

# MATISSE<sup>®</sup> Editor User Guide for X/Motif

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MATISSE Editor User Guide for X/Motif

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# Introduction

The MATISSE Editor is an application development tool that can be used by developers and database administrators to view, create, modify, or delete database objects.

## Conventions

This document uses the following conventions:

### Text

The running text is written in 9-point Times.

### Code

All computer variables, code, commands and interactions are shown in 9-point Courier.

Code and commands that the user must enter are shown in this font on a gray background.

### *variable*

In a program example, or in an interaction, a variable, which means anything that is dependent on the user environment, is written in 9-point Courier italics.

### *References*

References to another part of the MATISSE documentation are made in 9-point Arial.

# 1 Overview of the Object Editor

The Matisse Object Editor is an application development tool that can be used by developers and end-users. Its purpose is to let you view and modify any object in a database using a standard form or an object window.

Objects can be found using an entry point (the value of an attribute that is set as an external key), or by using any semantic link (a relationship between two objects).

## 1.1 Starting the Object Editor

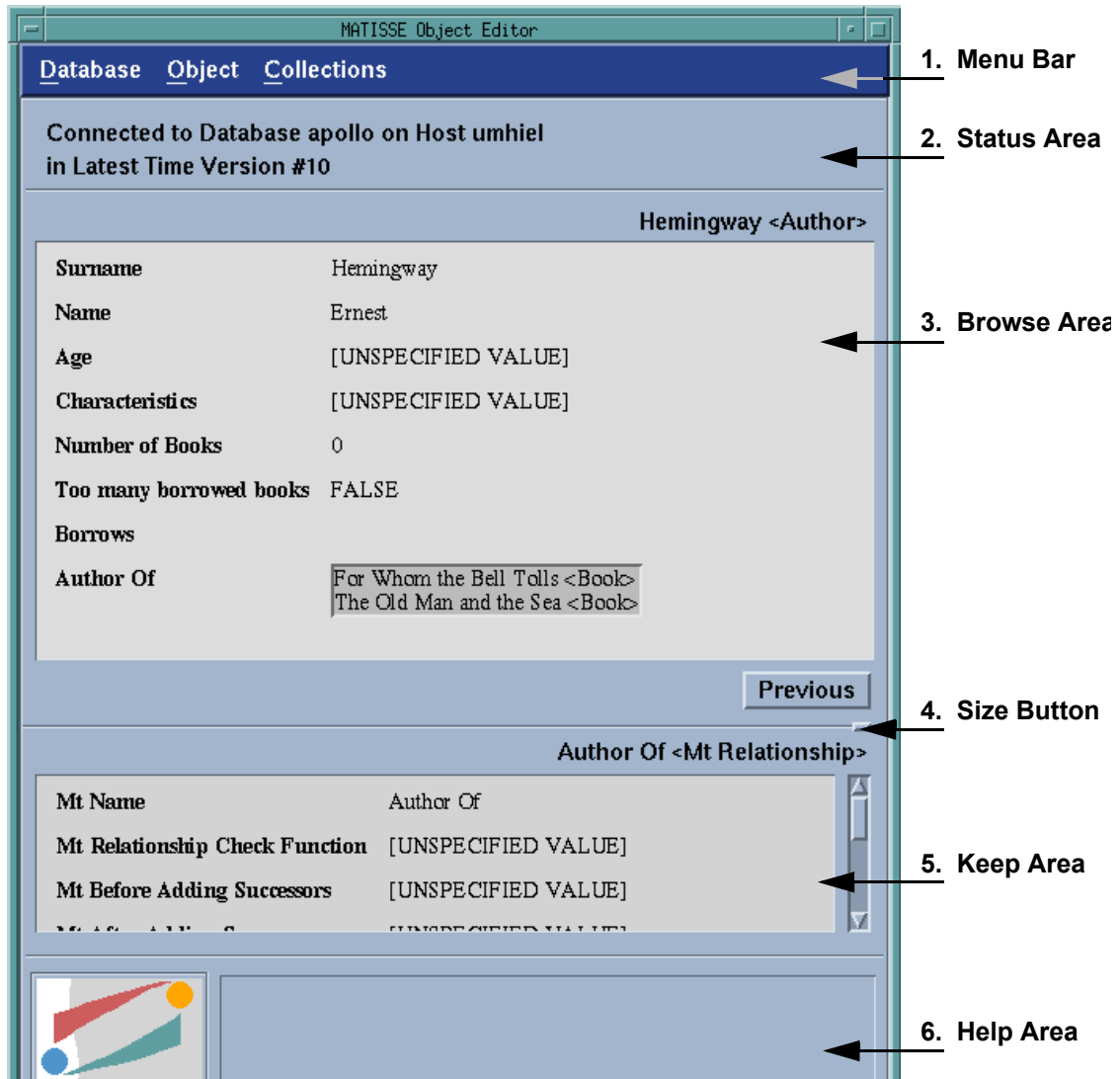
To start the Object Editor:

1. Make sure the product is installed and your environment is configured.
2. Execute the command:

```
mt_editor &
```

## 1.2 Object Editor Window

The Object Editor window contains six main areas described below.:



1. **Menu Bar:** Lists all the different menu items.
2. **Status Area:** Describes the connection status.
3. **Browse Area:** Each object that is requested—either through an entry point or via a semantic link—is displayed in that area.
4. **Size Button:** Changes the relative size of Browse and Keep Areas.
5. **Keep Area:** Enables you to keep the currently browsed object by clicking the Object Keep menu item.
6. **Help Area:** Displays help information.

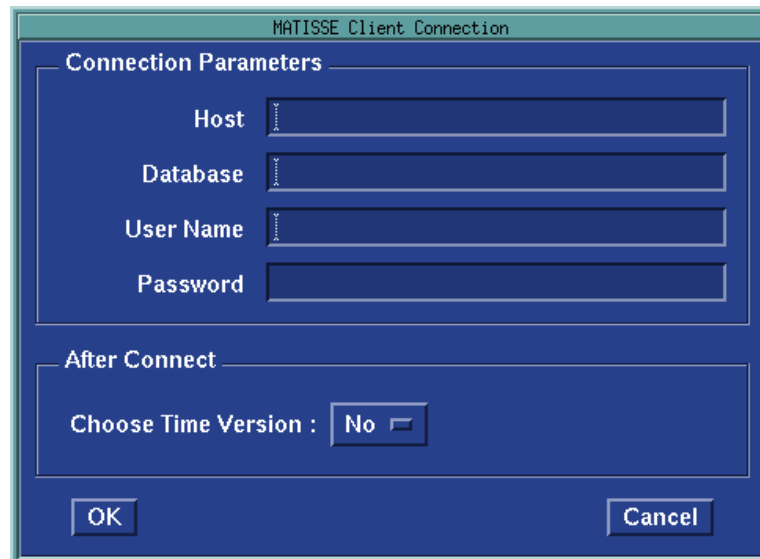
## 2 Database Menu

### 2.1 Purpose

The Database menu includes commands that are needed to manage database connections.

### 2.2 Database Connect

After starting the Object Editor, you first need to choose the database you want to work with. This is performed by clicking the `Database Connect` menu item. This displays the Client Connection dialog box:



You must enter the name of the database you want to browse, the name of the host where the database is located, a user name and associated password (if you are a system user without password, don't enter your user name).

If you choose `Yes` on the `Choose Time Version` menu on the Client Connection dialog box, then the Set Time dialog box is displayed. If not, the Object Editor will default to the latest version of the database. See the section 2.3 for more information on how to choose a time version.

Choose `OK` or `Cancel`. If you choose `OK`, the Object Editor tries to set up a connection with the requested database on the requested host. If the connection is set up, the following message appears just under the menu bar in the Status Area:

Connected to Database <database name> on Host <host name>

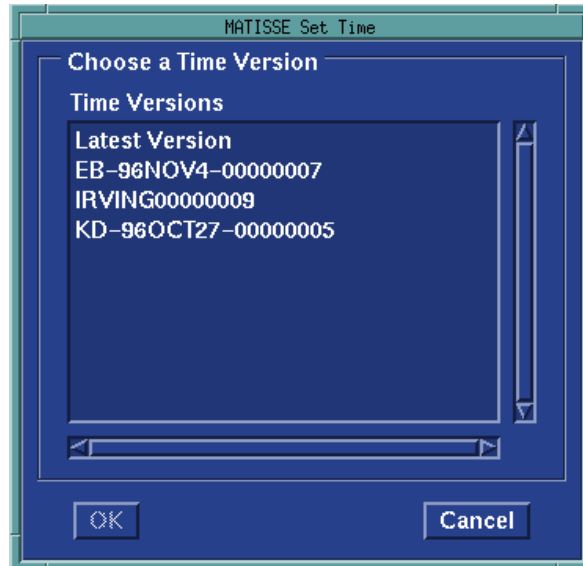
Otherwise, the message:

No Current Database

is displayed and the `WARNING` signal flashes at the bottom of the window. A message is also displayed in the Help Area. It indicates that either the host or the database was not found.

## 2.3 Database Set Time

Any database may include past versions. These versions can be accessed by clicking the `Database Set Time` menu item. The Set Time dialog box is then displayed:



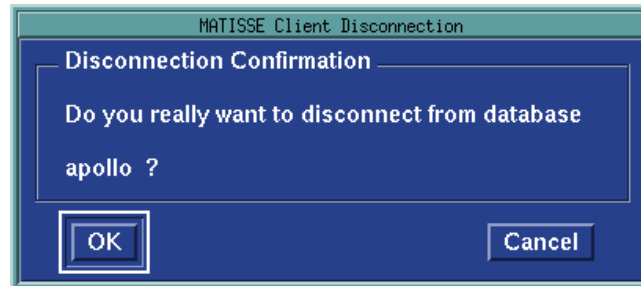
Existing versions of the database are listed. The first of the list is called the Latest Version and represents the current version at the moment you make your choice; the other items of the list are the previously maintained database versions. Just click the name of the database version you want to browse, and then select `OK`.

The name of the Time Version you are currently connected to is always displayed in the Status Area.

See section 3.17, Object User Preferences, to set preferences for this dialog box.

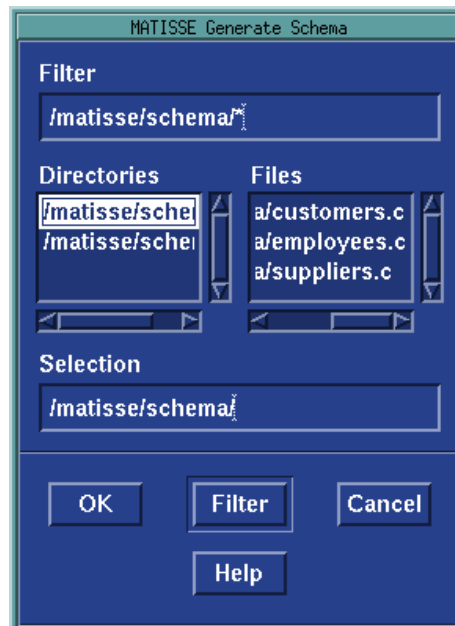
## 2.4 Database Disconnect

If you want to disconnect from the current database, just click the `Database Disconnect` menu item. The next dialog box will ask for confirmation:



## 2.5 Database Generate Schema

Click the `Database Generate Schema` menu item to generate the C source code corresponding to the schema you defined. A file selection box will then ask for the name of the output file.



At this point, you can abort the code generation by clicking the `Cancel` button. If you select `OK` and if the file already exists, the `Object Editor` will ask you for permission to overwrite it.

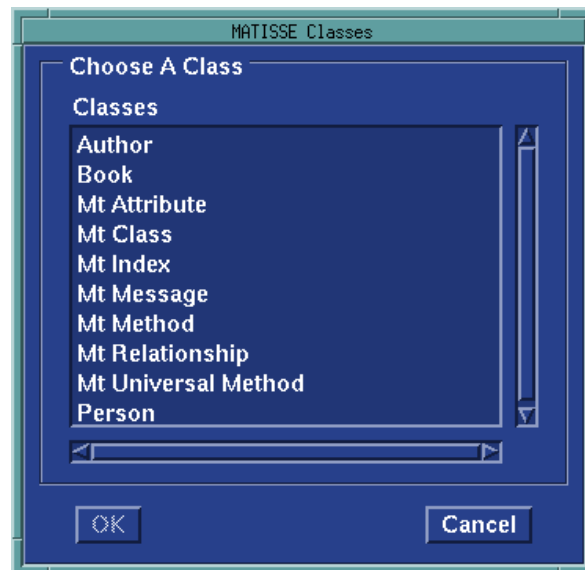
## 3 Object Menu

### 3.1 Purpose

The `Object` menu includes commands that are used to access and browse objects from the current database. (Some options will be disabled if you only have read-only privileges.)

### 3.2 Object Class Instances

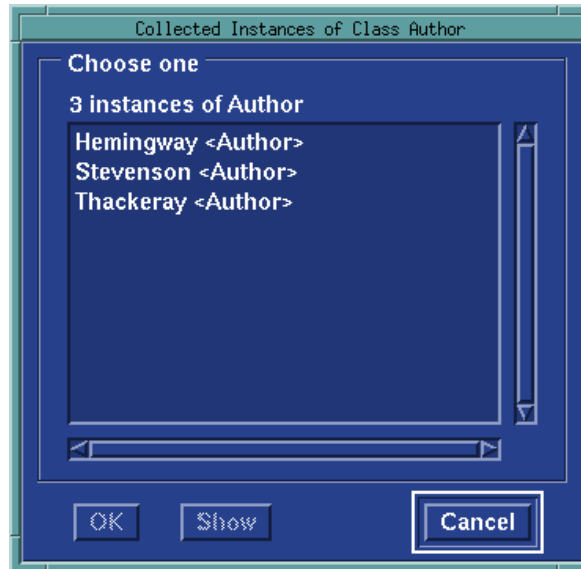
To browse the instances of an existing class, click the `Object Class Instances` menu item. The `Classes` window is then displayed:



Select the name of the class whose instances you want to browse, and click the `OK` button.

You can change the number of collected instances and the offset of the first collected instance in the `User Preferences` dialog. By default, the number of collected instances is 100 and the offset of the first collected instance is 0 (see section 3.17).

The Object Editor will then display the instances of the selected class in alphabetical order, as shown below:



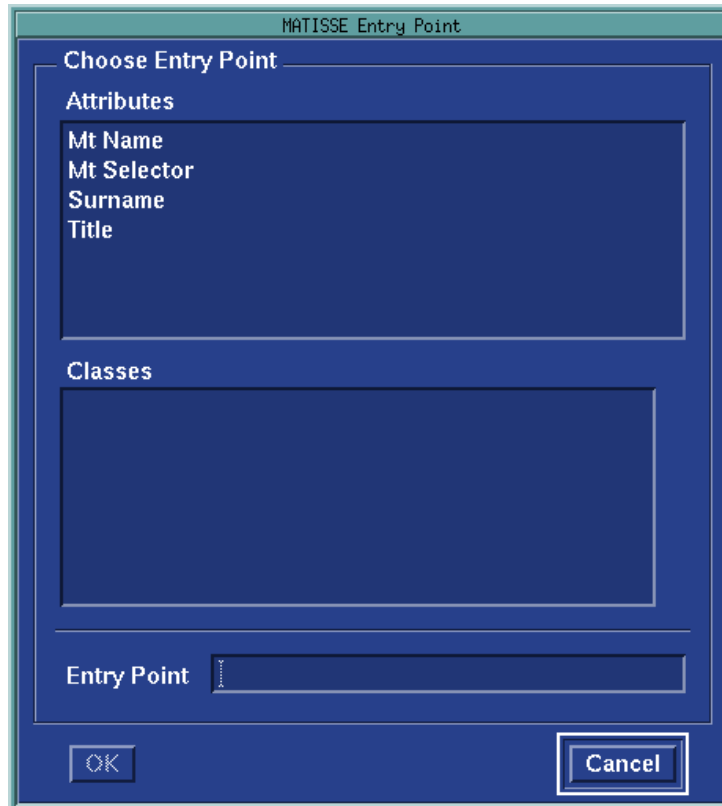
After selecting one of the listed instances by clicking the corresponding line, you can perform three actions:

- ◆ Click the `Show` button: The selected object is then displayed in the Keep Area, while the Collected Instances of Class... window is still active. You can navigate through semantic links within the Keep Area.
- ◆ Click the `OK` button: The Collected Instances of Class... window disappears, the selected object is displayed in the Browse Area, and the previous state of the Keep Area is restored (i.e., the state of the Keep Area is restored to the state in effect before the first click the `Show` button).
- ◆ Click the `Cancel` button: The Collected Instances of Class... window disappears, and the previous state of the Keep Area is restored (i.e., the state of the Keep Area is restored to the state in effect before the first click the `Show` button). The Browse Area remains unchanged.

The last list of collected instances may be redisplayed by selecting the `Collections Last Class Instances` menu item (see section 4.2).

## 3.3 Object Entry Point

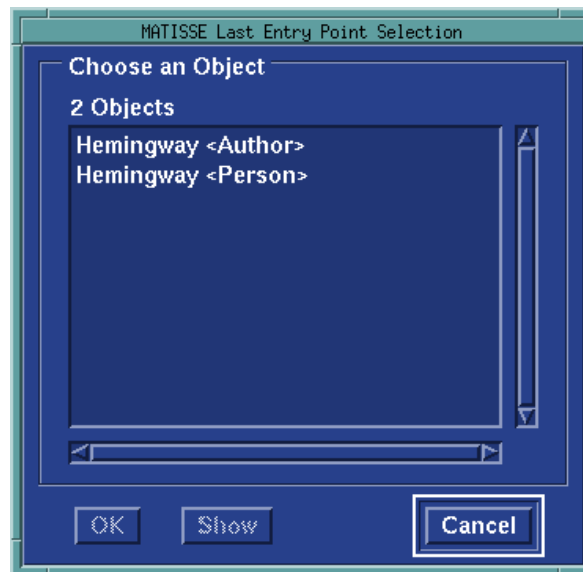
To access an object through an Entry Point, click the `Object Entry Point` menu item. The Entry Point dialog box is then displayed:



Any attribute can be specified as a “make entry” attribute. If so, the related object can be found by specifying the requested value for this attribute. The Entry Point dialog box lists all existing make entry point attributes. If you click an attribute name, all classes for which it is defined are listed. Choose one if you want to make a request, and then type the requested value in the `Entry Point` field.

If the Object Editor finds the requested object, it is displayed in the Browse Area. Otherwise, a Help Message is displayed and the `WARNING` signal flashes.

If the Object Editor finds more than one object that corresponds to the requested Entry Point value, then it will pop up the list of objects and ask you to choose one for browsing.



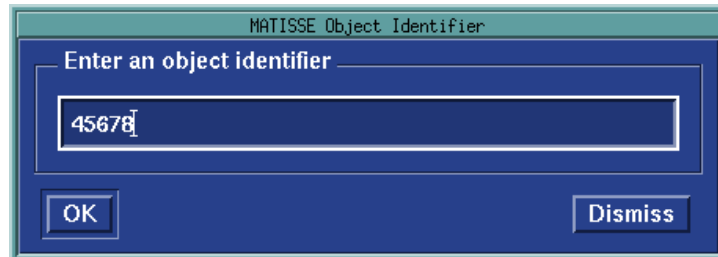
After selecting one of the listed objects by clicking the corresponding line, you have three choices:

- ◆ Click the `Show` button: The selected object is then displayed in the Keep Area, while the Last Entry Point Selection window is still active. You can navigate through semantic links within the Keep Area.
- ◆ Click the `OK` button: The Last Entry Point Selection window disappears, the selected object is displayed in the Browse Area, and the previous state of the Keep Area is restored (i.e., the state of the Keep Area is restored to the state in effect before the first click the `Show` button).
- ◆ Click the `Cancel` button: The Last Entry Point Selection window disappears, and the previous state of the Keep Area is restored (i.e., the state of the Keep Area is restored to the state in effect before the first click the `Show` button). The Browse Area remains unchanged.

The last entry point selection of objects can be redisplayed by selecting the `Collections Last Entry Point` menu item.

## 3.4 Object Identifier

To access an object through an Object Identifier (OID), click the `Object Identifier` menu item. The object Identifier window is then displayed:



After entering the OID of an object, you can:

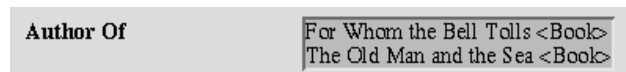
- ◆ Click the `OK` button: The object Identifier window disappears, the selected object is displayed in the Browse Area.
- ◆ Click the `Dismiss` button: The object Identifier window disappears.

## 3.5 Object Keep

You can transfer the current Browse object to the Keep Area by clicking the `Object Keep` menu item. Any objects that you subsequently browse will be displayed in the Browse Area, while the object that is displayed in the Keep Area will remain the same (until you decide to keep a different object).

## 3.6 Accessing an Object Using a Relationship

An object may have relationships with other objects. These relationships are represented as object names within a list:



To access any object that is referenced by a relationship, just click the reference (either in the Browse or in the Keep Area). The corresponding object will be displayed automatically in the Browse Area.

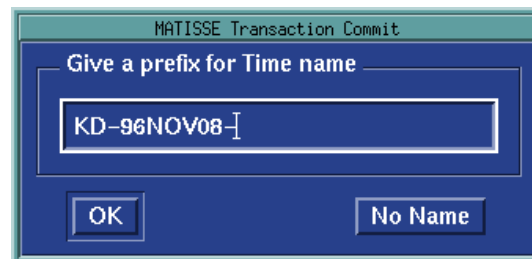
You can change the number of visible successors in the list in the User Preferences dialog box. Its default value is 5 (see section 3.17).

## 3.7 Transaction Mode

Object creation, deletion, and editing are available only in transaction mode. The Object Editor is automatically set in transaction mode when you select the `Object Edit` or `Object Create` menu items while you are connected to the database in the Latest Version. Then the Object Editor updates the Status Area indicating you are in transaction mode, it redisplayes the object currently displayed in the Browse Area (if you have selected the `Object Edit` menu item), and displays three buttons below the Browse Area. You can do all the updates you need before ending the transaction.

To end the pending transaction, you can click one of these three buttons (the first two are disabled until all the updates you make are fully consistent with schema definitions):

- ◆ `Name & Commit` button: validates all the updates, and asks you to name the database version that will result. If you name it, the corresponding version will be available for further access, even after other changes. Once you have clicked on the button, the Transaction Commit window is displayed:

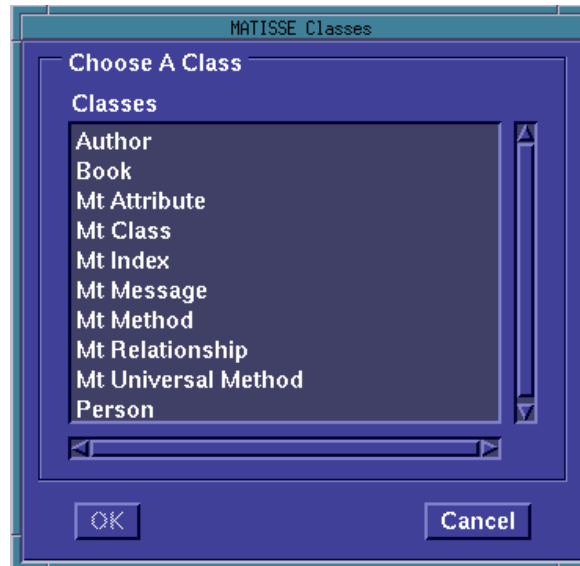


Enter the prefix you want to set for that version name, and click OK to confirm. Otherwise, click No Name to commit your transaction without specifying a version name.

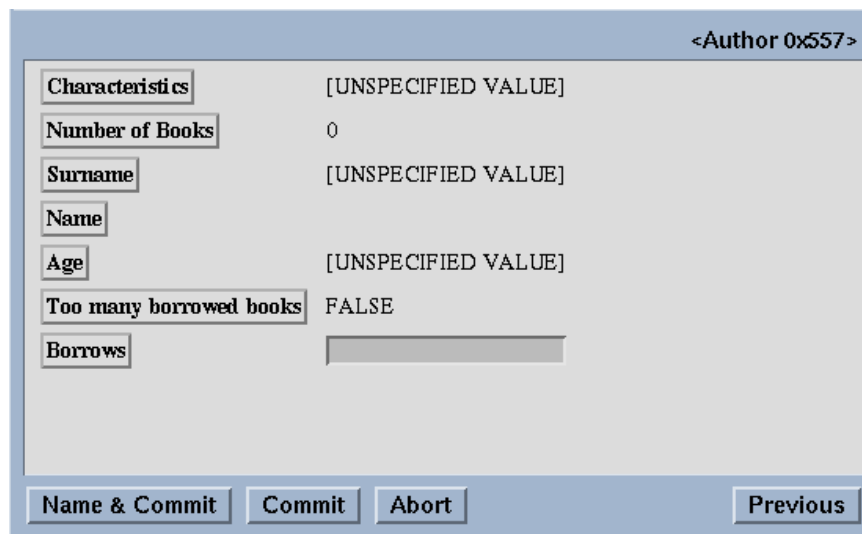
- ◆ `Commit` button: validates all the updates without naming the new database version.
- ◆ `Abort` button: cancels all the updates. The previous state (before you were in transaction mode) of the Browse Area is then restored.

## 3.8 Object Create

To create a new object (a new instance of an existing class), click the **Object Create** menu item. The **Classes** window is then displayed:



Select the class you want to create an instance of, and click the **OK** button. All attributes and relationships that are defined for the corresponding class are then displayed in the **Browse Area**, allowing you to enter values for each one:



To edit any attribute or relationship, just click its name. Depending on the attribute's type, a type-specific **Attribute Editor** will be displayed. If you click a relationship's name, the **Successors Editor** window is displayed.

Each time you edit an attribute or relationship, the Object Editor checks the value's consistency according to schema constraints. These consistency checks may lead to warning messages.

## 3.9 Object Delete

Object deletion is only available if the Object Editor is in transaction mode.

To delete an object, you first have to edit it (i.e., the object must be displayed in the Browse Area while in transaction mode). Then click the `Object Delete` menu item, and the Object Editor will ask you to confirm the object deletion.

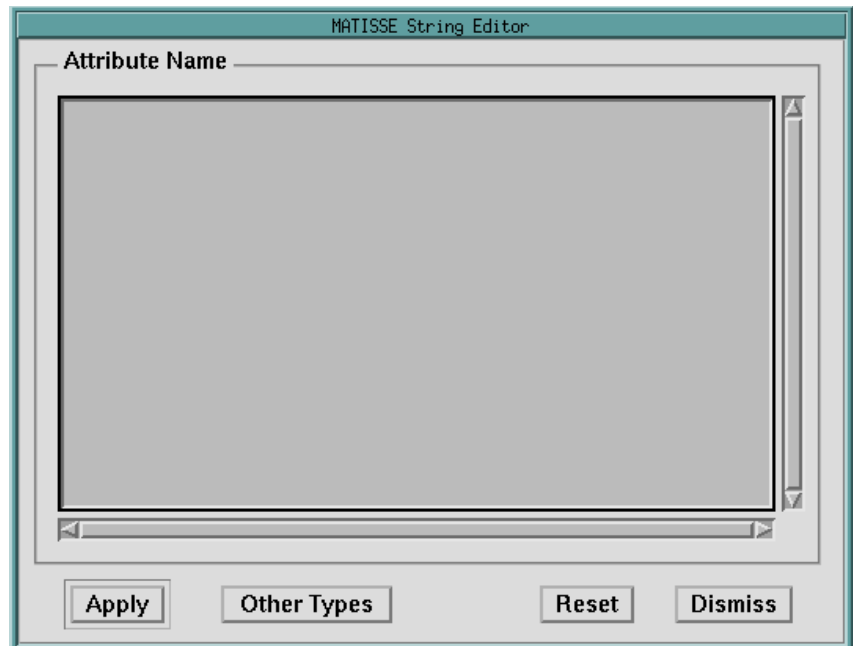
## 3.10 Object Edit

If you want to modify an object that is displayed in the Browse Area, click the `Object Edit` menu item. The behavior of the available buttons is then the same as described for object creation.

## 3.11 Type-Dependent Attribute Editors

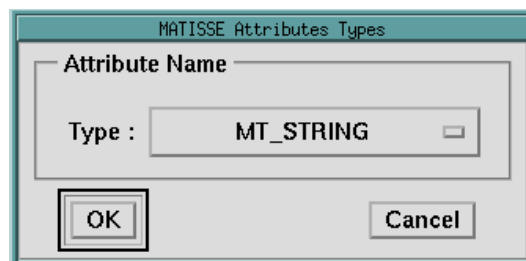
### String Editor

When you click the name of a string attribute to edit its value, the String Editor dialog box is displayed:



Just type or modify the string in the text area. The following buttons are available:

- ◆ **Apply:** Click `Apply` to set the attribute value to the currently edited value. This value is then displayed in the Browse Area of the main window and the String Editor dialog box disappears.
- ◆ **Other Types:** Click `Other Types` to change the type of the edited attribute (this button is not displayed if there is only one possible type for that attribute, according to corresponding schema definitions). The Attributes Types window is then displayed:

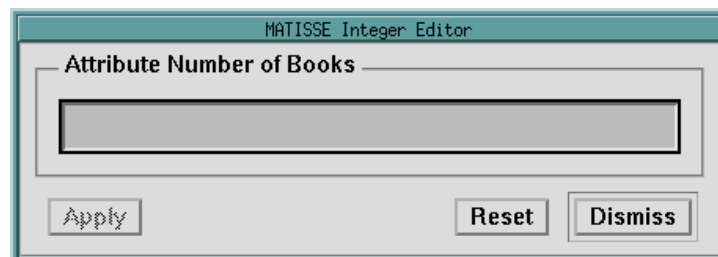


Click the type selector to display a list of all Matisse types. A type that is not consistent with current schema definitions for the edited attribute is disabled. Select the attribute type you want and click the `OK` button. The corresponding Attribute Editor will be displayed. To leave the menu, click the `Cancel` button.

- ◆ `Reset`: Click `Reset` to reset the value to that which currently exists in the Matisse client cache. If you have not yet clicked on `Apply`, the attribute value is set to that which existed before you entered the Attribute Editor.
- ◆ `Dismiss`: Click `Dismiss` to quit the Attribute Editor window.

## Integer Editor

When you click the name of an integer attribute to edit its value, the Integer Editor window is displayed:



The `Apply` button is disabled until you type a valid integer for the current Integer Type. The `Reset` and `Dismiss` buttons have the same functions as they do in the String Editor.

## Float Editor

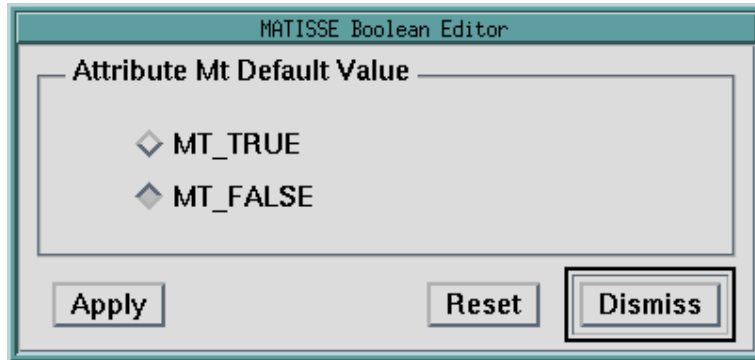
The Float Editor has the same look and feel as the Integer Editor, except that the `Apply` button is disabled until you type a valid Float. Scientific notation is accepted, as for example in `23.5e12`.

## Double Editor

The Double Editor resembles the Integer Editor, except that the `Apply` button is disabled until you type a valid Double. Scientific notation is accepted as for example in `23.5e12`.

## Boolean Editor

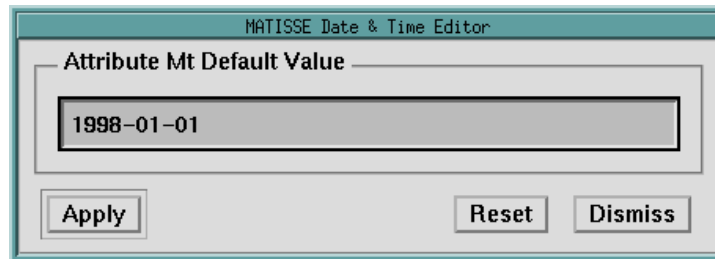
When you click the name of a boolean attribute to edit its value, the Boolean Editor window is displayed:



The `Reset` and `Dismiss` buttons have the same functions as they do in the String Editor.

## Date & Time Editor

When you click the name of a date or time attribute to edit its value, the Date & Time Editor window is displayed:



Depending of the current date/time type, this editor allows different input formats:

- ◆ `MT_DATE` input format is YYYY-MM-DD
- ◆ `MT_*_TIMESTAMP` input format is YYYY-MM-DD hh:mm:ss[.nnnnnn]
- ◆ `MT_TIME_INTERVAL` input format is DD hh-mm-ss[.nnnnnn]

The `Reset` and `Dismiss` buttons have the same functions as they do in the String Editor.

## Char Editor

The Char Editor lets you enter a character with a decimal code from 0 to 255.

## List Editor

When you click the name of list attribute to edit its value, the List Editor window is displayed.

The List Editor lets you enter an list value using the standard C notation, as shown on the following example for a list of Integer values:

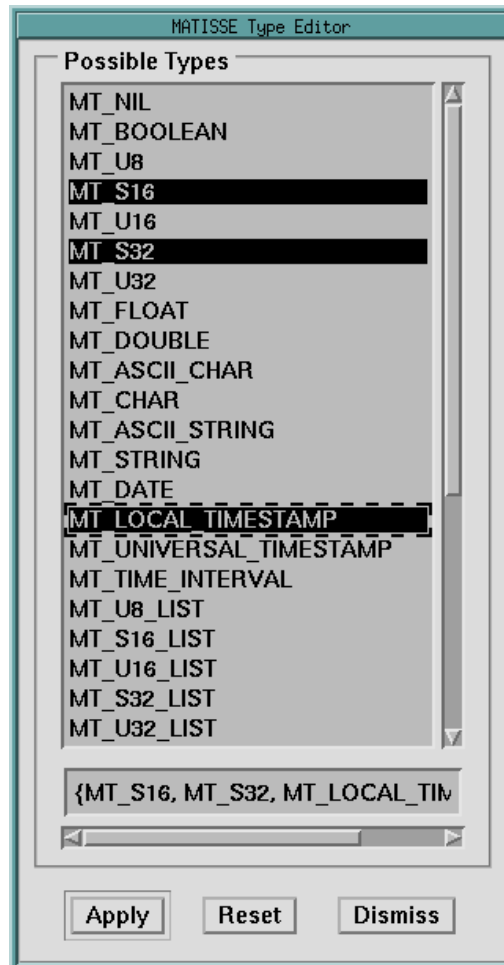
{1, 2, 3}

The `Apply` button is disabled until you type a valid array of the valid basic type (integer, float, etc.). The `Reset` and `Dismiss` buttons have the same behavior as they do for the String Editor.

## 3.12 Schema Attribute-Dependent Editors

### Type Editor

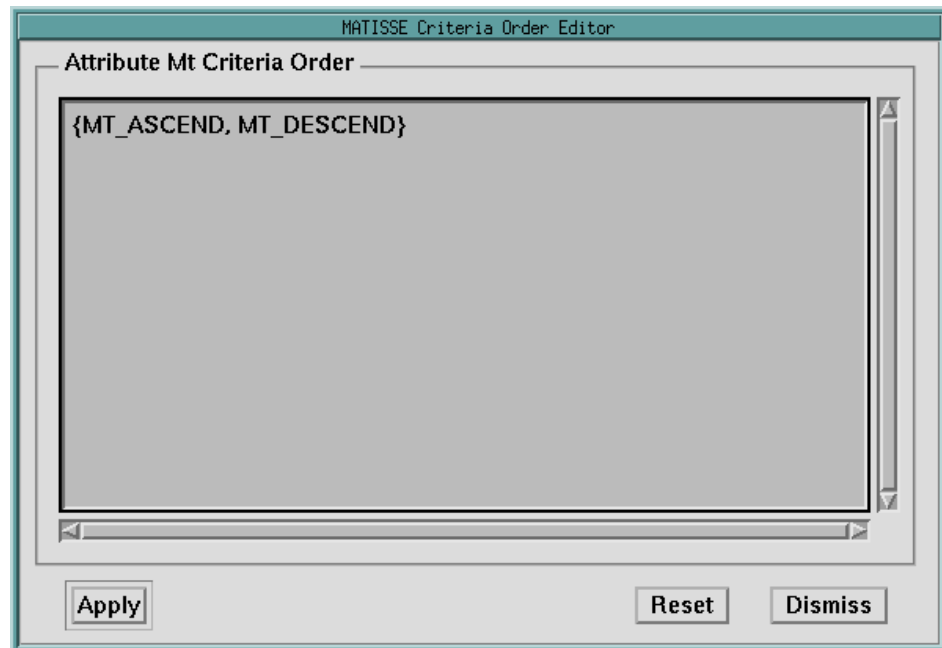
When you click the `Mt Type` attribute of an `Mt Attribute` object to edit its value, the Type Editor window is displayed:



Clicking on a Matisse Type adds or removes it from the current attribute's list of types. The `Apply` button is disabled until you modify the original list. The `Reset` and `Dismiss` buttons have the same behavior as they do for the String Editor.

## Criteria Order Editor

When you click an Mt Criteria Order attribute of an Mt Index object to edit its value, the Criteria Order Editor window is displayed:



It is similar to the List Editor but allows only the following values:

- ◆ MT\_DESCEND or 0
- ◆ MT\_ASCEND or 1

The `Apply` button is disabled until you give a list of valid criteria orders. The `Reset` and `Dismiss` buttons have the same behavior as they do for the String Editor.

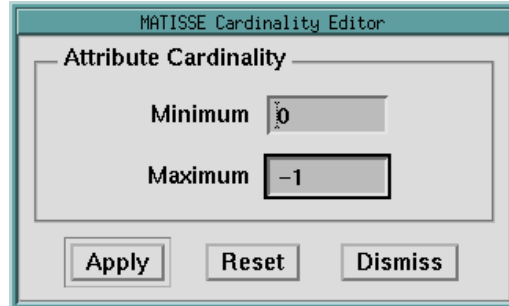
## Criteria Size Editor

When you click an Mt Criteria Size attribute of an Mt Index object to edit its value, the Criteria Size Editor window is displayed.

It is similar to the List Editor and allows you to use `MT_SIZEOF_TYPE` to specify the size corresponding to a fixed size criteria. The `Apply` button is disabled until you give a list of valid criteria sizes. The `Reset` and `Dismiss` buttons have the same behavior as they do for the String Editor.

## Cardinality Editor

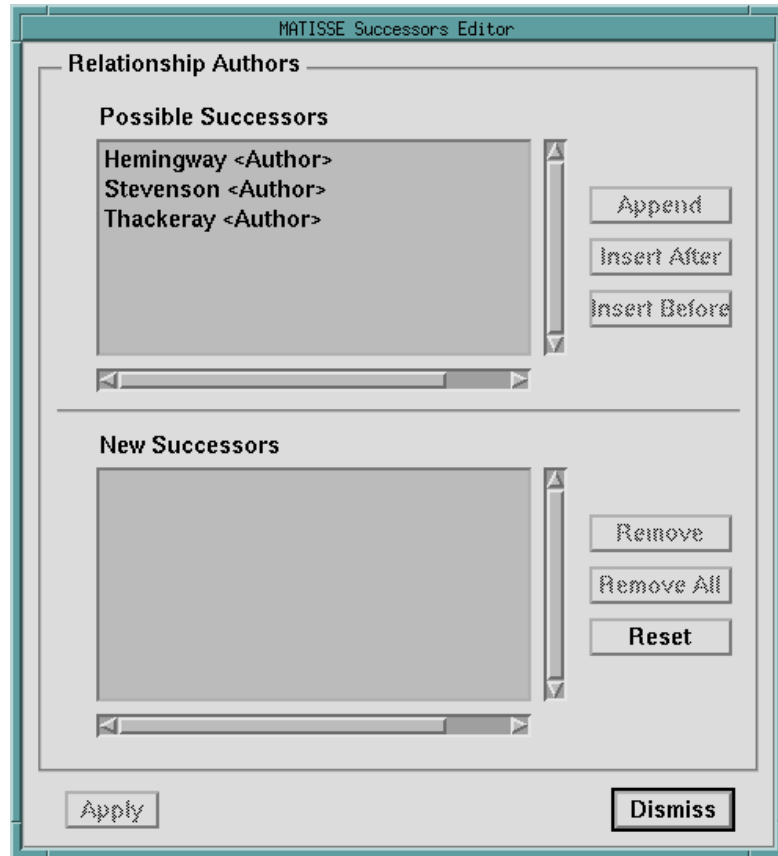
When you click the Mt Cardinality attribute of an Mt Relationship object to edit its value, the Cardinality Editor window is displayed:



The `Apply` button is disabled until you give valid minimum and maximum cardinalities. The `Reset` and `Dismiss` buttons have the same behavior as they do for the String Editor.

## 3.13 Successors Editor

While editing or creating an object, you can click the name of one of its relationships to edit its successors list. The Successors Editor window is then displayed:



The Possible Successors area lists all those instances whose class is consistent with the schema. In other words, the class of the object has to be a class authorized as a successor to that relationship. The objects scanned to build the list are those accessible via the Collections Last Class Instances, Collections Last Entry Point, and Collections Browsed Objects options. The reason for this restriction is that it may take a lot of time and resources to build the list with all the instances of all the authorized classes.

For example, for a relationship where all classes are allowed as successors—the default when creating a relationship—the Possible Successors area would have to list all the objects in the database.

## Metaschema Objects and the Successors Editor

This restriction does not exist when editing the successors of a metaschema relationship because it is assumed that the authorized classes have relatively few instances. When this is not the case, adding objects in the Possible Successors area is possible by using the Object Class Instances or Object Entry Point options, which remain enabled when the Successors Editor is in use.

The New Successors area first lists the current object's successors for the relationship, and can be modified to build a new successors list as explained below.

The following buttons are available:

- ◆ **Append:** Click `Append` to append the selected objects of the Possible Successors area to the list that is displayed in the New Successors area.
- ◆ **Insert After/Before:** Before using the `Insert After` and `Insert Before` buttons, you need to click twice on an object listed in the New Successors area. The object so selected will be indicated by a diamond that appears to its left.

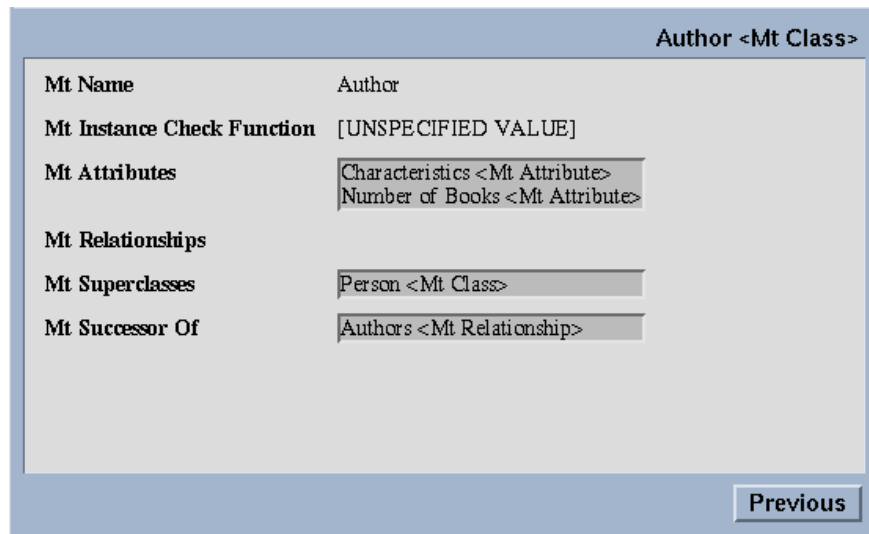
Click `Insert After` to insert the selected objects of the Possible Successors area just after the currently selected object of the list in the New Successors area.

Click `Insert Before` to insert the selected objects of the Possible Successors area just before the currently selected object of the list in the New Successors area.

- ◆ **Remove:** Click `Remove` to remove the selected objects from the list that is displayed in the New Successors area.
- ◆ **Remove All:** Click `Remove All` to remove all the objects in the list in the New Successors area.
- ◆ **Reset:** Click `Reset` to reset the value to that which currently exists in the Matisse client cache. If you have not yet clicked `Apply`, the attribute value is set to that which existed before you entered the Successors Editor.
- ◆ **Apply:** Click the `Apply` button to implement your changes to the relationship. The Successors Editor window disappears.
- ◆ **Dismiss:** Click the `Dismiss` button to quit the Successors Editor.

## 3.14 Object Viewer

The `Object Viewer` menu item selects the Object Viewer display mode. This is the default mode for browsing objects and the only mode to edit, create or delete them. All the attribute's values are displayed and the references to other objects appear in a list.



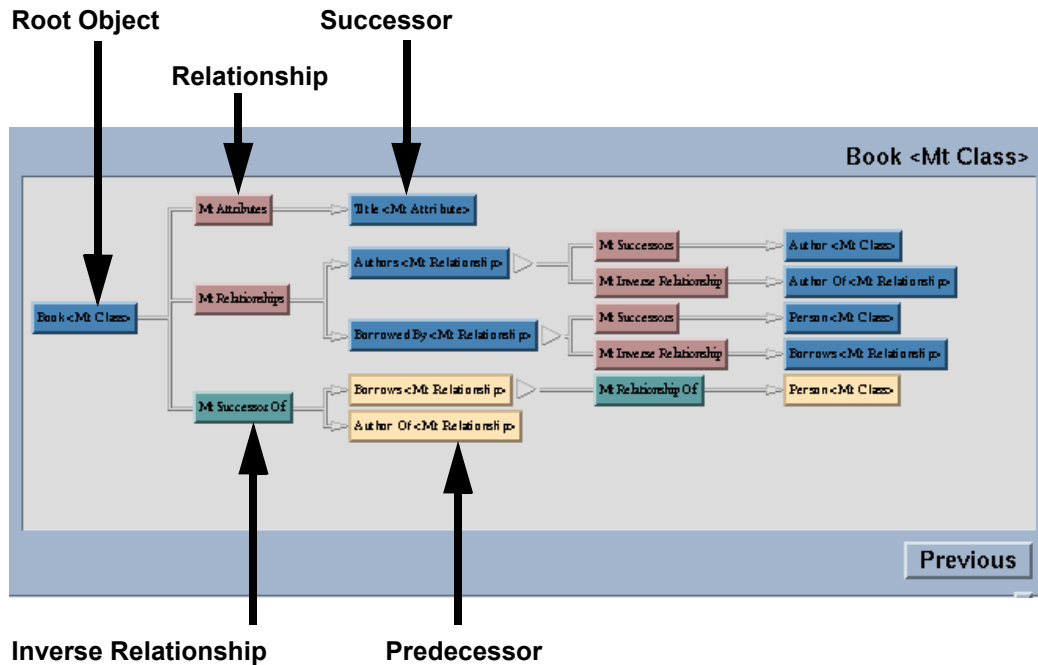
The `Object Viewer` menu item is enabled when you are in Relationship Viewer Mode.

## 3.15 Relationship Viewer

The `Relationship Viewer` menu item selects the Relationship Viewer display mode. This is the graphic mode for browsing objects via semantic links. For each object you want to view in this mode, the Object Browser displays a kind of tree. The object you specify appears as the root and the tree is composed of two parts:

- ◆ A part where arcs are relationships, nodes and leaves are successors
- ◆ A second part where arcs are inverse relationships, nodes and leaves are predecessors

The following illustration shows these two parts:

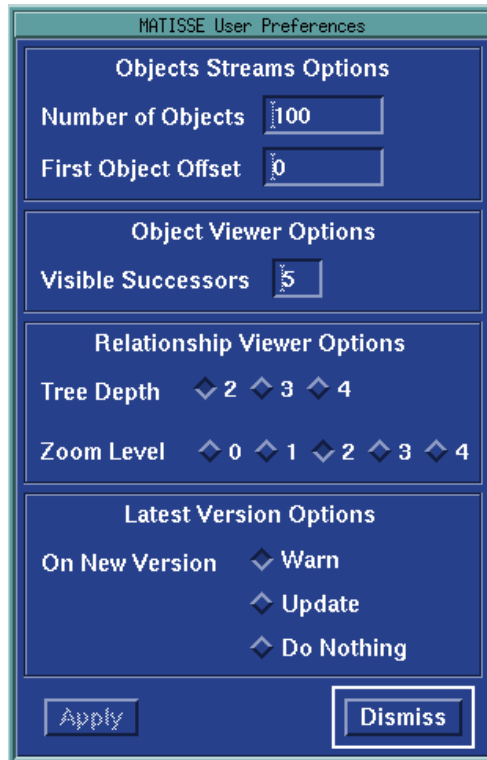


A single click on any referenced object or relationship (direct or inverse) displays it in the Keep Area (equivalent to selecting the Object Keep menu item). A double click or shift click on any referenced object sets this object as the root object.

On the right of every successor or predecessor node is displayed a sensitive arrow that you can click to hide or show subparts of the tree. The depth of the tree or the zoom level are parameters you can change via the User Preferences dialog. Both tree and zoom level have a default value of 2 (see section 3.17).

## 3.16 User Preferences

Select the `User Preferences` menu item to change the values of display parameters. The following dialog box is displayed:



The `Class Instances Options` refers to the `Class Instances` menu item (see section 3.2). You can change the number of instances you want to collect and the offset of the first collected instance.

If you specify a value of  $n$  for the offset of the first collected instance, the Object Browser will collect no instance for any class that has less than  $n + 1$  instances.

The `Object Viewer Options` allows you to change the number of visible successors (i.e., the height of the visible part of a list of referenced objects).

The `Relationship Viewer Options` are tree depth and zoom level. The tree depth indicates how far from the root object you want to navigate. A value of 2, for example, means until the successors of the successors, and until the predecessors of the predecessors of the root object. Changing zoom level changes the size of the display fonts.

The Latest Version Options refers to the Database Set Time menu item. If Latest Version has been selected, when a new transaction is successfully committed by a client other than the Object Editor you are using, the Object Editor may, depending on the preference you set:

- ◆ Warn you that there is a more recent version of the database, and change the Status Area contents indicating the logical number of that version.
- ◆ Update automatically, the objects you are currently browsing, setting you in the new latest version.
- ◆ Do nothing, but change the Status Area contents indicating the logical number of the new latest version.

## 4 Collections Menu

### 4.1 Purpose

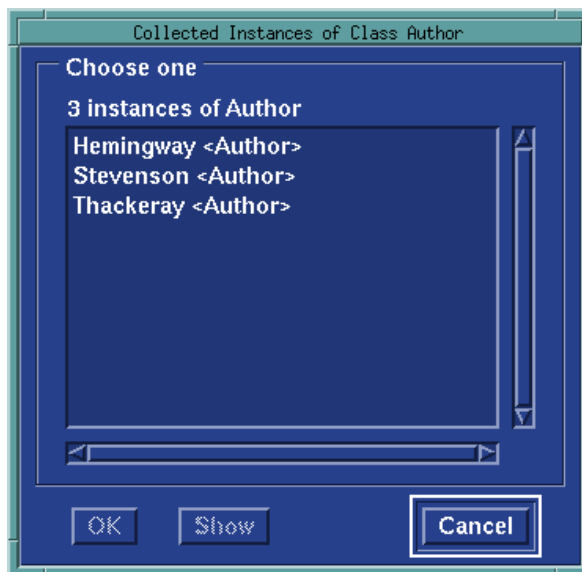
The Object Editor maintains three collections (lists) of objects:

1. The result of the last `Class Instances` query
2. The result of the last `Object Entry Point` query
3. A list of all the objects that were browsed since the last `Collections Clear Browsed Objects` action

You can select any object referenced by these collections for browsing.

### 4.2 Collections Last Class Instances

A `Class Instances` query may collect several objects (see section 3.2). To redisplay a collection, click the `Collections Last Class Instances` menu item. The `Collected Instances of Class...` dialog box is then displayed:



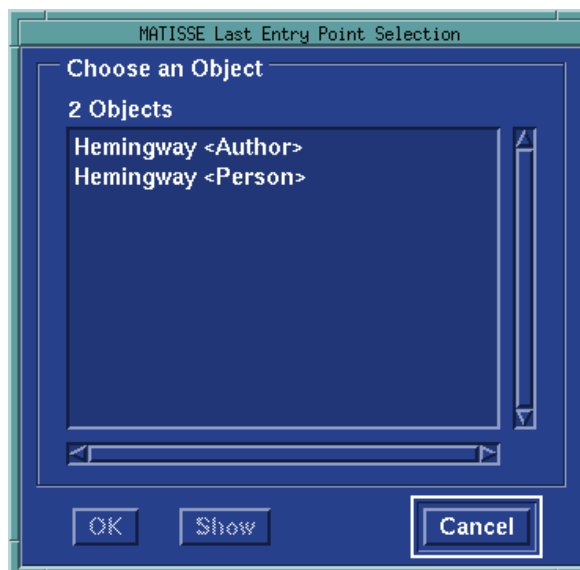
After selecting one of the listed instances by clicking the corresponding line, you can perform three actions:

- ◆ Click the `Show` button: The selected object is then displayed in the `Keep Area`, and the `Collected Instances of Class...` window remains active. You can navigate through semantic links within the `Keep Area`.

- ◆ Click the `OK` button: The Collected Instances of Class... window then disappears, the selected object is displayed in the Browse Area, and the previous state of the Keep Area is restored (i.e., the state of the Keep Area is restored to the state in effect before the first click the `Show` button).
- ◆ Click the `Cancel` button: The Collected Instances of Class... window then disappears, and the previous state of the Keep Area is restored (i.e., the state of the Keep Area is restored to the state in effect before the first click the `Show` button). The Browse Area remains unchanged.

## 4.3 Collections Last Entry Point

An Object Entry Point query may select several objects (see section 3.3). To redisplay that collection, click the `Collections Last Entry Point` menu item. The Last Entry Point Selection dialog box is then displayed:



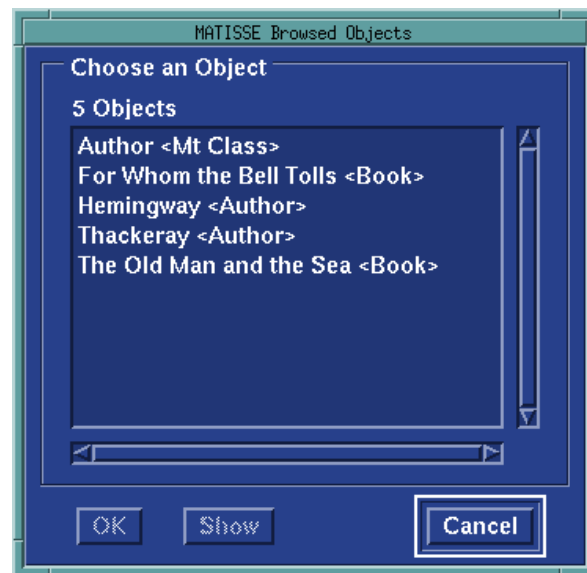
After selecting one of the listed objects by clicking the corresponding line, you can perform three actions:

- ◆ Click the `Show` button: The selected object is then displayed in the Keep Area, and the Last Entry Point Selection window remains active. You can navigate through semantic links within the Keep Area.
- ◆ Click the `OK` button: The Last Entry Point Selection window then disappears, the selected object is displayed in the Browse Area, and the previous state of the Keep Area is restored (i.e., the state of the Keep Area is restored to the state in effect before the first click the `Show` button).

- ◆ Click the `Cancel` button: The Last Entry Point Selection window then disappears, and the previous state of the Keep Area is restored (i.e., the state of the Keep Area is restored to the state in effect before the first click the `Show` button). The Browse Area remains unchanged.

## 4.4 Collections Browsed Objects

The Browsed Objects collection is a list of all objects that were edited since the last Clear Browsed Objects action. As an example, it can be very useful to store a whole navigation path through semantic links (relationships). To display that collection, select the `Collections Browsed Objects` menu item. The Browsed Objects dialog box is then displayed:



After selecting one of the listed objects by clicking the corresponding line, you can perform three actions:

- ◆ Click the `Show` button: The selected object is then displayed in the Keep Area, and the `Browsed Objects` window remains active. You can navigate through semantic links within the Keep Area.
- ◆ Click the `OK` button: The `Browsed Objects` window then disappears, the selected object is displayed in the Browse Area, and the previous state of the Keep Area is restored (i.e., the state of the Keep Area is restored to the state in effect before the first click the `Show` button).
- ◆ Click the `Cancel` button: The `Browsed Objects` window then disappears, and the previous state of the Keep Area is restored (i.e., the state of the Keep Area is restored to the state in effect before the first click the `Show` button). The Browse Area remains unchanged.

## 4.5 Collections Clear Browsed Objects

To clear the Browsed Objects collection, select the `Collections Clear Browsed Objects` menu item (and confirm by clicking the `OK` button of the confirmation box). No other action clears the Browsed Objects collection.

# Appendix A Resource File

You can perform some changes by using the X-Window resources that control how the Matisse Object Editor appears on the workstation.

There are nineteen different Object Editor resources. These resources and their accompanying default values are shown in the following listing of the `mt_editor` resource file:

```
1 mt_editor*highlightThickness: 2
! background colors
! RoyalBlue4
2 mt_editor*menuBar*background: #27408B
! SteelBlue
3 mt_editor*mainWindow*browseArea*successorNode*background: #4683B4
! RosyBrown
4 mt_editor*mainWindow*browseArea*relationshipNode*background: #BC8F8F
! moccasin
5 mt_editor*mainWindow*browseArea*predecessorNode*background: #FFE4B5
! CadetBlue
6 mt_editor*mainWindow*browseArea*inverseRelationshipNode*background: #5F9EA0
! gainsboro
7 mt_editor*mainWindow*browseArea*background: #DCDCDC
! lightgrey
8 mt_editor*mainWindow*keepArea*background: #D3D3D3
! LightSteelBlue3
9 mt_editor*background: #A2B5CD
! foreground colors
10 mt_editor*mainWindow*foreground: black
11 mt_editor*foreground: white
! fonts
12 mt_editor*menuBar*fontList: --helvetica-bold-r-normal--14-*
13 mt_editor*statusArea.fontList: --helvetica-bold-r-normal--14-*
14 mt_editor*helpArea.fontList: --helvetica-medium-r-normal--12-*
15 mt_editor*browseAreaLabel.fontList: --helvetica-bold-r-normal--14-*
16 mt_editor*keepAreaLabel.fontList: --helvetica-bold-r-normal--14-*
17 mt_editor*propertyName.fontList: --times-bold-r-normal--14-*
18 mt_editor*attributeValue.fontList: --times-medium-r-normal--14-*
19 mt_editor*relationshipSuccessors.fontList: --times-medium-r-normal--14*-
```

For more information on resources, see Chapter 10, *X Toolkit Intrinsics Programming Manual*, O'Reilly and Associates.

While the names of most of these resources are self-explanatory, the following table provides a description of the numbered resources.

<b>No.</b>	<b>Description</b>
1	Sets the thickness of the highlights.
2	Sets the background color of the Menu Bar.
3	Sets the background color of the successors when using the Relationship Viewer.
4	Sets the background color of the relationships when using the Relationship Viewer.
5	Sets the background color of the predecessors when using the Relationship Viewer.
6	Sets the background color of the inverse relationships when using the Relationship Viewer.
7	Sets the background color of the Browse Area.
8	Sets the background color of the Keep Area.
9	Sets background color of the Object Editor interface.
10	Sets the color of characters in the main window.
11	Sets the color of characters except in the main window.
12	Sets the font for the Options in the Menu Bar.
13	Sets the font for the text in the Status Area.
14	Sets the font for the text in the Help Area.
15	Sets the font for the Browse Area Label.
16	Sets the font for the Keep Area Label.
17	Sets the font for the Property Names.
18	Sets the font for the Attribute Values.
19	Sets the font for the Names of the Successors.