



LAF CSS tags

These tags can be used in the LAF CSS file

The diagram shows a table with the following structure and associated CSS tags:

Theme #2 for this table block							
Empno	Fname	Job	Mgr	Hiredate	Sal	Comm	Dept
7369	SMITH	CLERK	7902	17/12/1980	915	10	20
7499	ALLEN	SALESMAN	7698	20/02/1981	1600	300	30

Labels and their corresponding CSS tags:

- Title : line-color/cap/join/dash
- Title : font-family/size/weight
- Title : shadow-line-xx
- Header : text-align
- Header : text-align-offset
- Header : frame-color
- Header : inside-color
- Header : frame-rounded-border
- Header : font-color/Gradient
- Header : frame-color/gradient
- Header : frame-width
- Header : shade-color
- Body : font-xx
- Body : frame-color
- Body : frame-width
- Body : inside-color
- Body : odd-xx-color
- Body : even-xx-color
- Body : frame-rounded-border



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Introduction

Most of the Look and Feel properties are read from a tagged CSS file.

It intends to be used as a HTML Cascading Styled Sheet, and tries to keep a very close syntax.

It can be modified as many times you want and allow changing the look of your application without recompilation.

It contents five sections, each one dedicated to a particular area.

- The first one is dedicated to the canvas decoration

[Tags for Canvas](#)

- The next three are dedicated to the table-block decoration

[Tags for table-block title](#)

[Tags for table-block header](#)

[Tags for table-block body](#)

- The last one is used to store various GUI elements setting.

[Tags for GUI elements](#)



Every block decoration's properties are read from an external CSS file.

The name of this file is read from the **PM\$CSS_FILENAME** form parameter.

The default value is: **c:\forms.css**

The file is opened with the *PKG_Look_And_Feel.Open_Css()* library's function that returns TRUE is the file has been correctly read.

```
If PKG_Look_And_Feel.Open_Css( 'c:\forms1.css' ) Then
  ... we can continue
End if ;
```

There are 4 sections used to decorate the form module:

One for the current canvas and three for the block itself (title, header and body)

The default values can be read from the form parameters:

- Canvas section : PM\$CANVAS
- Block title section : PM\$TITLE
- Block header section : PM\$HEADER
- Block body section : PM\$BODY

The Visual Attribute used to decorates the block table's lines is read from the PM\$VA parameter.

The current canvas decoration is done with the *PKG_LOOK_AND_FEEL.Paint_Canevas()* library's procedure.

```
PKG_LOOK_AND_FEEL.Paint_Canevas( '.canvas1', 'CTRL.BEAN' ) ;
```

The first parameter is the CSS section that contains the tags.

The second parameter indicates the bean area which the Implementation Class property is set to : **oracle.forms.fd.DrawLAF**

The canvas to decorate is the one attached to the bean area.

The block decoration is done through the *PKG_LOOK_AND_FEEL.Paint_Block()* library's procedure.

```

Procedure Paint_Block
(
  PC$Block      IN Varchar2,           -- the block name to decorate
  PC$BeanName   IN Varchar2,           -- the associated bean area
  PC$VA_Name    IN Varchar2,           -- the visual attribute associated
  PC$HeadClass  IN Varchar2,           -- the table header CSS class name
  PC$BodyClass  IN Varchar2,           -- the table body CSS class name
  PC$titleClass IN Varchar2 Default Null, -- the table title CSS class name
  PC$title      IN Varchar2 Default Null, -- the block title
  PB$ScrollBar  IN Boolean Default True  -- scrollbar exists on block true/false
  PB$SortBlock  IN Boolean Default Null  -- user can sort the block
)

```

Note : Since the 1.3.8 version, the PC\$VA_Name is obsolete. The different Visual Attribute needed to paint the ODD and EVEN line are read from the CSS.

Finally, you can set some general GUI properties grouped in the tag dedicated to the GUI elements.

```

If PKG_Look_And_Feel.Open_Css( 'c:\forms.css' ) Then
  PKG_LOOK_AND_FEEL.Set_GUI_Properties( '.GUIPropertiesORACLE', 'BL.LAF' ) ;
End if;

```



Tags used to draw on the canvas

```
.canvas1 {
    type:canvas
    gradient-colors:r170g250b190,r255g255b255,.2
    gradient-vcycle:/2
    gradient-hcycle:/2
    gradient-linear:0,0,WIDTH/2,HEIGHT,UpToDown,20%-60%-20%
        ,r50g50b50-r255g255b255-r255g255b255-r50g50b50-r50g50b50-r255g255b255,.6
    image:/env-64.gif,1,1,.3
    texture-paint:tp4,.2
}
```

gradient-colors can contains the 2 colors used to construct a gradient background, and also a possible transparency factor between 0 and 1

The colors are of type RGB and separated by a comma.

The first color is the gradient start color.

The second color is the gradient end color.

The transparency factor, optional, must be between 0 (full transparent) and 1 (full opaque).

gradient-vcycle could contain an integer value given in pixel (e.g. 20) or a quotient (e.g. /4) to set a vertical cycle to the gradient.

If the value equals 0 (zero) or is not provided, then gradient has no cycle (repetition).

gradient-hcycle could contain an integer value given in pixel (e.g. 20) or a quotient (e.g. /4) to set a horizontal cycle to the gradient.

If the value equals 0 (zero) or is not provided, then gradient has no cycle (repetition).

image tag is used to draw images on the canvas. You can have as many as you want.

Each image is coded with the keyword : **image**

The value is composed by an image name, an X and Y position and finally a transparency level.

```
Image_name,X pos,Y pos[,Transparency[,width,height[,image_sensitive_value]]  
[mirrored_image]]
```

gradient_linear permits to draw multi-stops sized linear gradient on the canvas (see the **ADD_LINEAR_GRADIENT** method in the DrawLAFBeanProperty documentation).

Image_name can be one of the following :

- from a the jar file : /image.gif
- from a the local machine drive : c:/image.jpg
- from an internet URL : http://.../image.jpg

X pos and **Y pos** are expressed in pixel coordinates

Transparency level must be a real value between 0 and 1

width and **height** can be used to "stretch" the image to the desired size (both have to be provided).

The **-1** special value can be set to the width or height parameter to keep the aspect ratio.

image_sensitive_value is the name of the image that will be sent to the Bean Area when the image is clicked.

Providing this value turns the simple image into a "sensitive" area.

If you do not want to provide the third previous parameters (transparency, width en height) put a minus (-) instead of the values.

mirrored_image, if set to true add a reflected image to under the main image.

Examples:

```
Image: /image1.gif,1,1,.5
```

```
Image: c:/images/image2.jpg,100,1,.5
```

```
/* image scaled to 300 pixels width and keep aspect ratio on height axis */
```

```
Image: c:/images/image2.jpg,100,1,.5,300,-1
```

```
/* image with no transparency, no scale, but sensitive feature */
```

```
Image: c:/images/image2.jpg,100,1,-,-,-,image value
```

```
/* image with no transparency, no scale, no sensitive feature but mirrored image */
```

```
Image2: c:/images/image2.jpg,100,1,-,-,-,true
```

texture-paint is the name of a Texture Paint pre-registered in a section of gui type, and also a possible transparency factor between 0 and 1. If not provided, the default value is 1.0



Tags for the table-block title

```
.tableTitle {
    font-family:Arial
    font-size:16
    font-weight:bold
    line-color:r0g255b0
    line-dash:16,8
    line-cap:square
    line-join:miter
    line-transparency:.8
    shadow-line-color:r200g200b200
    shadow-line-transparency:.8
    line-width:4
    text-transparency:.8
    text-color:none
    text-gradient:r0g255b0,r0g100b0
    text-align:center
    text-outline-color:#0000ff
    text-outline-width:1
    text-scale:box
    text-image:/image.jpg
    text-line-Offset:0
    text-line-Voffset:8
    title-head-offset:-15
}
```

font-family indicates the name of the font used to draw the title

font-size indicates the font size in points

font-weight can take one of the following values:

- PlainBold
- Italic
- Bolditalic

line-color indicates the RGB color of the main separation line

line-cap indicates the kind of end of line used

- Square
- Round
- Butt

line_join indicates the kind of line join used:

- Bevel
- Round
- Miter

line-dash allows to indicate the dashed values. The 2 integer values are separated by a comma.

First integer indicates the number of visible pixels.

Second integer indicates the number of invisible pixels(gap).

For example, 10,10 will draw the following dashed line: -- -- -- -- -- -- --

20,10 will draw : ---- ---- ---- ---- ----

line-transparency indicates the transparency level (between 0 and 1)

line-width indicates the width of the line in pixels

text-transparency indicates the transparency level of the title (between 0 and 1)

text-color indicates the RGB value of the title (none or missing if you use a gradient title)

text-gradient gives the 2 colors of the text gradient

text-align can take one of the following values:

- Left
- Center
- Right

text-outline-color

text-outline-width

text-motif set a motif to the text. The motif is defined in the texture-paint GUI section.

Text-scale can be box – the text is spread in a box that take the table-block width, or justify
– the test is justified

text-line-Offset

text-line-Voffset

title-head-offset

Tags for the table-block header

```
.tableHeader1 {
    font-family:Arial
    font-size:12
    font-weight:bold
    frame-color:r135g55b255
    inside-color:r243g236b255
    font-color:r0g0b255
    font-gradient:r0g0b255,r155g50b255
    frame-gradient:r255g0b0,r255g255b255
    frame-gradient-direction:UpToDown
    shade-color:r160g160b160
    frame-width:1
    frame-rounded-border:10
    transparency:.8
    text-align:left
    text-align-offset:5
    sort-allowed:true
    sort-icon-next:/next_v.png
    sort-icon-prev:/prev_v.png
}
```

font-family indicates the name of the font used to draw the title

font-size indicates the font size in points

font-weight can take one of the following values:

- Plain
- Bold
- Italic
- Bolditalic

frame-color indicates the color of the frame (draw)

inside-color indicates the color inside the frame (fill)

font-color indicates the header title font color

font-gradient indicates the header title font gradient colors

frame-gradient indicates the frame inside gradient colors

frame-gradient-direction indicates the gradient direction:

- LeftToRight (default)
- UpToDown

shade-color indicates the color of the shade behind the frame

frame-width indicate the frame width in pixels

frame-rounded-border allows to have rounded frames. The value must be between 0 and 25.

transparency indicates the frame inside color transparency

text-align can be:

- Left
- Center
- Right

text-align-offset indicates the offset between the cell border and the text

sort-allowed indicates if the end-user can sort the table-block

sort-icon-next defines an icon (DESC) for the table-block sort feature

sort-icon-prev defines an icon (ASC) for the table-block sort feature

Tags for the table-block body

```
.tableBody1 {
    font-family:Arial
    font-size:8
    font-weight:bold
    frame-color:r135g55b255
    inside-color:r243g236b255
    shade-color:r160g160b160
    frame-width:1
    frame-rounded-border: 10
    transparency:.8
    va-odd:VA_LAF1
    odd-background-color:r240g240b230
    va-even:VA_LAF2
    even-background-color:r250g250b232
    /* current record properties */
    va-name:VA_LAF5
    va-font-family:Tahoma
    va-font-size:9
    va-font-style:plain
    va-font-weight:bold
    va-foreground:r20g20b20
    va-background:r210g216b176
}
```

font-family indicates the name of the font used to draw the title

font-size indicates the font size in points

font-weight can take one of the following values:

- Plain
- Bold
- Italic
- Bolditalic

frame-color indicates the color of the frame (draw)

inside-color indicates the color inside the frame (fill)

frame-width indicate the frame width in pixels

frame-rounded-border allows to have rounded frames. The value must be between 0 and 25.

transparency indicates the frame inside color transparency

odd-foreground-color indicates the foreground color for odd lines

even-foreground-color indicates the foreground color for even lines

odd-background-color indicates the background color for odd lines

even-background-color indicates the background color for even lines

new tags since the 1.3.8 version:

va-odd indicates which existing Visual Attribute to use to color odd lines.

va-even indicates which existing Visual Attribute to use to color even lines.

va-name indicates which existing Visual Attribute to use to color the current record

va-font-family indicates the font name of the current record attribute.

va-font-size indicates the font size of the current record attribute.

va-font-style indicates the font style of the current record attribute:

- PLAIN
- ITALIC
- OUTLINE
- UNDERLINE

va-font-weight indicates the font weight of the current record attribute.

- MEDIUM
- LIGHT
- BOLD
- ULTRABOLD

va-foreground indicates the foreground color of the current record attribute.

va-background indicates the background color of the current record attribute.



Tags for the GUI elements

```
.GUIPropertiesOracle {
    type:guischeme:silver
    scheme-current-color:r255g40b60
    scheme-current-color-light:r200g100b50
    scheme-focus-color:r255g255b0
    scheme-select-color:r100g255b255
    scheme-disable-color:r60g60b60
    scheme-listselection-color:r0g0b255
    enhanced-lists:true
    tlist-multi-selection:true
    tlist-sorted:false
    tlist-orientation:vertical
    poplist-settimekeyselect:8000
    item-focus-background:true
    button-focus-mark:false
    /* menu, window caption and status bar */
    light-color-scheme:true
    menu-use-scheme:true
    window-use-scheme:true
    status-use-scheme:true
    /* tab properties */
    tab-use-scheme:false
    tab-selected-colors:r255g255b255,r51g102b153
    tab-colors:r0g0b204,r255g255b120
    /* dialog properties */
    dialog-use-scheme:true
    dialog-font:Verdana,14
    /* frames properties */
    frame-use-scheme:true
    frame-font:Verdana,B,12
    frame-title-position:top,left
    frame-opaque:false
    /*frame-background-colors:r0g0b255
    frame-colors:r255g255b0
    frame-gradient-orientation:
    frame-round-border:true
    frame-title-colors:r0g0b255
    /* other GUI element properties */
    element:TextField,Tahoma,B,12,r0g128b255
    element:Button,Tahoma,B,12,r0g128b255
    element:CheckBox,Tahoma,B,12,r0g128b255
    element:RadioB,Tahoma,B,12,r0g128b255
    element:Tree,Tahoma,B,12,r0g128b255
    element:ComboBox,Tahoma,B,12,r0g128b255
    element:Tree,Tahoma,B,12,r0g128b255
    element:MenuBar,Tahoma,B,12,r255g128b0,r200g255b150
    element:MenuOption,Tahoma,B,14,r0g185b90,r255g255b150
    element:Status,Tahoma,B,12,r255g255b255,r0g185b90
    element:Window,Verdana,BI,16,r255g255b128
    /* multi-select properties */
    multi-select:VA_LAF_MTSELECT,Tahoma,I,10,r40g40b40,r210g210b210
    multi-select-modifier:Ctrl
    /* texture paints */
    texture-paint:tp2,paint,-,-,-,2,2,ffffff.ffffff.ffffff.0000ff
    texture-paint:tp3,shape,r255g255b255,r0g0b255,r255g0b0,7,7,m0-0.14-0.14-4.10-4.z
    texture-paint:tp4,image,-,-,-,-,-,/target-16.gif
}
```

light-color-scheme allows switching to lighter colors



menu-use-scheme indicates if the menu is painted with the current selected scheme colors

window-use-scheme indicates if the window caption bar is painted with the current selected scheme colors

status-use-scheme indicates if the status bar is painted with the current selected scheme colors

tab-use-scheme indicates if the tabs are painted with the current selected scheme colors

dialog-use-scheme indicates if the input dialog boxes is painted with the current selected scheme colors

frame-use-scheme indicates if the frames are painted with the current selected scheme colors

element is used to define some particular GUI element settings:

- TextField single-line text item
- TextArea multi-line Text item
- Button Push button
- CheckBox Check box
- RadioB Radio Group
- Tree Tree
- List List Item
- MenuBar Popup menu
- MenuOption Menu options
- Status Status bar
- Window Window title caption
- Display Display Item
- Prompt Item prompt

Third argument – font weight – can be:

- P (Plain)
- B (Bold)
- PI (Plain+Italic)
- BI (Bold+Italic)

First color is foreground color, second is background color

item-focus-background indicates if the Text Items have the background painted when they get the focus.

Button-focus-mark indicates if the Push Buttons have the focus border painted.

new tags since the 1.3.9 version allowing the developer to define his(her) own scheme colors :

scheme-current-color defines the RGB main color of the scheme.

scheme-current-color-light defines the RGB light main color of the scheme.

Scheme-focus-color defines the RGB color when the item gets the focus.

Scheme-select-color defines the RGB color for a selected check box.

scheme-disable-color defines the RGB color for a disabled Push Button.

scheme-listselection-color defines the RGB color of a selected line in an enhanced Pop List.

e.g.:

```
scheme-current-color:r255g40b60
```

```
scheme-current-color-light:r200g100b50
```

```
scheme-focus-color:r255g255b0
```

```
scheme-select-color:r100g255b255
```

```
scheme-disable-color:r60g60b60
```

```
scheme-listselection-color:r0g0b255
```

Texture Paints – since the 1.5.2 version

texture-paint defines a named texture motif corresponding to the ADD_TEXTUREPAINT DrawLAF's method.

...

```
texture-paint:tp2,paint,-,-,2,2,ffffff.ffffff.ffffff.0000ff
```

```
texture-paint:tp3,shape,r255g255b255,r0g0b255,r255g0b0,7,7,m0-0.14-0.14-4.10-4.z
```

```
texture-paint:tp4,image,-,-,-,-,-/target-16.gif
```

```
texture-paint:.....
```

table-block multi-select records – since the 1.7 version

```
multi-select:VA_LAF_MTSELECT,Tahoma,I,10,r40g40b40,r210g210b210
```

```
multi-select-modifier:Ctrl
```



multi-select tag defines the Visual Attribute and its properties used to colorize the selected records.

```
va_name[,font_name[,font_weight[,font_size[,foreground[,background]]]]]
```

font_weight can be:

- P (plain)
- B (bold)
- I italic)
- PI (plain+italic)
- BI (bold+italic)

If you don't provide all element values, put a minus (-) instead.

```
multi-select:VA_LAF_MTSELECT,Tahoma,-,10,-,r255g255b150
```

As this tag indicates the Visual Attribute used, it must exist at runtime in the Forms module.

If all properties are already defined in this VA, you don't need to provide them in the tag:

```
multi-select:VA_LAF_MTSELECT
```

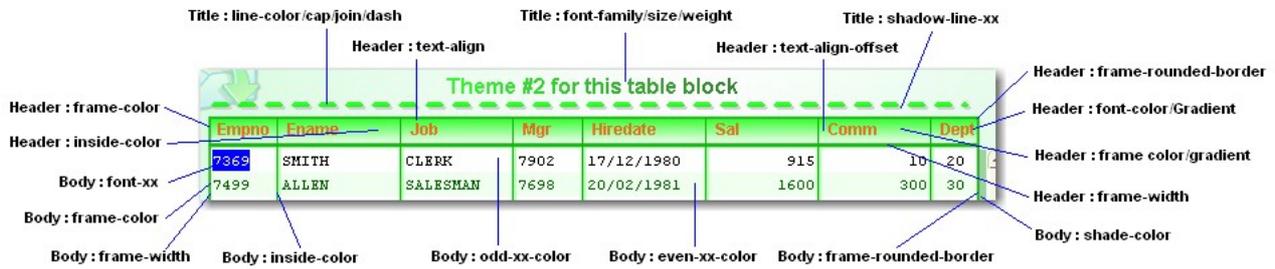
multi-select-modifier tag defines what keyboard modifier use to select the record in conjunction with the mouse.

possible values are:

- - (none)
- Shift
- Ctrl
- Alt
- Shift+ctrl

If not provided, the tag default is nothing.

Short visual description of the tags



Oracle Forms Look & Feel project
Created and maintained by Francois Degrelle
[Oracle Forms L&F Web site](#)