

# Basic operating instruction for Frilo applications with FDC layout

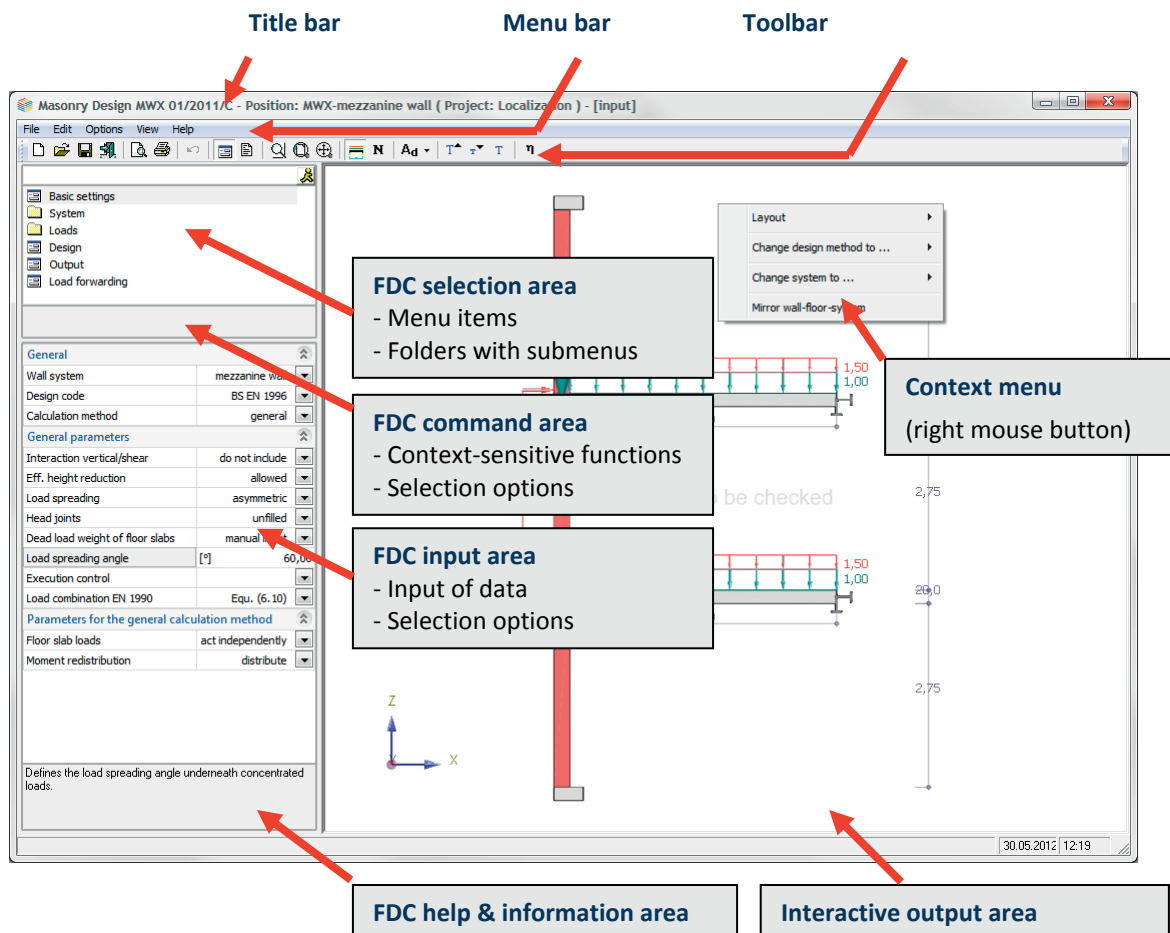
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# Basic operating instructions

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Further information and descriptions are available in the relevant documentations:

<a href="#">FDC – Menu items</a>	General description of the typical menu items of Frilo software applications
<a href="#">FDC – Output and printing</a>	Output and printing
<a href="#">FDC - Import and export</a>	Interfaces to other applications (ASCII, RTF, DXF ...)
<a href="#">FCC</a>	Frilo.Control.Center - the easy-to-use administration module for projects and items
<a href="#">FDD</a>	Frilo.Document.Designer - document management based on PDF
<a href="#">Frilo.System.Next</a>	Installation, configuration, network, database

## FDC - Frilo Data Control

The more recently developed software applications are based on the new FRILO input concept FDC. FDC is the acronym for Frilo Data Control.

### Edit in place concept

Edit in place is the core concept of the new FRILO layout. It means:

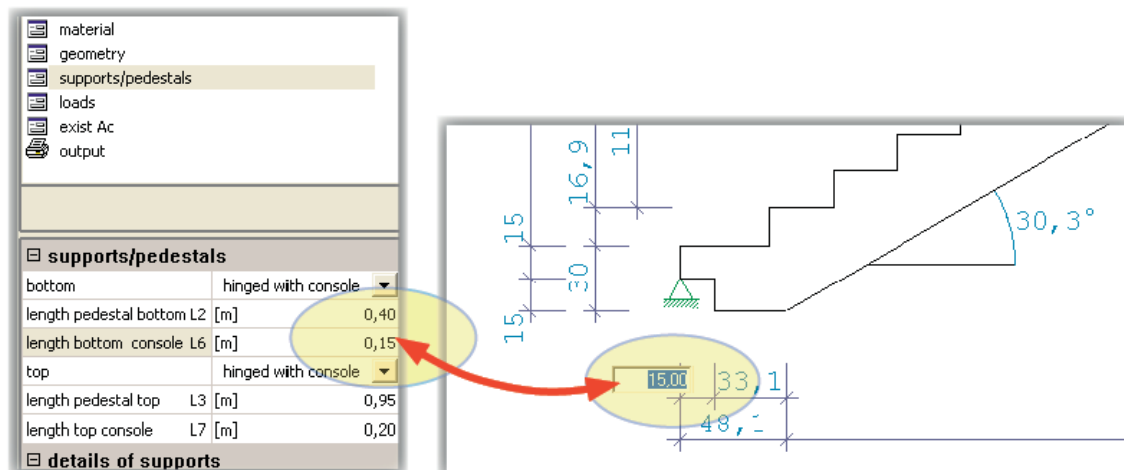
**"Edit data where you see them"**

The user can edit the same value in the input area as well as on the graphic screen.

Example: To edit the input value for the length of the bottom console, there is no need to search for it in the input area. Just click in the graphic window on the corresponding dimensional value and edit it in place. The calculation is repeated automatically.

The new Frilo layout allows you to edit data in several places.

- In the input area
- In the graphic area



III.: *Principle of data editing in place: geometrical values can be edited directly in the FDC input area as well as on the graphic screen.*

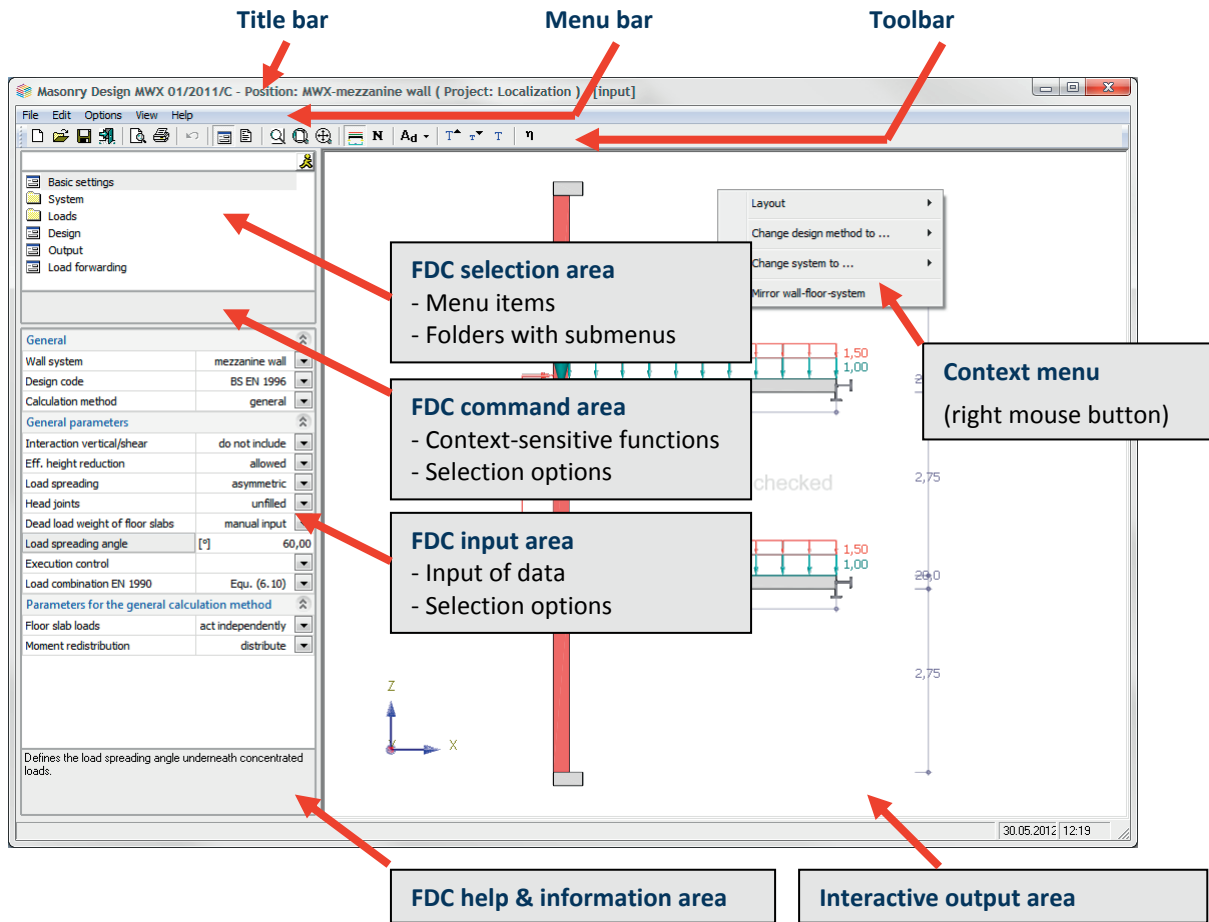
### Editing in the graphic area

If you move the mouse arrow over an editable value on the graphic screen, the mouse cursor changes to a little hand. Click twice on the value to display the input field and edit the value. The pertaining input dialog is displayed at the same time.


### First input of a structural item

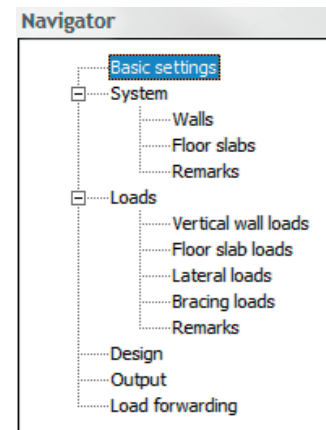
Edit in place is particularly suitable when the user needs to edit specific values that he/she has entered already. When first entering a structural item, however, guidance through well-structured input fields is more reasonable. Therefore, the new Frilo layout prompts the user to enter and confirm all decisive parameters in a continuous process as in the previous versions. The graphic symbol and the information displayed with the currently active input field explain in a simple manner the kind of input that is expected. Depending on the selected menu item, the required parameters are offered for input. Unimportant parameters are hidden at this stage of the definition.

## FDC user interface



### Navigator

Clicking to the Navigator icon  in the top line of the FDC area displays a pop-up window with all available menu items in the form of an expandable tree. The items can be activated per mouse click. This window gives the user a first general overview of the available menu items.



### FDC selection area: menu items and folders

The FDC selection area allows the user to activate menu and submenu items.




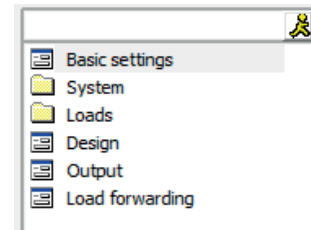
#### Individual menu items

Menu items can be activated with a simple mouse click. The corresponding input fields are displayed in the FDC input area.



#### Folders

A double-click to a folder displays a tree with submenu items. Double-clicking on  .. returns you to the menu on the next higher level.



### FDC input area

The FDC input area offers input fields for data as well as options and selection lists.

### FDC help & information area

Descriptive notes or other information concerning the respective input are displayed in the FDC help area below the input window.

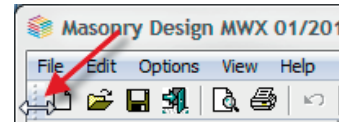
## Toolbar

The toolbar provides access per simple mouse click to particular functions that are frequently used. To save your data for instance, just click to the Save icon instead of navigating to the Save menu item in the File menu.



The function of an icon is shown as a tooltip when you point with the mouse arrow to this icon.

Toolbars with drag points can be moved. To do this, move the mouse arrow to the left edge over the drag points and drag the toolbar to the desired position.



## Standard icons

Standard icons (functions) are available in all software applications. Application-specific icons and functions are described in the respective software documentation.



**Set up a new item.** Only when you save the item, you are prompted to assign a name and project to it.



**Open item.** The user can select the project folder, the project and the item or enter this information as well as a brief item description.



**Save item/Save as.** Saves entered data under an item name to be specified by the user.

Via [Options – Settings - Control](#), the user can select whether the "Save" icon or the "Save as" icon should be shown in the toolbar.



**Cut.** Selected texts or graphics are cut and copied to the clipboard.



**Copy.** (<Ctrl> + <C>) Selected text is copied to the clipboard.



**Paste.** (<Ctrl> + <V>) The content of the clipboard is copied to the cursor position.



**Print.** Output of the contents of the currently active window (either text or graphic) on the printer (Windows standard printer).



**Page view.** [A preview](#) of the data to be printed is displayed on the screen.



**Undo & Redo.**

Operating steps can be undone if allowed by the respective application. Undone operations can be reversed



**Search.** Fast navigation in the text output window by searching for headlines (system, loads, etc).

[This function is not generally available in all Frilo applications.](#)

### Window toolbar



displays the input window.




displays the graphic window (hot key <Ctrl>+<G>).



displays system data and results on the screen without graphics (hot key <Ctrl>+<T>).

### View toolbar

The following icons are only enabled if the graphic window is active. To activate the graphic window click into the window or to the  icon.



**Zoom.** Magnifies the currently active screen section. Click to the magnifying glass icon and subsequently to a corner point of the desired section. Drag a rectangle over the elements to be magnified with the help of the mouse and click again.



**Zoom all.** Displays the entire graphic after zooming for instance.

In some software applications, additional icons are available for other graphic functions:



**Last section.** The previously zoomed section is displayed. Useful if several zoom operations were carried out subsequently.



**Move.** The mouse cursor is shown as a cross. Press the left mouse button and drag the system to the desired position on the screen. Exit the move mode by pressing the <Esc> key or the right mouse button. The icon is disabled when the entire system is shown. You can also use the hot keys <Ctrl> + <=> / <Ctrl> + <↑> to move elements on the screen.



**Zoom in.** The mouse cursor is shown as a magnifying glass. Zoom the screen section in by clicking left. Exit the zoom mode by pressing the <Esc> key or the right mouse button.



**Zoom out.** The icon activates the zoom out function. The mouse cursor is shown as a magnifying glass. Click left once or several times to zoom out the currently active screen section. Exit the zoom mode by pressing the <Esc> key or the right mouse button. The icon is disabled when the entire system is shown.



**Rotate.** You can rotate a graphical representation with the help of the mouse (by keeping the left mouse button pressed) in order to display the loads optimally for instance.



**Standard view.** Useful to return to the elevation after a rotation for instance.



**Text size smaller.** To reduce the text size in the graphic window.



**Text size larger.** To enlarge the text size in the graphic window.



**Standard text size.** To return to the standard.



## Icons in input tables

Various icons and functions are available for the editing of table rows:



Inserts an empty row above the currently active row (<Ctrl> + <I>).



Adds an empty row at the bottom of the table.



Copies the selected row and inserts it above the currently active row or adds it at the bottom of the table. A dialog prompting the place of insertion is displayed.



Deletes the currently active row (<Ctrl> + <D>).



Deletes all table rows.