) The border style for the control (Solid, Etched, or None). The default is none.
Caption	Descriptive text for the control.
Label Position	The position of caption text (above or below). The default is above.

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Text Align	The alignment of caption text (left or right).
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## Static Text Control

The static text control is unique in that it can be either a property or non-property control. As a property control, it displays the value of a property without allowing the user to make changes. As a non-property control, it can be used to display a line of text on the form.

Attributes:

---

Caption	Leave blank for property controls. Use a Label control for descriptive text.
Text Align	(optional) Determines the alignment of displayed text (left or right).

---

## Related Concepts

[Property Dialog Customization Using StarTeam Layout Designer](#)  
[StarTeam Layout Designer UI](#)

# Complex Control Attributes

This topic lists the complex property controls found in the Tools Palette and their attribute values.

## Available Complex Controls

The complex controls are:

- ◆ Custom Property List Control
- ◆ Attachments Control
- ◆ Item History Control
- ◆ Item Labels Control
- ◆ Item Links Control
- ◆ Item References Control
- ◆ User List Control

## Complex Control Attributes

All complex controls have the following attributes:

Name	A unique name for the control. By default, unique names are generated by the system, formed by appending a two-digit, sequential number to the property or control name.
X-Position	The position of the top left corner of the control, specified as a number of dialog units*, along the X, or horizontal, axis of the form.
Y-Position	The position of the top left corner of the control, specified as a number of dialog units*, along the Y, or vertical, axis of the form.
Width	The horizontal measurement of the control specified as a number of dialog units*.
Height	The vertical measurement of the control specified as a number of dialog units*.
Auto Move	(optional) Specifies whether or not the control can reposition itself as the dialog is resized (none, horizontal, vertical, or both). The default is none.
Auto Size	(optional) Specifies whether or not the control can resize itself as the dialog is resized (none, horizontal, vertical, or both). The default is none.
Property	The name of the item property that the control will expose on the form.
Tab index	(optional) The order in which the control gains focus as the user moves the insertion point through the form using the Tab key.
Info tip	(optional) Text that appears in a tip pop-up when the mouse pointer hovers over the control. If no text is entered, no pop-up tip help is displayed.

**Note:** \* Dialog units are platform independent measurement units that are converted to pixels at runtime using the target platform's rendering engine, factoring in the size of the display font.

## Related Concepts

- [Property Dialog Customization Using StarTeam Layout Designer](#)
- [StarTeam Layout Designer UI](#)

# StarTeam Layout Designer XML Tags

This section provides detailed information about the individual elements in the StarTeam Layout Designer XML schema. Elements are listed alphabetically.

## In This Section

### [approvalTasks](#)

Describes the `<approvalTasks>` element provided in the Layout Designer XML schema.

### [attachments](#)

Describes the `<attachments>` element provided in the Layout Designer XML schema.

### [browseFileButton](#)

Describes the `<browseFileButton>` element provided in the Layout Designer XML schema.

### [browseFolderButton](#)

Describes the `<browseFolderButton>` element provided in the Layout Designer XML schema.

### [checkbox](#)

Describes the `<checkbox>` element provided in the Layout Designer XML schema.

### [controlGroup](#)

Describes the `<controlGroup>` element provided in the Layout Designer XML schema.

### [dateTime](#)

Describes the `<dateTime>` element provided in the Layout Designer XML schema.

### [droplist](#)

Describes the `<droplist>` element provided in the Layout Designer XML schema.

### [edit](#)

Describes the `<edit>` element provided in the Layout Designer XML schema.

### [eolSettings](#)

Describes the `<eolSettings>` element provided in the Layout Designer XML schema.

### [form](#)

Describes the `<form>` element provided in the Layout Designer XML schema.

### [itemHistory](#)

Describes the `<itemHistory>` element provided in the Layout Designer XML schema.

### [itemLabels](#)

Describes the `<itemLabels>` element provided in the Layout Designer XML schema.

### [itemLinks](#)

Describes the `<itemLinks>` element provided in the Layout Designer XML schema.

### [itemReferences](#)

Describes the `<itemReferences>` element provided in the Layout Designer XML schema.

### [Label](#)

Describes the `<label>` element provided in the Layout Designer XML schema.

### [listbox](#)

Describes the `<listbox>` element provided in the Layout Designer XML schema.

### [pathSettings](#)

Describes the `<pathSettings>` element provided in the Layout Designer XML schema.

### [property](#)

Describes the `<property>` element provided in the Layout Designer XML schema.

### [propertyDialog](#)

Describes the `<propertyDialog>` element provided in the Layout Designer XML schema.

### [propertyList](#)

Describes the `<propertyList>` element provided in the Layout Designer XML schema.

### [propertyPage](#)

Describes the `<propertyPage>` element provided in the Layout Designer XML schema.

### [propertySheet](#)

Describes the `<propertySheet>` element provided in the Layout Designer XML schema.

### [radio](#)

Describes the `<radio>` element provided in the Layout Designer XML schema.

### [radioset](#)

Describes the `<radioset>` element provided in the Layout Designer XML schema.

### [runCommandButton](#)

Describes the `<runCommandButton>` element provided in the Layout Designer XML schema.

### [static](#)

Describes the `<static>` element provided in the Layout Designer XML schema.

### [taskDependencies](#)

Describes the `<taskDependencies>` control provided in the Layout Designer XML schema.

### [toBeReviewed](#)

Describes the `<toBeReviewed>` element provided in the Layout Designer XML schema.

### [userList](#)

Describes the `<userList>` element provided in the Layout Designer XML schema.

### [workRecords](#)

Describes the `<workRecords>` element provided in the Layout Designer XML schema.

# approvalTasks

<approvalTasks> represents a custom control used to display a list of approval tasks in the **Approval tab** of the **File Properties** dialog box.

The bounding box information for this custom control represents the entire area allocated for the various control components required. The client application is responsible for laying out individual components within the bounding box as it sees fit.

Any associated <label> or <controlGroup> is not included and must be specified separately. Individual controls within this custom control may have their own tab order, access keys, and tool tips. This is currently part of the inherent implementation of the control and cannot be customized.

## Attributes

The attributes for this element are described in the following table.

Name	Description
name	Unique ID for this control.
top	Topmost Y coordinate.
left	Leftmost X coordinate.
width	Width of the control.
height	Height of the control.
tabindex	(optional) The tab order of this control in the dialog page.
tooltip	(optional) A static text string to be displayed as the "tool tip" rollover help for this control. If no tooltip is specified, then no rollover help is displayed.

## Children

None.

## Related Concepts

[Property Dialog Customization Using StarTeam Layout Designer](#)  
[StarTeam Layout Designer UI](#)

## Related Reference

[StarTeam Layout Designer XML Tags](#)

## attachments

`<attachments>` represents a custom control used to display attachments and edit them, when appropriate. This control must be the only control on a tab.

The bounding box information for this custom control represents the entire area allocated for the various control components, including any buttons (Add, Remove, etc.) required. The client application is responsible for laying out individual components within the bounding box as it sees fit. The associated `<label>` is not included and must be specified separately.

Individual controls within this custom control may have their own tab order, access keys, and tool tips. This is currently part of the inherent implementation of the control and cannot be customized.

### Attributes

The attributes for this element are described in the following table.

Name	Description
<code>name</code>	Unique ID for this control.
<code>top</code>	Topmost Y coordinate.
<code>left</code>	Leftmost X coordinate.
<code>width</code>	Width of the control.
<code>height</code>	Height of the control.
<code>tabindex</code>	(optional) The tab order of this control in the dialog page.
<code>tooltip</code>	(optional) A static text string to be displayed as the "tool tip" rollover help for this control. If no tooltip is specified, then no rollover help is displayed.

### Children

None.

### Related Concepts

[Property Dialog Customization Using StarTeam Layout Designer](#)  
[StarTeam Layout Designer UI](#)

### Related Reference

[StarTeam Layout Designer XML Tags](#)

# browseFileButton

<browseFileButton> represents a button that invokes a **Browse File** dialog box and inserts the resulting full path into an associated text-valued property.

## Attributes

The attributes for this element are described in the following table.

Name	Description
name	Unique ID for this control.
property	The internal name of the associated item property. Currently, this must be a text-valued property.
top	Topmost Y coordinate.
left	Leftmost X coordinate.
width	Width of the control.
height	Height of the control.
caption	(optional) A static text string to be displayed in the button. If no caption is provided, then "Browse" is used.
tabindex	(optional) The tab order of this control in the dialog page.
accesskey	(optional) A character to be used as the keyboard accelerator for this button. For example, if accesskey="x", then pressing ALT+X will set focus to the button, and invoke the dialog box. The accesskey character must appear in the caption of the button; otherwise, it is ignored. The character is drawn underlined.
tooltip	(optional) A static text string to be displayed as the "tool tip" rollover help for this control. If no tooltip is specified, then no rollover help is displayed.

## Children

None.

## Related Concepts

[Property Dialog Customization Using StarTeam Layout Designer](#)  
[StarTeam Layout Designer UI](#)

## Related Reference

[StarTeam Layout Designer XML Tags](#)

# browseFolderButton

<browseFolderButton> represents a button that invokes a **Browse Folder** dialog box and inserts the resulting full path into an associated text-valued property.

## Attributes

The attributes for this element are described in the following table.

Name	Description
name	Unique ID for this control.
property	The internal name of the associated item property. Currently, this must be a text-valued property.
top	Topmost Y coordinate.
left	Leftmost X coordinate.
width	Width of the control.
height	Height of the control.
caption	(optional) A static text string to be displayed in the button. If no caption is provided, then "Browse" is used.
tabindex	(optional) The tab order of this control in the dialog page.
accesskey	(optional) A character to be used as the keyboard accelerator for this button. For example, if accesskey="x", then pressing ALT+X will set focus to the button, and invoke the dialog box. The accesskey character must appear in the caption of the button; otherwise, it is ignored. The character is drawn underlined.
tooltip	(optional) A static text string to be displayed as the "tool tip" rollover help for this control. If no tooltip is specified, then no rollover help is displayed.

## Children

None.

## Related Concepts

[Property Dialog Customization Using StarTeam Layout Designer](#)  
[StarTeam Layout Designer UI](#)

## Related Reference

[StarTeam Layout Designer XML Tags](#)

# checkbox

<checkbox> represents a checkbox in the properties dialogs.

## Attributes

The attributes for this element are described in the following table.

Name	Description
name	Unique ID for this control.
property	The internal name of the associated item property. Currently, this must be a text-valued property.
checked	The value of the property represented by the checked state.
unchecked	The value of the property represented by the unchecked state.
top	Topmost Y coordinate.
left	Leftmost X coordinate.
width	Width of the control.
height	Height of the control.
caption	(optional) A static text string to be displayed in the button. If no caption is provided, then "" is used.
text-align	(optional) Text alignment: left or right. If text-align is left, then the text is left aligned and the checkbox is drawn to the left of the text. If text-align is right, then the text is right aligned and the checkbox is drawn to the right of the text. By default, left alignment is assumed.
tabindex	(optional) The tab order of this control in the dialog page.
accesskey	(optional) A character to be used as the keyboard accelerator for this button. For example, if accesskey="x", then pressing ALT+X will set focus to the button, and invoke the dialog box. The accesskey character must appear in the caption of the button; otherwise, it is ignored. The character is drawn underlined.
tooltip	(optional) A static text string to be displayed as the "tool tip" rollover help for this control. If no tooltip is specified, then no rollover help is displayed.

## Children

None.

## Related Concepts

[Property Dialog Customization Using StarTeam Layout Designer](#)  
[StarTeam Layout Designer UI](#)

## Related Reference

[StarTeam Layout Designer XML Tags](#)

# controlGroup

<controlGroup> represents a control containing a collection of child controls. Control groups can specify hints about layout of child controls within the group (default horizontal and vertical alignment), used when the client rendering is not precise.

The collection of child controls contained within this control group is represented using sub-elements. The coordinate system of child controls is assumed to be relative to the client area of the parent control group.

## Attributes

The attributes for this element are described in the following table.

Name	Description
<code>name</code>	Unique ID for this control.
<code>top</code>	Topmost Y coordinate.
<code>left</code>	Leftmost X coordinate.
<code>width</code>	Width of the control.
<code>height</code>	Height of the control.
<code>text-align</code>	(optional) Text alignment: left or right. If text-align is left, then the text is left aligned and the checkbox is drawn to the left of the text. If text-align is right, then the text is right aligned and the checkbox is drawn to the right of the text. By default, left alignment is assumed.
<code>h-align</code>	(optional) Default horizontal alignment of child controls within the control group: left or right. Useful when the actual rendered size of a child control differs from the size specified in the layout. By default, left alignment is assumed.
<code>v-align</code>	(optional) Default vertical alignment of child controls within the control group: top, middle, or bottom. Useful when the actual rendered size of a child control differs from the size specified in the layout. By default, top alignment is assumed.
<code>border</code>	(optional) Border style: none, solid or etched. By default, solid is assumed.

## Children

One or more control sub-elements.

## Related Concepts

[Property Dialog Customization Using StarTeam Layout Designer](#)  
[StarTeam Layout Designer UI](#)

## Related Reference

[StarTeam Layout Designer XML Tags](#)

# dateTime

<dateTime> represents a date/time edit control.

## Attributes

The attributes for this element are described in the following table.

Name	Description
name	Unique ID for this control.
property	The internal name of the associated item property. Currently, this must be a text-valued property.
top	Topmost Y coordinate.
left	Leftmost X coordinate.
width	Width of the control.
height	Height of the control.
tabindex	(optional) The tab order of this control in the dialog page.
tooltip	(optional) A static text string to be displayed as the "tool tip" rollover help for this control. If no tooltip is specified, then no rollover help is displayed.

## Children

None.

## Related Concepts

[Property Dialog Customization Using StarTeam Layout Designer](#)  
[StarTeam Layout Designer UI](#)

## Related Reference

[StarTeam Layout Designer XML Tags](#)

# droplist

<droplist> represents a drop-down list control.

## Attributes

The attributes for this element are described in the following table.

Name	Description
<code>name</code>	Unique ID for this control.
<code>property</code>	The internal name of the associated item property. Currently, this must be a text-valued property.
<code>top</code>	Topmost Y coordinate.
<code>left</code>	Leftmost X coordinate.
<code>width</code>	Width of the control.
<code>height</code>	Height of the control.
<code>heightEx</code>	Height of the control in its expanded (dropdown) state.
<code>sort</code>	(optional) Indicates whether or not the client should sort the values alphabetically by display name. Legal values are yes and no. By default, no is assumed; the values are listed in the order they are provided by the workflow engine.
<code>tabindex</code>	(optional) The tab order of this control in the dialog page.
<code>tooltip</code>	(optional) A static text string to be displayed as the “tool tip” rollover help for this control. If no tooltip is specified, then no rollover help is displayed.

## Children

None.

## Related Concepts

[Property Dialog Customization Using StarTeam Layout Designer](#)  
[StarTeam Layout Designer UI](#)

## Related Reference

[StarTeam Layout Designer XML Tags](#)

# edit

<edit> represents an edit control.

## Attributes

The attributes for this element are described in the following table.

Name	Description
name	Unique ID for this control.
property	The internal name of the associated item property. Currently, this must be a text-valued property.
top	Topmost Y coordinate.
left	Leftmost X coordinate.
width	Width of the control.
height	Height of the control.
multi-line	(optional) Supports multiple lines: yes or no. By default, a single line is assumed.
text-align	(optional) Text alignment: left or right. By default, left alignment is assumed.
tabindex	(optional) The tab order of this control in the dialog page.
tooltip	(optional) A static text string to be displayed as the “tool tip” rollover help for this control. If no tooltip is specified, then no rollover help is displayed.

## Children

None.

## Related Concepts

[Property Dialog Customization Using StarTeam Layout Designer](#)  
[StarTeam Layout Designer UI](#)

## Related Reference

[StarTeam Layout Designer XML Tags](#)

## eolSettings

`<eolSettings>` represents a custom control used to display controls for the EOL conversion section of the **Files** tab of the **Folder Properties** dialog box.

The bounding box information for this custom control represents the entire area allocated for the various control components required. The client application is responsible for laying out individual components within the bounding box as it sees fit. Any associated `<label>` or `<controlGroup>` is not included and must be specified separately.

Individual controls within this custom control may have their own tab order, access keys, and tool tips. This is currently part of the inherent implementation of the control and cannot be customized.

### Attributes

The attributes for this element are described in the following table.

Name	Description
<code>name</code>	Unique ID for this control.
<code>top</code>	Topmost Y coordinate.
<code>left</code>	Leftmost X coordinate.
<code>width</code>	Width of the control.
<code>height</code>	Height of the control.
<code>tabindex</code>	(optional) The tab order of this control in the dialog page.
<code>tooltip</code>	(optional) A static text string to be displayed as the "tool tip" rollover help for this control. If no tooltip is specified, then no rollover help is displayed.

### Children

None.

### Related Concepts

[Property Dialog Customization Using StarTeam Layout Designer](#)  
[StarTeam Layout Designer UI](#)

### Related Reference

[StarTeam Layout Designer XML Tags](#)

## form

`<form>` represents the layout of a single dialog box. There is always exactly one `<form>`, which is currently the only child of the `<propertyDialog>` element.

### Attributes

The attributes for this element are described in the following table.

Name	Description
<code>name</code>	Unique ID for this control.
<code>width</code>	Width of the control.
<code>height</code>	Height of the control.
<code>caption</code>	(optional) A static text string displayed as the title of the form.
<code>sizeable</code>	(optional) Indicates whether or not the dialog is resizable: yes or no. By default, dialogs are not resizable.
<code>tabindex</code>	(optional) The tab order of this control in the dialog page.
<code>accesskey</code>	(optional) A character to be used as the keyboard accelerator for this button. For example, if <code>accesskey="x"</code> , then pressing <code>ALT+X</code> will set focus to the button, and invoke the dialog box. The accesskey character must appear in the caption of the button; otherwise, it is ignored. The character is drawn underlined.
<code>tooltip</code>	(optional) A static text string to be displayed as the "tool tip" rollover help for this control. If no tooltip is specified, then no rollover help is displayed.

### Children

Always contains exactly one `<propertySheet>`.

### Related Concepts

[Property Dialog Customization Using StarTeam Layout Designer](#)  
[StarTeam Layout Designer UI](#)

### Related Reference

[StarTeam Layout Designer XML Tags](#)

# itemHistory

<itemHistory> represents a custom control used to display a history list. This control is currently not supported by Web Edition.

The bounding box information for this custom control represents the entire area allocated for the various control components required. The client application is responsible for laying out individual components within the bounding box as it sees fit. Any associated <label> or <controlGroup> is not included and must be specified separately.

## Attributes

The attributes for this element are described in the following table.

Name	Description
name	Unique ID for this control.
top	Topmost Y coordinate.
left	Leftmost X coordinate.
width	Width of the control.
height	Height of the control.
tabindex	(optional) The tab order of this control in the dialog page.
tooltip	(optional) A static text string to be displayed as the "tool tip" rollover help for this control. If no tooltip is specified, then no rollover help is displayed.

## Children

None.

## Related Concepts

[Property Dialog Customization Using StarTeam Layout Designer StarTeam Layout Designer UI](#)

## Related Reference

[StarTeam Layout Designer XML Tags](#)

## itemLabels

`<itemLabels>` represents a custom control used to display a list of the labels associated with a given item. The `<itemLabels>` control is currently used only on the **Labels** tab of the **Folder Properties** dialog box. This control is currently not supported by Web Edition.

The bounding box information for this custom control represents the entire area allocated for the various control components required. The client application is responsible for laying out individual components within the bounding box as it sees fit. Any associated `<label>` or `<controlGroup>` is not included and must be specified separately.

### Attributes

The attributes for this element are described in the following table.

Name	Description
<code>name</code>	Unique ID for this control.
<code>top</code>	Topmost Y coordinate.
<code>left</code>	Leftmost X coordinate.
<code>width</code>	Width of the control.
<code>height</code>	Height of the control.
<code>tabindex</code>	(optional) The tab order of this control in the dialog page.
<code>tooltip</code>	(optional) A static text string to be displayed as the “tool tip” rollover help for this control. If no tooltip is specified, then no rollover help is displayed.

### Children

None.

### Related Concepts

[Property Dialog Customization Using StarTeam Layout Designer](#)  
[StarTeam Layout Designer UI](#)

### Related Reference

[StarTeam Layout Designer XML Tags](#)

## itemLinks

`<itemLinks>` represents a custom control used to display the list of links associated with an item. The `<itemLinks>` control is currently used only on the **History** tab of the **Folder Properties** dialog box. This control is currently not supported by Web Edition.

The bounding box information for this custom control represents the entire area allocated for the various control components required. The client application is responsible for laying out individual components within the bounding box as it sees fit. Any associated `<label>` or `<controlGroup>` is not included and must be specified separately.

### Attributes

The attributes for this element are described in the following table.

Name	Description
<code>name</code>	Unique ID for this control.
<code>top</code>	Topmost Y coordinate.
<code>left</code>	Leftmost X coordinate.
<code>width</code>	Width of the control.
<code>height</code>	Height of the control.
<code>tabindex</code>	(optional) The tab order of this control in the dialog page.
<code>tooltip</code>	(optional) A static text string to be displayed as the “tool tip” rollover help for this control. If no tooltip is specified, then no rollover help is displayed.

### Children

None.

### Related Concepts

[Property Dialog Customization Using StarTeam Layout Designer](#)  
[StarTeam Layout Designer UI](#)

### Related Reference

[StarTeam Layout Designer XML Tags](#)

# itemReferences

<itemReferences> represents a custom control used to display the list of references to an item. The <itemReferences> control is not currently used by any of the existing dialog boxes. It is included for completeness.

The bounding box information for this custom control represents the entire area allocated for the various control components required. The client application is responsible for laying out individual components within the bounding box as it sees fit. Any associated <label> or <controlGroup> is not included and must be specified separately.

## Attributes

The attributes for this element are described in the following table.

Name	Description
name	Unique ID for this control.
top	Topmost Y coordinate.
left	Leftmost X coordinate.
width	Width of the control.
height	Height of the control.
tabindex	(optional) The tab order of this control in the dialog page.
tooltip	(optional) A static text string to be displayed as the "tool tip" rollover help for this control. If no tooltip is specified, then no rollover help is displayed.

## Children

None.

## Related Concepts

[Property Dialog Customization Using StarTeam Layout Designer](#)  
[StarTeam Layout Designer UI](#)

## Related Reference

[StarTeam Layout Designer XML Tags](#)

# Label

`<label>` is similar to static text, but is always associated with another control. Currently, any control element may have an associated label, except for the following: `<label>`, `<checkbox>`, `<radio>`.

## Attributes

The attributes for this element are described in the following table.

Name	Description
<code>name</code>	Unique ID for this control.
<code>control</code>	The name (unique ID) of the control associated with this label. See description for a list of control types that may have an associated label.
<code>position</code>	Position of the label, relative to the associated control: above, below, left, or right. When resizing the form, the associated control is moved and resized according to the values of its auto-move and auto-size attributes, and then the label is repositioned relative to the new control size and position.
<code>top</code>	Topmost Y coordinate.
<code>left</code>	Leftmost X coordinate.
<code>width</code>	Width of the control.
<code>height</code>	Height of the control.
<code>text-align</code>	(optional) Text alignment: left or right. By default, left alignment is assumed.
<code>caption</code>	(optional) A static text string to be displayed as the label. If no caption is provided, then the display name of the label's associated property control is used as the label text.
<code>accesskey</code>	(optional) A character to be used as the keyboard accelerator for this button. For example, if <code>accesskey="x"</code> , then pressing <code>ALT+X</code> will set focus to the button, and invoke the dialog box. The accesskey character must appear in the caption of the button; otherwise, it is ignored. The character is drawn underlined.
<code>tooltip</code>	(optional) A static text string to be displayed as the "tool tip" rollover help for this control. If no tooltip is specified, then no rollover help is displayed.

## Children

None.

## Related Concepts

[Property Dialog Customization Using StarTeam Layout Designer](#)  
[StarTeam Layout Designer UI](#)

## Related Reference

[StarTeam Layout Designer XML Tags](#)

# listbox

<listbox> represents a list control.

## Attributes

The attributes for this element are described in the following table.

Name	Description
<code>name</code>	Unique ID for this control.
<code>property</code>	The internal name of the associated item property. Currently, this must be a text-valued property.
<code>top</code>	Topmost Y coordinate.
<code>left</code>	Leftmost X coordinate.
<code>width</code>	Width of the control.
<code>height</code>	Height of the control.
<code>sort</code>	(optional) indicates whether or not the client should sort values alphabetically by display name. Legal values are yes and no. By default, no is assumed; the values are listed in the order they are provided by the workflow engine.
<code>tabindex</code>	(optional) The tab order of this control in the dialog page.
<code>tooltip</code>	(optional) A static text string to be displayed as the “tool tip” rollover help for this control. If no tooltip is specified, then no rollover help is displayed.

## Children

None.

## Related Concepts

[Property Dialog Customization Using StarTeam Layout Designer](#)  
[StarTeam Layout Designer UI](#)

## Related Reference

[StarTeam Layout Designer XML Tags](#)

## pathSettings

<pathSettings> represents a custom control used to display controls for the “File path convention” section of the **Files** tab of the **Folder Properties** dialog box.

The bounding box information for this custom control represents the entire area allocated for the various control components required. The client application is responsible for laying out individual components within the bounding box as it sees fit. Any associated <label> or <controlGroup> is not included and must be specified separately.

### Attributes

The attributes for this element are described in the following table.

Name	Description
name	Unique ID for this control.
top	Topmost Y coordinate.
left	Leftmost X coordinate.
width	Width of the control.
height	Height of the control.
tabindex	(optional) The tab order of this control in the dialog page.
tooltip	(optional) A static text string to be displayed as the “tool tip” rollover help for this control. If no tooltip is specified, then no rollover help is displayed.

### Children

None.

### Related Concepts

[Property Dialog Customization Using StarTeam Layout Designer StarTeam Layout Designer UI](#)

### Related Reference

[StarTeam Layout Designer XML Tags](#)

## property

`<property>` represents a property to be included in a property list. Parent element must be a `<propertyList>`.

### Attributes

The attributes for this element are described in the following table.

Name	Description
<code>name</code>	Name of an item property to be included in the property list.

### Children

None.

### Related Concepts

[Property Dialog Customization Using StarTeam Layout Designer StarTeam Layout Designer UI](#)

### Related Reference

[StarTeam Layout Designer XML Tags](#)

# propertyDialog

`<propertyDialog>` represents the root element of the dialog layout.

## Attributes

The attributes for this element are described in the following table.

Name	Description
<code>item-type</code>	The item type for which this layout is intended; for example, "File", "ChangeRequest", and so on.
<code>version</code>	Version string. Currently "1.0".

## Children

Always contains exactly one `<form>`.

## Related Concepts

[Property Dialog Customization Using StarTeam Layout Designer  
StarTeam Layout Designer UI](#)

## Related Reference

[StarTeam Layout Designer XML Tags](#)

## propertyList

`<propertyList>` represents a custom control used to display a list of properties. The dialog editor currently assumes that there is at most one instance of the `<propertyList>` control in the entire dialog. This control must be the only control on a tab.

The set of user-defined properties to be displayed is represented using `<property>` sub-elements. These usually correspond to user-defined properties, but this is not strictly required. Ordering of the child elements is significant.

The bounding box information for this custom control represents the entire area allocated for the control. The client application is responsible for laying out individual components within the bounding box as it sees fit.

Individual controls within this custom control may have their own tab order, access keys, and tool tips. This is currently part of the inherent implementation of the control and cannot be customized.

### Attributes

The attributes for this element are described in the following table.

Name	Description
<code>name</code>	Unique ID for this control.
<code>top</code>	Topmost Y coordinate.
<code>left</code>	Leftmost X coordinate.
<code>width</code>	Width of the control.
<code>height</code>	Height of the control.
<code>tabindex</code>	(optional) The tab order of this control in the dialog page.
<code>tooltip</code>	(optional) A static text string to be displayed as the “tool tip” rollover help for this control. If no tooltip is specified, then no rollover help is displayed.

### Children

Zero or more `<property>` elements. If no properties are specified explicitly, then all user-defined properties that are not explicitly specified somewhere within the dialog box are included by default. A property is considered included in the dialog even if it is specified on a page that is not visible.

### Related Concepts

[Property Dialog Customization Using StarTeam Layout Designer](#)  
[StarTeam Layout Designer UI](#)

### Related Reference

[StarTeam Layout Designer XML Tags](#)

# propertyPage

`<propertyPage>` represents a property page within a property sheet. Always a child of the `<propertySheet>` element. The order of the property pages within the property sheet is significant.

## Attributes

The attributes for this element are described in the following table.

Name	Description
<code>name</code>	Unique ID for this property page. This is in addition to the caption, for future support of multiple variations of a single tab in different contexts (with presumably only one variation visible at any given time).
<code>caption</code>	A static text string to be displayed in the tab for this property page.
<code>width</code>	Width of the control.
<code>height</code>	Height of the control.
<code>tooltip</code>	(optional) A static text string to be displayed as the “tool tip” rollover help for this control. If no tooltip is specified, then no rollover help is displayed.

## Children

Zero or more control sub-elements.

## Related Concepts

[Property Dialog Customization Using StarTeam Layout Designer StarTeam Layout Designer UI](#)

## Related Reference

[StarTeam Layout Designer XML Tags](#)

# propertySheet

<propertySheet> represents a property sheet. Currently, there is exactly one <propertySheet> per dialog, and it is the only child of the <form> element.

## Attributes

The attributes for this element are described in the following table.

Name	Description
name	Unique ID for this control.
property	The internal name of the associated item property. Currently, this must be a text-valued property.
top	The topmost Y position of the property sheet, relative to the client area of the parent element. Currently, the parent element is always the <form>, and the value of top is always zero.
left	The leftmost X coordinate of the property sheet, relative to the client area of the parent element. Currently, the parent element is always the <form>, and the value of top is always zero.
width	The total width of the property sheet.
height	The total height of the property sheet.
position	The position of the tabs relative to the contained <propertyPage> elements: above, below, left, or right.

## Children

Contains one or more <propertyPage> elements.

## Related Concepts

[Property Dialog Customization Using StarTeam Layout Designer](#)  
[StarTeam Layout Designer UI](#)

## Related Reference

[StarTeam Layout Designer XML Tags](#)

# radio

`<radio>` represents a radio button. The parent element must be a `<radioset>`. Although each individual radio button specifies a precise position relative to the coordinate system of the parent `<radioset>`, in practice the buttons are aligned in rows and/or columns by the dialog editor.

## Attributes

The attributes for this element are described in the following table.

Name	Description
<code>name</code>	Unique ID for this control.
<code>value</code>	The property value represented by this radio button. (The property name is given as an attribute of the parent <code>&lt;radioset&gt;</code> element.)
<code>top</code>	Topmost Y coordinate.
<code>left</code>	Leftmost X coordinate.
<code>width</code>	Width of the control.
<code>height</code>	Height of the control.
<code>caption</code>	(optional) A static text string to be displayed in the button. If no caption is provided, the display name of the associated property value is assumed.
<code>accesskey</code>	(optional) A character to be used as the keyboard accelerator for this button. For example, if <code>accesskey="x"</code> , then pressing <code>ALT+X</code> will set focus to the button, and invoke the dialog box. The <code>accesskey</code> character must appear in the caption of the button; otherwise, it is ignored. The character is drawn underlined.
<code>tooltip</code>	(optional) A static text string to be displayed as the "tool tip" rollover help for this control. If no tooltip is specified, then no rollover help is displayed.

## Children

None.

## Related Concepts

[Property Dialog Customization Using StarTeam Layout Designer](#)  
[StarTeam Layout Designer UI](#)

## Related Reference

[StarTeam Layout Designer XML Tags](#)

# radioset

<radioset> represents a set of radio buttons.

Individual buttons are represented by <radio> child elements. The coordinate system of child radio buttons is assumed to be relative to the client area of the parent <radioset>.

## Attributes

The attributes for this element are described in the following table.

Name	Description
name	Unique ID for this control.
property	The name of the associated item property.
top	Topmost Y coordinate.
left	Leftmost X coordinate.
width	Width of the control.
height	Height of the control.
text-align	(optional) Text alignment: left or right. Applies to all <radio> buttons in the <radioset>. If text-align is left, then the text is left aligned, and the button is drawn to the left of the text. If text-align is right, then the text is right aligned, and the button is drawn to the right of the text. By default, left alignment is assumed.
rows	(optional) The individual radio buttons were positioned into rows and columns by the dialog editor, and this is the number of rows. If rows is not specified, then it can be determined from columns and the total number of child <radio> buttons. If neither rows nor columns is specified, then the layout of individual buttons within the <radioset> is unknown or arbitrary.
columns	(optional) The individual radio buttons were positioned into rows and columns by the dialog editor, and this is the number of columns. If columns is not specified, it can be determined from rows and the total number of child <radio> buttons. If neither rows nor columns is specified, the layout of individual buttons within the <radioset> is unknown or arbitrary.
h-align	(optional) Default horizontal alignment of radio buttons within the group: left or right. Useful when the actual rendered size of a child control differs from the size specified in the layout. By default, left alignment is assumed.
v-align	(optional) Default vertical alignment of radio buttons within the group: top, middle, or bottom. Useful when the actual rendered size of a child control differs from the size specified in the layout. By default, top alignment is assumed.
border	(optional) Border style: none, solid, or etched. By default, none is assumed.
tabindex	(optional) The tab order of this control in the dialog page.

## Children

Two or more <radio> elements.

## Related Concepts

[Property Dialog Customization Using StarTeam Layout Designer](#)  
[StarTeam Layout Designer UI](#)

## Related Reference

[StarTeam Layout Designer XML Tags](#)

# runCommandButton

<runCommandButton> represents a button that attempts to execute the system command specified by a given text-valued property.

When the button is clicked, the value of the property is interpreted as a system command, and is executed.

If the value does not represent a valid system command for the current client platform, an error will occur. No attempt is made to validate the command before attempting to execute it.

If the value of the property is the empty string, the button should be disabled. If the client platform does not support execution of system commands, the button should be disabled.

## Attributes

The attributes for this element are described in the following table.

Name	Description
name	Unique ID for this control.
property	The internal name of the associated item property. Currently, this must be a text-valued property.
top	Topmost Y coordinate.
left	Leftmost X coordinate.
width	Width of the control.
height	Height of the control.
caption	(optional) A static text string to be displayed in the button. If no caption is provided, then "Run" is used.
tabindex	(optional) The tab order of this control in the dialog page.
accesskey	(optional) A character to be used as the keyboard accelerator for this button. For example, if accesskey="x", then pressing ALT+X will set focus to the button, and invoke the dialog box. The accesskey character must appear in the caption of the button; otherwise, it is ignored. The character is drawn underlined.
tooltip	(optional) A static text string to be displayed as the "tool tip" rollover help for this control. If no tooltip is specified, then no rollover help is displayed.

## Children

None.

## Related Concepts

[Property Dialog Customization Using StarTeam Layout Designer](#)  
[StarTeam Layout Designer UI](#)

## Related Reference

[StarTeam Layout Designer XML Tags](#)

# static

<static> represents a static text control.

## Attributes

The attributes for this element are described in the following table.

Name	Description
<code>name</code>	Unique ID for this control.
<code>property</code>	The internal name of the associated item property. The caption and property elements are mutually exclusive.
<code>top</code>	Topmost Y coordinate.
<code>left</code>	Leftmost X coordinate.
<code>width</code>	Width of the control.
<code>height</code>	Height of the control.
<code>caption</code>	A static text string to be displayed in the control. The caption and property elements are mutually exclusive; one or the other, but not both, must be specified for any given static control.
<code>text-align</code>	(optional) Text alignment: left or right. By default, left alignment is assumed.
<code>tooltip</code>	(optional) A static text string to be displayed as the “tool tip” rollover help for this control. If no tooltip is specified, then no rollover help is displayed.

## Children

None.

## Related Concepts

[Property Dialog Customization Using StarTeam Layout Designer](#)  
[StarTeam Layout Designer UI](#)

## Related Reference

[StarTeam Layout Designer XML Tags](#)

## taskDependencies

The `<taskDependencies>` control represents a custom control used to display task dependencies for the **Task Properties** dialog box.

The bounding box information for this custom control represents the entire area allocated for the various control components, including any required buttons like **Add**, **Remove**, and so on. The client application is responsible for laying out individual components within the bounding box as it sees fit. Any associated `<label>` or `<controlGroup>` is not included and must be specified separately.

Individual controls within this custom control may have their own tab order, access keys, and tool tips. This is currently part of the inherent implementation of the control and cannot be customized.

### Attributes

The attributes for this element are described in the following table.

Name	Description
<code>name</code>	Unique ID for this control.
<code>top</code>	Top-most Y coordinate.
<code>left</code>	Left-most X coordinate.
<code>width</code>	Width of the control.
<code>height</code>	Height of the control.
<code>tabindex</code>	(optional) The tab order of this control in the dialog page.
<code>tooltip</code>	(optional) A static text string to be displayed as the tooltip rollover help for this control. If no tooltip is specified, then no rollover help is displayed.

### Children

None.

### Related Concepts

[Property Dialog Customization Using StarTeam Layout Designer](#)  
[StarTeam Layout Designer UI](#)

### Related Reference

[StarTeam Layout Designer XML Tags](#)

## toBeReviewed

<toBeReviewed> represents a custom control used to display the file to be reviewed in the **Approval** tab of the **Task Properties** dialog.

The bounding box information for this custom control represents the entire area allocated for the various control components required. The client application is responsible for laying out individual components within the bounding box as it sees fit. Any associated <label> or <controlGroup> is not included, and must be specified separately.

Individual controls within this custom control may have their own tab order, access keys, and tool tips. This is currently part of the inherent implementation of the control and cannot be customized.

### Attributes

The attributes for this element are described in the following table.

Name	Description
name	Unique ID for this control.
top	Topmost Y coordinate.
left	Leftmost X coordinate.
width	Width of the control.
height	Height of the control.
tabindex	(optional) The tab order of this control in the dialog page.
tooltip	(optional) A static text string to be displayed as the "tool tip" rollover help for this control. If no tooltip is specified, then no rollover help is displayed.

### Children

None.

### Related Concepts

[Property Dialog Customization Using StarTeam Layout Designer StarTeam Layout Designer UI](#)

### Related Reference

[StarTeam Layout Designer XML Tags](#)

## userList

The `<userList>` control represents a custom control used to display a list of users and/or groups, and lets you edit the list when appropriate. This control must be the only control on a tab.

The bounding box information for this custom control represents the entire area allocated for the various control components, including any required buttons such as **Add**, **Remove**, and so on. The client application is responsible for laying out individual components within the bounding box as it sees fit. Any associated `<label>` or `<controlGroup>` is not included, and must be specified separately.

Individual controls within this custom control may have their own tab order, access keys, and tool tips. This is currently part of the inherent implementation of the control and cannot be customized.

### Attributes

The attributes for this element are described in the following table.

Name	Description
<code>name</code>	Unique ID for this control.
<code>property</code>	The name of the associated item property. This must be an IDARRAY property, whose members are user IDs.
<code>lengthProperty</code>	The name of the associated item property whose value is the length of the corresponding IDARRAY. This must be an INT32 property.
<code>top</code>	Top-most Y coordinate.
<code>left</code>	Left-most X coordinate.
<code>width</code>	Width of the control.
<code>height</code>	Height of the control.
<code>tabindex</code>	(optional) The tab order of this control in the dialog page.
<code>tooltip</code>	(optional) A static text string to be displayed as the tooltip rollover help for this control. If no tooltip is specified, then no rollover help is displayed.

### Children

None.

### Related Concepts

[Property Dialog Customization Using StarTeam Layout Designer](#)  
[StarTeam Layout Designer UI](#)

### Related Reference

[StarTeam Layout Designer XML Tags](#)

## workRecords

The `<workRecords>` element represents a custom control used to display work records for the **Task Properties** dialog box, and lets you edit them when appropriate.

The bounding box information for this custom control represents the entire area allocated for the various control components, including any required buttons, such as **Add**, **Remove**, and so on. The client application is responsible for laying out individual components within the bounding box as it sees fit. Any associated `<label>` or `<controlGroup>` is not included, and must be specified separately.

Individual controls within this custom control may have their own tab order, access keys, and tool tips. This is currently part of the inherent implementation of the control and cannot be customized.

### Attributes

The attributes for this element are described in the following table.

Name	Description
<code>name</code>	Unique ID for this control.
<code>top</code>	Top-most Y coordinate.
<code>left</code>	Left-most X coordinate.
<code>width</code>	Width of the control.
<code>height</code>	Height of the control.
<code>tabindex</code>	(optional) The tab order of this control in the dialog page.
<code>tooltip</code>	(optional) A static text string to be displayed as the tooltip rollover help for this control. If no tooltip is specified, then no rollover help is displayed.

### Children

None.

### Related Concepts

[Property Dialog Customization Using StarTeam Layout Designer](#)  
[StarTeam Layout Designer UI](#)

### Related Reference

[StarTeam Layout Designer XML Tags](#)

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