

TRUE

TEMPORAL REASONING UNIVERSAL ELABORATION

True System dynamics software

MANUAL Part 08

Frame and box

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I - FRAME

A frame allow to :

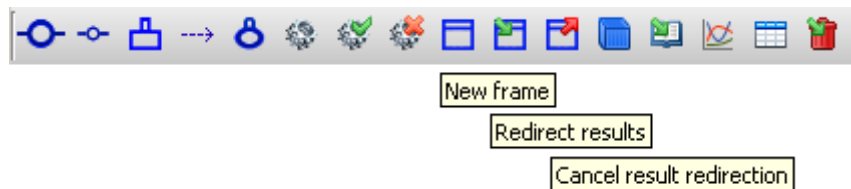
- ❑ Display text, image and animated character
- ❑ Select and move the elements

A) Create a frame

1. Create a frame with the toolbar

- ❑ Click on the 'New frame' button on the middle of the toolbar
- ❑ Click on the model to create the new frame

'New frame' button on the middle of the toolbar

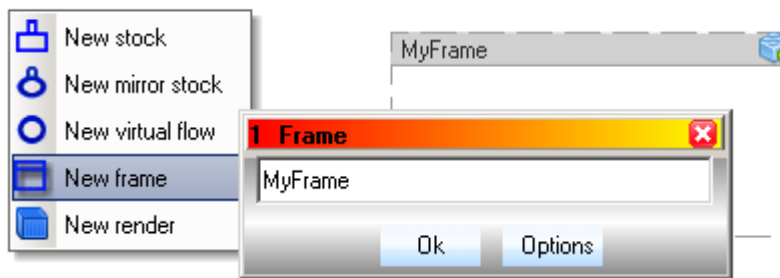


B) Create a frame with the main popup menu

1. Creating

- ❑ Select the 'New frame' option from the main popup menu
- ❑ Enter a name
- ❑ The frame is added to the frames table in the 'Elements' window

Main popup menu



- Note : the border of a new frame is by default dotted because it is not Enable: it doesn't move the inside elements

C) Order the frames

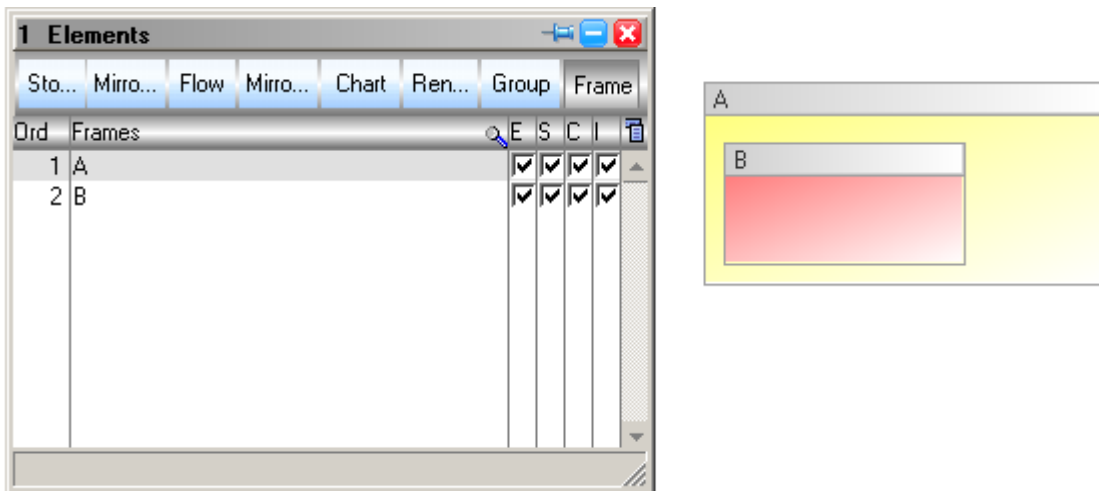
The frames are displayed in an order according to their number of ordering.

When an A frame contains a B frame, the A frame must be displayed before the B frame, when the background color of the A frame is not transparent, else the B frame will be hidden by the A frame.

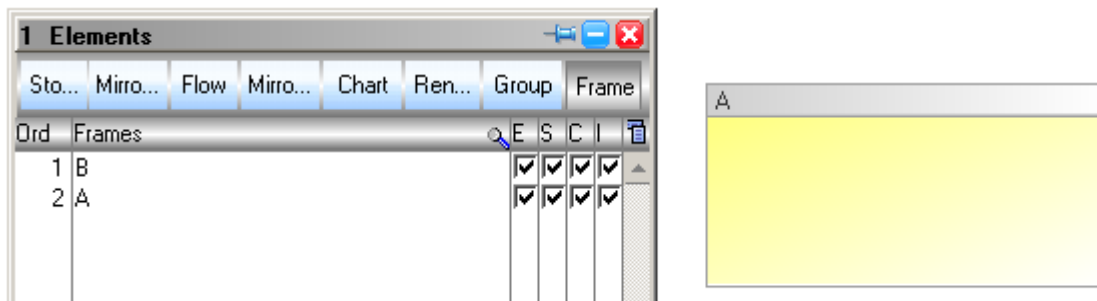
1. Modify the display order

- Open the 'Elements' window
- Select the plan containing the frames
- Select one or more frames in the table
- Drag-and-drop the selected frames over the line of another frame
or
- Select one of the frames, if they are overlaid

The A frame displayed before the B frame, therefore B frame is not hidden



The A frame is displayed after the B frame:
the B frame is hidden by the A frame, unless its background color is transparent



D) Move and resize a frame

When moving or resizing a disabled frame, the inside elements are not moved.

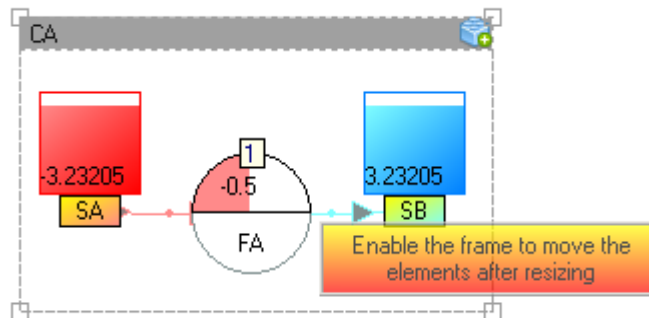
1. Move a disabled frame

- ❑ Click on the title of the frame
- ❑ Drag-and-drop the frame with the mouse
or
- ❑ Use the 'Move, setup elements' window (icone 'Move selection')
Consult the 'Move elements' chapter from the 'Manual Part 03 - Elements'

2. Resize a disabled frame

- ❑ Click on the title of the frame you want to resize
- ❑ Drag-and-drop the handles
or
- ❑ Use the 'Move, setup elements' window
Consult the 'Move elements' chapter from the 'Manual Part 03 - Elements'

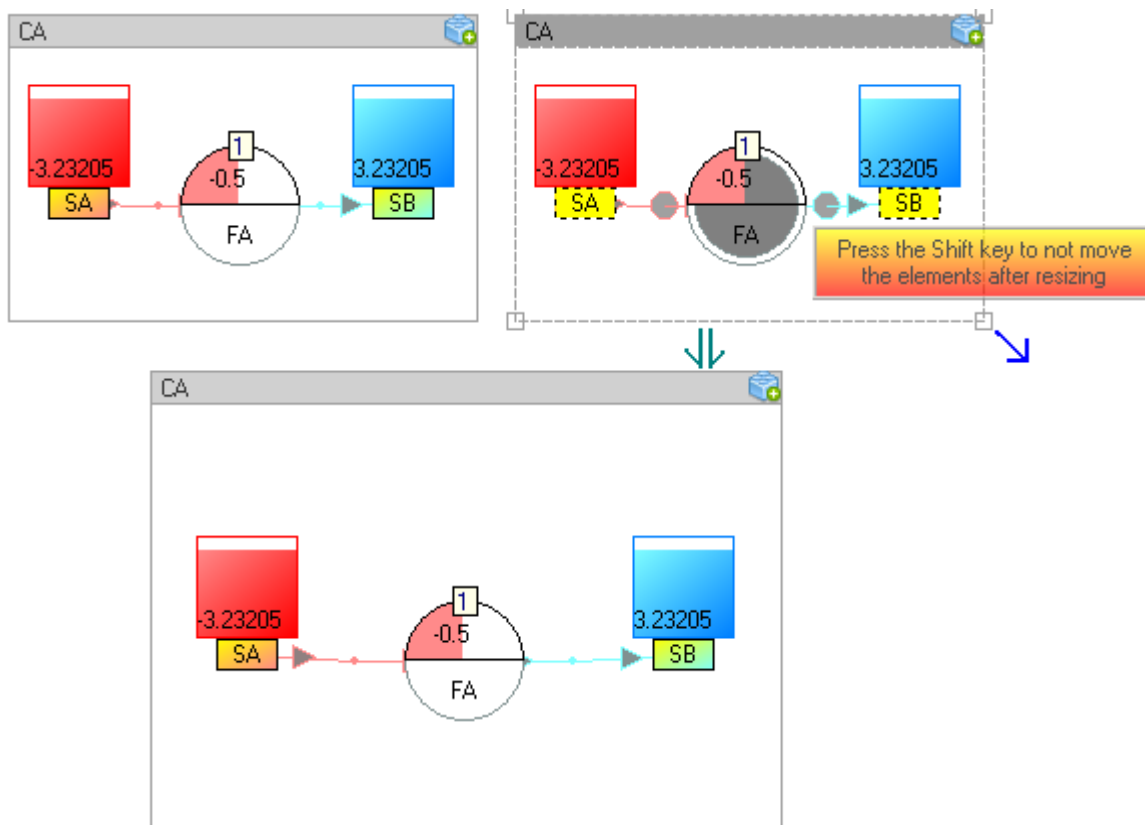
Selected frame, four handles



3. Move or resize an enabled frame

- When resizing an enabled frame, the inside elements will be moved
- To not move the inside elements, press the Shift key while resizing

Resizing a enabled frame



E) Popup menus

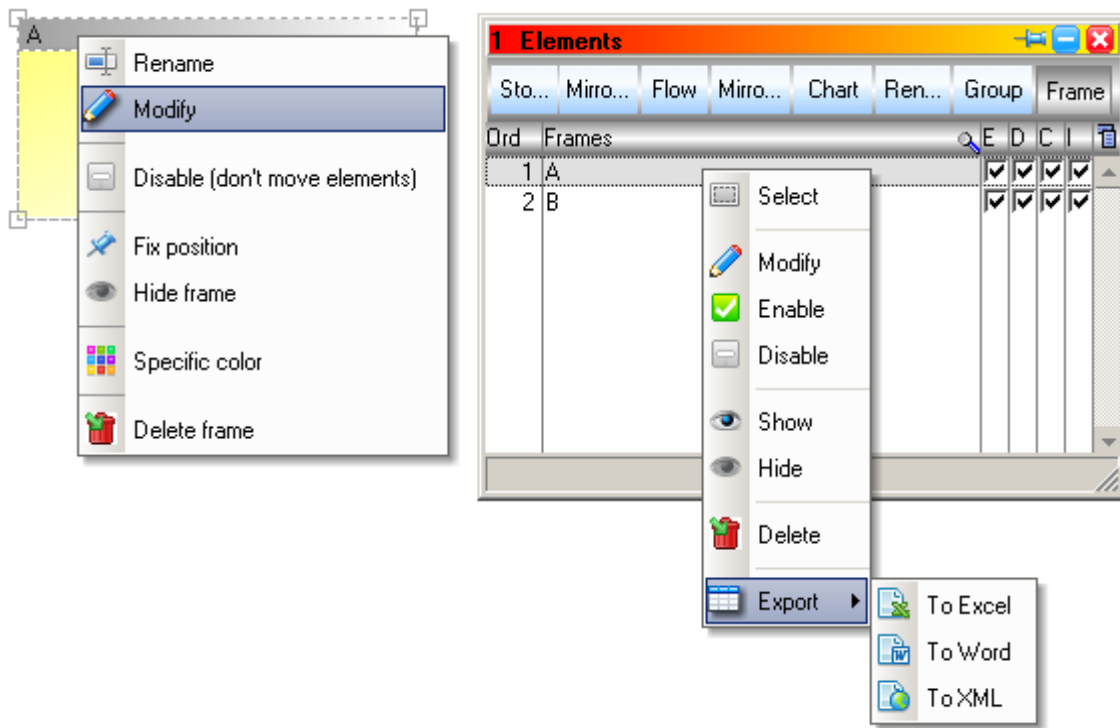
1. Popup menu of a frame displayed in the model

- ❑ Select one or several frames
- ❑ Right-click on the title bar of one of the selected frames to display the popup menu

2. Popup menu of frame in the 'Elements' window

- ❑ Select one or more frame in the 'Elements' window
- ❑ Right-click on one of the selected frames in the table of frames

Popup menus



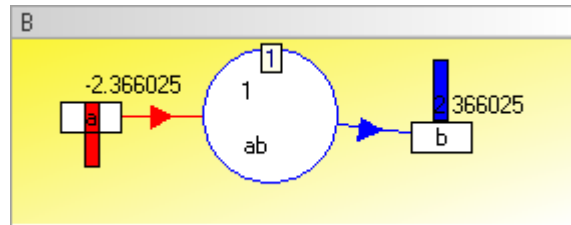
Columns in the Frames table:

- ❑ 'E' enable or disable the frame
- ❑ 'D' display or hide the frame
- ❑ 'C' enable or disable the specific color
- ❑ 'I' display or hide the background image, if initialized

3. Options

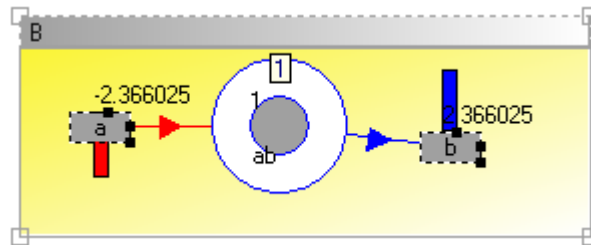
- ❑ 'Rename' or press the 'F2' or 'Enter' key in the 'Elements' window
- ❑ 'Modify' or press the 'F3' key in the 'Elements' window or on the frame in the model
 - Open the 'Setup Frame' window, consult the 'Modify a frame' chapter
- ❑ 'Disable (don't move elements) / Enable (move elements)'
 - Enables or disables the possibility to select and move the elements displayed in the frame, when the frame is selected or moved.

Enabled frame



- Note : the border of an enabled frame is not dotted
- Note : if an enabled frame is selected, the elements in the frame are selected

Elements selected in a selected frame

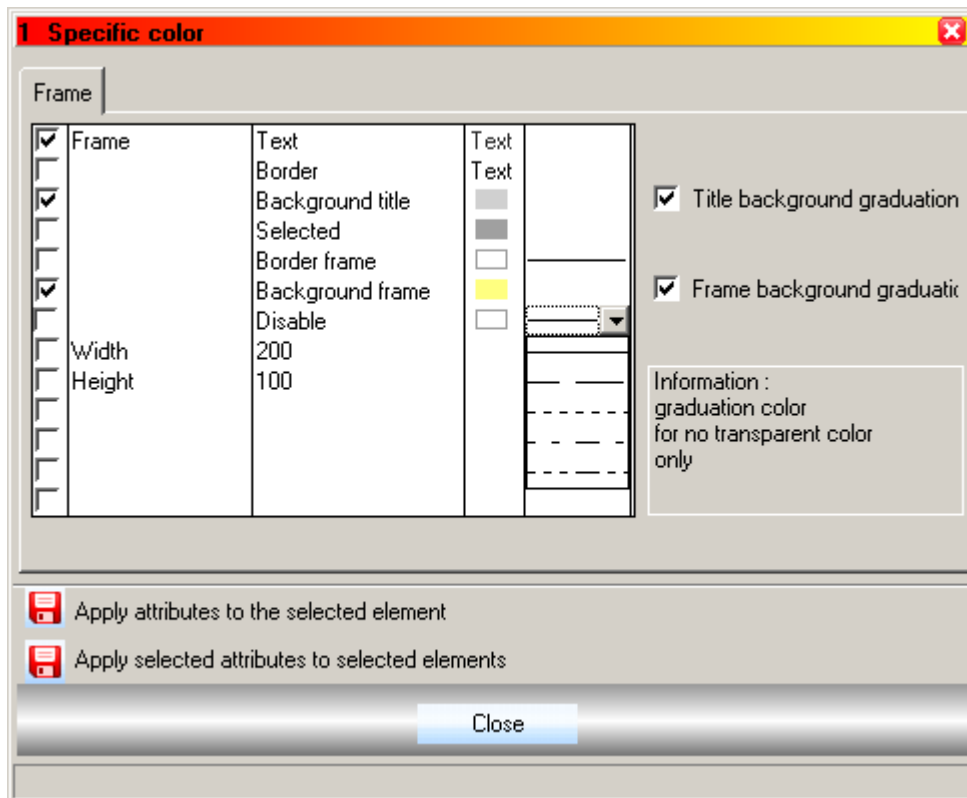


4. Specific color

Open the 'Specific color' window for the selected frames :

- ❑ Select one or more frames in the model
- ❑ Select the 'Specific color' option from the popup menu of the frame of reference
or
- ❑ Click on the 'Color' button and on the frame of reference

'Specific color' window for the frames



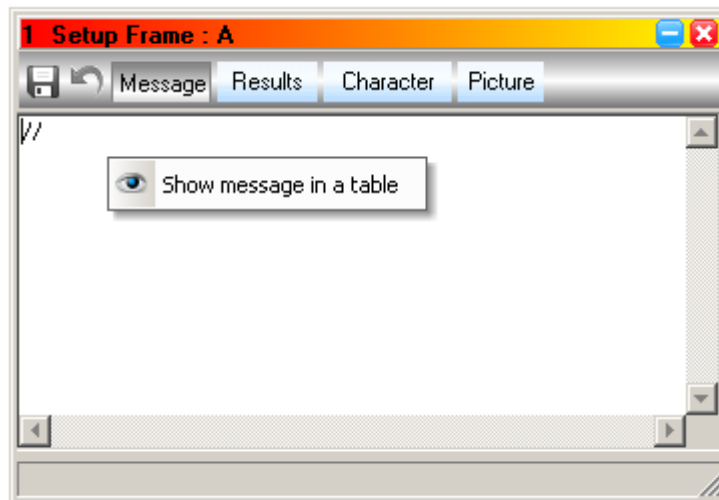
- ❑ Select one line of attribute
 - ❑ Click on the color column to set the color
 - ❑ Click on the combo to set the style
 - ❑ Initialize the width or the height of the frame
 - ❑ Tick the boxes for the attributes to be applied to the other selected frames (only if more than one frames are selected)
 - ❑ Click on the 'Apply...' buttons to save the changes
- Note : the color of the title bar and the background color of the frames are degraded

F) Modify a frame

1. 'Setup Frame' window

- ❑ Select the 'Modify' option from the popup menu of a frame
or
- ❑ Select the 'Modify' option from the popup menu of a frame in the 'Elements' window
or
- ❑ Double-click on the title of the frame
or
- ❑ Select a frame in the model and press the 'F3' key
or
- ❑ Click on the 'Edit' button of the toolbar located on the right side
or
- ❑ Then click on the title of a frame in the model

'Setup Frame' window

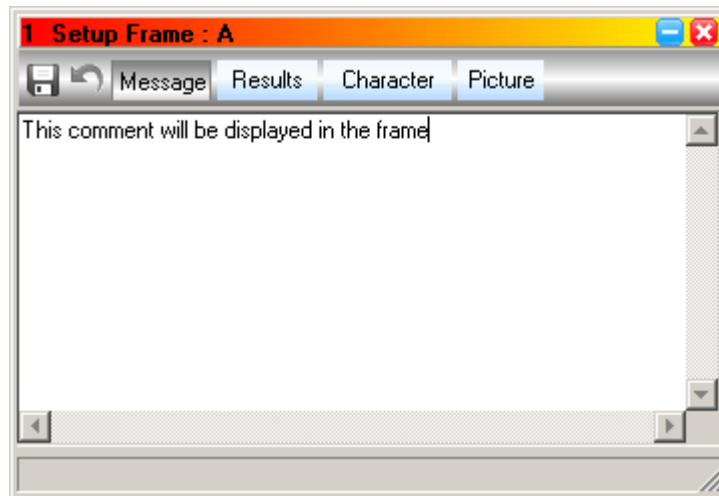


- ❑ this window has four plans :
 - Message, Results, Character and Picture

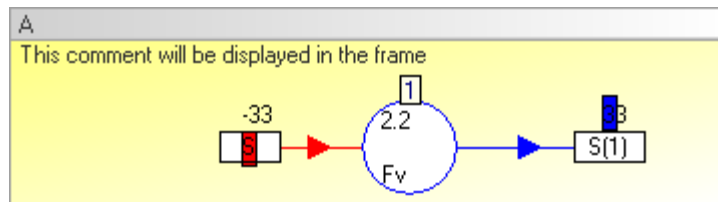
2. 'Message' plan

- Enters a comment in the field, which will be displayed in the frame if the left two slashes are removed

Entering a comment



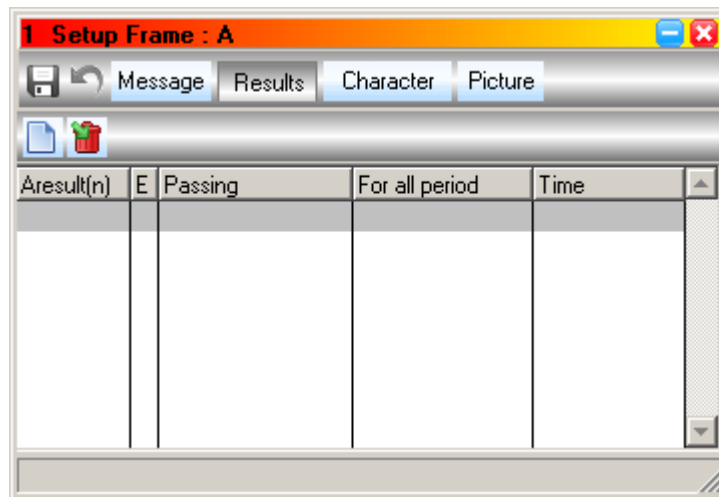
Comment displayed in the frame



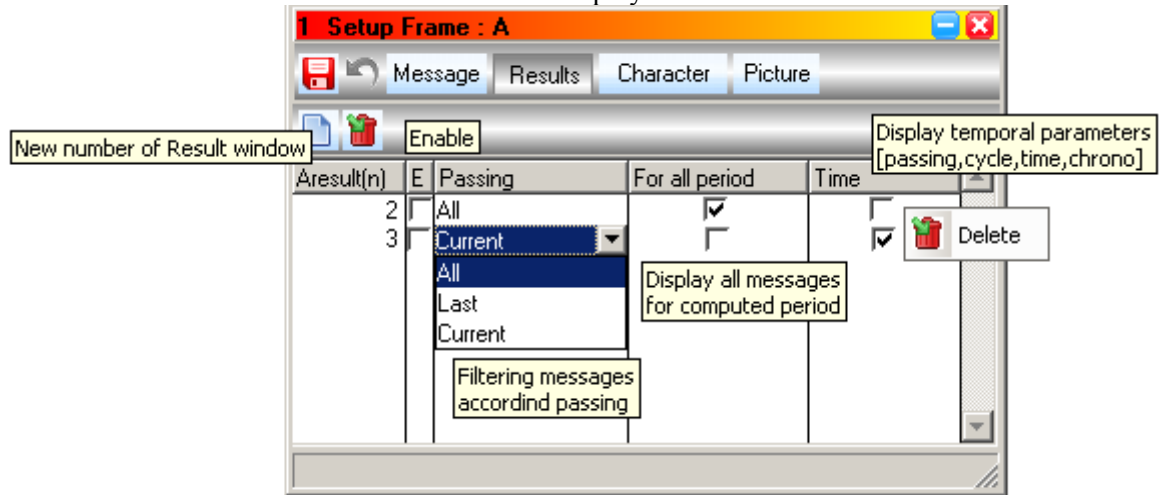
3. 'Results' plan

- the 'Results' plan allows establishing the display of the message written by the function **Aresult()**

'Results' plan



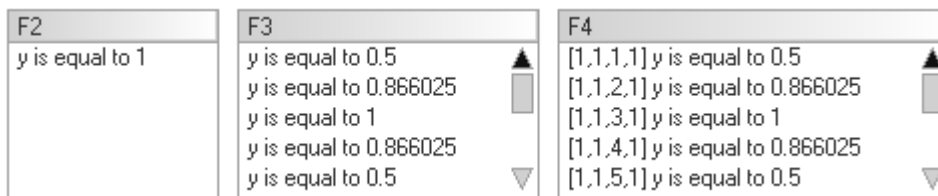
- ❑ Click on the 'New number of Result window' button
- ❑ Tape in the column 'Aresult(n)' the number of redirected messages to be displayed in a Aresult(x) window
- ❑ Tick the box in the 'E' column to enable the display



- ❑ Select the 'Passing' combo to filter the messages according to their passages
 - ❑ Tick the box in the 'For all period' column to display all the messages of all the time unit of the computed period
 - ❑ Check the box in the 'Time' column to display the temporal parameters before the messages
- Note : while computing, the messages are generated the function :
Aresult(<Number of window Aresult(>,<Text1>,<Text2>,<Text3>],...)
 in the actions of the procedure type

Examples of messages displayed for the function below:

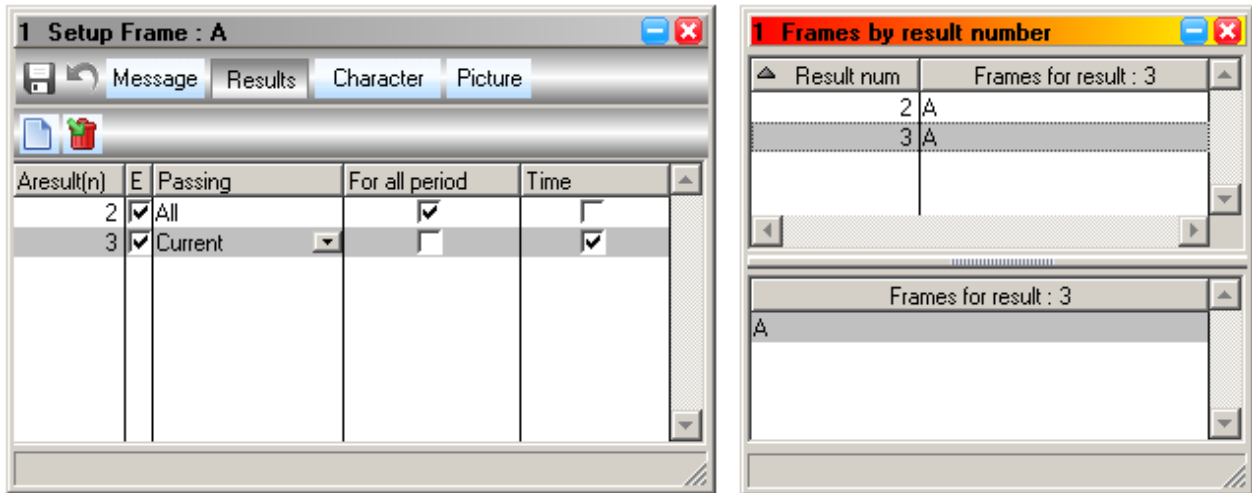
`Aresult(2,"y is equal to",y)`



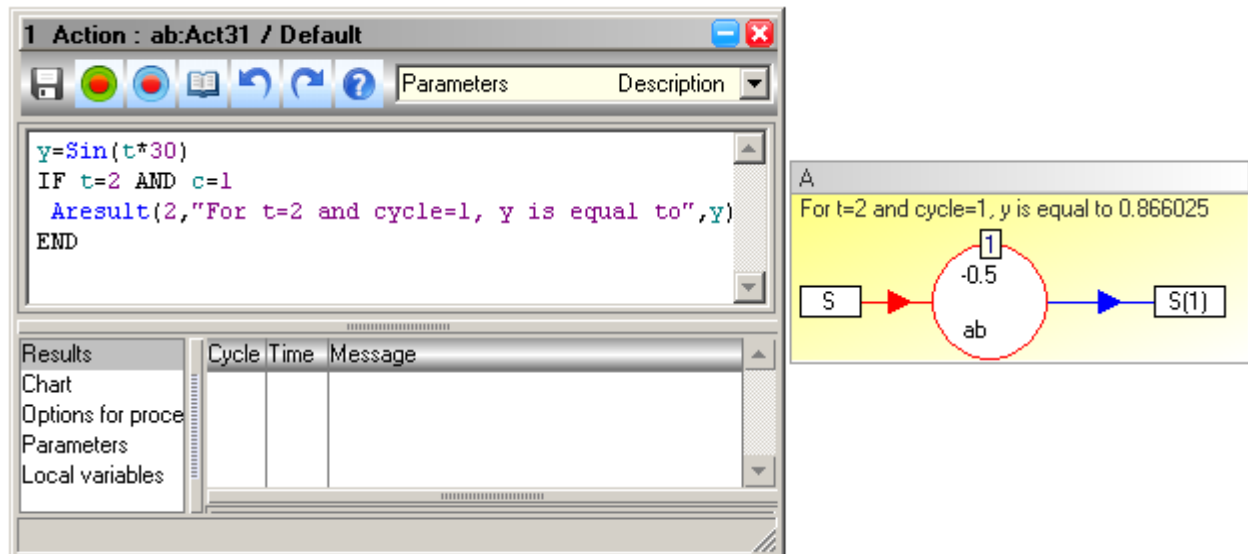
- ❑ frame F3 : 'For all period' box is ticked
- ❑ frame F4 : 'For all period' and 'Time' boxes are ticked

'Frames by result number' window

- ❑ Select the 'Frames by result number' option from the 'Windows' main menu to list the frames which are displaying messages

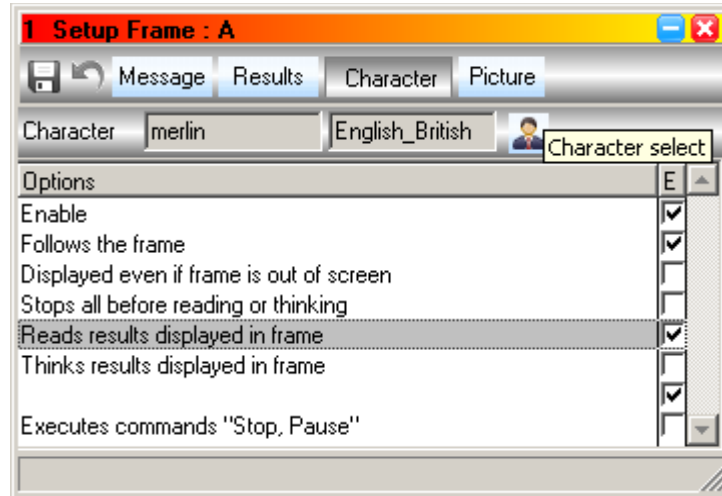


Calling the Aresult() function and displaying the written messages in the frame



4. 'Character' plan

An animated character can say the messages written by the [Aresult\(\)](#) function and displayed in the frame.



Select an animated character :

- ❑ Click on the 'Character select' button
- Note : if the characters are not installed, consult :
'Manual Part 02 – Model', chapter IV, Menu Options : 'Characters'



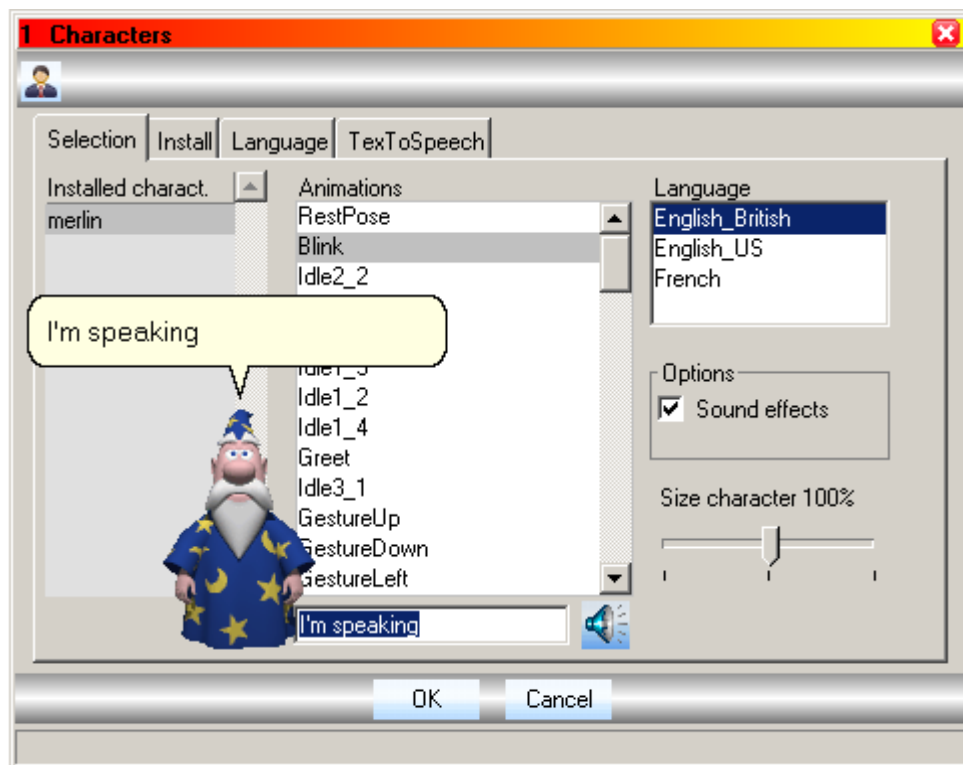
'Characters' window

Plans :

- Selection : select one character

Installation plans

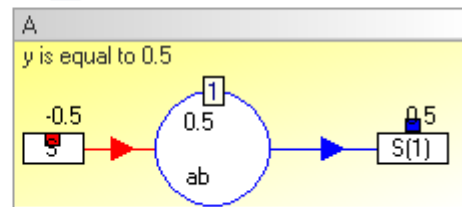
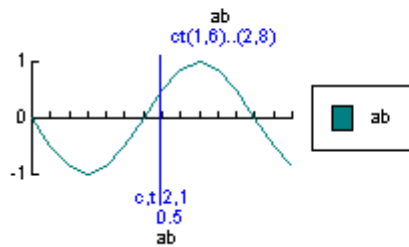
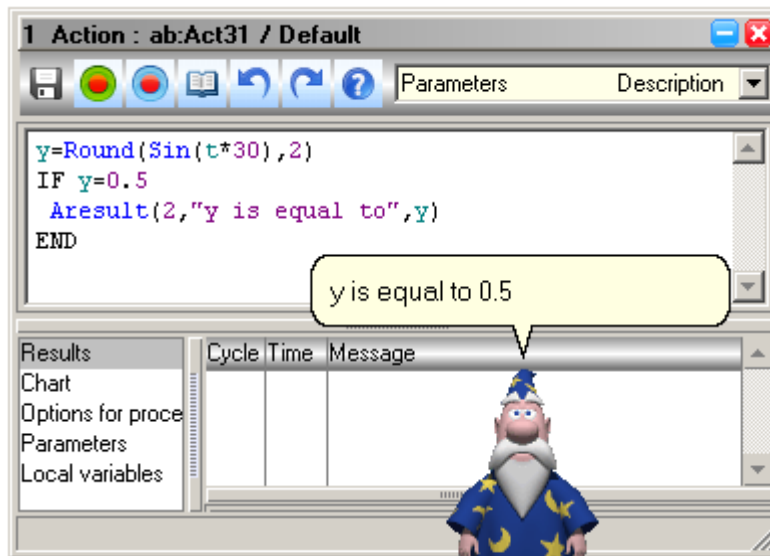
- Install
- Language
- TextToSpeech



Options for the character in the 'Setup Frame' window

- ❑ 'Enable'
- enables or disables the character
- ❑ 'Follows the frame'
- the character follows the frame when its is moving
- ❑ 'Displayed even if frame is out of screen'
- the character is displayed even if the frame is not displayed in the model
- ❑ 'Stops all before reading or thinking'
- the character stops all before reading or thinking
- ❑ 'Reads results displayed in frame'
- the character reads the messages using synthesized voice
- ❑ 'Thinks results displayed in frame'
- the character thinks the messages in a balloon above it
- ❑ 'Executes commands 'Stop, Pause'
- if a message contains the strings 'Stop' or 'Pause' and if the model is playing, it will stop or pause when the character reads it

Example of message generated the `Aresult()` function displayed in the frame and read by the character



5. 'Picture' plan

The plan allow storing images.

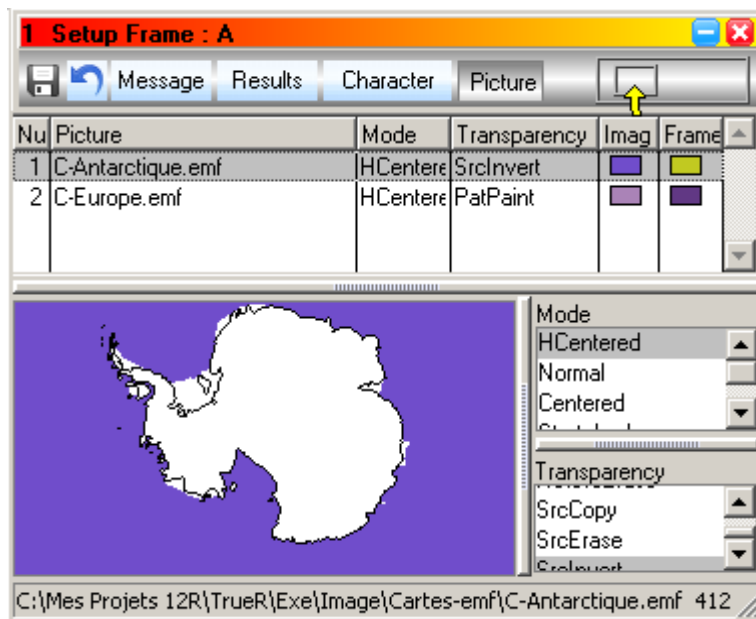
The selected image will be displayed in the frame.

Adding an image in the table :

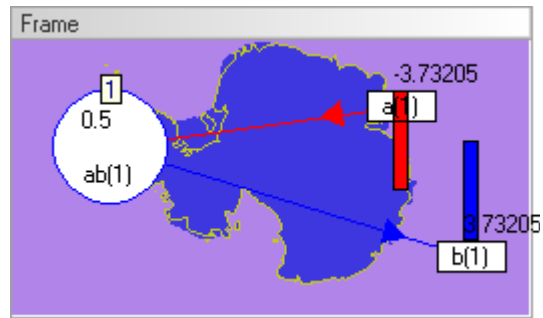
- ❑ Select the 'Explore image folder' option from the 'File' main menu
- ❑ Select with Explorer one or more images and drag-and-drop them in the table
- ❑ Convert the image
Consult the 'Convert an image' chapter from the 'Manual Part 09 - Renders'

- ❑ Initialize the parameters for each image:
- ❑ Select an image
- ❑ Select the 'Mode' and the 'Transparency'
- ❑ Initialize the background color of the image and the background color of the frame :
- ❑ Click on the rectangles of color in the top of those columns :
- ❑ The yellow arrow indicates the selected column

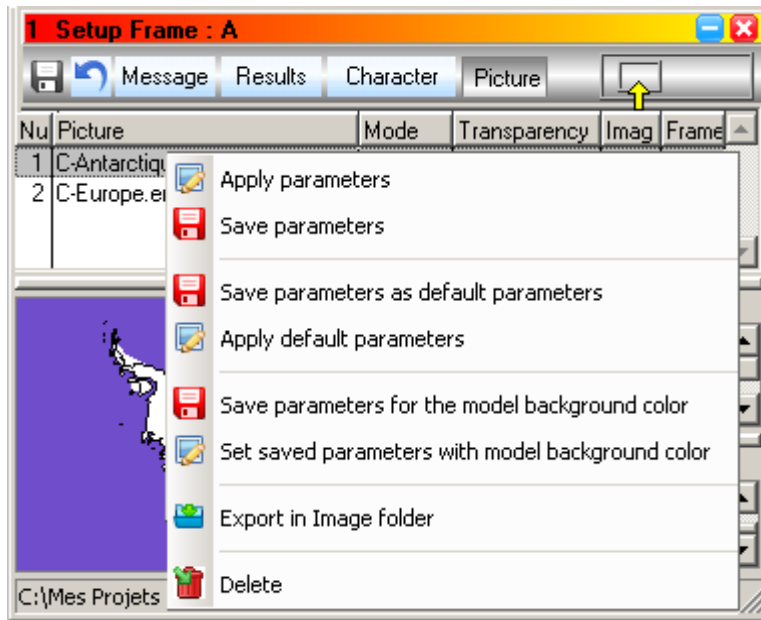
[Set the parameters of one image](#)



Frame having a background image



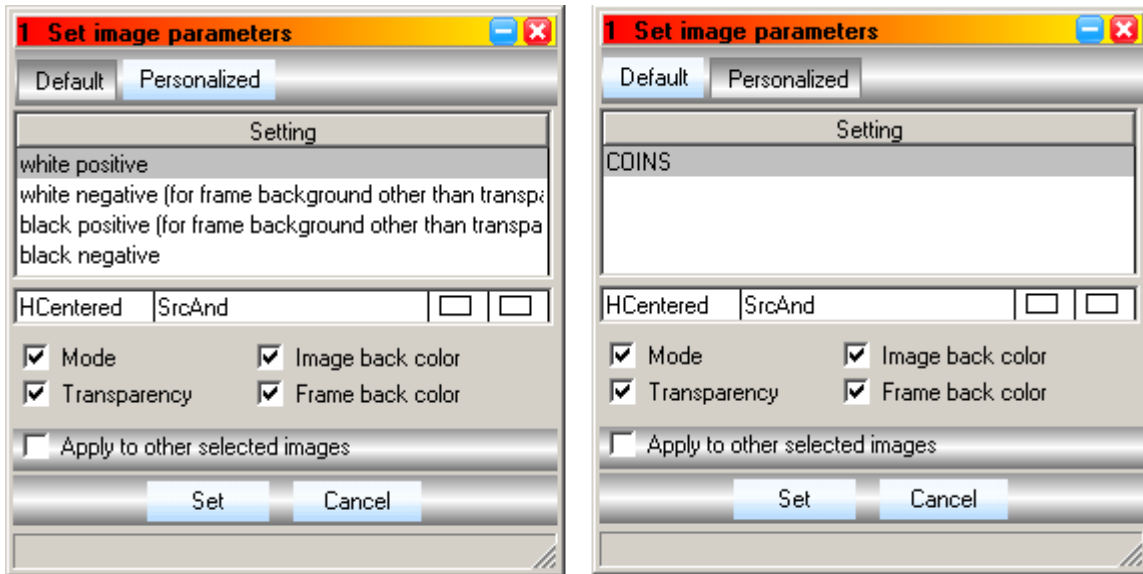
Popup menu of the image table



Options for the popup menu

- ❑ 'Apply parameters'
 - Opens the window to select the predefined parameters stored by the user and which can be applied to the selected images in the table

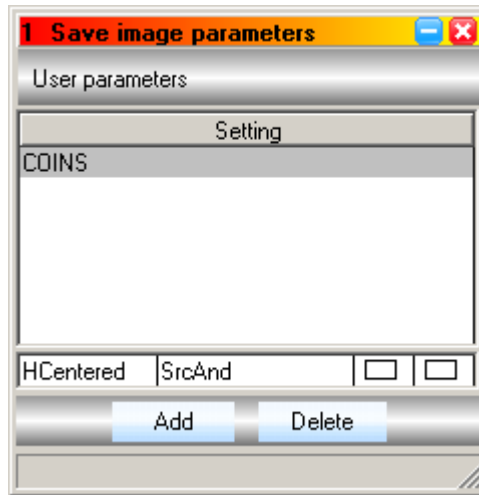
Window for selecting predefined parameters : 'Default' and plan 'Personalized' plans



- Note : the 'Cancel' button cancels changes
Click on the cross(X) to close the window

- ❑ 'Save parameters'
 - Open the window to memorize the parameters of the selected image
 - Click on the 'Add' button
 - Edit the name of the setting
 - Close the window

Window memorizing personalized parameters



- ❑ 'Save parameters as default parameters'
 - The parameters of the selected image will be applied to all the new images dropped in the table
- ❑ 'Apply default parameters'
 - The selected images will be initialized with the default parameters
- ❑ 'Save the parameters for the model background color'
 - Save the selected images with their parameters for the current background color of the model
- ❑ 'Apply saved parameters with model background color'
 - Apply the saved parameters above, according to the current background color of the model

II - BOX

A box is a special opaque frame:

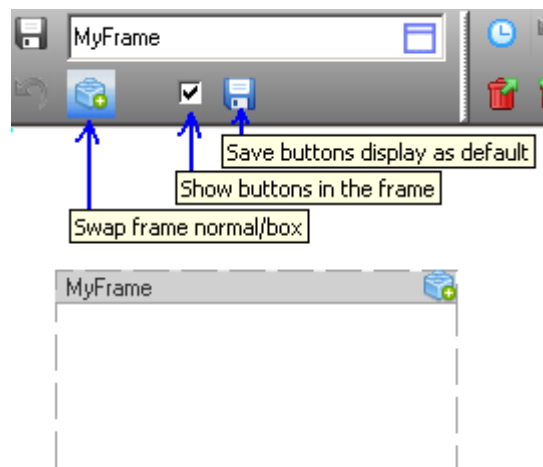
- ❑ The inside elements are hidden
- ❑ A box cannot be hidden, disabled, deleted, copied or exported in the dictionary
- ❑ A box can be moved, resized and can be displayed in one other view:
 - after resizing the inside elements will be moved
- ❑ A box can display text or image as a normal frame
- ❑ A box can contain another box, that can contain another box,...
- ❑ A box can be open:
 - the frame and the inside elements will be displayed in a specific box view
 - the frame can be resized
- ❑ A box can be closed: the box will be displayed as it was before open it
- ❑ A box can be deleted: the frame and the inside elements will be displayed

A) Create a box

1. Create a box

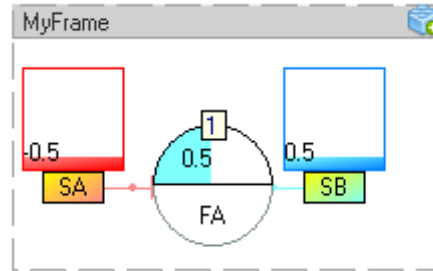
- ❑ Select a frame to display the specific frame toolbar

Specific frame toolbar



- ❑ Add some elements in the frame

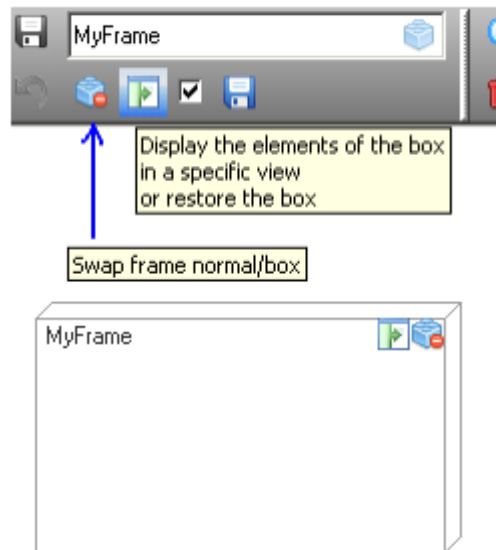
Normal frame



- ❑ Click on the 'Swap frame normal/box' button (in the toolbar or in the frame)

Close box appearance

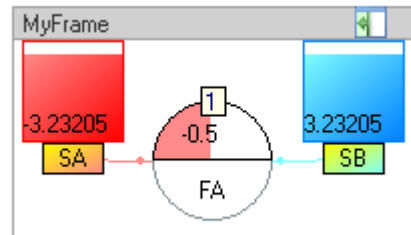
- ❑ A new button is displayed, in the toolbar and in the box



2. Open a box

- ❑ Click on the button 'Display the elements...' (in the toolbar or in the box)
- ❑ The frame and the inside elements are displayed in a specific view

Open box display



3. Close a box

- ❑ Click again on the button 'Display the elements...or restore the box' (in the toolbar or in the frame)
- ❑ The box will be displayed as before open it

4. Delete a box

- ❑ Click on the 'Swap frame normal/box' button (in the toolbar or in the frame)
- ❑ The frame and the inside elements will be displayed in the original view