Updating Information in the 4GL Editor

When you save the HTML page for an Adelia Web program in the Dreamweaver® layout manager, any changes are replicated in the **source** and **interface** in Adelia Studio's 4GL Editor.

Source updates

The program's Adelia source is updated every time the HTML page is saved. In reality, only the relevant page's **WORK WITH EVENTS** paragraph is updated.

The changes made in this paragraph relate directly to the Adelia events and objects declared in the HTML page.

The modification rules are as follows:

Action in the HTML page	Modification in the program source

Add an Adelia event	An ObjName:OnEventName paragraph is added to the WORK WITH EVENTS paragraph's ObjName object paragraph.
	If the browser **Previous** / **Next** button support is disabled, the paragraph's icon is either:
	for a classical event,
	for an asynchronous AJAX event,
	for a cyclical asynchronous AJAX event,
	for an synchronous AJAX event,
	for a cyclical synchronous AJAX event.
	If the browser **Previous** / **Next** button support is enabled, the paragraph's icon is either:
	for a classical reversible event,
	for a classical irreversible event,
	for an asynchronous reversible AJAX event,
	for an asynchronous irreversible AJAX event,
	for an asynchronous dummy AJAX event,
	for a cyclical asynchronous reversible AJAX event,
	for a cyclical asynchronous irreversible AJAX event,
	for a cyclical asynchronous dummy AJAX event,
	for a synchronous reversible AJAX event,
	for a synchronous irreversible AJAX event,
	for a synchronous dummy AJAX event,
	for a cyclical synchronous reversible AJAX event,
	for a cyclical synchronous irreversible AJAX event,
	for a cyclical synchronous dummy AJAX event,
Remove an Adelia object event	There are two possibilities:
	■ The ObjName:OnEventName paragraph is deleted if it contains no source code.
	■ The ObjName:OnEventName paragraph is invalidated if it contains source code.
	Note: Invalidated paragraphs are marked with a red cross symbol [ ]
	NB.: Invalidated paragraphs can be deleted using the Edit menu's "Delete useless blocks" option.

Interface updates

Adding or deleting objects in the HTML page also alters the editor interface.

The modifications are relayed via the following two dialog boxes:

- Add objects, which contains the various objects declared in the HTML page,
- Input Help, which shows all the Adelia objects that can be manipulated in the source via their properties.

Click here for more information about the Adelia Studio 4GL Editor.