

ScrapX™ Application Note

Storing and Dispensing FileMaker Pro Objects

Summary: FileMaker Pro (FMP) layout objects such as buttons, fields, and portals can be moved (copied or dragged) from a layout in one database to ScrapX, and then from ScrapX to a layout in the same or another FMP database. The objects will behave as though they had been moved only within FMP. Therefore, FMP developers can place collections of objects in ScrapX scrapbooks and use the objects repeatedly. This can be done with single objects, multiple objects, or all the objects on a layout.

How is this different from keeping a FMP file with container fields for your favorite buttons and icons? FMP container fields only hold the objects as graphics. But, a ScrapX scrapbook will retain the complete functionality of the objects. When the objects are pasted or dragged from a scrapbook back onto a FMP layout, buttons will stay attached to scripts, fields will be real fields, portals will remain connected to relationships, etc.

Note: objects moved between databases may behave differently in their new locations, just as they do when copied from a layout in one database and pasted into another database. Therefore you should inspect the properties of objects that have been move between databases and make adjustments to button definitions, etc., when appropriate.

Example: a FMP Button

1. While in layout mode in a FMP database, create a button image. Then go to **Format > Button...** to associate a single command or a script with it.
2. Drag the button to a ScrapX window. An item is created of type: "PICT, unsupported ('FTRS', 'FMP5')." *The types may be different depending on the type of button object and version of FMP used.*
3. Drag a copy of the button from ScrapX to a layout in the same or a different database.
4. Go to **Format > Button...** to examine the button definition. If it includes any references to fields, layouts, or scripts, adjust the references to make them meaningful in the second database. If the button definition uses no references—for example if the button sounds a "beep" or creates a new record—the button should function correctly. Switch to browse mode to test the button.

Tip: Buttons must be created and defined one at a time. But, a group of two or more buttons may be copied into ScrapX and then back to FMP.

For additional information consult FMP documentation under the topics: "Copying Buttons" and the FMP TechInfo Knowledge Base under "Copying a Layout."

Exceptional Behaviors: None known. *However, the compatibility of objects moved between different versions of FMP has not been tested.*

*Application Note by Bruce Robertson and Fritz Kokesh, support@aqueoussoftware.com
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