



Kemet Project

Developer Guide for KemetLF Library (1.4d)

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History of the editions

Edition	Author	Comment
1.0	Fabrice MAUPIN	Creation
1.1	Fabrice MAUPIN	New features : localization, "About..." Dialog, show or hide toolbars, "welcome" message, new "maximize" - "minimize" and "close" icons, windows move management, support of several toolbars
1.2	Fabrice MAUPIN	New features : preferences file, move automatically toolbars, splash screen, graphic interface improvements
1.3	Fabrice MAUPIN	Improvement toolbars, new feature : Helper manager
1.4	Fabrice MAUPIN	New screenshots and particular comments.



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About this guide

This guide has for vocation to present you the technical context necessary for the implementation of the KEMET Look and Feel library in your application.

You will thus find piece of sources and explanations for every described feature.

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In that case, please send your modifications at this electronic address: adm.projetkemet@gmail.com.

System, technical & fonctionnal requirements

At the system level, you have to install Java 6 JDK. Your resolution screen must be at least equal to 1024 * 768.

At the technical level, the good practice of the language JAVA is advised.

We advise you to read attentively the "**READ_ME.txt**" file delivered with this ZIP archive for KEMET Look and Feel library installation and use.

Composition of ZIP archive

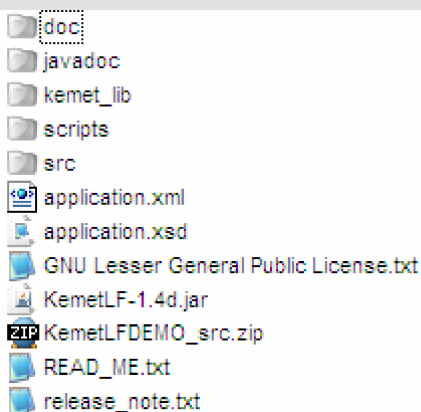


Illustration 1: List of files for ZIP

You have to have this arborescence of files in your ZIP archive (in this example, ZIP with sources).



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IMPORTANT : decompress "KemetLFDEMO" file.

You have to have this arborescence of files in your ZIP archive (ZIP with sources).

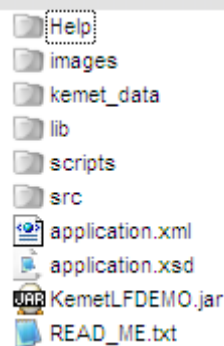


Illustration 2: list of files for DEMO

This demonstration will give you an outline of the look and feel of the future Kemet application. Double click on "**KemetLFDEMO.jar**" file.

You will find in sources all the useful information.

Please consult "READ_ME.txt" file for more informations.

The KEMET_LIB directory

This directory contains all librairies which are useful to use KEMET Look and Feel Library.

Library	Explanation
Log4j (*)	Useful for KEMET Look and Feel Library to log trace

See "READ_ME.txt" file to know how to install this library.



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(*) In "src" directory, there is a "log4j.properties" file which can be modified according to your needs.

Javadoc

It supplies only the public part of the Library.

Some methods aren't described in this document. We advise you to consult in details these methods.

First step : How to configure Kemet Look and Feel library ?

Define the "application.xml" file

This file is the link between your application and the library.

It defines all the customizable "graphic" parts of your application : the menus, the toolbar as well as the contents of your window.

The wording of the parts (target) is not modifiable, alone the associated methods are it.

The "application.xsd" file describes associated schema to "application.xml" file.

Attribut	Explanation
Target	Name not modifiable (for internal use) – MENU_BAR, SAVE_BEFORE_EXIT (1), WINDOW_CONTENT, TOOLBAR (2), TOOLBAR_SELECTOR, (2) FOOTER (2), ABOUT
Name	<i>To modify : complete name (with package) of the class associated with one target</i>

- (1) The library manages the save of data before exit the application : see the "setSaveBeforeExit(boolean)" method of GlobalKemet class for more informations.
- (2) You can initialize several toolbars which are composed of TOOLBAR_SELECTOR, TOOLBAR and FOOTER targets – each toolbar has his own number – ex : TOOLBAR1 – please consult "application.xml" file supplies in DEMO for more examples.

Example :



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For the "MENU_BAR" target (for menus), the name of the class is : org.kemet.demo.test.CustomMenu.

```
<Method target="MENU_BAR">
    <name>org.kemet.demo.test.CustomMenu</name>
</Method>
```

IMPORTANT : You have to create all specified classes in "application.xml" file - each class have to contain one "init()" method (for the moment without content).

See Section "Second step : To custom "graphic" components and treats" (to add content).

Initialize your application

To initialize the application, you have to specify the location of your "application.xml" file.

We advise you of consult the javadoc about GlobalKemet class which contains some important parameters.

Source example (windows system) :

```
public class MyApplication {

    private static GlobalKemet application;

    public static void main(String[] args) {
        // parameters for application
        application = GlobalKemet.getInstance();

        application
            .setApplicationXMLFileName("D:/application.xml");

        try {
            application.init();
        } catch (Exception e) {
            e.printStackTrace();
        }
    }
}
```



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The “init” method of GlobalKemet class loads all targets contained in “application.xml” file.
See the javadoc for more informations.

The preferences file

During the initialization step, a **preference file** is created for each user.

It's possible to fix these preferences in the “preferences” tab.

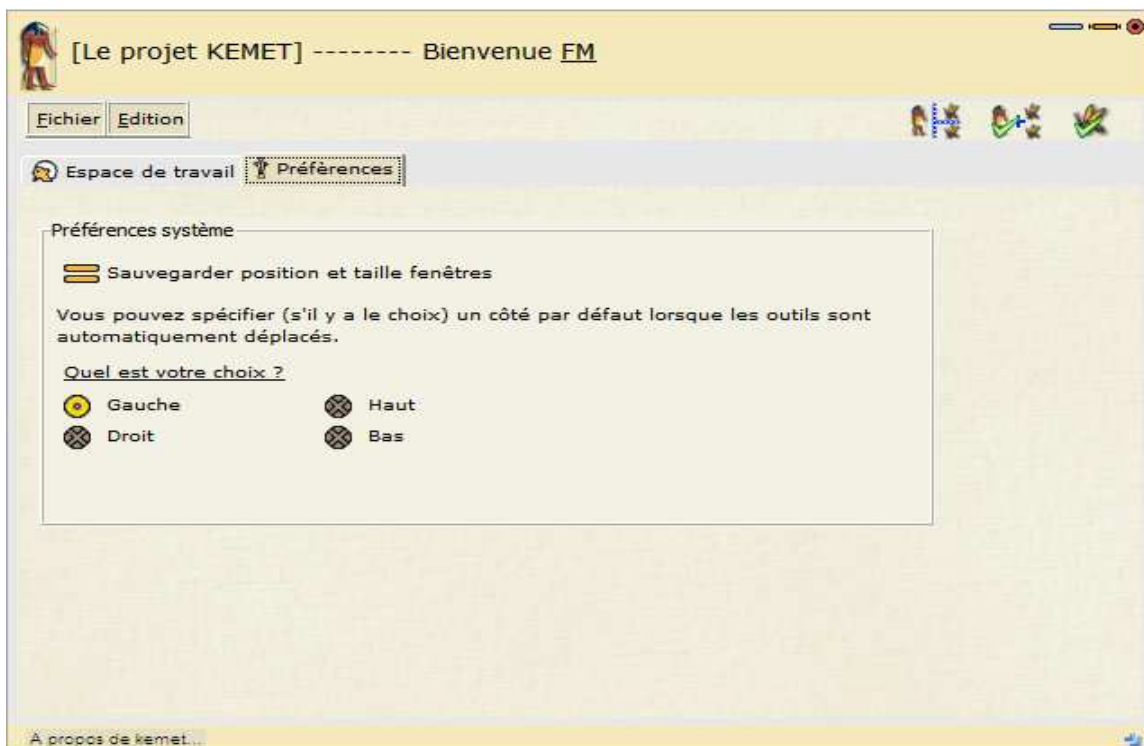


Illustration 3: user preferences tab

These preferences allow to store (in XML file named : user name + “_kemet_prefs.xml”) location, size windows and wished side when toolbars are automatically move.

Define the localization



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The localization is managed at the same time for the messages from the library and for your own messages.

It's possible to specify the localization. By default, the local localization is taken into account.

For messages from library - the list of supported localizations :

- "fr", "FR"
- "en", "US".

For your own messages, you have to supply at least "en,US" localization file.

Source example :

```
application = GlobalKemet.getInstance();

...

GlobalKemet.setCurrentLoc(new Locale("fr", "FR"));

// define messages.properties
Messages.setNameOfMyMessagesFile("org.kemet.demo.test.messages");
...

try {
    application.init();
} catch (Exception e) {
    e.printStackTrace();
}
```

In this example, we chose the "French" language and France as the country and we specify that our custom messages file ("messages.properties") can be found in "org.kemet.demo.test" package.

If the wished localization doesn't exist, we take into account the localization local file.

If the localization local file doesn't exist, the "US" localization is used.

See the javadoc for more informations about the use of Messages class.



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The splash screen

A splash screen is supplied during application start. It is just enough to define the wording of the different steps.



Illustration 4: splashscreen

In this example above, we define 2 steps “KemetLF Library” and “Workspace and Toolbars” in the splash screen.

Source example :

```
// init splash screen
log.debug("splash");
SplashTools splash = SplashTools.getInstance();

// init KemetLF library
log.debug("init");
application.init();
```



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```
// display progress loading...
splash.displayText(new String[] { "KemetLF Library",
                                   "Workspace and Toolbars" });
```

IMPORTANT : splash.displayText method has to be used before SwingUtilities.invokeLater method !

See the javadoc for more informations about the use of SplashTools class.

Second step : To custom “graphic” components and treats

The library customizes automatically these components or properties :

- CheckBoxMenuItem.checkIcon
- RadioButtonMenuItem.checkIcon
- Menu.border
- awt.useSystemAAFontSettings (fixed to “yes”)
- CheckBoxIcon
- RadioButtonIcon
- background Image for some Jpanel.

IMPORTANT : Only one main window can be installed !

The library automatically executes the following controls :

- the resolution of the current screen is sufficient to execute the application
- in every new toolbar (or the main window), the location and the size are controlled to be on that it can be inserted in screen

We advise you to consult sources of DEMONSTRATION application which are supplied in this package to obtain more informations.

To custom your own menu bar



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Target : "MENU_BAR" in "application.xml" file.

It's important to return a `List<JMenu>` objects for "init" method. Do not forget to define the full path for the images used by the menu ("path" attribute).



Illustration 5: example of menu

This example defines two menus "File" and "Edit".

Source example :

```
public class CustomMenu {

    private ArrayList<JMenu> menu;
    private final String path = "D:/images/";

    public CustomMenu() {
        menu = new ArrayList<JMenu>();
    }

    public List<JMenu> init() {
        // define JMenu(s)...
        CJMenu fileMenu = new CJMenu("File");
        fileMenu.setMnemonic(KeyEvent.VK_F);

        CJMenu editMenu = new CJMenu("Edit");
        editMenu.setMnemonic(KeyEvent.VK_E);
    }
}
```



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```
// define JMenuItem(s)...
CJMenuItem newAction = new CJMenuItem("New", path + "tab1.png");
newAction.setMnemonic(KeyEvent.VK_N);

CJMenuItem openAction = new CJMenuItem("Open");
CJMenuItem exitAction = new CJMenuItem("Exit");

CJMenuItem cutAction = new CJMenuItem("Cut", path + "tab2.png");
CJMenuItem copyAction = new CJMenuItem("Copy");

CJMenuItem pasteAction = new CJMenuItem("Paste");

CJCheckBoxMenuItem checkAction = new CJCheckBoxMenuItem("Check
Action", true);

checkAction.addItemListener(new ItemListener() {
    public void itemStateChanged(ItemEvent e) {
        int state = e.getStateChange();

        if (state == ItemEvent.DESELECTED) {
            log.debug("deselected");
        }
    }
});

CJRadioButtonMenuItem radioAction1 = new CJRadioButtonMenuItem(
    "Radio Button1", true);

CJRadioButtonMenuItem radioAction2 = new CJRadioButtonMenuItem(
    "Radio Button2");

ButtonGroup bg = new ButtonGroup();
```



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```
bg.add(radioAction1);
bg.add(radioAction2);

fileMenu.add(newAction);
fileMenu.add(openAction);
fileMenu.add(checkAction);

CJSeparator js = new CJSeparator(fileMenu);
fileMenu.add(js.getJs());

fileMenu.add(exitAction);
editMenu.add(cutAction);
editMenu.add(copyAction);
editMenu.add(pasteAction);

CJSeparator js2 = new CJSeparator(editMenu);
editMenu.add(js2.getJs());
editMenu.add(radioAction1);
editMenu.add(radioAction2);

menu.add(fileMenu);
menu.add(editMenu);

return menu;
}
```

See the javadoc for more informations about [CJMenu](#), [CJMenuItem](#), [CJCheckBoxMenuItem](#), [CJRadioButtonMenuItem](#) and [CJSeparator](#) class.

To custom the content of your main window



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Target : "WINDOW_CONTENT" in "application.xml" file.

IMPORTANT : it can have only one main window !

It's important to return a `List<Object>` objects for "init" method.

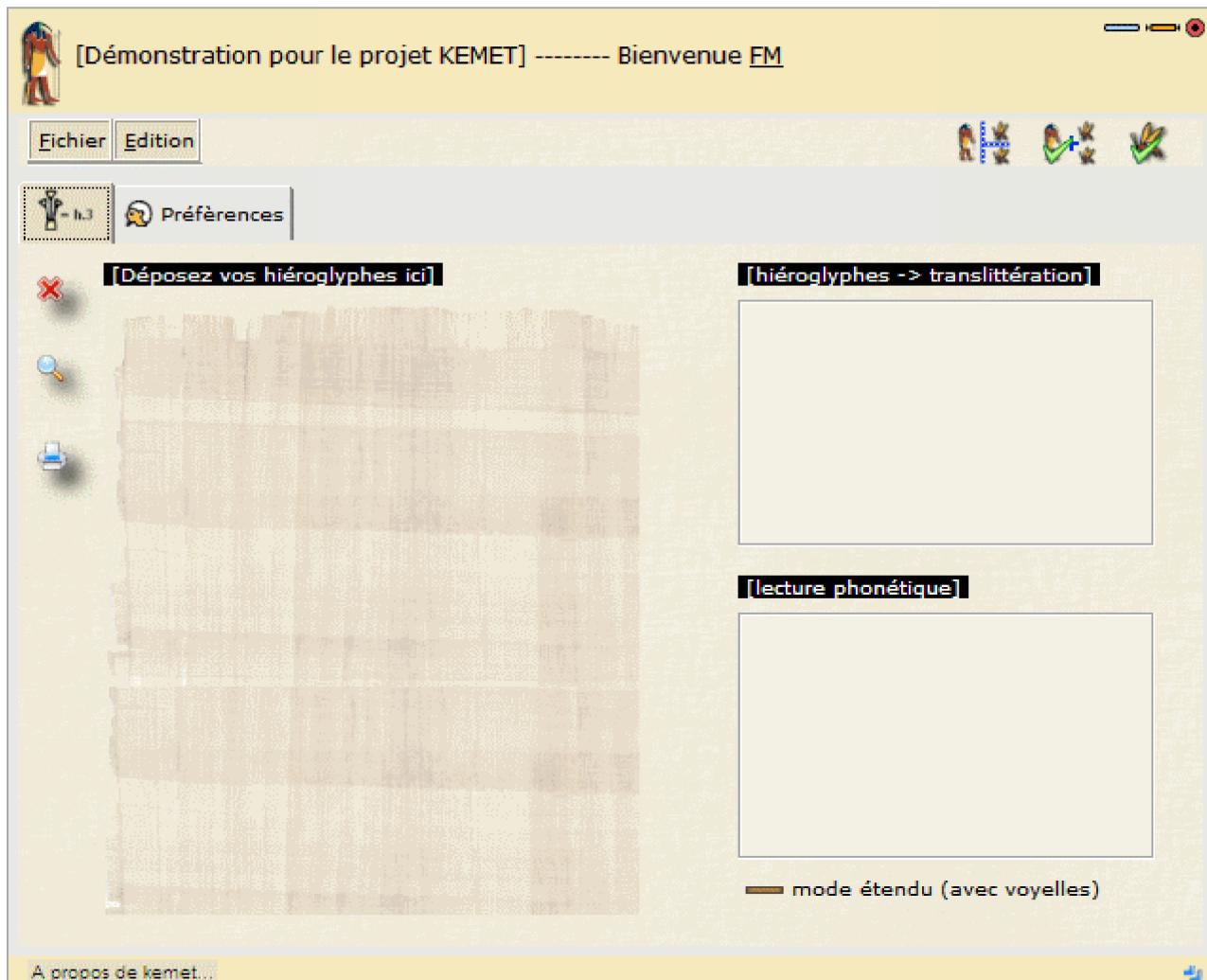


Illustration 6: example of window content for the first tab



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You will find more informations in DEMO sources.

See the javadoc for more informations about [OkButton](#), [CancelButton](#), [CJTextPane](#), [CJCheckBox](#), [CJRadioButton](#), [CJLabel](#), [CdropPanel](#), [DropButton](#) and [DialogInfo](#) class.

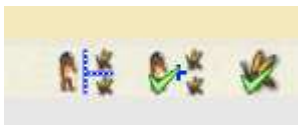


Illustration 7: buttons of main window

The first button allows to move automatically toolbars (see "preferences" tab).

The second button allows to move toolbars th the main window.

The third button allows to show or hide toolbars.



Illustration 8: "action" buttons

The first button allows to minimize the window (window in toolbar system).

The second button allows to maximize (full screen) the main window. For information, all toolbars are hidden.

The third button allows to close the main window (exit the application).

To custom the content of one toolbar

Targets : "TOOLBAR" , "TOOLBAR_SELECTOR", "FOOTER" in "application.xml" file.



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IMPORTANT : it can have some there toolbars (don't forget to define targets in "application.xml" file : one target peer toolbar).

It's important to return a List<JPanel> objects for "init" method.

There are two type of toolbars : **COMPLETE** and **BUTTONS**.



*Illustration 9: example of
COMPLETE toolbar*

In this example (**COMPLETE** toolbar), there are "TOOLBAR_SELECTOR", "TOOLBAR" and "FOOTER" targets which are defined.

You will find more informations in DEMO sources for use of these targets.



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*Illustration 10: example of
BUTTONS toolbar*

This example defines a **BUTTONS** toolbar with two buttons.

You will find more informations in DEMO sources for use of this target.

To custom your “SaveBeforeExit” treat

Target : “SAVE_BEFORE_EXIT” in “application.xml” file.

It contains the name of the class to treat data before exit the application. You have to define this class with a “init” method.

In this process, the preferences are stored (if it's the choice of user).

To custom the content of “About” Dialog

Target : “ABOUT” in “application.xml” file.

It's important to return a List<Object> objects for “init” method.



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Illustration 11: a example of "about" dialog

In this example, we prepare 6 lines of text (initialized in localization file – Cf section "Define the Localization").

Source example :

```
public List<Object> init() {
    log.debug("CustomAbout");

    int nb = Integer.parseInt(Messages.getMessage("CustomAbout.nb"));
    String[] txt = new String[nb];

    int cpt = 0;
    for (int i = 0; i < nb; i++)
        txt[i] = Messages.getMessage("CustomAbout." + cpt++);

    Style[] styles = new Style[txt.length];
    StyleContext sc = new StyleContext();

    for (int i = 0; i < styles.length; i++) {
        styles[i] = sc.getStyle(StyleContext.DEFAULT_STYLE);

        styles[i] = sc.addStyle("style" + i, null);
        styles[i].addAttribute(StyleConstants.FontSize, 10);
        styles[i].addAttribute(StyleConstants.FontFamily, GlobalKemet
```



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```
        .getPoliceName());  
    }  
  
    styles[0].addAttribute(StyleConstants.Bold, true);  
    styles[5].addAttribute(StyleConstants.Underline, true);  
  
    for (int i = 0; i < txt.length; i++)  
        list.add(new Object[] { txt[i], styles[i] });  
  
    return list;  
}
```

See the javadoc for more informations about [Messages](#) class.

To custom the help of application

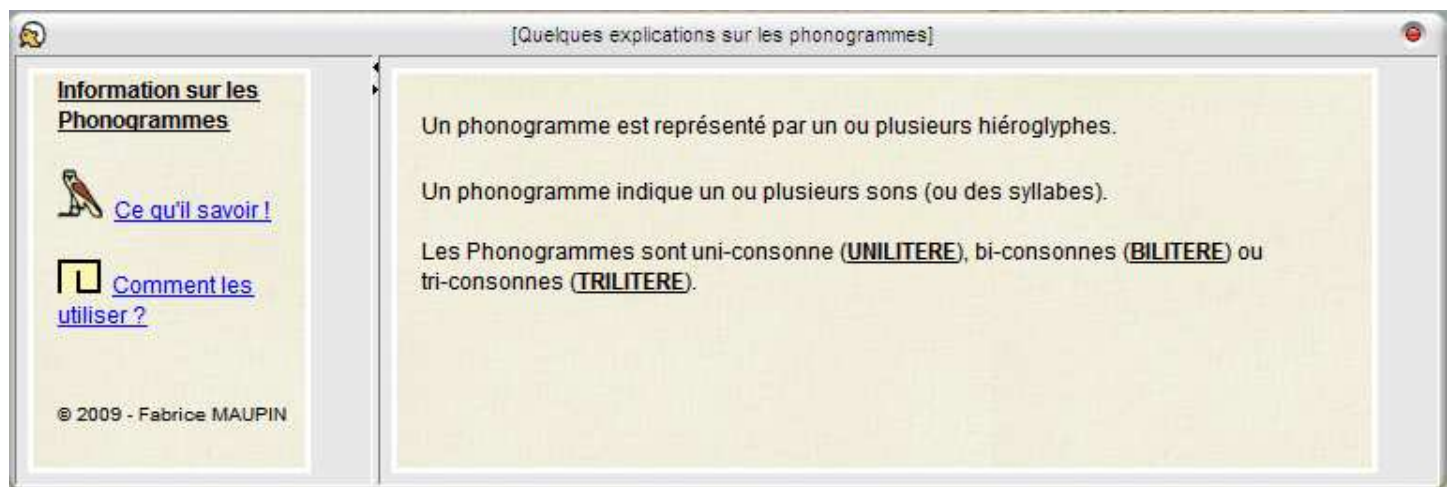


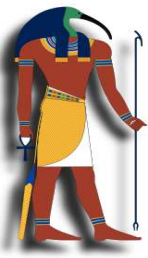
Illustration 12: example of help

A Help dialog is composed of **two sections** :

- in left : index of help
- in right : the content of help

It is based on **HTML** pages and takes into account the management of hyperlinks.

You just have to define HTML pages and resources (in your own locale) and to let make the rest in Helper



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manager.

Place your HTML pages and resources in a "Help" directory (See DEMO ZIP).

You do not initialize directly the Helper manager. You will find how to use the helper manager in DEMO sources.

For more informations about [Helper](#) class, consult the javadoc.

Third step : How to use Kemet Look and Feel Library ?

Currently, the library was tested to support a main window and a toolbar. This first version of this library is still limited.

To define one Toolbar

To install one Toolbar, you have to specify only his name.

Source example :

```
// our toolbar !
KemetToolBar toolbar = new KemetToolBar("tools");

toolbar.setWindowWidth(170);
toolbar.setWindowHeight(110);

toolbar.setWindowPosX(670);
toolbar.setWindowPosY(30);
```

You can modify the size and the position of the toolbar.

See the javadoc for more informations.



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To define the main window

To install the main window, you have to specify his name and say in kemet Look and Feel library that it is the main window of the application.

Source example :

```
app = KemetWindow.getInstance("kemet project window");  
  
GlobalKemet.getInstance().setRootFrame(app.getJf());  
  
SwingUtilities.invokeLater(app);
```

See the javadoc for more informations.



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