VFP Skins Pointers

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What can you as a developer do to improve the First Impression of your product to a customer? Image is everything. A picture speaks a thousand words, and all you get is a first impression.

VFP is a great tool to develop applications. It does not do a good job of impressing customers with flashy and stylish forms. The buzz around the industry is new form design, with better graphics. My aim as a developer is to impress my users, pure and simple. I do this by providing each user that logs in a Choice of how they want their computer application to look. Their choice may be different than the person next to them. This Individuality is critical to empowering your users. No two people dress exactly the same, so why should their forms be the same as their coworker?

First of all I must tell you I am not a salesperson for VFPSkins. I just like the product. I receive nothing for this paper, and I doubt the developers even know it exists.



As an example examine the following images, which one looks the best?

A) No skins on sample form. Very Boring. Native VFP Look and feel.

With the Skin class however, a click of the THEMES command button gives my forms a new look and feel, instantly! See below.

🐞 Finish Line Decision Manager and Op	ponent An	alysis							×
Opponent:	<enny< td=""><td></td><td>Car Num</td><td>177K</td><td>Class: SC</td><td>></td><td></td><td></td><td></td></enny<>		Car Num	177K	Class: SC	>			
0	1	Ra	ice Statistics F	or Kenny					
Average #Runs Reaction Red Lights	Average 60 Foot	Average 330 Foot	Average 1/8th Mile	Average 1/8th MPH	Average 1000 Foot	Average 1/4 ET	Average 1/4 MPH	FT/Sec	Average Dial-In
Left: 0 .0000 0	0.000	0.000	0.000	0.000	0.000	0.000	0.000	0	0.00
Right: 3 .0183 0	1.773	4.346	6.135	140.28	7.631	5.943	113.66	166	8.90
						Highest MPH:	178.24	261	
		Perform	ance Compari	ison .vs. Kenny					
RT	60 Eoot	330 Foot	660 Eoot	660 MPH	1000 Foot	1/4 Mile	1// MDH	May FT/Soc	Dial In
Opponent's Run Selected: Right 0.015	1.768	4.339	6.146	138.77	7.656	8.923	178.24	261	8.90
Your Last Run Comparison: Left 0.027	1.559	4.352	6.168	139.44	7.665	8.919	180.19	268	8.90
Pick Your Run to Compare (+/-) 0.012	209	0.013	0.022	0.670	0.009	-0.004	1.950	6	0.000
		Finis	sh Line Decisio	on Manager					
	At 330	ft You Shou	ld Be 3.3 Fee	et Behind You	ir Opponent				
	At 660	ft You Shou	ld Be 4.5 Fee	et Behind You	ir Opponent				
	At 1000	ft You Shou	ld Be 2.1 Fe	et Behind You	ir Opponent				
	At MPH (Cone You Sh	ould Be 0.7 l	Feet Behind Y	our Oppone	nt	-		
Users Click Here to Change their "style"		Note: A	ssumes Similar						
Themes			Return				<u>Carro</u>	<u>AUS</u> F	50

B) VFPSkin file OFFIX. Bold Borders, nice and easy to read.

🙀 Finish Line Decision Manage	er and Opp	oonent Ana	lysis							3
	Opponent:	<enny< th=""><th></th><th>Car Num</th><th>iber: <mark>177K</mark></th><th>Class: SO</th><th>></th><th></th><th></th><th></th></enny<>		Car Num	iber: <mark>177K</mark>	Class: SO	>			
			Ra	ine Statistics F	or Kenny					
Average #Runs Reaction F Left 0 .0000 Right 3 .0183	Red Lights	Average 60 Foot 0.000 1.773	Average 330 Foot 0.000 4.346	Average 1/8th Mile 0.000 6.135	Average 1/8th MPH 0.000 140.28	Average 1000 Foot 0.000 7.631	Average 1/4 ET 0.000 5.943 Highest MPH:	Average 1/4 MPH 0.000 113.66 178.24	FT/Sec 0 166 261	Average Dial-In 0.00 8.90
(Perform	ance Compari	ison .vs. Kenny					
Opponent's Run Selected: Right	R/T	60 Foot	330 Foot 4.339	660 Foot 6.146	660 MPH 138.77	1000 Foot 7.656	1/4 Mile 8.923	1/4 MPH	Max FT/Sec	Dial-In 8.90
Your Last Run Comparison: Left	0.027	1.559	4.352	6.168	139.44	7.665	8.919	180.19	268	8.90
Pick Your Run to Compare	0.012	209	0.013	0.022	0.670	0.009	-0.004	1.950	6	0.000
			Finis	sh Line Decisi	on Manager					
		At 330	ft You Shou	ld Be 3.3 Fee	et Behind You	ir Opponent				
		At 660	ft You Shou	ld Be 4.5 Fee	et Behind You	ir Opponent				
)	At 1000	ft You Shou	Id Be 2.1 Fe	et Behind You	ir Opponent				
		AUMPHO	one rou Sh	ouia Be V./ I	reet benind Y	our Oppone	nu			
			Note: A	ssumes Similar I	Reaction Times					
Themes				Return				<u>Cano</u>	OUST-	5 .0.

C) Atlantek skin file. Flashy border, green color with silver boxes that customers seem to like. This skin almost requires silver shapes to break up the monotone color.

💿 🐝 Finish Line Decision Manager and O	pponent Ar	nalysis							0
Opponent:	Kenny		Car Num	ber 177K	Class SC	;			
	-	Ra	ace Statistics F	or Kenny					
Average #Runs Reaction Red Lights Left: 0 .0000 0 Right: 3 .0183 0	Average 60 Foot 0.000 1.773	Average 330 Foot 0.000 4.346	Average 1/8th Mile 0.000 6.135	Average 1/8th MPH 0.000 140.28	Average 1000 Foot 0.000 7.631	Average 1/4 ET 0.000 5.943 Highest MPH	Average 1/4 MPH 0.000 113.66 178.24	FT/Sec 0 166 261	Average Dial-In 0.00 8.90
		Perform	ance Compari	son .vs. Kenny					
R/T	60 Foot	330 Foot	660 Foot	660 MPH	1000 Foot	1/4 Mile	1/4 MPH	Max FT/Sec	Dial-In
Vour Last Run Comparison: Lat.	1.708	4.339	0.140	.138.77	7.000	8.923	178.24	201	0.90
Pick Your Run to Compare	1.009	4.352	0.108	139.44	7.005	8.919	180.19	268	8.90
(+/-) 0.012	209	0.013	0.022	0.670	0.009	-0.004	1.950	6	0.000
		Finis	sh Line Decisio	on Manager					
	At 330	ft You Shou	ld Be 3.3 Fee	et Behind You	ir Opponent				
	At 660	ft You Shou	ld Be 4.5 Fee	et Behind You	ir Opponent				
	At 1000	ft You Shou	Id Be 2.1 Fee	et Behind You	ir Opponent		. 🥥		
	At MPH C	one You Sh	ould Be 0.7 I	-eet Behind Y	our Oppone	nt			
		Note: A	ssumes Similar I	Reaction Times					
Themes			Return				Can	OULS F	50

D) Commander Skin File. Flashy border, hard to read unless you include dark shapes..

🛸 Finish Line Decision Manager and Opp	onent Anal	lysis							X
Opponent:	Kenny		Car Num	iber: 177K	Class: <mark>S</mark> C	2			
-		Ra	ice Statistics F	or Kenny					
Average #Runs Reaction Red Lights Left: 0 .0000 0 Right: 3 .0183 0	Average 60 Foot 0.000 1.773	Average 330 Foot 0.000 4.346	Average 1/8th Mile 0.000 6.135	Average 1/8th MPH 0.000 140.28	Average 1000 Foot 0.000 7.631	Average 1/4 ET 0.000 5.943 Highest MPH:	Average 1/4 MPH 0.000 113.66 178.24	FT/Sec 0 166 261	Average Dial-In 0.00 8.90
		Perform	ance Compari	ison .vs. Kenny					
Opponent's Run Selected: Dight 0.015	60 Foot	330 Foot	660 Foot	660 MPH	1000 Foot	1/4 Mile	1/4 MPH	Max FT/Sec	Dial-In
Your Last Run Comparison: Left 0.027	1.700	4.353	6 168	139.44	7.665	8.919	170.24	261	8.90
Pick Your Run to Compare (+/-) 0.012	209	0.013	0.022	0.670	0.009	-0.004	1.950	6	0.000
		Finis	sh Line Decisi	on Manager					
	At 330	ft You Shou	ld Be 3.3 Fe	et Behind You	ir Opponent				
	At 660	ft You Shou	ld Be 4.5 Fe	et Behind You	ir Opponent		_		
	At 1000	ft You Shou	ld Be 2.1 Fe	et Behind You	ir Opponent				
	At MPH (Cone You Sh	ould Be 0.7	Feet Behind Y	four Oppone	nt			
		Note: A	ssumes Similar	Reaction Times					
Themes			Return				Craw	CALST-	50

BlueLuna file, Very Easy to Read but somewhat boring border. Requires silver shapes to break up the monotone color.



Now consider these Splash Screen images, which one will impress your customers the most?

A) Ugly standard Splash Form. Nothing redeeming about it visually. With the Skins class however a user just needs to Click the Themes button and expose a whole new application. See Below.



B) More stylish Splash Form. The Top Border really stands out on this version. Look Below for other examples.

NOTE: I always give my applications a picture screen as a splash screen, they can double click on the picture and change it to any picture they wish. This is also stored in the log in file to individualize the users experience.





Notice how the icons on the command buttons really stand out. There are 30 other examples, some weird but then again what is weird to me may not be weird to the end user.

Since everyone is entitled to my opinion, I choose the more stylish looks also. I have incorporated this into every application I have. I would like to share my findings with you, in hopes that you can enjoy it also.

Give Your User Style Options - Save Their Choices to a Database

The best part of this example is if you save the User's screen choices into their log in file or setup database then they will get the look they want, and this will improve their experience with your software. It makes the end user happier, and a happy end user will be willing to pay more for future work.

VFPSkins is a great class for dressing up your FoxPro Forms. Once you understand how to data drive the style and code for font changes the class becomes fantastic.

Only Two Issues:

1) This is a big one. There is only one problem that I have never found a fix; I have been unable to use my resizing class with VFPSkins class. They seem to clash. I have not tried other resizing classes or used it with anchors yet.

2) The VFPSkin class will disregard the Font and formatting choices you made, so if you do NOT want the skin affect on any control (including labels, command buttons etc.), then you must use NOSKIN in the TAG Property of each conotrol. This is very important!

	Opponent:	txtDrivername	Car Number: btCarnu	n Class: txtRaceClass	
		btRa	ceStatisticsForDriverName		
Average #Runs Reaction	Red Liahts	Average Average 60 Foot 330 Foot	Properties - statistics.scx		
Left: btlr btAvgF	txtF	btAvg6 btAvg3	abltxtYourReact		
Right btlr btAvaF	txt5				
ingin in			All Data Methods	Layout Uther	Favorites
			🛛 🔀 🗸 noskin		
			SaveAsClass	[Default]	
		If you do not want skin	All Seconds	2 - Default (Default)	
		effects on any control	SelLength	0	
	рл	change it's TAG Property	SelStart	0	
	R/I	to "noskin" as shown	SelText	0	
onent's Run Selected: txtlcLa	i btReai	here.	SelectOnEntry	.F False (Default)	
		And	SelectedBackColor	51,94,168	
Reservan companson. Dervour	DRITOUR	for our contractions	SelectedForeColor	255,255,255	
Your Run to Compare	A 4D 10T		SetFocus	[Default]	
oPickYourCarsRuns 🛛 🔛	δαυίπε	Constitue - Enterine	ShowWhatsThis	[Default]	
			Mathematical SpecialEffect	0 - 3D	
			🔊 StatusBarText	(None)	
			Manual StrictDateEntry	1 - Strict (Default)	
		F	_ <u>po</u> ∎ Style	0 - Normal (Default)	
			🔁 Tabindex	16	
			TabStop	.T True (Default)	
	-		Mag Tag	noskin	
	1.5		Marken TerminateRead	.F False (Default)	
			Mext Text	0	
				.T True (Default)	
			l colTipText	(None)	
	1		🔊 lop	286	
		Note: .	UIEnable	[Default]	
			Valid	[User Procedure]	
			Pre Value	(None)	
bes			Visible	. I True (Default)	
			WhatsThisHelpID	-1	
			When	[Default]	
			I I I Width	45	and a second second second

Getting Started

First you need to purchase the class, for \$30 US it is a steal. I think it comes with around 30 different screen "skins". Each has it's own file name, with VFS file extensions.

There are 6 elements to using the VFPSkins Class.

1) Create a sub folder to store the skin files. I use a sub folder called THEMES in all my applications.

2) Store the class files in your LIBS or Library folder.

3) Create or use a database field to store the user's selection of VFPSkin file. I have a SETUP.DBF file in every application that has several skin file name areas depending on where in the application I need them.

I have one field called skinMain for the splash screen skin choice, skinSave for the save screen, skinFinish for the Finish Line Manager choice etc.

4) Create a new form or open an existing form. Now Drop the class on the form.

5) In the INIT Event of the Form you will need to call a Form Method. This form method that contains code to lookup which "skin" file the user wanted and store that into a Form Property.

6) Create a Form Command Button to allow the user to change the skin file on the fly, and store these choices into the Setup.DBF file.

Now What?

Most of you will understand the First 4 elements listed. If not send me a message, I will try to explain it.

The Elements I need to expand on begin with **Number 5**. This deals with the code in the INIT event of the Form, or having a Form Method that is called in the INIT() Event. Secondly we will deal with the ChangeLook Form Method.

Here is the code I use for the first Method:

INIT EVENT Code or SkinLookup Method:

LOCAL lcOldSelect, lcSkinName

lcOldSelect = DBF()

* function to open Log In Database or Setup Database to retrieve user choices automatically DO openit IN MAIN WITH "tables\setup.dbf" SELECT setup *pull skin name from setup.dbf field called StatSkin (for Statistics Skin Name)
ThisForm.SkinName = ALLTRIM(statskin)
IF EMPTY(ThisForm.SkinName)
 * nothing there, assign default skin that looks decent
 ThisForm.SkinName = "themes\blueluna.vfs"
ENDIF
* transfer ThisForm.SkinName to local var also to check existence
LcSkinName = ThisForm.SkinName
* does this skin acually exist?
* if so then make it the skin
* otherwise make it the default "blueluna.vfs"

llexist = .F.

DO fndfile IN MAIN WITH (lcSkinName)

IF llexist = .T.

THIS.VFPSkin1.SetSkinName((lcSkinName))

ELSE

* alert user that there is an error and no skin is found * set default skin THIS.VFPSkin1.SetSkinName((lcSkinName))

ENDIF

* select previous dbf again SELECT (lcOldSelect)

Element Number 6

Create a command button called **"Themes"** and place the following code (with revisions for your needs) in the Click Event.

Local lcDefaultDirectory * save current folder LcDefaultDirectory = sys(2003)

* I set the default to the THEMES FOLDER first. set default to themes

* First call the VFPSkin internal method to display skin choices ThisForm.Vfpskin1.setskinname()

* Second, apply the skin changes via internal class method ThisForm.Vfpskin1.changeskin()

Set default to &lcDefaultDirectory

LOCAL lcOldSelect lcOldselect=alias()

*** now open SETUP and replace the field with the choice the user made DO openit in main with "tables\setup.dbf" Select Setup

REPLACE statskin WITH Thisform.VFPSkin1.cskinname lcwhatskin=ALLTRIM(setup.statskin)

Changing/Renaming Command Buttons

If you have a command button that you want to DISABLE when using the vfpskin class here is the answer.

To fix this is very simple. For Example: If I have a command button on the screen and it is named "cmdBegin" then to disable it I would put this code somewhere that executes.

thisform.SBcmdBegin.setenabled(.f.)

NOTICE: the SB in front of the cmdBegin section. That refers to the VFPSkinned buttons only.

When VFPSkin inits, puts invisible (Visible property with .F. value) all CommandButtons and adds VFPSkinButtons; the skinned button have the same name that native CommandButton with "SB" before.

Example: if you have a CommandButton named cmdClose, after VFPSkin inits, you'll have a VFPSkinButton named SBcmdClose.

In order to change their properties, you must use Set methods of VFPSkinButton. Example:

ThisForm.SBcmdClose.SetCaption("Delete") ThisForm.SBcmdClose.SetFontName("Tahoma") ThisForm.SBcmdClose.SetFontSize(8) ThisForm.SBcmdClose.SetEnabled(.F.) ThisForm.SBcmdClose.Visible = .F.

NOTE: This only works if you have a command button that you want to be skinned and does NOT have the TAG Property set to NOSKIN.

As you can see the code is not difficult, and the result is well worth it. I know the style gave me an edge recently when my dealership software was up against a competitor who used dot.net. The customer had complained that my old version was ugly, but not anymore. Without the skin look I would have lost the account simply because the look was old and outdated.

Don Higgins



Lastly, here is Bill Gates, founder of Microsoft, looking at my software....

