

命令样式

TEMplates name ["title"] [/POS: p[:m]] [/SIZE:s] [/FONT: "f[:ph],..."]
[/Color: c] [/Backcolor: b] [/GAP: g] [/MIN]
[/NOConfirm] [/BEEP] [/FILE].../

Defines an interactive dialog box that, when executed, can present information, collect input data, and control execution of macros or other templates.

定义一个交互式对话框，使之运行后，能显示信息、收集输入数据、并且控制宏或其他模板的执行情况。

TEMplates ["lable"] ["lable" [:value], ...] [slashparams] /REFRESH [:n | CANCEL]

Immediately refreshes all changed dialog fields (optionally just the nth or cancels top dialog).

立即刷新所有更改的对话框字段（可选仅刷新第 n 个或取消顶部对话框）。

参数说明

name

The template command name (no embedded spaces or other separators).

模板命令的名称（不能包含空格或其他分隔符）。

title

The title bar text above the dialog box when the template is executed; if missing, the template name is used. If /FILE is present, title is the filespec of the BMP or JPG image to write.

模板运行时出现在对话框上方的标题栏文字；如果不定义，则默认使用模板名称。如果出现/FILE，则标题为 BMP 或 JPG 图像文件中的图像。

/POS: position [:margin]

Specifies the location of the dialog box relative to the base window (default=main, or screen if minimized). Valid position choices are: MIDDLE (default), LEFT, RIGHT (left or right at vertical middle), TOP, BOTTOM (top or bottom at horizontal middle), ADJACENT (aligned outside specified side, e.g. RIGTOPADJ for top of right side), CENTER (center of screen), MOUSE (centered under current mouse position), SAME (same screen position where last appeared), or BASE (base for inheriting styles and positioning persistent subtemplates). Multiple choices can combine (e.g. /POS:SAMERIGHTBOT). The optional margin subparameter specifies the real number of characters to offset the dialog box from the base window edge, overriding the default margin. For example, /POS:TOPLEFT:2 places the dialog box two character positions below and right of the base window's upperleft corner.

指定对话框相对于基础窗口的位置（默认的基础窗口为主程序窗口；如果主程序窗口最小化，则基础窗口为显示屏）。有效位置选择为：MIDDLE（中间，默认），LEFT, RIGHT（竖直中间的左边

或者右边), TOP, BOTTOM (水平中间的顶部或底部), 相邻 (在指定侧外对齐, 例如右侧顶部的 RIGTOPADJ), CENTER (屏幕中心), MOUSE (当前鼠标位置下的中心), SAME (与上一次相同的屏幕位置), 或者 BASE (继承格式的底部, 并且位于持续子模板中)。可同时组合多个选项 (例如: /POS:SAMERIGHTBOTTOM)。margin 为可选子参数, 指定对话框偏离基础窗口边缘的字符数, 覆盖默认的 margin。例如, /POS:Topleft: 2 表示对话框位于基础窗口左上角的下面和右边 2 个字符位置。

/SIZE:size

Specifies the dialog font size. Valid sizes are: MEDIUM (default; command area character size), SMALL (menu character size), LARGE (50% larger than default size), or a multiplier value times SMALL size (so /SIZE:1 is the same as /SIZE:SMALL).

定义对话字体大小。有效尺寸为: MEDIUM (默认; 和命令栏字符尺寸一致), SMALL (和菜单字符尺寸一致), LARGE (比默认尺寸大 50%), 或者为一个数值, 它将用于乘以 SMALL 来表示字体大小(例如 /SIZE:1 等同于 /SIZE:SMALL)。

/FONT:"font[:pointsize],..."

Specifies a list of one or more fonts and optional point sizes used for the dialog box. If the first font is not found on the system, then any further fonts are tried in order (default=Arial).

定义一系列字体为对话框中使用的一个或多个字体及其尺寸 (可选)。如果系统中找不到第一个字体, 则按序尝试表格中的其它字体 (默认=Arial)。

/COLOR: c

Specifies default foreground color for all text, box, check, radio, and button fields on the current template and all its subtemplates, either as a MESSAGE COLOR number from 0 to 15 (0=black) or as a 6-digit hexadecimal RGB value (FF0000=red).

定义当前模板及其所有子模板中所有文字栏、框体栏、检验栏、界面栏和按键栏的默认前景颜色, c 为 MESSAGE COLOR 中从 0 到 15 的数字 (0=黑色), 或为 6 个 16 进制 RGB 值 (FF0000=红色)。

/BACKCOLOR: b

Specifies default NOTE COLOR number or 6-digit hexadecimal RGB value for the dialog background, flat fields drawn on it, and button fields (but not input fields like variables and drop-down lists) on the current template and all its subtemplates.

定义当前模板及其所有子模板中对话背景、平面栏和按键栏 (不包括输入栏, 例如变量和凹陷表格) 的默认 NOTE COLOR 数或 6 个 16 进制 RGB 值。

/GAP: gapsize

Specifies the size of margin around and gap between fields (default=5 is "M" character size).

定义各栏之间的间隙大小 (默认为 5, 中等 M 字符大小)。

/MIN

Includes a minimize button in the dialog title bar.

在对话标题栏中包含一个最小化按钮。

/NOCONFIRM

Allows dialogs to be cancelled without confirmation even when input changes would be lost.

允许对话在没有确认的情况下被取消，即使更改后的输入会丢失。

/NOKEY

Suppresses automatic underlined keyboard shortcuts (so they must be specified with "_").

禁止自动带下划线的键盘快捷键（因此必须使用“_”指定它们）。

/BEEP

Beeps before popping up the dialog box (useful for warning messages).

在弹出对话框之前发出“哔”声（对报警信息十分有用）。

/HIDE

Hides previous program windows while dialog is active, but still uses them for positioning.

编写对话框内容为标题文档说明，而不是显示在屏幕上。

/FILE

Writes dialog box contents to the title filespec instead of displaying on the screen.

将对话框内容写入标题文件规范，而不是显示在屏幕上。

["label"[:value],...] [slashparams] /REFRESH: n

Refreshes variables, images, etc. for just the nth field of all active dialogs. If the top dialog's nth field is a list input field, its drop-down list can be reset with new labels and values; if it is a text, box, button, check, or radio field, its single label can be reset (space permitting). Text, box, input, and already-colored button fields can reset /COLOR: c and /BACKCOLOR: b.

仅刷新所有活动对话框的第 n 个字段的变量、图像等。如果顶部对话框的第 n 个字段是列表输入字段，则可以使用新的标签和值重置其下拉列表；如果是文本、框、按钮、复选或单选字段，则可以重置其单个标签(如果空间允许)。文本、框、输入和已着色的按钮字段可以重置/COLOR: c 和/BACKCOLOR: b。

Operation

操作

The TEMPLATE command is similar to MACRO in that it introduces a body of definition lines terminated by a single slash.

TEMPLATE 命令和 MACRO 类似，都是采用几行定义并且以单行斜线结束的形式。

Like macros, templates are executed using the command EXECUTE name (or .name), where name is the template name. Any parameters following .name are substituted for "%1", "%2", etc. appearing inside the template definition.

和宏类似，模板也是使用命令 EXECUTE name (或者.name)来执行，其中 name 为模板名。任何在.name 之后的参数，都用来替代出现在模板定义中的"%1"，%2"等。

When a template is executed, a dialog box pops up containing the specified fields arranged neatly in rows and columns. Data can be edited in variable fields, or in the case of multiple-choice variables, a label can be picked from a drop-down list to assign the variable the corresponding value. Pressing the Ctrl key with "+" or "-" zooms in or out.

当执行一个模板时，会弹出一个对话框，它包含整齐布置成行和列的控制栏。数据可以在变量栏中进行编辑；如果是有多重选项的变量，可以设置一个下拉菜单，用于选择相关变量值。按 Ctrl 键和 “+” 或 “-” 可放大或缩小。

Other fields appear as labeled buttons. Pressing a button triggers an action, after which control returns to the dialog, or the dialog exits if the button field was marked with the word "EXIT".

其他栏以标签按键的形式出现。按下一个按键则触发一个动作，在这之后，控制将回到对话框；如果按键栏标记为"EXIT"，则退出对话框。

Template Body Format

模板主体格式

The body of the template definition is composed of multiple lines containing one or more fields, with "|" separating multiple fields within a line. Each field has the following general syntax:

模板主体的定义由几行包含一个或多个控制栏组成，单个行中用"|"分隔各个栏。各个栏的一般语法如下：

"[label]" [EXIT] [type] [name] [param]...

The individual formats for each field type are described below.

各个类型控制栏的格式如下：

Blank Lines

空行

Blank or commented-out lines in a template are completely ignored. To create a narrow gap between dialog box rows, insert a line between them containing only the empty string ("").

完全忽略模板中出现的空格或者注释行。如果要在对话框中行与行之间插入小的间隔，则需要行与行之间插入一个只包含空字符串("")的行。

Text Fields

文字栏

"text" [/Width: c]

Static text fields are surrounded by quotes and appear verbatim in the dialog box. If a static field is alone on a line, then its width doesn't affect the positioning of multiple fields on other lines; to alter this behavior, append an empty text field. Doubled quotes (") inside text appear as a single quote ("). Optional /WIDTH:c wraps text after c average-size characters.

静态文字栏由引号包围，并且完全显示在对话框中。如果一个静态栏单独为一行，那么其宽度不会影响其他多栏行中控制栏的位置；如要改变这个特性，附加一个空文字栏即可。文字中的双引号(")会以单引号(")的形式出现。可选/WIDTH: c 在 c 平均大小字符之后换行文本。

Image Fields

图像栏

@"filespec" [/Height: r] [/Width: c]

A static image field substitutes a BMP or JPG image into the dialog box from the specified filespec. The default extension is ".BMP"; relative filespecs may be found in the current, library, program, or path directories; Pure white (RGB=0FFFFFFh) is transparent, so use a slightly different shade (e.g. 0FFFFFFEh) or include /Backcolor:15 to appear as white. If /HEIGHT:r or /WIDTH:c is present, they specify the number of text rows and/or average-size characters for the image height and width (otherwise pixels are shown directly without resizing). Images can also be used as field labels by replacing "label" with @"filespec".

静态图像栏用一个指定的 BMP 或者 JPG 图像替换到对话框内。默认拓展名为".BMP"；相关文件可以在当前、库、程序或路径目录中找到；纯白色(RGB=0FFFFFFh)是透明的，所以使用轻微不同的阴影（例如 0FFFFFFEh）或包含/Backcolor:15 则显示为白色。如果存在/HEIGHT: r 或 /WIDTH: c，则它们指定图像高度和宽度的文本行数和/或平均大小字符数（否则直接显示像素而不调整大小）。图像也可以用作字段标签，方法是将“标签”替换为@“filespec”。

Variable Edit Input Fields

变量编辑输入栏

["label"] [[EXIT] VARI] name |@"file" [/Height: r] [/Width: c] [/DEC: n] [/READ]

This appears in the dialog box as an edit field, initially set to the value of the named variable. The user can edit this value or input a new one. The variable is updated with the new value only when the dialog box exits or an execute button is pressed. Optional VARIable is only needed with EXIT, @"file", or name matching a field type. Any label appears as a right-justified tag.

这作为编辑栏出现在对话框之中，初始化后显示为指定变量的赋值。用户可以编辑该值或输入另一个值。只有退出对话框或按下执行按钮时，该变量才会更新为新数值。只有 EXIT、@"file" 或与字段类型匹配的名称才需要可选的 VARIable。任何标签都显示为右对齐的标签。

If /HEIGHT:r is present, then a multiline edit control appears with space for r rows of either wordwrapped variable text or line-preserved contents of the specified @"file". When editing @"file" contents, text is horizontally and vertically scrolled within the edit field window, allowing insertion of new lines by pressing the Enter key. If /WIDTH:c is present, the edit field width is set so c average-size characters fit.

如果存在/HEIGHT: r, 则会出现一个多行编辑控件, 其中包含指定@ “file” 的自动换行变量文本或行保留内容的 r 行空间。编辑@ “file” 内容时, 文本在编辑字段窗口中水平和垂直滚动, 允许通过按 Enter 键插入新行。如果存在/WIDTH: c, 则设置编辑字段宽度, 以便适合 c 平均大小的字符。

If /DEC:n is present, it specifies n decimal places (default=2) to use when displaying numeric values. For negative decimal places, the absolute value of n is used but any trailing decimal zeroes are trimmed. If a comma precedes n, then commas are accepted on input and displayed every three integer digits. If n ends with "FA" or "PS", the specified suffix characters are accepted on input and displayed instead of a leading sign ("f" or "p" for negative, "a" or "s" for positive). If /READ only is present, the value is displayed but cannot be edited.

如果存在/DEC: n, 则指定显示数值时要使用的 n 个小数位 (默认值=2)。对于负小数位, 将使用 n 的绝对值, 但会修剪任何尾随的小数零。如果逗号在 n 之前, 则在输入时接受逗号, 并每三个整数数字显示一次。如果 n 以 “FA” 或 “PS” 结尾, 则在输入时接受指定的后缀字符并显示, 而不是前导符号 (“f” 或 “p” 表示负数, “a” 或 “s” 表示正数)。如果存在/READ ONLY, 则会显示该值, 但无法对其进行编辑。

Variable List Input Fields

变量输入栏

`"label1"[:value1] ... "labeln"[:valuen] [[EXIT] VARIABLE] varname [/WIDTH:c]`

This appears as a drop-down list control, which the user can click to choose any "label" from the list. The named variable is updated with the selected "label" choice when the dialog box exits or an execute button is pressed. However, if the "label" is followed by ":" and a value, then the named variable is updated with that value (either a number or a quoted string or * to disable) instead of the "label" appearing in the list. The "label" list cannot include images. If /WIDTH:c is present, the list control fits c average characters instead of the widest "label".

这显示为一个下拉列表控件, 用户可以单击该控件以从列表中选择任何 “标签”。当对话框退出或按下执行按钮时, 使用选定的 “标签” 选项更新命名变量。但是, 如果 “标签” 后跟 “:” 和一个值, 则命名变量将使用该值 (数字或带引号的字符串或 * 以禁用) 进行更新, 而不是列表中出现的 “标签”。“标签” 列表不能包含图像。如果存在/WIDTH: c, 则列表控件适合 c 平均字符, 而不是最宽的 “标签”。

If a single "label" is present, it appears as a right-justified tag. But if more than one "label" or value is present before the variable name, then a drop-down list control appears, which the user can click to choose any "label" from the list. The named variable is updated with the selected "label" choice when the dialog box exits or an execute button is pressed.

如果出现单独的 "label", 这表示标签为右对齐。但如果有多于一个 "label" 或数值出现在变量名之前, 则出现一个控制下拉列表, 用户可以选择列表中的任何 "label"。当退出对话框或按下执行按钮时, 选取的 "label" 变量将更新赋值。

However, if the "label" is followed by ":" and a value, then the named variable is updated with that value (either a number or a quoted string) instead of the "label" appearing in the drop-down list.

然而，如果"label"之后有":"和一个值，那么这个指定变量将更新为那个值（数字或引号引起的字符串），而不是出现在下拉列表中的"label"。

Parts List Input Fields

子模型列表输入栏

["label"] [EXIT] PARTs varname

The PARTS field appears as a drop-down list control, which the user can click to choose a part to be assigned to the named variable. The part list comprises those selected by the last PARTS or TANKS command, or all parts are listed if none were selected. Any label appears as a right-justified tag.

PARTS 栏以下拉列表为控制，用户可选择一个子模型分配给指定变量。子模型列表包含最后 PARTS 或 TANKS 命令所选取的子模型，如果没有任何选取，则列出所有子模型。所有标签名称都是右对齐。

Check Box Input Fields

复选框栏

["label"] [EXIT] CHECK varname

The CHECK field appears as a box at the left of any label and with a check mark inside if the named variable is not initially blank or zero. On uncanceled template exit, the variable is set to 1 if checked or 0 if unchecked.

CHECK 复选框栏，控件显示在标签名称的左边，并且如果指定变量初始不是空或零，则复选框内会有标记。在不是以取消方式退出模板时，如果标记复选框，则变量设置为 1，如果未标记复选框，则变量设置为 0。

Radio Button Input Fields

选项按钮栏

["label"] [EXIT] RADIO varname

The RADIO field appears as a radio button at the left of any label. Radio buttons operate on the same named variable in groups, with the first button matching a variable value of blank or zero, the second matching value 1, the third matching 2, and so on, with the final radio button matching any other value for the variable. On template startup, a radio button is selected only if it matches its variable's value. On uncanceled template exit, the variable is set to 0 if its first radio button is selected, 1 if its second button is selected, and so on.

RADIO 栏作为一个选项按钮，控件显示在标签名称的左边。选项按钮作用于同一个指定变量，第一个按钮赋值变量为空或 0，第二个按钮赋值变量为 1，第三个赋值变量为 2，以此类推...最后选项按钮匹配变量为其他任意值。在模板初始时，选项按钮选中在变量的当前值按钮上。在不

是以取消方式退出模板时，如果选取了第一个选项按钮，则变量赋值为 0；如果选取了第二个选项按钮，则变量赋值为 1；以此类推。

File and Directory Input Fields

文件和目录选取栏

["label"] [EXIT] FILE | DIR varname [/EXT:"exts"] [/SHORT] [/EXIST]

FILE and DIR fields appear as push buttons which pop up file and directory selection dialog boxes. If this selection box is not cancelled, the named variable is updated with the selected long pathname when the template dialog box exits or an execute button is pressed. The varname appears on the button face, replaced by "label" if present.

FILE 和 DIR 栏以按钮的形式，弹出文件和目录选择对话框。如果该选择框没有被取消，那么当模板对话框退出或按下执行按钮时，指定变量的值会更新为选取的绝对路径。如果出现 varname，则其替代"label"出现在按钮上。

If FILE or DIR is the only field in a template, then the template dialog is bypassed when executed, going directly to the file or directory dialog box.

如果模板中只有 FILE 栏或 DIR 栏，那么执行时则避开模板对话，直接进入文件或目录对话框。

If /EXT:"exts" is present, only files or directories ending in the specified comma-separated list of extensions (which may contain "*" and "?" wildcards) are listed and can be selected from the dialog box. If one of these extensions is "*", then "All files" are available at the end of the "Files of type" drop-down list. Each extension series may be followed by a parenthesized type description (e.g. /EXT:"PF, PPF (Print), RF* (Run)"). If a single extension is listed, then the file may be entered into the dialog without this default extension present.

如果出现/EXT:"exts"，那么只会出现且只能选取在对话框中以指定逗号分隔列表的拓展名（可以包含通配符"*" 和"?"）结尾的文件或目录。如果拓展名中有"*"，则在“文件类型”下拉菜单列表中，有“所有文件”选项。每个拓展系列后面都可以加上用括号括起来的类型描述（例如/EXT:"PF, PPF (Print), RF* (Run)"）。如果只列出一个拓展名，则文件可以直接进入对话，而不需要出现这个默认拓展名。

If /SHORT is present, the selected file or directory must reside in the starting directory, which is trimmed from the long pathname before storing the filename and extension in the named variable (or just a short filename and extension if the named variable was sized as a 12 character maximum string). If a single non-wildcard extension was given with the /EXT parameter, then just the long filename is stored in the named variable (or just the short filename for a 8 character maximum variable). If /EXIST is present, the user is forced to select an existing file or directory from the dialog box, rather than potentially create a new one.

如果出现/SHORT，选取的文件或目录必须存在于初始目录中，在存储文件名和拓展名到指定变量之前，绝对路径会被简化（如果指定变量被限定为不超过 12 字符的字符串，则只是一个相对路径的文件名或拓展名）。如果给一个无通配符拓展名加上/EXT 参数，则在指定变量中存储绝

对路径的文件名(对于最大为8字符长度的变量,则只存储相对路径的文件名)。如果出现/EXIST,则强制用户选取对话框中现存的文件或目录,而不能新建一个。

FILE and DIR dialog boxes start in the directory preset in the named variable, or the current directory if none. If a wildcard file specification is included, then only matching files or directories are listed. For the simplified DIR dialog box that appears when /SHORT is present, any preset variable value is the initial selection and its parent directory is the starting directory; to specify a starting directory with no initial selection, preset a directory name ending in "\". If EXIT is present, the template dialog box exits instead of being restored following processing of a pressed FILE or DIR button.

FILE 和 DIR 对话框起始于指定变量的预先目录,如果没有变量则起始于当前目录。如果包含一个通配符文件定义,则只列出匹配的文件或目录。当使用/SHORT时,显示为简化 DIR 对话框,任何预先设定的变量值都是初始值,其父目录则是起始目录;如果要定义一个没有初始值的起始目录,目录名以"\"结束即可。如果出现 EXIT,则模板对话框在选取文件或者文件名后自动退出,而不是恢复到原模板对话框。

Execute Button Fields

执行按钮栏

`["label"] [EXIT] .name [(rep[,inc])] [param]... [/Persist [:Refresh]]`

An execute button field appears as a push button which executes the named macro or subtemplate. The original template dialog box is hidden while execution is in progress. Since any command is available within a macro, execute buttons can be used to create very powerful control panel dialogs. The macro or template name appears on the button face, replaced by "label" if present.

执行按钮栏以按钮的形式,执行指定的宏或子模板。程序执行时,初始模板对话框隐藏。由于在宏中可以使用任何命令,执行按钮可以用来创建非常强大的控制面板对话。宏或模板名会出现在按钮上,如果定义了"label",则用其替代宏或模板名。

The syntax for the execute button field corresponds closely to that of the EXECUTE command. As such, "EXecute" can be used in place of "." before the macro or subtemplate name. A repetition and increment factor in parentheses can be specified for macro execution. Any parameters following .name are passed to the named macro or subtemplate to substitute for "%1", "%2", etc. (These parameters may not begin with "/" unless enclosed in quotes.)

执行按钮栏的句法规则和 EXECUTE 命令的句法规则紧密联系。这样,在宏或模板名之前,"EXecute"可以用"."替代。宏执行中可以定义圆括号内的重复和增长因数。在.name 之后的任何参数都直接传递到指定的宏或子模板中,替代其中的"%1", "%2", 等等。(这些参数不可能是以"/"开头,除非它包含在引号之中。)

If EXIT is present, the template dialog box exits instead of being restored following execution of the named macro or subtemplate (and the "." before name is optional).

如果出现 EXIT,模板对话框在指定的宏或子模板执行之后自动退出,而不是恢复到原模板对话框(name 之前的"."是可选项)。

If /PERSIST is present, the dialog box remains visible while the named macro or nested template executes; command input is inhibited during such macro execution (e.g. WAIT and INPUT are ineffective). If the /PERSIST:REFRESH subparameter is present, then the dialog box is fully reloaded, resized, and refreshed upon macro exit.

如果出现/PERSIST，当指定的宏或嵌套模板执行时，对话框仍然保持可见；当宏执行时，命令输入是不允许的（例如 WAIT 和 INPUT 是无效的）。如果出现子参数/PERSIST:REFRESH，当宏退出时，对话框会全部重新载入，调整大小和更新数据。

Exit Button Fields

退出按钮栏

["ok" ["cancel"]] EXIT [.name ...]

Exit buttons are added by default at the bottom of a template dialog box; normally "OK" and "Cancel" buttons are added, but if the template contains no variable, FILE, or DIR fields, then the "Cancel" button is suppressed. However, if any explicit EXIT buttons are present (including EXIT by itself), then no default "OK" or "Cancel" buttons appear.

退出按钮默认加在模板对话框底部；通常为"OK" 和"Cancel"按钮，但如果模板不包含变量、FILE 或 DIR 栏，则"Cancel"按钮不可用。然而，如果出现任何明确的 EXIT 按钮（包括 EXIT 自身），那么默认的"OK" 或 "Cancel"不会出现。

If EXIT is preceded by a single "ok" label, this renames the "OK" button and the "Cancel" button is omitted. If EXIT includes both "ok" and "cancel" labels, then these labels rename the corresponding buttons (with the "OK" button omitted if its label is empty). If .name appears, then the named macro or subtemplate is executed when the "ok" button is pressed.

如果在 EXIT 之前加上单个"ok"符号，这将重新命名"OK"按钮，并且省略"Cancel"按钮。如果 EXIT 同时包含"ok" 和"cancel"符号，那么这些符号将重新命名对应的按钮（如果其标签为空，则省略"OK"按钮）。如果出现.name，当按下"ok"按钮时，将执行指定的宏或子模板。

Break Fields

打断栏

BREAK [LINE] [:area]

Break fields cause field alignment and sizes to be calculated independently above and below the break. If LINE is present, a horizontal line is drawn across the dialog box at the break. Multiple rows of text can appear in a different column than an image field without the next row breaking to the end of the image - unless an explicit BREAK field is used.

打断栏使得栏的布置和大小在打断之前和之后独立计算。如果出现 LINE，在打断处则绘制一条水平线横穿对话框。多行文字可以显示于不同的栏，而图像则不可以，除非图像后明确使用了 BREAK。

By default the range of fields before any break is area 0, after the first BREAK is area 1, after the second BREAK is area 2, etc., with each area having separate field alignment.

Specifying a previous BREAK :area number instead combines the upcoming area with the previous area so all fields in the combined area line up the same way.

默认的栏排列为：任何 break 之前为区域 0，第一个 BREAK 之后为区域 1，第二个 BREAK 之后为区域 2，以此类推...每个区域都有独立的栏布置规则。如果指定一个之前的 BREAK :区域编号，将新的区域将与之前的区域整合起来，其布置将与之前的区域布置有相同的规则。

Expand Fields

拓展栏

EXPAND name [(rep[,inc])] [param]...

Expand fields insert lines from the named macro, optionally repeating and substituting parameters. However, any VARIABLE, SET, and IF commands within the macro are actually executed during each expansion iteration (except existing VARIABLES aren't reinitialized). This could be used to generate a long series of table-input fields using a single EXPAND field. Because lines ending in "|" continue to the next line (other than VARIABLE, SET, or IF) while remaining on the same dialog row, expanding a macro that itself contains an EXPAND field permits generation of a repetitive array of rows and fields.

拓展栏将指定的宏的内容插入行，还能重复和替代宏的参数。然而，在每次重复执行时，宏中的任何 VARIABLE, SET 和 IF 命令实际上都执行了（除了已经存在的 VARIABLES 没有重新生成）。这可以用来生成一个长系列的表格输入栏，而只需使用单个 EXPAND 栏即可。由于行以"|"结尾将使得下一行也连接到本行（除了 VARIABLE, SET, 或 IF），即对话仍然在同一排中，展开一个本身包含一个 EXPAND 栏的宏，可以生成一个阵列的栏。

Remove Fields

移除栏

REMOve ...

Remove fields ignore the rest of the line starting with the current field. If REMOVE begins the line, then the entire line is ignored and no blank line appears in the dialog box. Passing "REMOVE" versus the empty string "" as a parameter value is useful for conditional loading of parts of a template. The abbreviation REM can be used for comments.

移除栏忽略当前栏之后的行。如果该行以 REMOVE 开头，则忽略整行，并且在对话框中不会出现空行。对于一个模板的部分条件装载，传递"REMOVE"作为一个参数值来对付空字符串""是非常有用的。缩写词 REM 可以作为注释使用。

A remove field prematurely stops ignoring the line whenever a comma following a field separator ("|,") is encountered, thus allowing conditional loading of individual fields within a line. Commas after field separators are otherwise ignored, so they can be freely used at the end of a template line to take the next line as a continuation. Just as with other continued commands, if the next line is blank, continuation proceeds to the line afterwards.

每当遇到行中出现栏分离符加逗号(",|,")时, 移除栏将提前停止忽略行, 这样允许同一行内对单独栏条件装载。栏分离符之后的逗号将被忽略, 所以可以自由的在模板行末端使用, 使得下一行为本行延续部分。和其他延续命令一样, 如果下一行为空行, 则延续到之后的行。

Box Fields

方框栏

`<BOX[:id] ["label"]> ... </BOX[:id]>`

Boxing tags start and end boxes drawn around other fields. `<BOX>` should be placed before the first field in a box, and `</BOX>` after the last. Empty fields can start or end boxes for formatting purposes. If `<BOX "label">` is used, then the text label appears on the left side of the top line in the box. The box field "label" cannot be an image.

方框标签出现在其他栏开头和结尾处。`<BOX>`应该位于方框内第一个栏之前, 并且用`</BOX>`结尾。空栏可以开始或结束方框, 从而达到格式化的目的。如果使用`<BOX "label">`, 那么文字标签出现在方框顶行的左边。框字段“标签”不能是图像。

Boxes may be nested or placed one after the other using the basic `<BOX>` and `</BOX>` tags, but when multi-row boxes are placed side by side, then positive identifying numbers should be included to match each `<BOX:id>` start to the correct `</BOX:id>` end.

使用基本的`<BOX>`和 `</BOX>`标签, 方框可以被嵌套或依次放置, 但当多行方框并排放置时, 那么应该包含正识别数来匹配每个`<BOX:id>`开头至正确的`<BOX:id>`结尾。

Template Text Colors and Styles

模板文字颜色和类型

All text, box, button, and input fields support the `/Color:fn` parameter to color the field text, using color number `fn` either as a MESSAGE COLOR number from 0 to 15 (0=black) or as a 6-digit hexadecimal RGB value (FF0000=red). When this color parameter is used, it overrides any color specified with the VARIABLE `/COLOR` parameter. To color a variable label tag, specify `/COLOR: fn` after the quoted label and before the variable name.

所有文字、方框、按钮和输入栏都支持`/Color:fn` 参数给栏文本上色, 使用的颜色编号 `fn` 要么是一个类似 MESSAGE COLOR 编号一样的 0-15 (0=黑色) 的数字, 要么是一个 6 个数的十六进制的 RGB 值 (FF0000=红色)。当使用这个颜色参数时, 将覆盖任何用 VARIABLE `/COLOR` 参数指定的颜色。如果要为一个变量标签上色, 在引用标签之后和变量名之前指定`/COLOR: fn`。

All text, image, box, button, and input fields support the `/Backcolor:bn` parameter to color the field background, using color number `bn` from 0 to 15 or 6-digit hexadecimal RGB.

所有文字、图像、方框、按钮和输入栏都支持`/Backcolor:bn` 参数来给栏背景上色, 使用的颜色编号 `bn` 为 0-15 或 6 个数的十六进制 RGB 值。

All text, box, button, and input fields support the `/Gray[:[-]varname]` parameter to disable and grey-out the field if (1) `varname` is omitted; (2) its value is not blank or zero; or (3) `varname` is prefixed by "-" and its value is blank or zero. Any VARIABLE `/COLOR`

setting affects the background color for disabled variable input fields without /BACKCOLOR.

所有文字、方框、按钮和输入栏都支持/Grey[:[-]varname]参数来禁用和灰显栏，条件是（1）变量名省略；（2）其值不是空白或零；或（3）变量名有"-"前缀并且其值为空白或零。当没有指定/BACKCOLOR时，任何 VARIABLE /COLOR 设定都影响无效变量输入栏的背景颜色。

All text, image, button, and input fields support /Left, /Right, and /CENter parameters to override the default justification (which is left for static and variable input text, right for tags before variable fields, and centered for images and buttons). Check and radio tags appear left-justified to the right of their input fields by default, but /L puts tags on the left side, with which /R or /CEN can be combined to right-justify or center tag text.

所有文字、图像、按钮和输入栏都支持/Left, /Right, 和 /CENter 参数来覆盖默认对齐方式（默认为：静态和变量输入文本为左对齐，变量栏之前的标签为右对齐，图像和按钮居中）。复选框和选项按钮因其标签默认在其输入栏右边，进而为左对齐；但/L 把标签置于左边，可以和/R 或 /CEN 合并使用，后者为使标签文本右对齐或对中。

All text, image, button, and input fields support /RRIGHT and /RCENTER parameters to justify a row's remaining fields all the way right or centered, shifting over any unused columns to the right edge of the dialog box. Only the first field in the range to shift should be marked with /RR or /RC; however, /RC can precede /RR to center a field range (from /RC up to the one before /RR) in the space available after shifting right the fields starting with /RR. Care is needed when formatting /RR or /RC around multi-row image or box fields.

所有文本、图像、按钮和输入字段都支持/RRIGHT 和/RCENTER 参数，以对齐行的其余字段一直向右或居中对齐，将任何未使用的列移动到对话框的右边缘。只有要移位的范围中的第一个字段才应标记为/RR 或/RC；但是，/RC 可以在/RR 之前，在以/RR 开头的字段向右移动后，将字段范围（从/RC 到/RR 之前的字段范围）居中可用空间。在多行图像或框字段周围设置/RR 或/RC 格式时需要小心。

All text and push button fields support the /BOLD and /ITALic parameters to toggle the text to bold and italic. Note that if the base font for the template dialog box is already very bold, then the /BOLD parameter may have no additional effect. If the base font is already italic, then /ITALIC toggles it off.

所有文本和按钮栏都支持/BOLD and /ITALic 参数来触发文本加粗和斜体。注意如果模板对话框的基础字体已经是加粗的，那么/BOLD 参数将不会产生作用。如果基础字体已经是斜体，那么 /ITALIC 则会关闭斜体。

All image, variable input, and push button fields support the /HEIGHT:rows parameter to specify the number of text rows for the field height. All fields support /VGAP:g parameter to specify the size of the vertical gap below the field (default=5 unless set by /GAP).

所有图像、变量输入和按钮字段都支持/HEIGHT: rows 参数来指定字段高度的文本行数。所有字段都支持/VGAP: g 参数来指定字段下方垂直间隙的大小（默认值= 5，除非由/GAP 设置）。

Text, check, radio, and execute fields support `/UNDERLINE[:ucolor[:acolor]]` parameter to underline the text. Using `/U` with an execute button formats its label like a static text field with an underlined hotlink to execute its macro or subtemplate. If single underscore (" ") characters occur in the text, they restrict underlining to the enclosed characters (so "click here" underlines "here"). Only one underline is allowed per field, so subsequent single underscores are stripped; doubled underscore " " appears as single " ". Optional colors can be specified for when the underline is inactive (default=blue for hotlinks) or active with the mouse pointing to the hotlinked text (default=red).

文本、检查、单选和执行字段支持`/UNDERLINE[:ucolor[:acolor]]` 参数来为文本添加下划线。执行按钮附加`/U` 会使其标签编辑为像一个静态文本栏带有下划线热键来执行其宏或子样板。如果单下划线符号(" ")出现在文本中，则其限制下划线附加到文字（例如"click here" 下划线只附加给"here"）。每个栏中只允许一个下划线，所以随后的下划线符号将被去除；双下划线符号" "显示为下划线" "。当下划线不活跃（默认=蓝色或热键）或活跃即鼠标指向为热键文本（默认=红色）时，可以指定颜色。

Template Tool Tips

信息提示工具

All button and input fields support the `/Tip:"text"` parameter to make a box (or word balloon if `/TIPBALLOON` is used) filled with the tool tip text appear when the mouse has been stationary within the field for a short time. The text is automatically wrapped to the next line if too long, but explicit line breaks can be marked using the `"|"` character.

所有按钮和输入栏都支持`/Tip:"text"`参数，当鼠标短暂停留在栏之中时，会出现一个方框（如果使用 `/TIPBALLOON`，则使用单词气球）显现信息提示工具。如果文本太长，则其被自动转入下一行，但可用`"|"`字符来明确标记行分隔。

Template Startup and Enter Focus

模板启动和进入点

Any button or input field may be marked with the `/START` parameter to give it startup input focus, overriding the default. Input focus can be moved forward or back by pressing Tab or Shift-Tab. Marking an execute or exit button with `/START` implicitly marks with `/ENTER`.

所有按钮或输入栏可以使用`/START` 参数标记，从而设置模板的启动输入点，并取代默认。输入点可以通过 Tab 或 Shift-Tab 向前或向后移动。使用`/START` 标记一个执行或退出按钮，即表示为用`/ENTER` 标记。

Any non-button input field (i.e. VARIABLE, PART, CHECK and RADIO) supports the `/ENTER [:TAB] [:n]` parameter to modify its behavior when Enter is pressed. If n is 0 or absent, then the Enter key is disabled when the field has input focus. Otherwise Enter has the effect of pushing the nth button following the input field (or preceding if $n < 0$; if no such button exists, then Enter is disabled). If TAB subparameter is present, then focus is tabbed to the nth button or input field following (or preceding if $n < 0$; default=1). Likewise any button or input field supports the `/TAB:n` parameter so pressing the Tab

key moves to the *n*th button or input field following (or preceding if $n < 0$; $n = 0$ doesn't move).

任何非按钮输入栏（即 VARIABLE, PART, CHECK 和 RADIO）都支持 /ENTER [:TAB] [:*n*] 参数，当按下 Enter 时，修改其作用。如果 *n* 是 0 或缺失，那么当栏内有输入点时，Enter 键将为无效。否则 Enter 将会按下在输入栏之后的第 *n* 个按钮（如果 $n < 0$ ，则表示在输入栏之前第 *n* 个按钮；如果不存在这样的按钮，则 Enter 无效）。如果存在 TAB 子参数，则焦点将按 Tab 键转到后面的第 *n* 个按钮或输入字段（如果 $n < 0$ ；默认值=1，则在前面）。同样，任何按钮或输入字段都支持 /TAB: *n* 参数，因此按 Tab 键将移动到后面的第 *n* 个按钮或输入字段（如果 $n < 0$ ； $n = 0$ 不会移动，则在前面）。

Any execute or exit button field may be marked with the /ENTER parameter to make it the default push button (overriding the "OK" button) when the Enter key is pressed with focus on a non-button input field. Marking with /ENTER:0 disables the Enter key when pressed with focus on any non-button input field (which can be overridden for specific input fields by marking them with their own /ENTER:*n* parameters).

任何执行或退出按钮栏都能用 /ENTER 参数标记，从而使其为默认按钮（取代"OK"按钮）。当输入点在非按钮输入栏时，按下 Enter 键将执行做标记的按钮栏。标记 /ENTER:0，使得当输入点是非按钮输入栏时，Enter 键无效（通过用其自身 /ENTER:*n* 参数标记，可以替换其为特定输入栏）。

Template Verification and Immediate Application

模板核查和即时应用

All template variable, FILE, and DIR fields are verified to check that they contain valid input values before storing into their associated variables. (For example, if a variable was defined using the "VARIABLE X:2:3" command, then any value less than 2 or greater than 3 would be invalid.) Blank values are valid in drop-down lists and numeric variables regardless of any range limits if the /BOK parameter is present. If a field is invalid, then a warning box pops up explaining the problem, and the dialog box resumes with focus on the invalid field.

所有模板变量，文件和目录栏在储存它们的相关变量之前，都要核对它们包含的数值的有效性。（例如，如果一个变量使用"VARIABLE X:2:3"命令定义，那么任何小于 2 或大于 3 的值将为无效）。如果出现 /BOK 参数，空白值在下拉列表和数字变量中都是有效的，而不受任何范围限制。如果一个栏是无效的，那么会弹出一个警告框解释其原因，并且对话框恢复输入点在无效栏中。

Verification takes place before a template dialog exits or executes a macro or subtemplate. Verification may be turned off for a particular exit or execute button by including the /NOVerify parameter, which discards any invalid value instead of popping up a warning box. EXIT /NOVERIFY turns verification off for the default "OK" button.

在模板对话框退出或执行宏或子模板之前，会进行检查确认。使用 /NOVerify 参数，可以为特定退出或按钮执行取消检查步骤，它将无视无效值，且不会弹出警告框。EXIT /NOVERIFY 为默认的"OK"按钮关闭检查步骤。

All input fields support the /Apply[:*macname* [*macparams*]] parameter to apply input changes immediately to the associated variable, optionally executing the named

macro after each input variable change. All input fields may be preceded by the word EXIT (after any label) to exit immediately when changed. otherwise if /PERSIST:REFRESH is included, the dialog box is fully reloaded after applying input changes and executing any macro. The /NOVERIFY parameter for an input field accepts its invalid values but discards any invalid value in other fields when doing EXIT or /APPLY:macname.

所有输入栏都支持/Apply[:macname [macparams]]参数来立即对相关变量更新输入，在每个变量更新输入之后，还可以执行指定的宏。在所有输入栏之前（标签之后）可以加上 EXIT，从而能够在更新之后立即退出。否则，如果包含/PERSIST: REFRESH，则在应用输入更改并执行任何宏后，将完全重新加载对话框。输入栏的/NOVERIFY 参数允许其无效值，但当出现 EXIT 或 /APPLY:macname 时，废弃任何其他栏中的无效值。

Template Exit Status

模板退出状态

The TEMPLOK system variable stores the ordinal number of the field button which was pressed to exit the most recent template dialog box, or else it stores 0 if "Cancel" or the dialog title bar close button was pressed. (For example, if a template contains a text tag, a variable field, "OK", and "Cancel", pressing "OK" would set TEMPLOK to 3.) However, if /OK:n is present, then n is stored in TEMPLOK instead. Normally this variable would just be checked for nonzero to make sure the dialog wasn't cancelled, but when multiple EXIT buttons are present, TEMPLOK could be used to determine which EXIT button was selected by the user.

TEMPLOK 系统变量存储退出最近的模板对话框所执行的按钮的序数，如果按下的是"Cancel"或对话框标题栏的关闭按钮，其存储为 0。（例如，如果一个模板包含一个文本标签，一个变量栏，"OK"和"Cancel"，按下"OK"将会设定 TEMPLOK 为 3。）然而，如果出现/OK:n，那么存储 n 在 TEMPLOK 之中。通常对该变量会进行非零检验，从而确保对话未被取消，但是当多个 EXIT 按钮出现时，TEMPLOK 将记录用户选取的是哪个 EXIT 按钮。

Keyboard Shortcuts for Template Labels

模板标签的快捷键

Unless /NOKEY was given for a template, the first capitalized letter in a button field label is underlined and acts as a keyboard shortcut when not editing a variable field. To specify a different label character as the shortcut, precede that character with an underscore ("_"). To prevent any character from being an underlined shortcut, end the label with "_". A doubled underscore "__" causes single non-shortcut "_" to appear in a label. "OK" and "Cancel" buttons do not have automatic underlined keyboard shortcuts unless "_" is explicitly used; note Esc is always a shortcut for "Cancel". Variable tags and box labels likewise support keyboard shortcuts, which position the dialog focus to the following field.

除非为模板指定了/NOKEY，否则按钮字段标签中的第一个大写字母带有下划线，并在不编辑变量字段时充当键盘快捷键。若要指定其他标签字符作为快捷键，在其之前加上下划线("_")即可。在标签末端加上"_"，可以阻止任何字符成为快捷键。双下划线"__"使得单个非快捷"_"显示在标签

中。"OK"和"Cancel"按钮没有自动下划线快捷键，除非明确使用"_"标明；注意 Esc 总是"Cancel"的快捷键。变量标签和方框标签同样支持快捷键，从而把对话焦点置于随后栏中。

Detached Template Execution

分离模板执行

Template dialogs can be executed without blocking the main program in a detached process spawned using GHSOS, which supports programming and operating system commands like TEMPLATE, starts minimized, and quits after finishing a run file. For example, if TESTRUN.RF defines and executes the template TESTTEMP, then it can be run detached using the command: SHELL GHSOS TESTRUN.RF /SPAWN.

模板对话可以通过使用 GHSOS 独立运行，进而不阻碍主程序的运行，GHSOS 支持编程和操作系统命令，像 TEMPLATE，它启动后最小化，并且在完成一个运行文件后退出。例如，如果 TESTRUN.RF 定义和执行模板 TESTTEMP，那么可以使用命令 SHELL GHSOS TESTRUN.RF /SPAWN 使之独立运行。

Communication between the main program and one or more detached GHSOS dialogs is handled using MESSAGE SEND which sends commands to concurrent programs on the same computer (see the MESSAGE command). For example, TESTTEMP could be a persistent dialog containing multiple input fields; pressing a button on this dialog could activate a macro to send the current values of all associated variables to the main program using commands of the form: MESSAGE SEND SET varname = value.

主程序和一个或多个独立 GHSOS 对话之间的互通是使用 MESSAGE SEND 处理的，它发送命令到同一电脑的并程序之中（参见 MESSAGE 命令）。例如，TESTTEMP 可以是一个包含多个输入栏的持续对话框；按下该对话框的一个按钮可以激活一个宏来发送所有相关变量的当前值至主程序，使用的命令组合为：MESSAGE SEND SET varname = value。

The IDLE macro can be configured to monitor communication behind the scenes, reset values based on changed variables, or take other sorts of invisible actions (see the WAIT command). Load Editor and all TEMPLATE dialog boxes automatically refresh with any values changed by the IDLE macro or MESSAGE SEND communication (but TEMPLATE /REFRESH can be used within a lengthy macro to refresh dialog boxes immediately).

IDLE 宏可以设定为监视后台通讯，基于变化的变量或者进行其他不可见的动作重置数值（详见 WAIT 命令）。Load Editor 和所有 TEMPLATE 对话框自动更新任何由 IDLE 宏或 MESSAGE SEND 通讯改变的数值（但 TEMPLATE /REFRESH 可以在一个长的宏中使用，从而可以立即更新对话框）。

Similarities Between Templates and Macros

模板和宏之间的相似点

Templates and macros share the following features:

模板和宏共享以下特性：

1. TEMPLATE name [EDIT] defines or edit a series of lines terminated by "/" ;

1. TEMPLATE 中[EDIT]命令定义或编辑一系列终止于"/"的行。
2. TEMPLATE [/LIST:pattern] lists matching template names to the screen.
2. TEMPLATE [/LIST:pattern]显示匹配的模板名在屏幕上。
3. LIST command shows templates along with macros;
3. LIST 命令同时显示宏和模板；
4. IF EXIST also checks for template existence;
4. IF EXIST 也会检查模板是否存在；
5. WRITE (MACROS) command also writes templates to the specified file;
5. WRITE (MACROS)命令也能写模板至指定文件；
6. EXECUTE (or ".") command runs both macros and templates.
6. EXECUTE (或".") 命令既能运行宏，又能运行模板。
7. Parameters like LOAD EDIT /MACRO:name can also take a template name.
7. 类似 LOAD EDIT /MACRO:name 的参数也能为模板名。

Output

输出

Screen-only dialog boxes requiring user interaction.

仅屏幕显示需要用户操作的对话框。

Examples

样例

Displaying a dialog box with information and an optional action:

显示包含信息和可选操作的对话框：

```
MACRO DOCG
  DISPLAY (*) STATUS /SCREEN
/
TEMPLATE T "Note" /POS:BOTTOM
  "The as-inclined condition is shown above."
  "CG" EXIT DOCG | "<-- Press here for the Condition Graphic"
/
```

Browsing for file names and selecting a parameter value from a multiple choice list:

浏览文件名，并且从多选项中选取一个参数值：

```

TEMPLATE DXF2D "DXF 2D Import" /POS:TOP
  "In_File"FILEINFILE /EXT:"DXF" /EXIST | "Find file to import"
  "Out_File" FILEGF /EXT:"GF,GF1" | "Converted geometry file"
  "Numbered Layers":"1..255", "Layer Names":"@" LAY
/

```

Picking a choice from a radio box control:

从一个选项按钮控制对话框中进行选择:

```

VARIABLE CHOICE = 1 `start at second radio button "Option 1" `从第二个选项按钮"Option 1"开始
TEMPLATE PICK "Pick option"
  <BOX> "Do nothing" RADIO CHOICE
  "Option 1" RADIO CHOICE /C:1`blue text`蓝色文字
  "Option 2" RADIO CHOICE /C:2`green text`绿色文字
  "Option 3" RADIO CHOICE /C:4 </BOX>`red text`红色文字
  "Pick" EXIT
/

```

Expanding an array of tank name and load fields for entry into variables:

展开一排舱室名和装载栏，用于输入变量:

```

VARIABLE MAXTANKS=20
MACRO DEFTANKS
  VARIABLE (STRING) TANKNAME%1
  VARIABLE TANKLOAD%1 :0 :100 = 0.00
/
.DEFTANKS ({MAXTANKS},1) 1
MACRO TANKLINE
  "Tank %1:" TANKNAME%1 | TANKLOAD%1 /DEC:2
/
TEMPLATE GETTANKS "Enter tank names and load percentages"
  "" | "NAME" | "LOAD%"
  EXPAND TANKLINE ({MAXTANKS},1) 1
  EXIT /NOVERIFY`discards invalid load percentages instead of warning`直接废除无效装载比例，而不发出警告
/

```

Beeping and warning in large red italic letters with no buttons:

哔哔声和警告以红色斜体大字母显示，不带按钮：

```
TEMP WARN "Warning" /POS:CENTER /SIZE:LARGE /BEEP /FONT:"Arial Italic"
"WARNING! FLOODING IN PROGRESS" /C:4
EXIT
/
```

Confirming an action with a simple yes or no choice:

使用简单的“是”或“否”选项确认操作：

```
TEMPLATE WARN "Warning"
  "Are you sure you want to clear all inclining settings?"
  "Yes" "No" EXIT
/
.WARN
IF {TEMPLOK}<>0 THEN .CLRSET
```

Picking from a tank list with a tool tip and optional section:

通过带有信息提示的列表框工具，从一个列舱室中选择舱室：

```
VARIABLE TANKNAME
TEMPLATE PICKTANK "Tank selection"
  "Select a tank:" PART TANKNAME /TIP:"Click drop-down arrow for list"
  %1 BREAK LINE
  %1 "(Available tanks: {PNAME})"
/
TANK HOLD*
.PICKTANK `shows optional section`显示可选部分
.PICKTANK REM `skips optional section`跳过可选部分
```

Popping up the tank list from a hotlink in a persistent underlying box:

使舱室列表通过一个带有下划线的热链接弹出：

```
TEMPLATE HOTBOX
  "Click here to select a tank" .PICKTANK /U /P
EXIT
/
```

Providing page up/down control with UP.BMP and DOWN.BMP images on button faces:

提供向上/向下翻页控制，并且按钮显示为图像 UP.BMP 和 DOWN.BMP：

MACRO PAGEUP | SCREEN UP | /

MACRO PAGEDOWN | SCREEN DOWN | /

TEMPLATE SCROLLER "Page"

@**"UP"** .PAGEUP /GREY:SCRTOP `disables button if already at top` 如果已经在顶部，
废除按钮

@**"DOWN"** .PAGEDOWN /GREY:SCRBOT `disables button if already at bottom` 如
果已经在底部，废除按钮

EXIT

/

Showing tank info with Enter key for "Current tank" connected to "Reset tank" button:

用回车键显示"Current tank"的舱室信息，可与"Reset tank"按钮结合使用：

VARIABLE TANKNAME, INSPECT=0

MACRO SETTANK | TANK {TANKNAME} | /

TEMPLATE TANKINFO "View Tank Information"

<box> "Current tank:" TANKNAME /ENTER:1 | "Reset tank" .SETTANK </box>

"Tank contents {TCONDESC}; volume {TVOLUME}; weight {TWEIGHT}"

"Inspected" CHECK INSPECT /START | | "New page" .SCROLLER /PERSIST

/