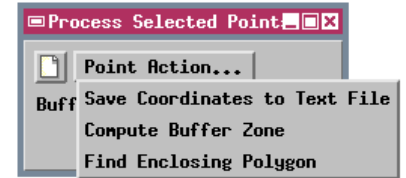
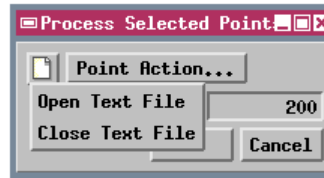
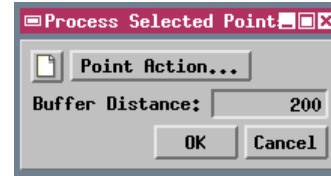


Menus in SML Dialogs using XML

SML dialog windows set up using an XML specification can include custom menus with your own set of menu options and associated actions. The menu can be shown on the window by the menu name (Point Action... menu in the sample window shown here) or by a designated icon (File menu in the sample). The complete XML specification for this sample dialog window is shown below.



```
<?xml version="1.0"?>
<root>
  <dialog id="procpts" title="Process Selected Points" OnOK="OnOK()">
    <pane Orientation="Horizontal">
      <menubutton id="file" Icon="DESKTOP_FILE" ToolTip="Text File..." OnSelection="OnFile()">
        <item Value="open">Open Text File</item>
        <item Value="close">Close Text File</item>
      </menubutton>
      <menubutton id="ptaction" Name="Point Action..." OnSelection="OnAction()">
        <item Value="save">Save Coordinates to Text File</item>
        <item Value="buffer">Compute Buffer Zone</item>
        <item Value="polygon">Find Enclosing Polygon</item>
      </menubutton>
    </pane>
    <pane Orientation="Horizontal">
      <label>Buffer Distance:</label>
      <editnumber id="buffdist" MinVal="0" MaxVal="1000" Precision="0" OnActivate="OnBuffDist()" />
    </pane>
  </dialog>
</root>
```

Strict Syntax Checking in SML

The Spatial Manipulation Language (SML, the general scripting language in the TNT products) now provides an additional stricter level of syntax checking to ensure correct interpretation of complex code and prevent inadvertent overwriting of variable values. When you create a new SML script or query, a preprocessor keyword (\$warnings 3) is automatically inserted at the beginning of the script to provide warnings of violations of the following higher-level syntax rules:

- 1) All variables must be declared before they are used in a statement.
- 2) Assigned variable values must match the declared variable type.
- 3) All statements must end in a semicolon (“;”).

Violations of these rules are not interpreted as errors, and will not prevent scripts from running. Warnings are presented in a separate Script Warnings window that appears only if no lower-level syntax errors were detected. Strict syntax checking is invoked automatically when you choose Syntax / Check from the Spatial Manipulation Language or Query Editor window, but is only invoked when you run the script if the “\$warnings 3” preprocessor keyword is used in the script. The \$warnings keyword is also available from the Insert / Keyword dialog window.

