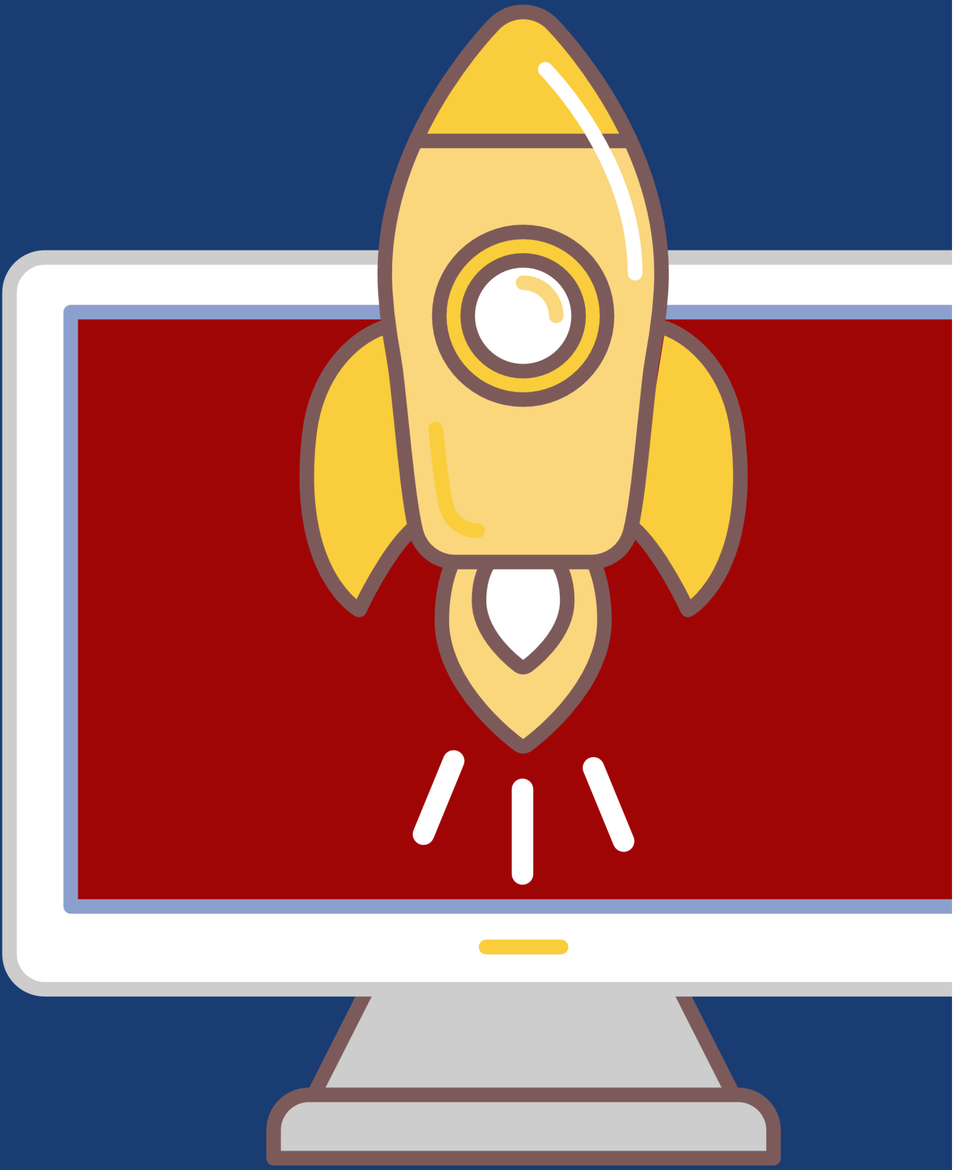
FM STARTER 2

the manual



Starter file for FileMaker projects

FM Starter 2 Manual

Manual to FM Starter 2, english, version 2.5
(version synchronized with the product version)

FM Starter 2 is starter file for new FileMaker projects
and a product by Kursiv Software, Switzerland.

Developer: Karsten Risseeuw.

Learn more
fmstarter.com

Contact Kursiv
https://kursiv-software.com/en/contact-2/

Directory

Introduction

An introduction to FM Starter 2.

Welcome to FM Starter 2

Hello FileMaker Sailor, great to have you on board!

This introduction will help you to get the most out of FM Starter 2. We'll talk about FM Starter 2, about what it is, and what it is not, and how you are supposed to work with it. The rest of the manual can be referenced to while you are working with the software.

What is FM Starter?

FM Starter 2 is a starter file for new FileMaker projects. It is a set of powerful and well integrated modules, offering basic functionality for almost any FileMaker project. This will allow you to focus on your real project, instead of covering the basics. Jumpstart your next FileMaker project with FM Starter 2.

FM Starter comes with the following basics:

- File structure
- Modules for basic functionalities
- Standard theme for good design
- Good integration of all parts

FM Starter 2 also is perfect to learn new things about FileMaker developing. It is an open file, well documented, which shows you at least one approach to programming. If you are starting with FileMaker or if you were thinking how to create your own starter file, this can give your thoughts a boost.

What is FM Starter not?

FM Starter 2 is not a ready-to-go solution. It is neither an address database nor an ERP solution. It offers the basis for developing all of that. It's like an empty truck – it will drive and carry big loads, but it's up to you to decide what you want to transport. As a starting point, it is not perfect for every imaginable usage. You might have to tweak the design, the functions, add modules or change settings. FM Starter 2 is made for that. It is how it's meant to work. FM Starter 2 will save you tons of time, but not free you from the effort to develop yourself.

Use it, and you will benefit from it!

Next steps

Head over to the video tutorials to get some first impressions, or go to Getting Started, where you learn more about the concepts behind FM Starter.

Passwords

You just downloaded FM Starter 2. Congratulations!

Where are the passwords?

The passwords are part of the delivery. You will find a textfile with the names and passwords in the FM Starter Folder.

Be aware that there are 2 types of names and passwords:
1. Developer password giving you full access
2. Administrator password, to simulate a regular user access.

Note that these settings are just a help to get you started. Make yourself comfortable in using them, then feel free to change them to create your own security level.

Developer access

To access the file as a developer, you have to force the standard FileMaker password screen to popup. You do this on Mac, by pressing the ALT-key while opening the file. On Windows you press the LEFT-SHIFT-key while opening the file. The standard FileMaker password window will popup, you enter name and password and then will have full access to the file.

Alternative: Once the file is open, also by using an administrator access, you will have a re-login function in the navigation. This will open the standard FileMaker login window as well.

If this is not what you want, you can deactivate the UAC User Account module, and change the software however you prefer.

Administrator (User) access

If you just doubleclick the file, the user management module kicks in and requires you to enter a valid user password. The file has a standard administrator account set-up, which you can (and should) alter when you start using the solution. This user administration is activated as a standard for the FM Starter file, but you can *deactivate* the user management module in the developer Dashboard, if you have a simple solution without the need for a comprehensive user management tool.

Please also check the videos.

What is new in version 2?

In many software developments each new version comes with multiple new functions. Products tend to become bigger and heavier. For FM Starter 2 we took the opposite approach. With this new version you get less – less codes, less complexity, even less modules. As a result, FM Starter 2 is easier to understand, and easier to work with.

The most difficult part of software development is simplification. It is not difficult to make things complex, even complicated. It takes far more to simplify things, to make it lean and clean.

- The basic approach with a separate developer Dashboard stayed the same
- This version also heavily relies on the concept of modules
- The navigation module has been replaced and now works globally, without relationships.
- The user management module has been completely rewritten
- It is a single-file solution now
- Some modules from version 1 are left out (which can be found on fmstarter.com or modularfilemaker.org)
- New modules focus on developer needs, rather than on application (help module, to-do list, plug-in installation and registration)
- Improved theme.

Updates

If you purchase FM Starter 2 or newer, you purchase a user license with a full year of free upgrades. Would you like to get support and new features after this year, you must purchase a new license. There are no updates, but we might have special offers for current users.

Requirements and Disclaimer

Requirements

FM Starter 2 consists of a single FileMaker file. It does not work in itself, but it requires a full version of FileMaker Pro, in order to use the file.

Minimum Requirement: FileMaker Pro 18 Advanced for Mac or Windows.

Get your FileMaker license here: filemaker.com

Disclaimer

FM Starter is not intended to fulfill a specific purpose, task or solve any specific requirements beyond that which is implemented. You obtain a solution as it is, without further warranties. Be aware that its intention is that you yourself enhance and adapt the functionality according to your needs.

For any specific task, many options can be created. In it's aim to serve as many FileMaker developers as possible, FM Starter does not integrate all possible options. Simplicity is a developers friend.

This having said, we welcome suggestions and feedback at support@kursiv.com.

Learning videos

Looking for an easy start? Check out the documentation for this product on fmstarter.com/en/. You will find videos and other supportive materials.

Getting started

Your first steps.

Basic Concepts

It is easier to work with FM Starter if you understand some of the underlying concepts. That's what this chapter is all about.

Understanding what's going on

FM Starter is the result of many years of FileMaker development. Over time, you learn which things work good and which don't. You see that certain approaches to development are quicker, easier to follow and better to work with. While FM Starter is just a single file, it is like a condensed version of that experience.

One of the most difficult things in developing is to simplify things. The step from FM Starter 1 to FM Starter 2 is mainly a step of simplification. Almost all parts have been streamlined, simplified, redesigned. FM Starter 2 is smaller, better focussed, easier to maintain and simpler to enhance. This, of course, does not come falling out of a blue sky, but needed considerations. Some concepts prove to be more helpful than others.

Here are some of the thoughts behind FM Starter.

FileMaker's sex-appeal

FileMaker has a great sex-appeal as a developing platform. It is easy to use for beginners and thus attracts many people from all kinds of backgrounds. It does a fantastic job this way, and truly enables people to transform their businesses.

The longer you work with FileMaker and the more you learn, you realize that more skills are needed. If you want to step up the game and professionalize your projects, you must learn and master new things: developing skills, design skills, and many more.

That is where FM Starter comes in. FM Starter has been created with those users in mind, who – like me – come from a totally different and non-technical background, who want to step up the game.

Other typical users of FM Starter are developers who would love to create their own starter solution, but simply do not have the time to do so. FM Starter can simplify your life too.

FileMaker is a truly great piece of software, designed to make things possible. FM Starter gives you a jumpstart to FileMaker development.

More structure, less rules

FM Starter is not perfect, and it certainly is not the only approach to do things. There are many developers out there, and almost everyone has his or her own preferences. Some developers work intuitively and their applications have an organic growth to it. Others are more like architects and meticulously plan out every detail before they start working. Again others prefer to work with a kind of rule-book, up to the situation where most of the work is linked to maintaining those rules.

I will not judge any of these approaches. Probably we will all be at each of these stages at least once in our professional lives. Being confronted with real-life challenges, some concepts prove themselves as helpful, while others have limitations. To have no structure at all is a limitation, but over-regulating things can complicate things as well. An alternative to these extremes could be to **focus on transparency.**

To gain transparency, you can consider things like:

- Keep every step or function simple and focussed
- Document every step
- Maintain a simple structure

Transparency should help you to do things. It is not an explanation of details, but a type of approach. Instead of loosing yourself in details, it is a great help to maintain a simple structure. A structure answer the question Where to find something, instead of How to do something. While you probably change and improve your programming skills over time, you do not need to reinvent every single step you ever made. By using a structure, you can track and trace your functions regardless of the way it is programmed. Modules are a good way to show how this works.

The purpose of a structure is to organize things. To see how this is done, have a look at the following parts of FM Starter:

- Script window
- Layout window.

Another way of creating a simple structure is the use of separate windows, like for the main application and for developer settings. This keeps a neat and clean environment for both users and developers, which is easier to maintain as when you try to hide developer settings on a regular user layout.

Start small. Think big.

Using building blocks is a way of constructing a house. The same idea can be applied to build a software.

To create small and understandable parts with a focus on solving a single detail, is like making building blocks. Start small. Think big. By doing this, you have to leave the thought that you have to create something to cover everything. Instead, you build parts or modules, and then fit them together – just as you need them.

This idea has been used in FM Starter in several ways. Essential is the use of modules. Each module solves a certain task. It is relying (mostly) just on itself, and it can be used almost anywhere. This is true for the global navigation, the multilingual text labels and many more building blocks.

Modules are functioning in itself. They have their own tables, layouts, scripts, etc. Therefor it is quite easy to distinguish one module from another, and one function from another. It makes sense to bundle scripts for a specific module. You start thinking in grouped functionality. If your task can be clearly defined, it becomes logical to add a table for that specific task, even if it has just a few fields. Own tables, own layouts, own scripts – to keep things neat and clean.

In earlier days I had many tables for specific purposes, storing settings for all kinds of other parts of the application. A centralized table for everything, so to say. It turned out that these solutions are very difficult to maintain. If you ever want to take a specific part of out the solution, to use it elsewhere, you are stuck in these strange otherworldly connections to other tables. Therefor, it's much more elegant to create modular groups of tables, scripts and functions.

Starting small and thinking big is an approach which can grow with your own development. When demands change, you will not be lost. This approach will have you covered, and you will be able to find your way out new challenges.

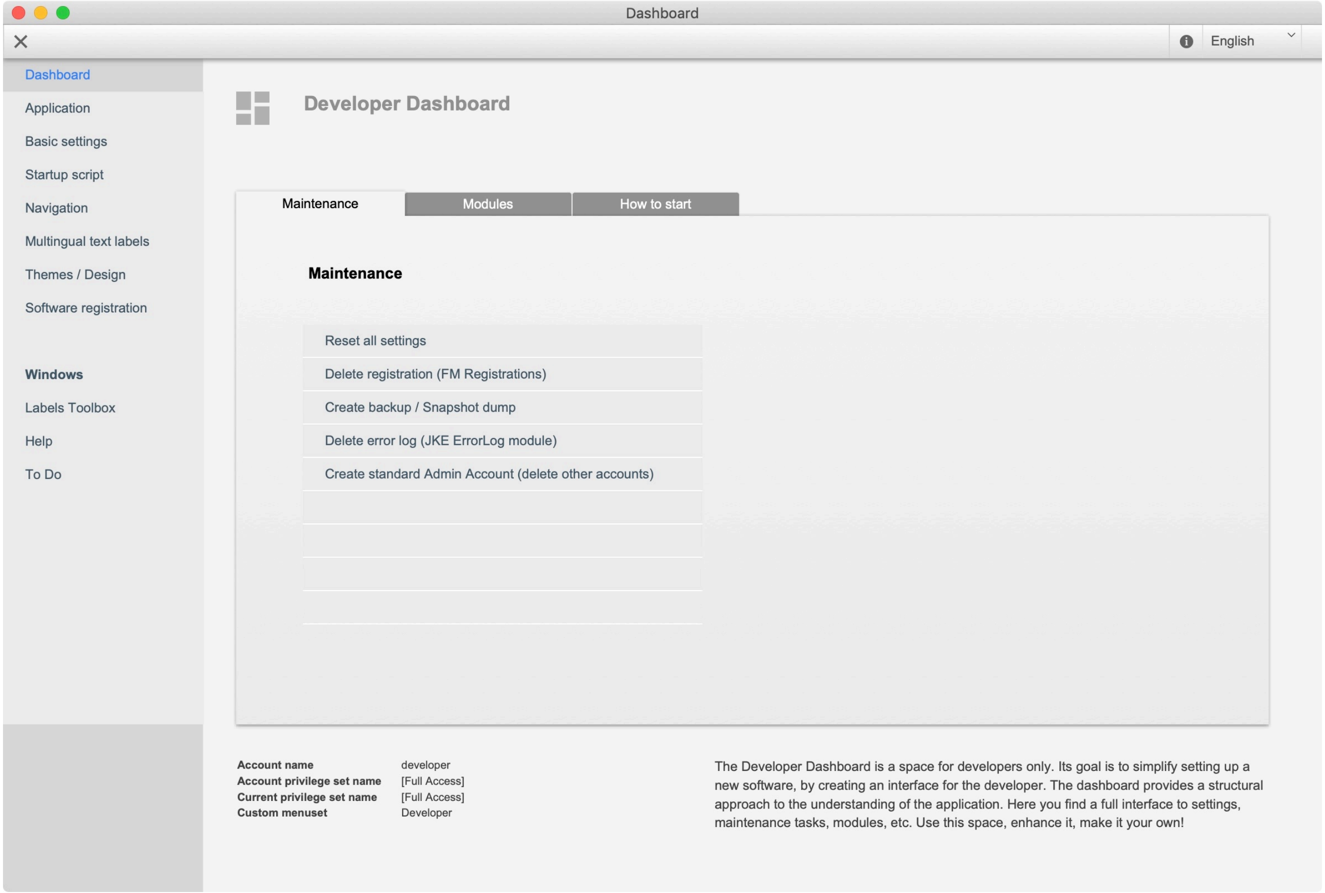
FM Starter is not a system. It's a selection of building blocks and a project structure.

You need a dashboard

As a developer you need a dashboard. The dashboard is an interface just for you. In FM Starter it comes with an own window, where you will find all your settings, maintenance scripts and other configurations and actions you need. The dashboard is like a cockpit for the developer.

Make everything editable

The dashboard is a place where you can configure your application. How is this possible? The answer is simple: It has been designed that way. In other words: Wherever it makes sense, you do not hardwire settings in your script, but outsource settings to a settings field or variable, which can be configured from a proper interface, or from another script.



Account name	developer
Account privilege set name	[Full Access]
Current privilege set name	[Full Access]
Custom menuset	Developer

The Developer Dashboard is a space for developers only. Its goal is to simplify setting up a new software, by creating an interface for the developer. The dashboard provides a structural approach to the understanding of the application. Here you find a full interface to settings, maintenance tasks, modules, etc. Use this space, enhance it, make it your own!

Configuring is faster than editing

The idea behind making everything configurable is not to create an extra workload, but to make life easier once you are setup. A good example is the use of multilingual text labels. Instead of hardwiring the information, you can make it dependent on settings. The question might arise which language should be used as a startup language? Well, you can configure this in the developer Dashboard. Change the language from a popup, press Save, and you are done. Similar, you can attach a language field to any user account, which is evaluated at the time of login. Now each user can have its own basic language in the interface.

One central dashboard

To make everything configurable is a good thing. It will save you time in the future. It will make your customers happy. It has proved to be very efficient, to make everyting configurable and editable in a central layout. All other settings of the application are listed in the dashboard as well:

- Maintenance scripts
- All modules and their settings
- Themes and their information

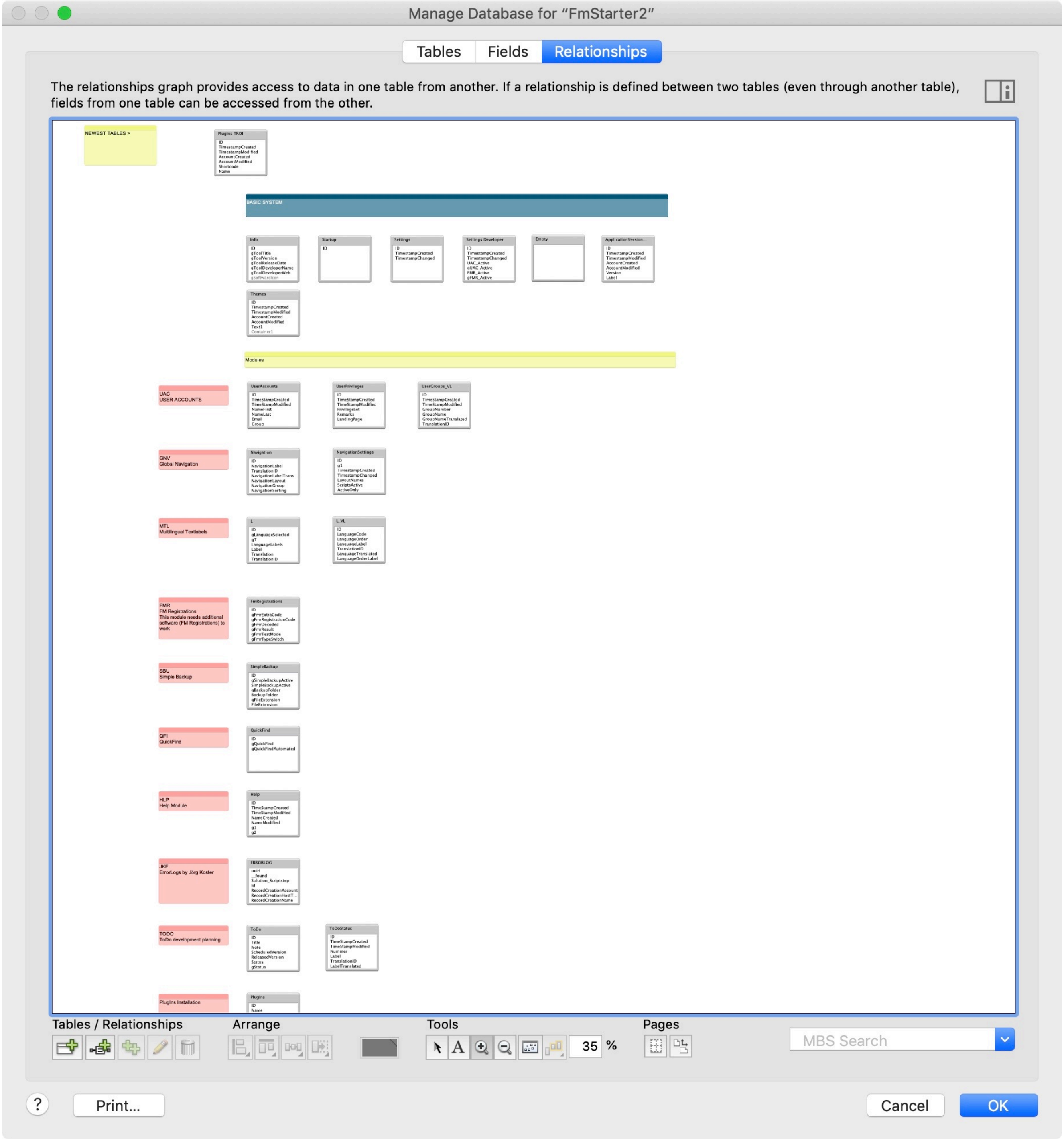
From the developer Dashboard, you can reset your application, create a backup, set the version, check your to-do-list and much more. If you start adding your own tools to the solution, consider listing them in the developer dashboard too.

No conventions

FM Starter is independent from any conventions. You will only find a structure, like a Christmas tree, to which you can attach your own glitter and glamour.

- There is no field naming convention
- There is no fixed way of describing things
- There is no data-linking model like Selector-Connector or anything else which you need to use, in order to make it work.

In order to make it simple for you to use, you can add all these things as you go. FM Starter itself is completely independent from any conventions. If you have a look at the relationship graph for example, you will see no relationships at all!



The relationships graph provides access to data in one table from another. If a relationship is defined between two tables (even through another table), fields from one table can be accessed from the other.

FM Starter has no relationships. It doesn't need them, as it wants to simplify things. In your solution, you most likely will want to add relationships, but you are free to do so just the way you like. You are not bound to stick to a specific view or system.

FM Starter wants you to get started as quickly and easy as possible. That is why it chooses to be independent from any conventions.

Of course we have used simple conventions for ourselves, but none of these are essential to create your own solutions. Just see what you want to pick up from the way we did it and make it your own.

Help functions

FM Starter has several help functions available, both for you as a developer and for the enduser of your product.

This manual

As a first resource to understand things, you have this manual. It is meant as a reference, mainly to get a starting point if something is completely new to you. Also check the videos at fmstarter.com and use the help functions as implemented in FM Starter.

If you are questioning how to create your own manuals, you have many options. This manual has been written using Scrivener, which has the benefits of an offline versatile writing tool with configurable output options.

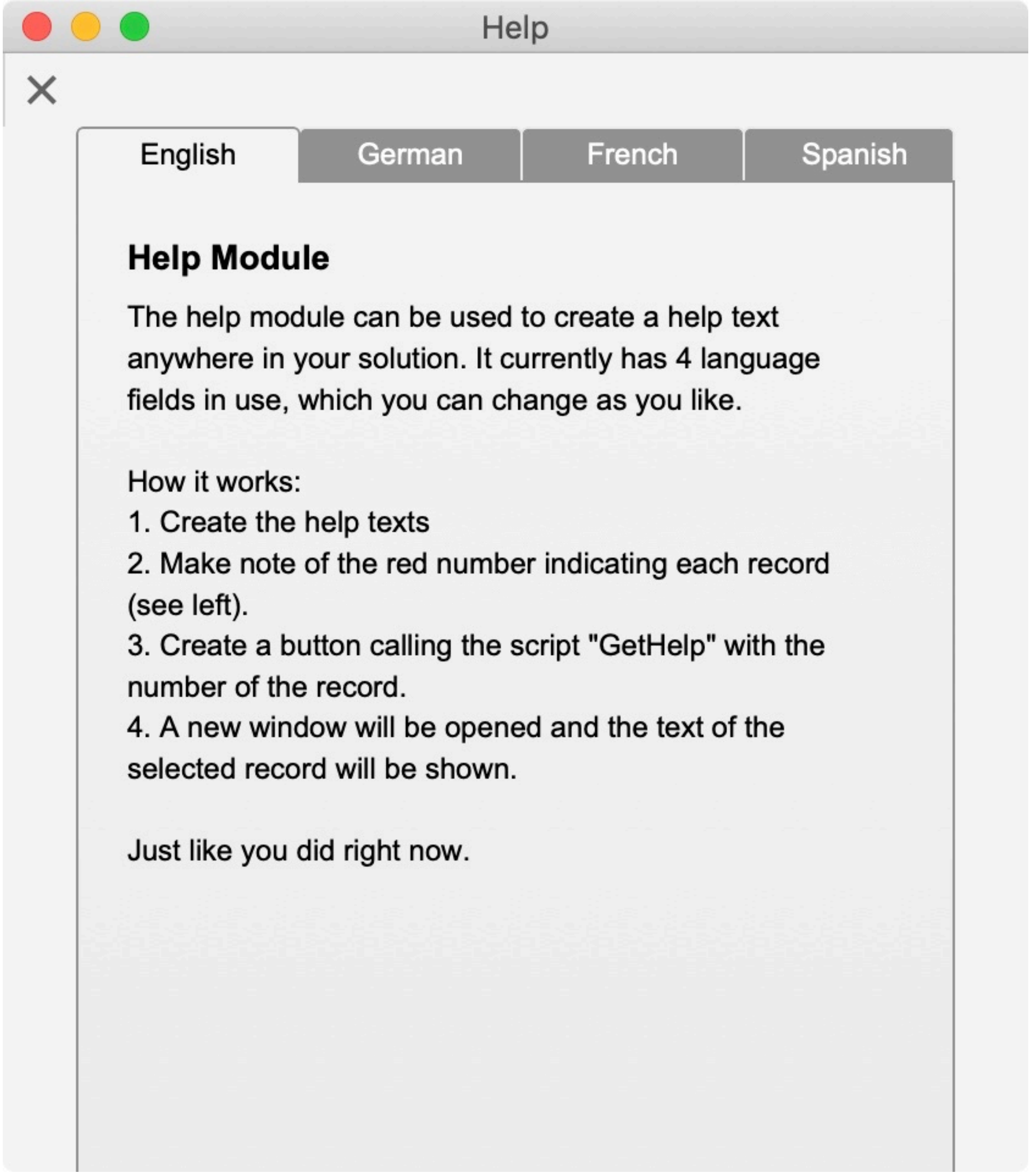
- Literatureandlatte.com

Help Viewer

The Help Viewer is a simple way to provide help directly within the application. In the standard set-up of FM Starter, the Help Viewer module is used to explain parts of FM Starter, for example in the developer window. You might as well use it to make help available in your own solution.

Clicking a button will open a new help window and display a help text linked to that button. The help module is set-up to work with the 4 basic languages and it will show the appropriate text automatically. Screenshots or any other image can be added to any of the help texts, also specific per language. More about the Help module can be found here:

- Help module



Help Module

The help module can be used to create a help text anywhere in your solution. It currently has 4 language fields in use, which you can change as you like.

How it works:
1. Create the help texts
2. Make note of the red number indicating each record (see left).
3. Create a button calling the script "GetHelp" with the number of the record.
4. A new window will be opened and the text of the selected record will be shown.

Just like you did right now.

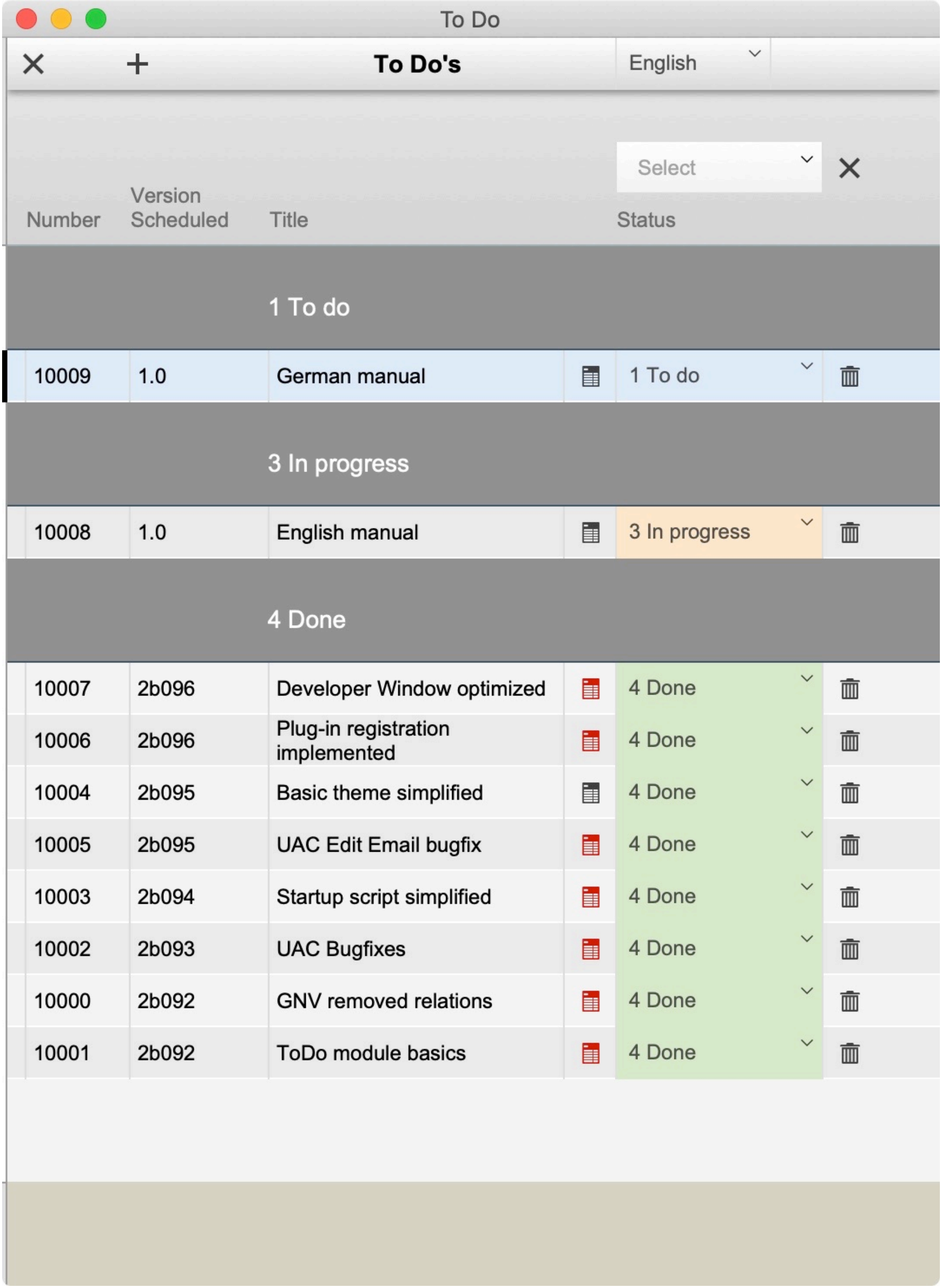
Comments in the scripts

Always check the scripts on further information. Scripts have extensive comments, and modules even have complete read-me scripts. All comments are in english.

ToDo

The To-do list is a help for developers. Links to the tool become visible once you login with a developer account. The To-do list can be found in the drop-down menu Developer or in the Dashboard navigation (developer window).

The To-do list helps you to keep track of issues and features you have to work on. You can assign any issue to a release version and give a status. This small tool has its own window, that you may check on it while working in another window.



Number	Version Scheduled	Title	Status
		1 To do	
10009	1.0	German manual	1 To do
		3 In progress	
10008	1.0	English manual	3 In progress
		4 Done	
10007	2b096	Developer Window optimized	4 Done
10006	2b096	Plug-in registration implemented	4 Done
10004	2b095	Basic theme simplified	4 Done
10005	2b095	UAC Edit Email bugfix	4 Done
10003	2b094	Startup script simplified	4 Done
10002	2b093	UAC Bugfixes	4 Done
10000	2b092	GNV removed relations	4 Done
10001	2b092	ToDo module basics	4 Done

While the module is very basic, you can build on it to create something like a customer view on the list, or enhance it to a help-system for users to report bugs.

You can think of a it as:
"ToDo" is shortly before "TaDa!"

How does this work?

Dive into some other aspects of FM Starter.

Working with a structure

FM Starter is easy to work with, but it is paramount to understand the concepts. As most of the functionality is split into smaller bits and pieces, which are all logically grouped, it is a good idea to have a close look at the structure first.

Understanding the structure of FM Starter means this:

- Know and understand the functions of each **window**
- Know and understand what **FileMaker modules** are and how they are built (modularfilemaker.org)
- Know the function of **each module of FM Starter** and where it pops up
- Have a look at the **scripts** window to see how everything is organized
- Have a look at the **layouts** window to see how everything is organized
- Have a look at the **relationship graph** to see how everything is organized
- Know your **FileMaker basics** and refer to filemaker.com whenever you need something.

Don't worry

If you are new to FileMaker or if FM Starter looks a bit overwhelming to you, don't worry. As a suggestion: Make a copy of your FM Starter file and play with it. Learning by doing is a great way to get a better understanding. Start a micro sized project, just to learn how to use FM Starter. Head over to the section Your First Project if you want to get some guidance.

Dedicated windows

In FM Starter, things have been split-up. The use of dedicated windows for certain tasks is such a simplification. The developer, for example, has an own window, called the Dashboard, where most of the settings for any module or for the application can be set easily. The user has another window, that of the main application. To keep those two windows separate is a help to understand where you should store or display things.

List of windows

- Main window (your application window, the Home page)
- Developer Dashboard (all developer settings)
- Toolbox (a small window to create and search for multilingual text labels)
- Help window (displaying help texts)
- Help Edit window (creating help texts)
- To-do window (a list of to-do items for the developer)

FM Starter is a single window application nevertheless!

How it works

If any user starts the application, it will only see the main window. All functionality is meant to run in this window. From the setup of FM Starter, there is just one exception: The Help window. The help button opens a new window next to the main window, displaying a help text.

All other windows are for developers only.

Everything is modular

When Todd Geist presented the idea of FileMaker modules on his website modularfilemaker.org in 2013, the purpose was to make FileMaker development more flexible and transportable. Unlike other programming languages, FileMaker at the time did not allow creating code-snippets. Everything in FileMaker is wrapped up in windows, layouts, etc. The idea of FileMaker modules came to the rescue.

Modularity proved to be an excellent way of working. That is why in FM Starter everything is neatly organized in "modules".

FileMaker modules

FileMaker modules combine, in a single independent file, everything you need to achieve a certain functionality. That is the original thought. Functions can be transported in separate files. It can be something small, like a search function, or something bigger like a user management solution. Each module comes with its own tables, layouts, scripts and custom functions and is wrapped in a single FileMaker file.

1 module = 1 file

In FM Starter, multiple modules are now combined in the starter file. The modules have a simple structure, which also separates the functionality from the settings. That separation makes it both understandable and easy to configure. Last but not least: each module has a documentation in its own script folder.

Making modules work for you

These concepts are an important basis for FM Starter. Because they work so well, many functions in FM Starter have been configured and setup as a module. Each module has the same structure. Understanding one modules structure automatically means, that you will understand every other modules structure as well.

FM Starter uses these concepts, and makes the settings available through the developer window (the Dashboard), to further improve the ease-of-use and speed up deployment.

Add-ons

As of version 19.1, FileMaker offers something new called Add-ons. Add-ons are the next level after modules. There are many similarities between add-ons and modules. Add-ons can be created directly in FileMaker and can be integrated very easily. FM Starter has modules built in, similar to what add-ons would do today. Search the web for more resources, or visit fmstarter.com for more ideas.

Designing with themes

Themes offer a conceptual approach to design. Use it to simplify your life.

Creating a great user experience

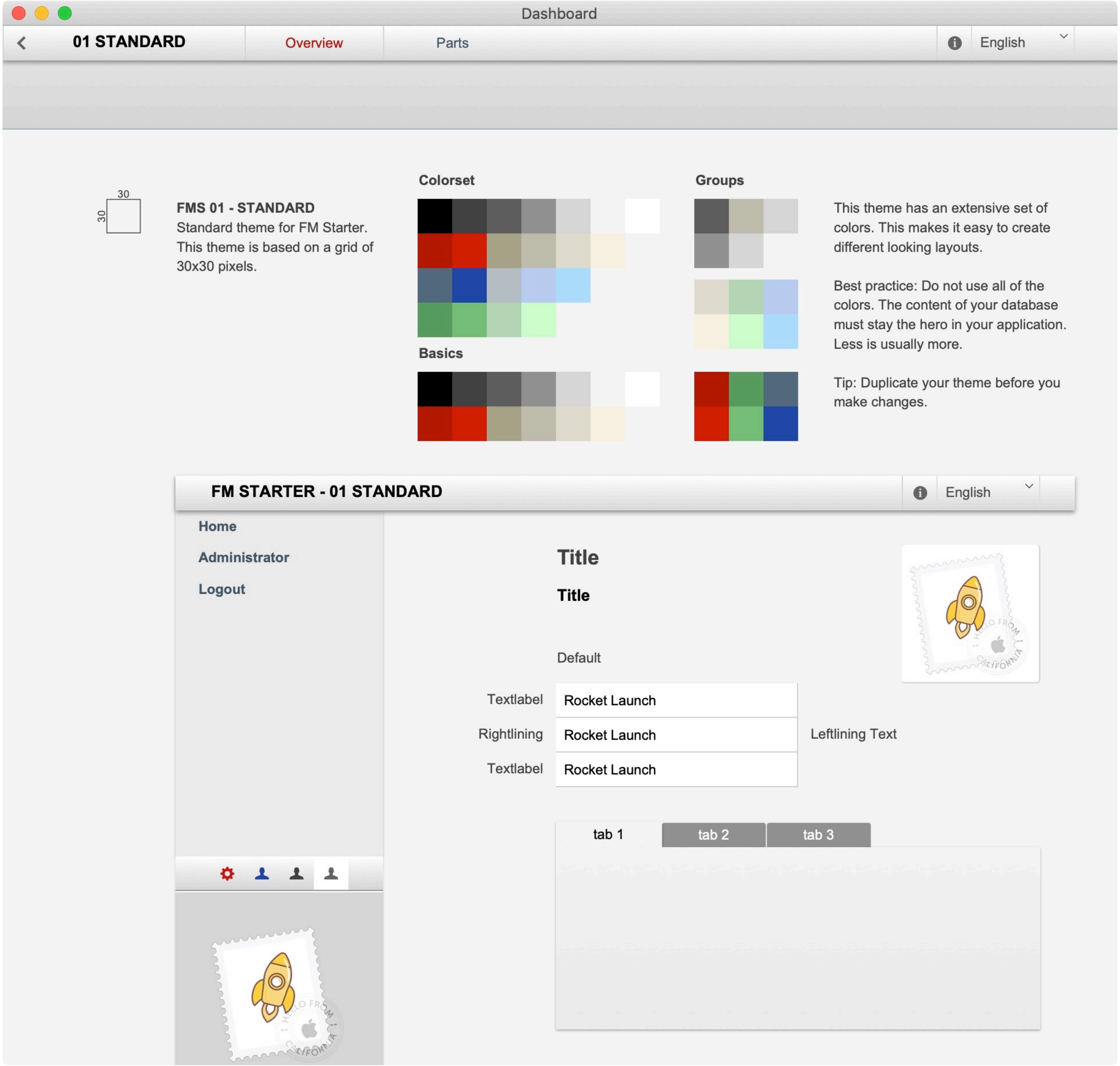
The user interface is probably the most important part of creating a solution. A consistent and well designed interface is one of the most underestimated challenges when designing a software. For the user of your solution though, the interface is at the center of the experience. How to navigate, how to find the most important parts of each screen, how to get feedback on actions performed – all these things create to an impression. You want that experience and impression to be excellent? Then you need to think about design.

FileMaker has quite good layout options, now linked to styles and themes. The setting of any object can be configured and saved as a "style". There are styles for text objects, for buttons, for layout parts and just anything else you can think of. A set of styles can be saved as a theme. Themes can be assigned to layouts.

Starter theme included

FM Starter comes with a standard theme (FMS01 Standard) with a good series of options for each object type, as well with a set of basic colors. While the detailed settings of this theme can only be reviewed by clicking on an object and viewing its parameters in the inspector, there are two pages included in the developer window (Dashboard).

More information can be found here.



FMS 01 - STANDARD
Standard theme for FM Starter. This theme is based on a grid of 30x30 pixels.

This theme has an extensive set of colors. This makes it easy to create different looking layouts.

Best practice: Do not use all of the colors. The content of your database must stay the hero in your application. Less is usually more.

Tip: Duplicate your theme before you make changes.

FM Designer

Complementary to FM Starter there is also FM Designer. FM Designer offers 10 themes and a development environment for your own themes. All themes are 100% compatible with FM Starter. For example, you can design a page with the default theme in FM Starter, and after loading an additional theme from FM Designer, switch the whole design with a few clicks.

More about FM Designer can be read > here.

No Limitation

FM Starter has no limitations. It offers you all the basics, and leaves out the rest. The benefits are obvious: Shorter learning curve, immediate results, quicker adaption. Reduce to the max!

Basics

- Software registration (optional, with FM Registrations)
- Login and User Management
- Navigation
- Multilingual text labels
- Additional modules for frequently used tasks
- Standard theme for design and layout.

There is no overload of options to choose from, nor a rigid framework you have to adopt. The strength of FM Starter is the simplicity of use. This is a result from using a structure only, and to work with building blocks (like: modules).

Beyond the basics

Just as FM Starter is built with modules, you might want to add other modules for enhanced functionality. You can download them from people providing them, create them yourself, or let someone else create that module for you.

The same is true for the design. You can start with the basic theme offered in this solution, which works well. You also can duplicate the design and start to change the settings for each object to match your own requirements.

FM Starter is a tool for developers. It's designed for you, to get beyond any limitations.

Your first project

Step-by-step: How to set-up a new project?

First things first

Before you start, here are a few tips to keep your file safe and secure.

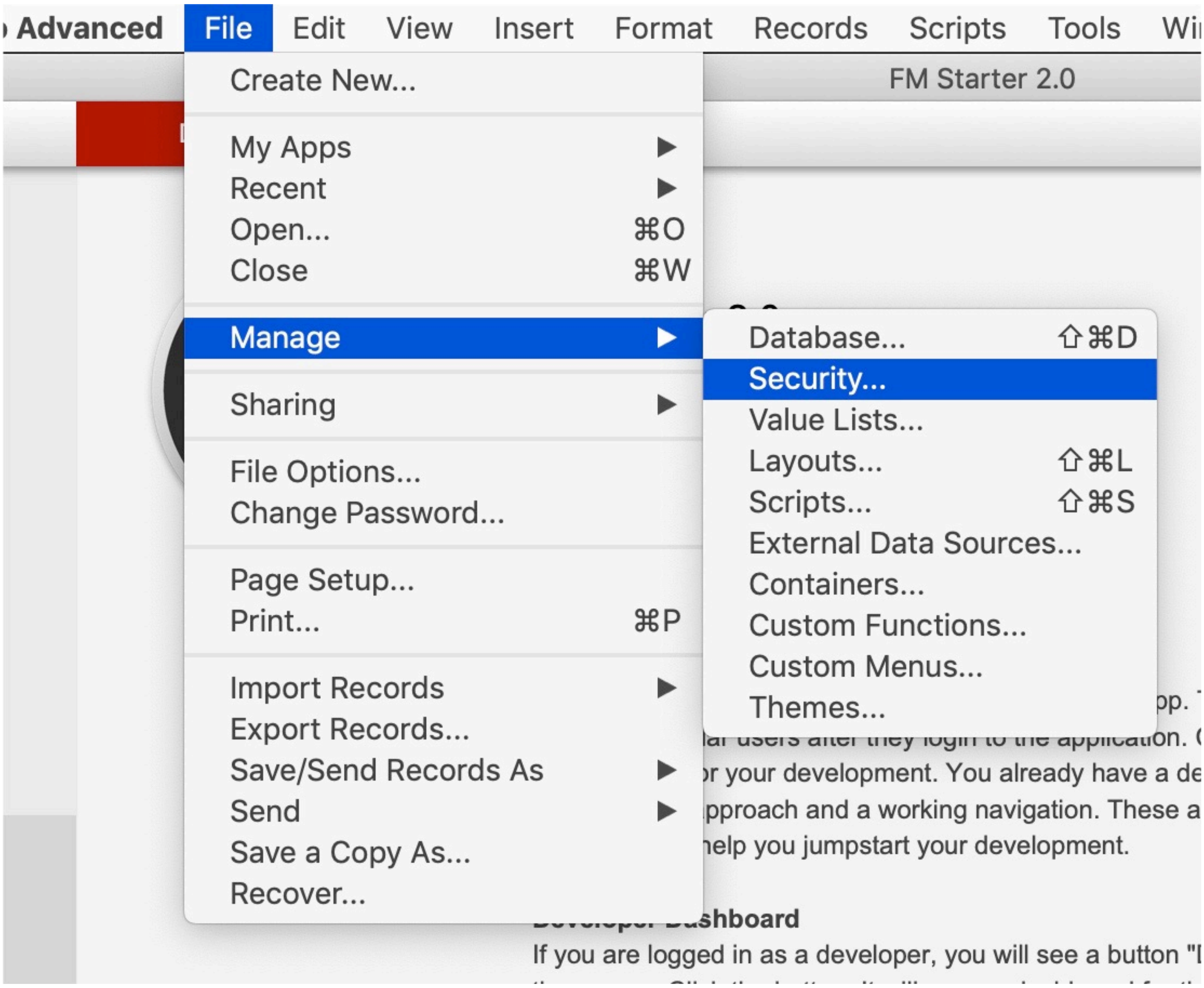
Create a backup copy

You downloaded this product from your order. Now create a backup first. This allows you a clean start, in case you need it.

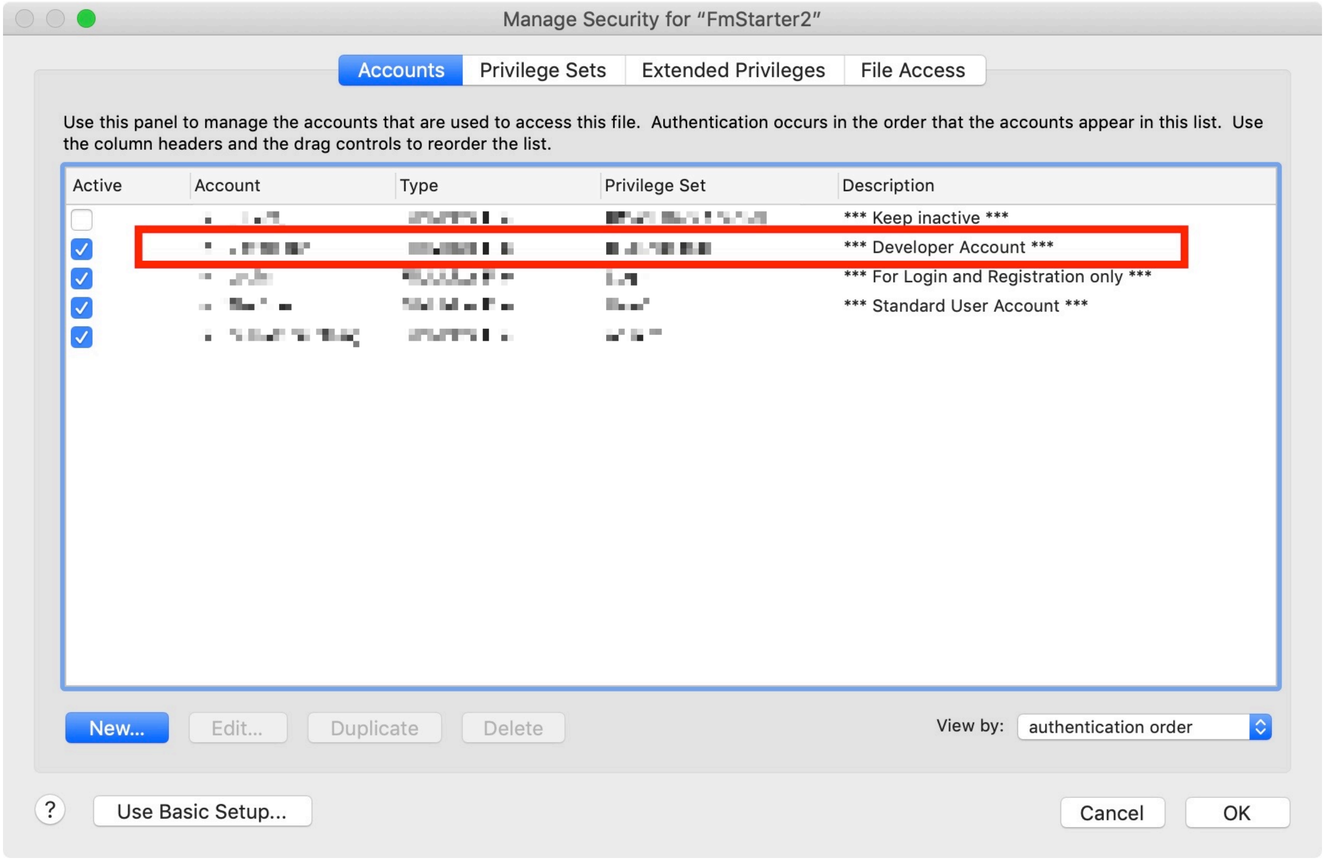
Create a unique developer password

Your access name and password are part of the delivery. In order to make FM Starter your own, start with changing the developer password.

To change the developer password, go to:
File > Manage > Security



Search the developer account:



Use this panel to manage the accounts that are used to access this file. Authentication occurs in the order that the accounts appear in this list. Use the column headers and the drag controls to reorder the list.

Active	Account	Type	Privilege Set	Description
□	[redacted]	[redacted]	[redacted]	*** Keep inactive ***
☑	[redacted]	[redacted]	[redacted]	*** Developer Account ***
☑	[redacted]	[redacted]	[redacted]	*** For Login and Registration only ***
☑	[redacted]	[redacted]	[redacted]	*** Standard User Account ***
☑	[redacted]	[redacted]	[redacted]	

View by: authentication order

Change the password only of this account. Leave the other accounts untouched at this point. You can change those later. Make sure you make a note of the new developer name and password.

You are ready to go!

Now you made this solution your own, go ahead with the next steps.

Step by step

Simplify your life

You want to create your first own project with FM Starter? Great! You will find that this is an easy process. FM Starter is a straight-forward approach to get you up and running in no time!

Best of all, once you are a bit familiar with FM Starter, you will understand that you really just can go ahead and implement your project features. The rest is already being taken care of.

Creating your own solution

The first thing you want to do is to duplicate the FM Starter file for a new project.

1. Duplicate the FM Starter file
2. Rename the duplicated file
3. Put the duplicated file in a new project folder
4. Create a backup folder as a sub-folder

FM Starter has a backup module integrated, which helps to make snapshots of the file during development.

Login

Once you have set up a new project and file, you can startup the file.

Login as a developer

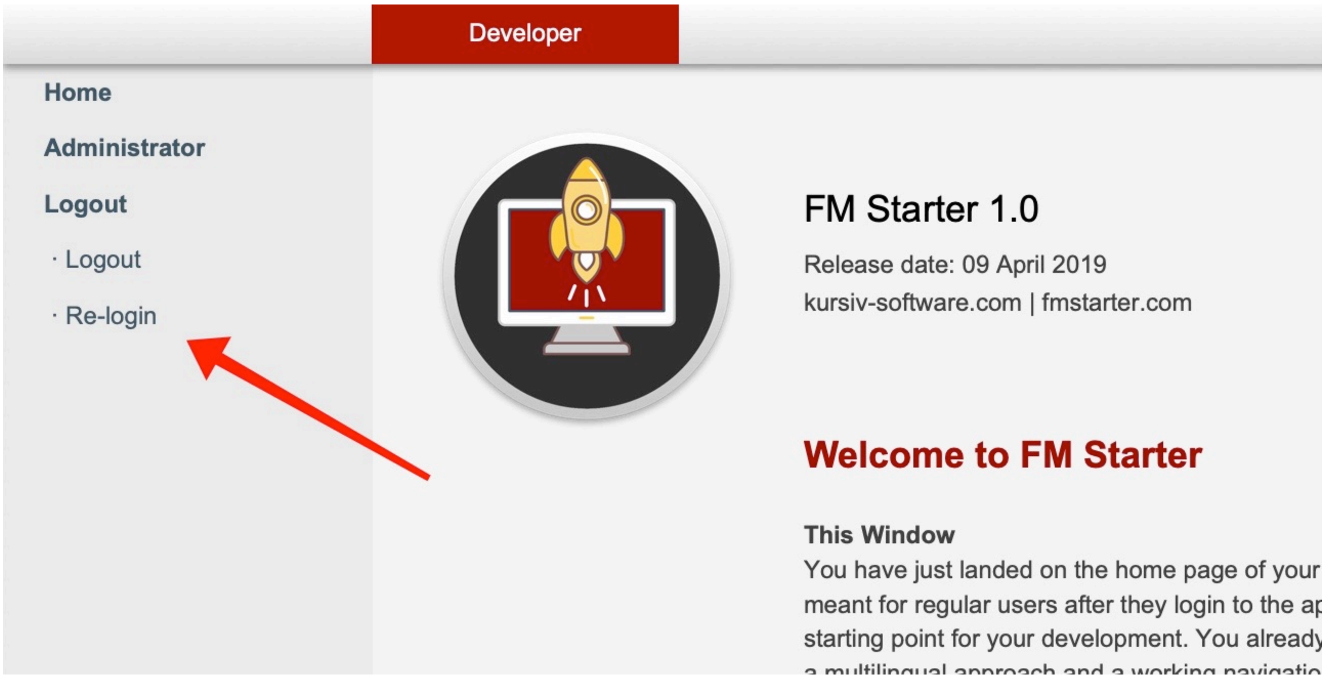
For security reasons, the standard startup of the file has no access to any developer account with full access. To startup the file as a developer directly, use one of these methods:

- Mac: Press ALT while starting up.
- Windows: Press Left-SHIFT while starting up.

This will prompt the standard FileMaker account login screen to popup. Use the name and password provided. Check the security settings once your project is in development.

Re-login

Once you are logged in – even as another user –, you always can re-login with another account, including with a developer account. The basic setup of FM Starter has this option included in the navigation under Logout. Re-login will just open the FileMaker login screen.



FM Starter 1.0

Release date: 09 April 2019
kursiv-software.com | fmstarter.com

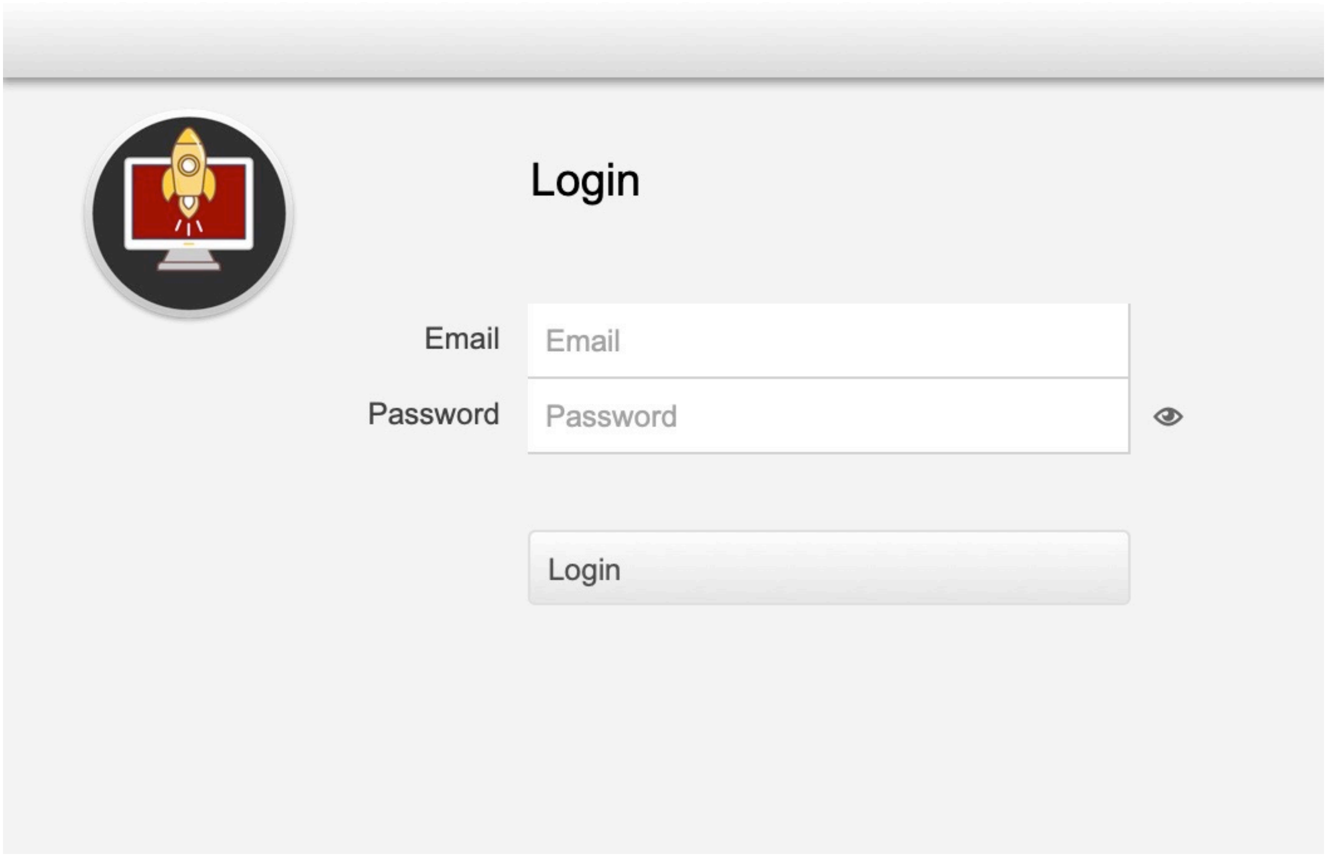
Welcome to FM Starter

This Window

You have just landed on the home page of your
meant for regular users after they login to the ap
starting point for your development. You already
a multilingual approach and a working navigatio

Logout

The logout option routes back to the regular login screen, while logging the current user out.

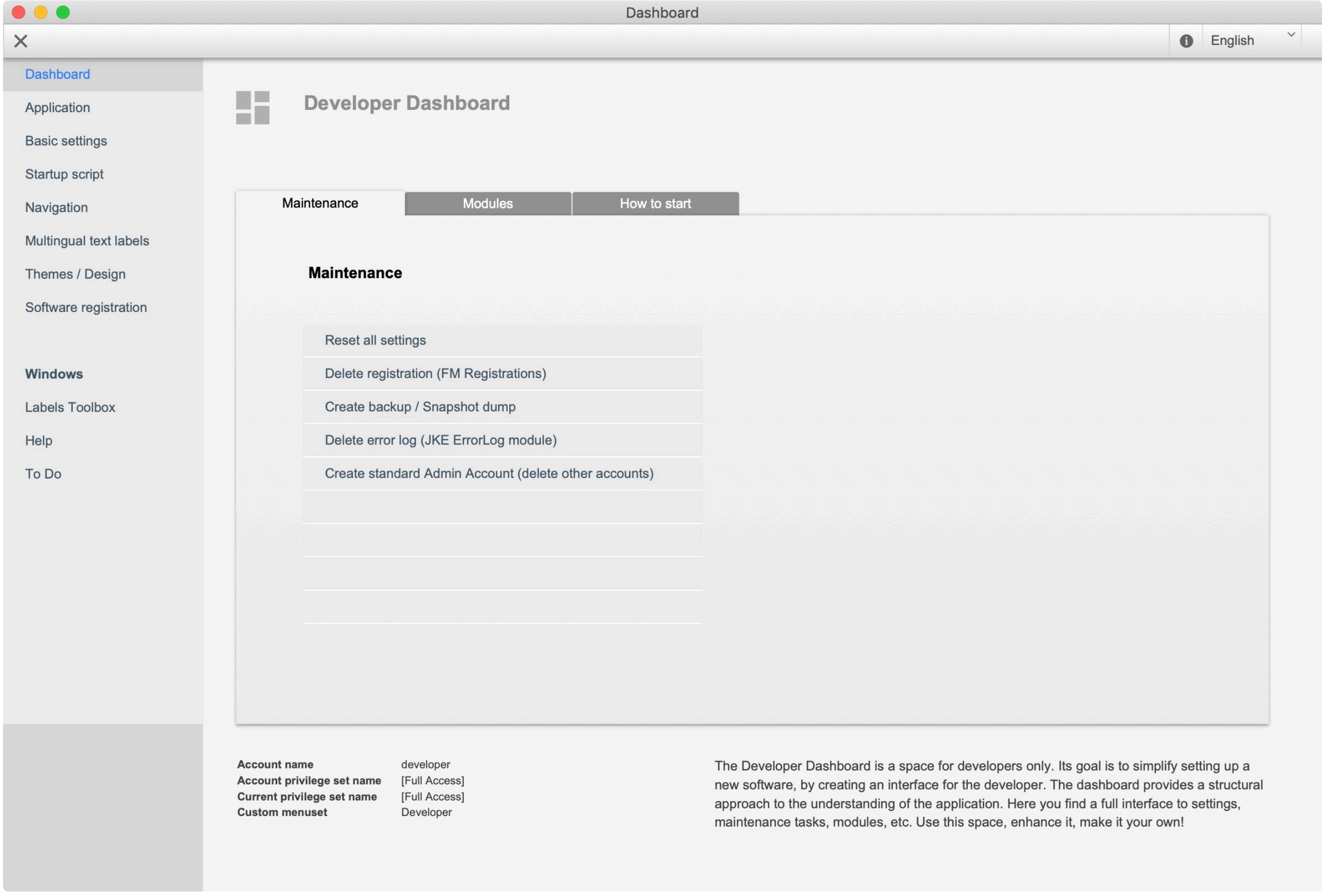


Dashboard settings

Discover the centralized developer Dashboard.

Developer Dashboard

You are now logged in as a developer and you have access to the developer Dashboard. Click on the Developer button on the homepage or select Dashboard from the dropdown menu Developer.



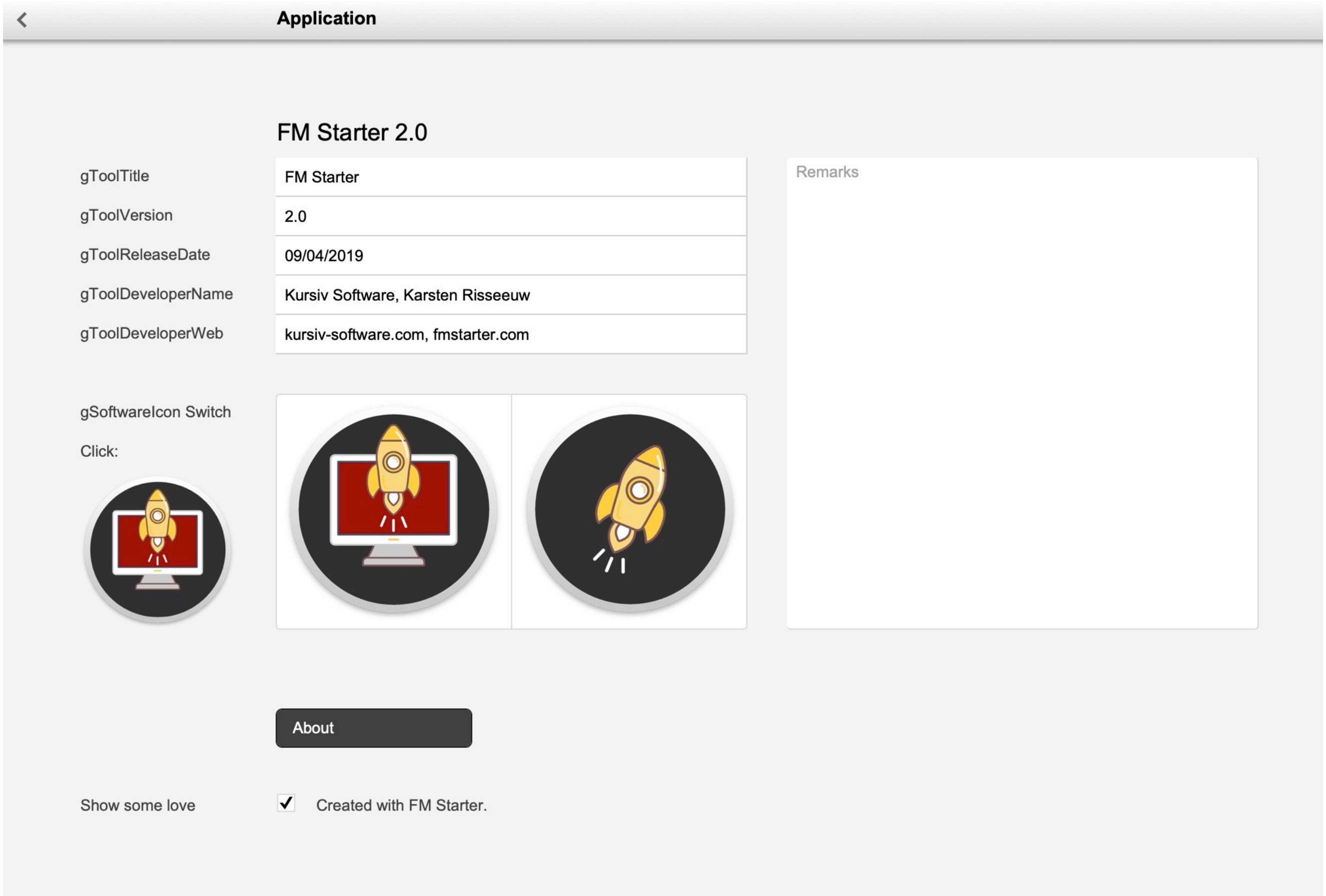
Account name	developer
Account privilege set name	[Full Access]
Current privilege set name	[Full Access]
Custom menuset	Developer

The Developer Dashboard is a space for developers only. Its goal is to simplify setting up a new software, by creating an interface for the developer. The dashboard provides a structural approach to the understanding of the application. Here you find a full interface to settings, maintenance tasks, modules, etc. Use this space, enhance it, make it your own!

FM Starter is ready-to-use when you purchase it. Everything will work as it is configured already. You can add tables and layouts to quickly enhance FM Starter with your own workflows. However, to make it your own, have a quick look at the settings in the Dashboard. Here you can configure your solution.

Application settings

The application settings have the naming of the software, its release date and some more information.



FM Starter 2.0

gToolTitle	FM Starter
gToolVersion	2.0
gToolReleaseDate	09/04/2019
gToolDeveloperName	Kursiv Software, Karsten Risseeuw
gToolDeveloperWeb	kursiv-software.com, fmstarter.com

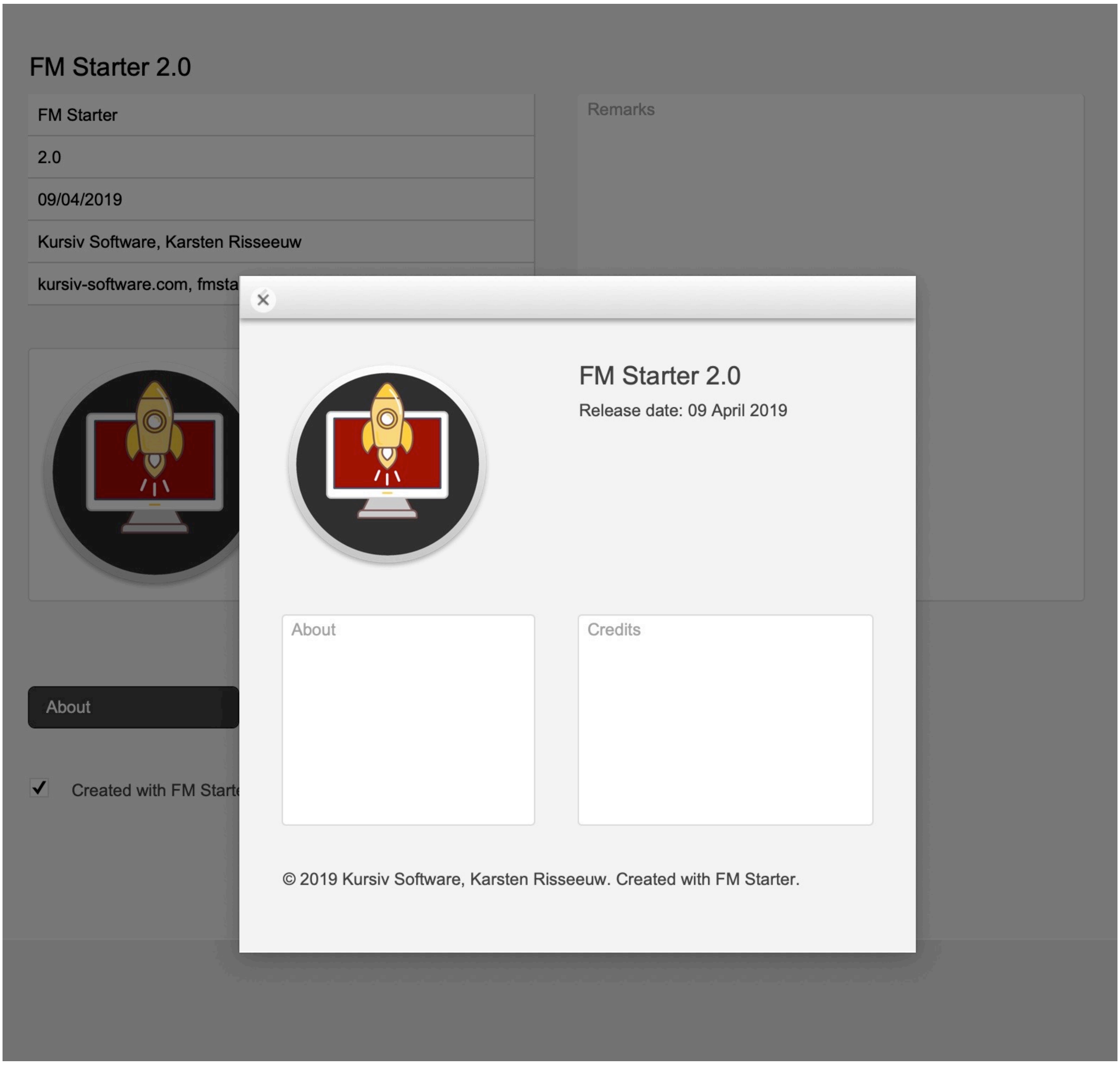
gSoftwareIcon Switch

Click:

Show some love ☑ Created with FM Starter.

About window

To edit the About window, click the button About. This About window is part of the menu structure and can be reached by end users through the FileMaker or Application-Name menu. Add your company and support details.



FM Starter 2.0

FM Starter

2.0

09/04/2019

Kursiv Software, Karsten Risseeuw

kursiv-software.com, fmsta

Remarks

About

☑ Created with FM Starte

FM Starter 2.0

Release date: 09 April 2019

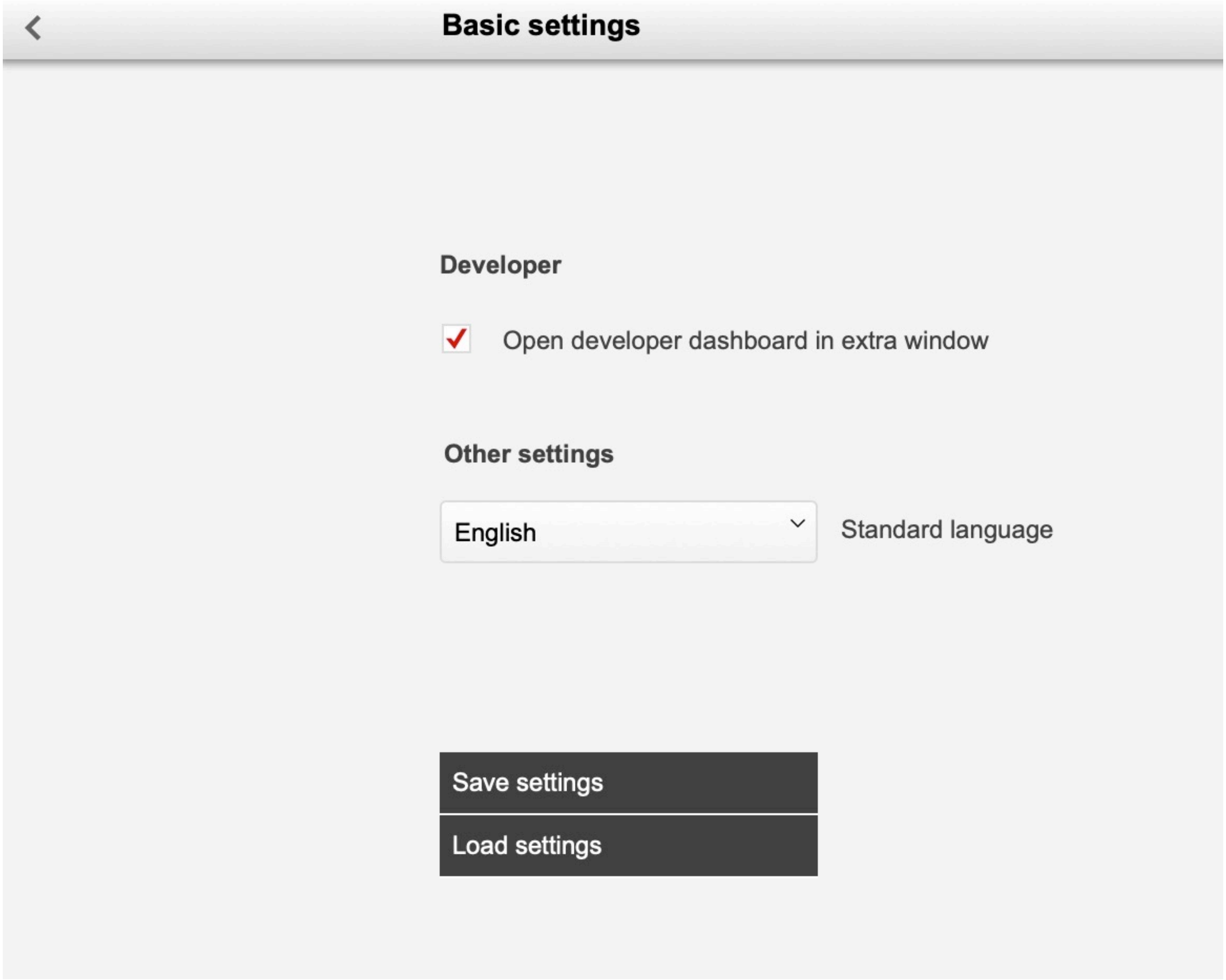
About

Credits

© 2019 Kursiv Software, Karsten Risseeuw. Created with FM Starter.

Basic settings

The Basic Settings is the place to configure some basics, like setting the primary language, which should be loaded on opening the file.



Basic settings

Developer

☑ Open developer dashboard in extra window

Other settings

English — Standard language

When you change any setting, save the settings. They are stored in a single-record table and loaded upon starting the file.

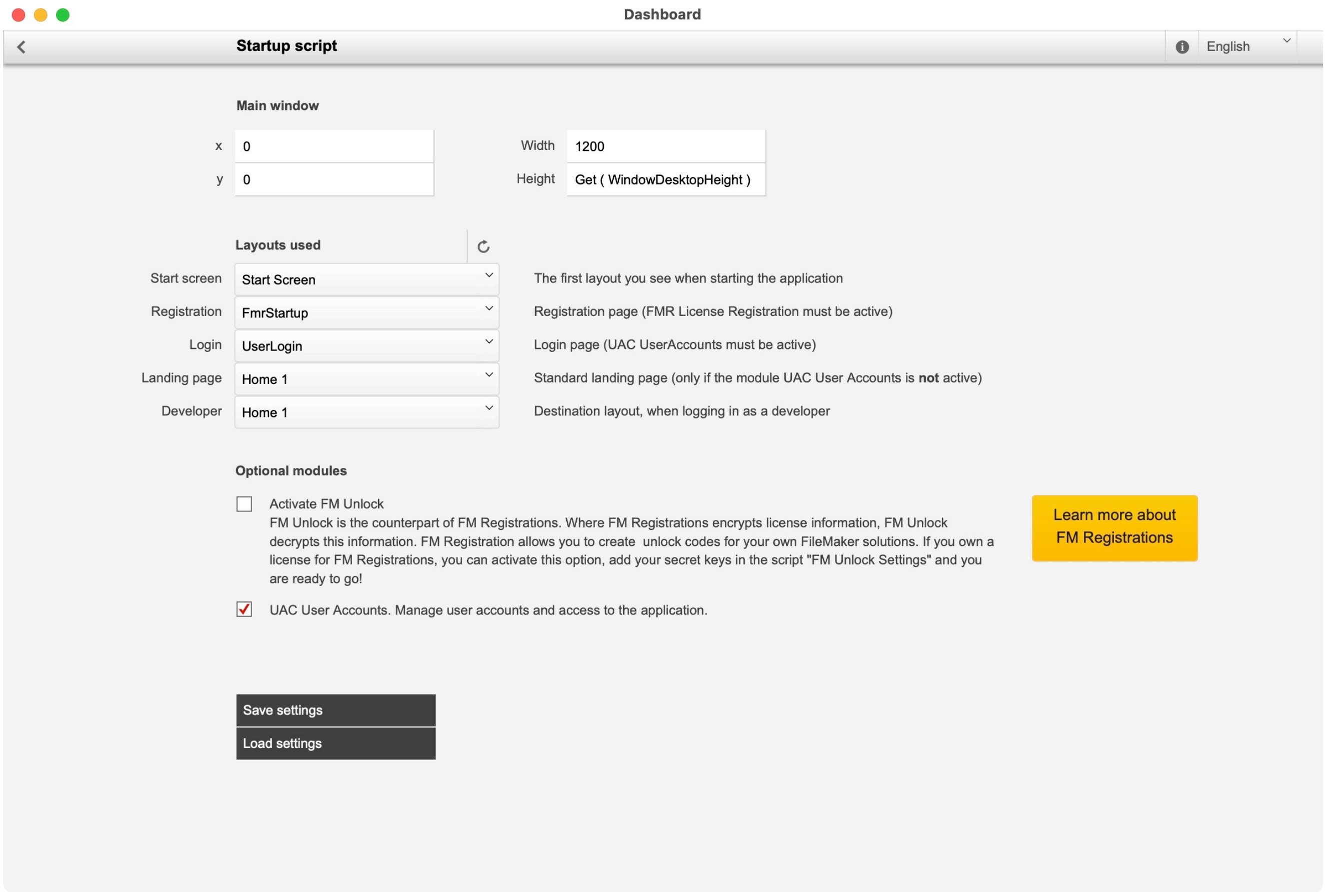
If you start enhancing FM Starter with your own workflows and logic, you might want additional settings to be accessible through this layout. Add them as you go.

Startup script

When opening a file, one can trigger a script [OnFirstWindowOpen]. This can be defined in the File settings of any file. It fires everytime that file is opened. FM Starter uses such a starter script.

Where everything starts

The settings for the Startup script store information like the size of the main window (for the end user), as well as the layouts used throughout the startup script. The developer Dashboard simplifies settings and management for the developer. Stick to simplicity yourself, when further enhancing the solution.



Main window

x	0	Width	1200
y	0	Height	Get (WindowDesktopHeight)

Layouts used

Start screen	Start Screen	The first layout you see when starting the application
Registration	FmrStartup	Registration page (FMR License Registration must be active)
Login	UserLogin	Login page (UAC UserAccounts must be active)
Landing page	Home 1	Standard landing page (only if the module UAC User Accounts is **not** active)
Developer	Home 1	Destination layout, when logging in as a developer

Optional modules

□ Activate FM Unlock
FM Unlock is the counterpart of FM Registrations. Where FM Registrations encrypts license information, FM Unlock decrypts this information. FM Registration allows you to create unlock codes for your own FileMaker solutions. If you own a license for FM Registrations, you can activate this option, add your secret keys in the script "FM Unlock Settings" and you are ready to go!

☑ UAC User Accounts. Manage user accounts and access to the application.

Layouts

- **Start screen:** This is comparable to the flash screen you see when starting up many software products. FM Starter shows the name and logo of the application, as well as hinting at the startup procedure.
- **Registration page:** This page is only used when you activate the FM Unlock module. The optional FM Registrations product allows you to create your own unlock codes for your standard software solutions, created with FileMaker. FM Unlock is the counterpart of FM Registrations and designed to unlock codes created with FM Registrations. If you do not activate this FM Unlock module, the layout here is not used (you do not need to deactivate it).
- Login page: The Login screen is needed if you activate the UAC UserAccounts module. This module handles multiple users, giving each their own login credentials and settings. If you do not activate this module, the layout here is not used (you do not need to deactivate it).
- Landing page: The landing page is used only when the UAC UserAccounts module has been deactivated. Usually the UAC UserAccounts module handles the landing pages per user group. If you deactivate this module, you will need a standard landing page – voilà!
- Developer page: When logging in with a developer account, you can assign your own login page. It might be a good idea to assign a fairly empty page from a table without any crucial records – to avoid any conflicts with large data sets.

Opional modules

The optional modules include

- **FM Registrations,** another product by Kursiv, which allows you to create unique unlock codes for your own FileMaker solutions. FM Registrations encrypts information about a license, and FM Starter 2 has the decryption already build-in. This makes it extremely simple to start using FM Starter with FM Registrations. If you purchased a license for FM Registrations, just check the box in order to activate it in the startup script of FM Starter. Learn more about FM Registrations at fmstarter.com.

- **UAC User Accounts**. This is a standard module and part of FM Starter. This user management allows you to register multiple users of your software, each with its own account. We suggest you have this switched on as a standard feature, but if you want, you can simply uncheck the box and there will be a standard login procedure in the Startup script.

Save the settings after changes.

Settings are made in global fields, and saved to a single record backup table.
At startup, the settings are loaded into global fields or global variables for that specific user.

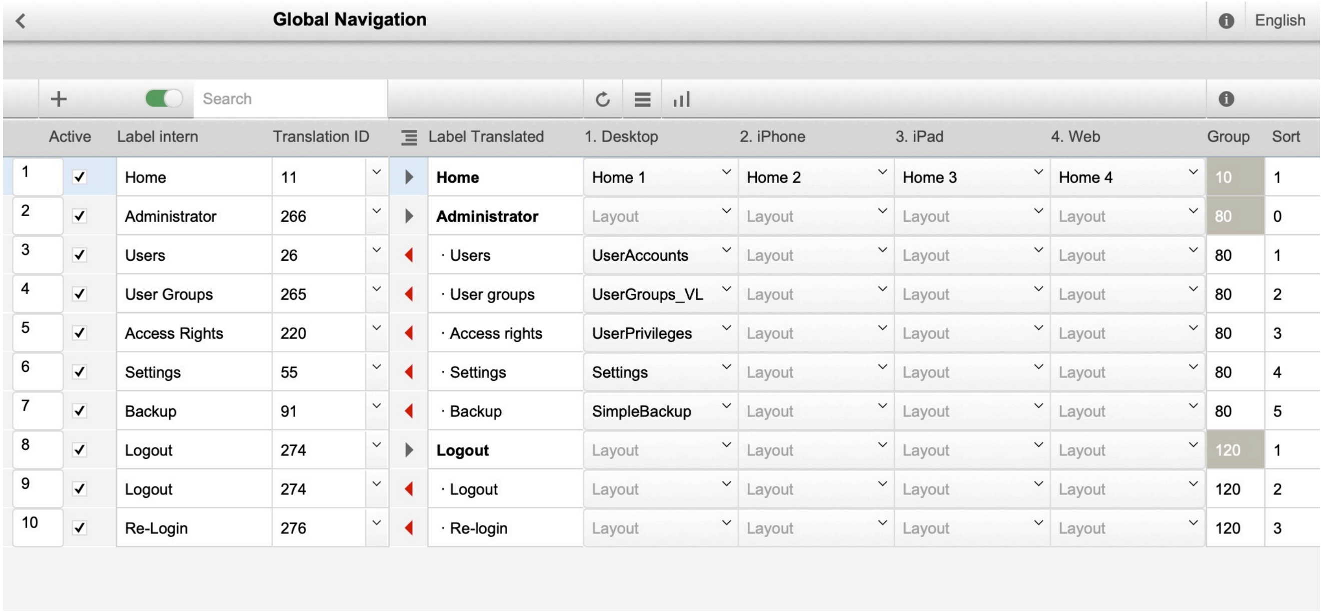
Navigation

At the heart of the user experience

Once you start adding your own tables or additional layouts, you want to reflect these in your navigation. Enhancing the navigation with new layouts is the easiest way to create a feeling of coherence and the quickest way to create an integrated interface.

Navigation quick start

Let's suggest you add a table called *Addresses* in your database. You then add two different layouts, one to edit the address, and another layout as a list view. Then head over to the developer Dashboard and the Global Navigation:



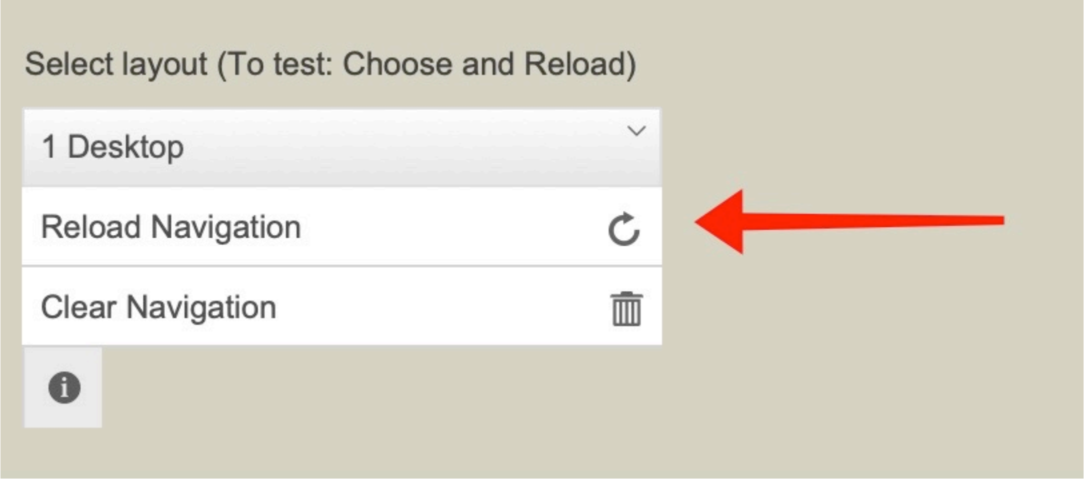
	Active	Label intern	Translation ID		Label Translated	1. Desktop	2. iPhone	3. iPad	4. Web	Group	Sort
1	✓	Home	11	▶	**Home**	Home 1	Home 2	Home 3	Home 4	10	1
2	✓	Administrator	266	▶	**Administrator**	Layout	Layout	Layout	Layout	80	0
3	✓	Users	26	◀	· Users	UserAccounts	Layout	Layout	Layout	80	1
4	✓	User Groups	265	◀	· User groups	UserGroups_VL	Layout	Layout	Layout	80	2
5	✓	Access Rights	220	◀	· Access rights	UserPrivileges	Layout	Layout	Layout	80	3
6	✓	Settings	55	◀	· Settings	Settings	Layout	Layout	Layout	80	4
7	✓	Backup	91	◀	· Backup	SimpleBackup	Layout	Layout	Layout	80	5
8	✓	Logout	274	▶	**Logout**	Layout	Layout	Layout	Layout	120	1
9	✓	Logout	274	◀	· Logout	Layout	Layout	Layout	Layout	120	2
10	✓	Re-Login	276	◀	· Re-login	Layout	Layout	Layout	Layout	120	3

The navigation is build with the help of a navigation table. From this table the navigation is loaded. Each line is a record. Each record is an entry in the navigation.

Create a new record for your navigation

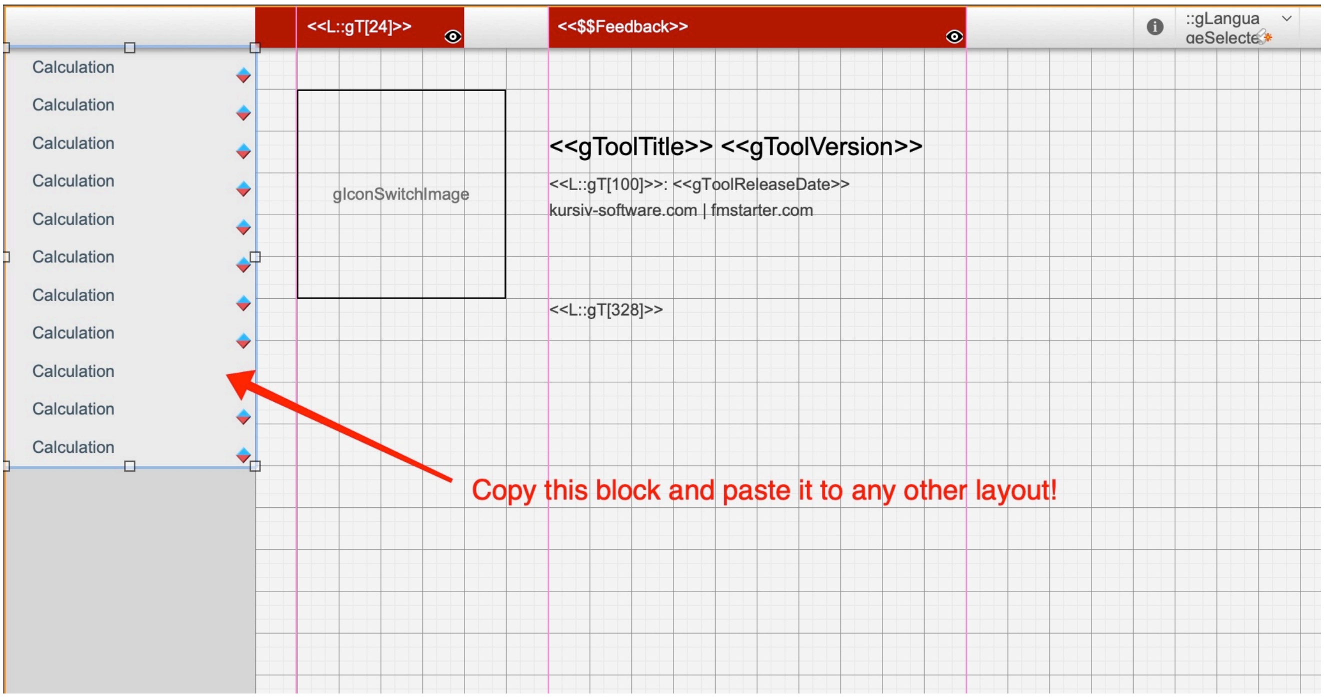
Add a new record. Add a label, a translation ID, define the indent and select the desired layout from the popup. All this is explained in detail under GNV Global Navigation. Add a group number and give it a sort number. This will define where in the navigation the entry will be shown. Repeat this for every layout you want to add.

Once you added the layouts, you need to reload the navigation:



Add the navigation to the new layouts

The navigation is truly global. There are no dependencies and there is no need for any relationships. The only thing to do is to go to any layout where a navigation block is available, then copy and paste this block to a new layout.



Copy this block and paste it to any other layout!

That's it. You're done!

Rapid Application Development

If you followed the steps so far, you will understand that it is extremely easy to quickly generate a working software with some sample pages.

FM Starter is the perfect environment for Rapid Application Development (RAD), where you present a customer with a real and clickable workflow of a FileMaker application – not just a series of mockups, but a real FileMaker application showing of the look and feel. Just use what is available in this starter file, and you will be up and running your presentation and next project in no-time.

Use FileMaker Security

Security is an issue

FileMaker has some great security features, and we support these in FM Starter. We have implemented several good practices, but it is essential that you are aware of security issues yourself. Here are some suggestions on handling security.

Developer password

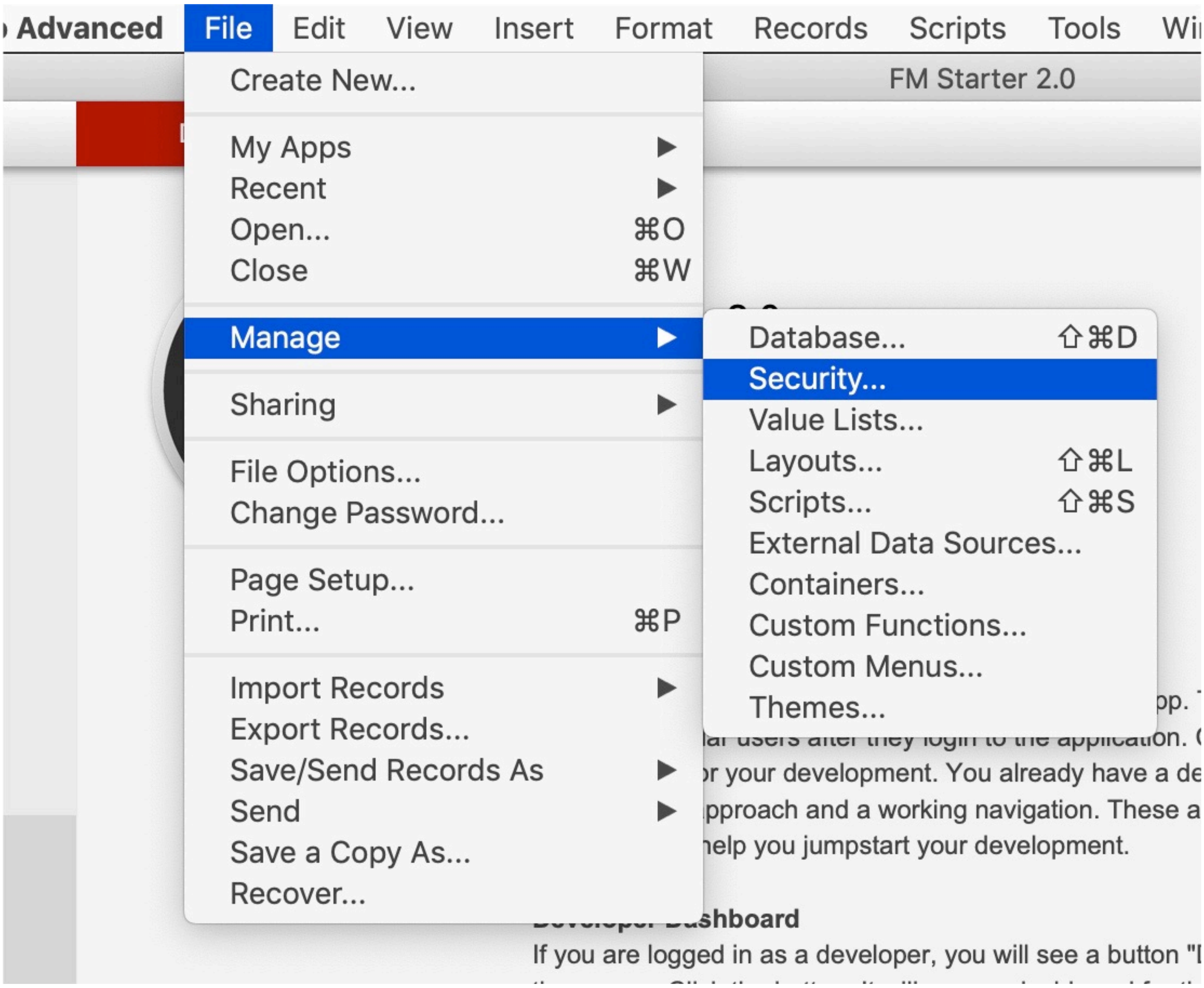
FM Starter 2 comes with a standard password. Change this when starting up your next project. I recommend using a unique developer password for each project you create.

Change the password in the security settings of the file (see next paragraph).

Security settings of FileMaker

FileMaker handles security settings per account. To manage the security settings, go to

> File > Manage > Security



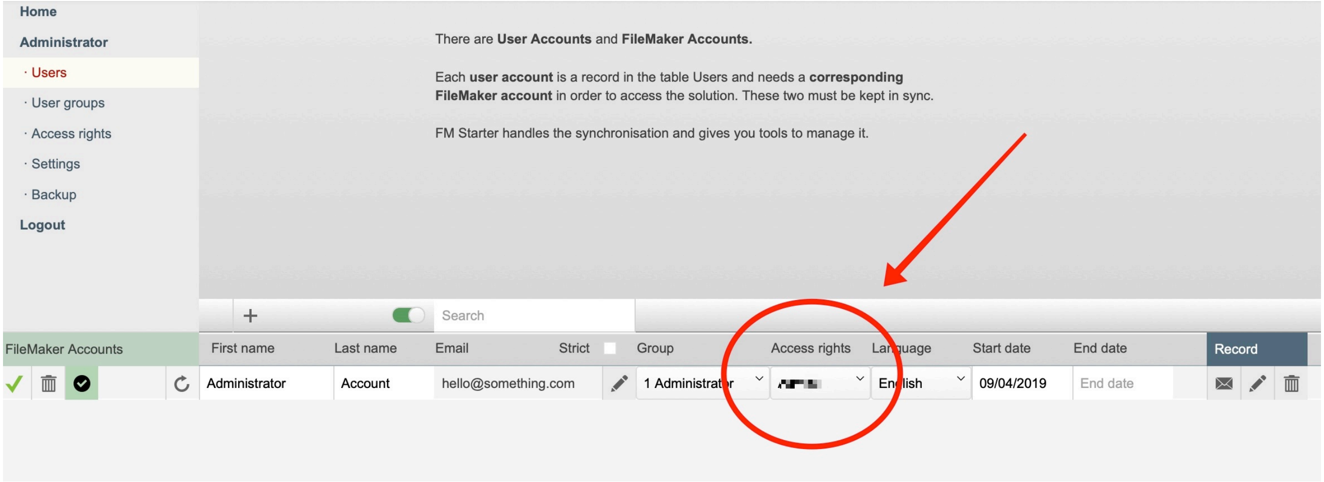
pp.
lar users after they login to the application.
or your development. You already have a de
pproach and a working navigation. These a
help you jumpstart your development.

If you are logged in as a developer, you will see a button "I

In the security settings, there are access privileges, grouped as sets, which can be assigned to accounts. There are several settings prepared and sets to choose from. If you want to adapt the details, you must do so under the security settings of FileMaker.

Privilege Sets are generated in the FileMaker security settings and listed in FM Starter in an own table as a list of names. This table is used to populate a value list. The value list is an easy way to assign any privilege set to any account in the user table.

User Table



Home
Administrator
· Users
· User groups
· Access rights
· Settings
· Backup
Logout

There are **User Accounts** and **FileMaker Accounts.**

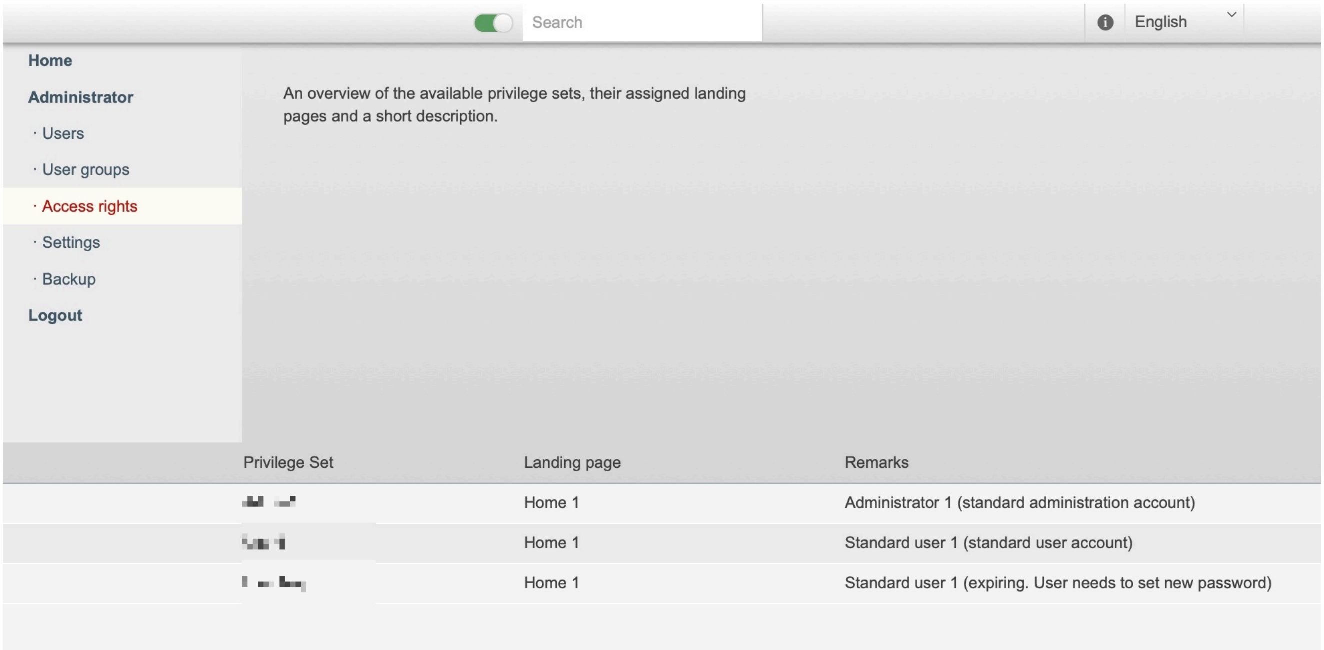
Each **user account** is a record in the table Users and needs a **corresponding FileMaker account** in order to access the solution. These two must be kept in sync.

FM Starter handles the synchronisation and gives you tools to manage it.

First name	Last name	Email	Strict	Group	Access rights	Language	Start date	End date
Administrator	Account	hello@something.com	□	1 Administrator	[redacted]	English	09/04/2019	End date

In the basic setup of FM Starter, you will have two views on this table. One view if for the administrator and is just meant as a reference for the administrator, while the developer has an editable screen.

Administrator view

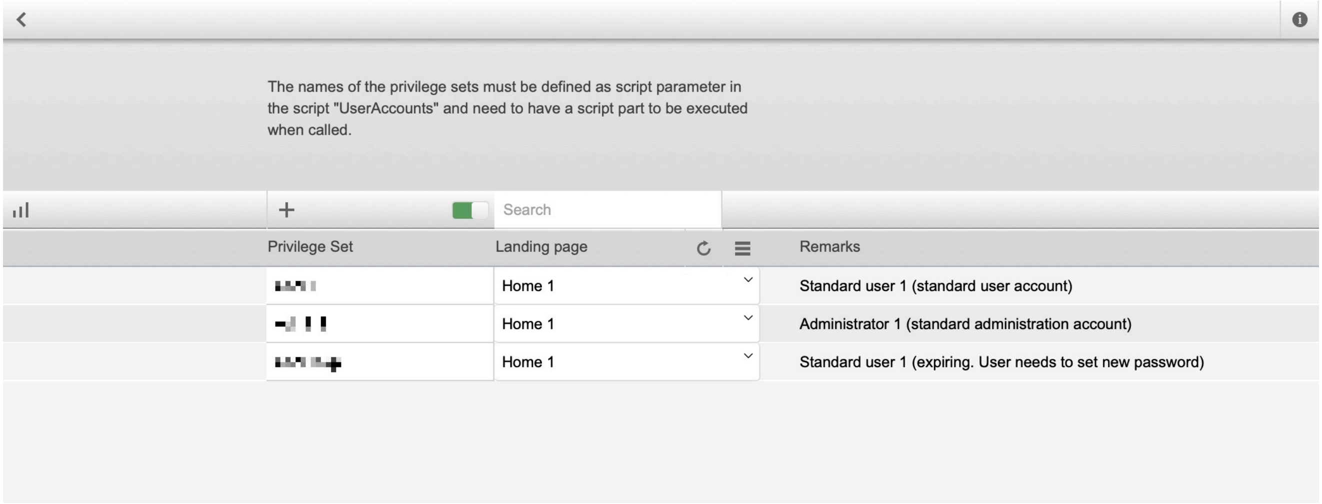


An overview of the available privilege sets, their assigned landing pages and a short description.

Privilege Set	Landing page	Remarks
[redacted]	Home 1	Administrator 1 (standard administration account)
[redacted]	Home 1	Standard user 1 (standard user account)
[redacted]	Home 1	Standard user 1 (expiring. User needs to set new password)

The administrator view gives some basic information to the administrator. The information cannot be edited.

Developer view



The names of the privilege sets must be defined as script parameter in the script "UserAccounts" and need to have a script part to be executed when called.

Privilege Set	Landing page	Remarks
[redacted]	Home 1	Standard user 1 (standard user account)
[redacted]	Home 1	Administrator 1 (standard administration account)
[redacted]	Home 1	Standard user 1 (expiring. User needs to set new password)

The developer version allows to edit the set names or to create new ones. It is only important to match the exact name of the privilege set in order to make it work.

Security is a steady learning-and-implementing process

There are many more security issues which must be tackled. This manual is not the place to discuss them. An absolute secure solution is not available anywhere, but there are best practices to refer to. Without naming specific issues, here are some topics you need to cover, inside and outside FileMaker.

- Backup, Backup, Backup!
- Create safe passwords, store them away
- GDPR compliance does not allow to store unencrypted passwords in your solution: Force users to recreate their passwords at first login, and from there on regularly (FileMaker Security settings), and let FileMaker handle the passwords.
- Carefully craft access to layouts, scripts and functions (FileMaker Security Settings)
- Do not make layouts and/or scripts available through dropdown menus
- Handle Custom Menus with care (Tools > Custom Menus)
- Do not try to override any settings in FM Starter, or to change anything in the start scripts, if you are not knowing what you are doing. The basics are fine!
- Regulate physical access to your files.
- FileMaker Security Settings > File Access can regulate the level of access by other FileMaker accounts and files.

Be aware that security issues will change and evolve, and so must your application be adapted to new threads and better security options implemented by FileMaker itself.

Adding own functionality

Now it's your turn!

Once you are a bit familiar with the structure of FM Starter, you can start adding your own tables and functionality.

One of the benefits of FM Starter is the structure of the starter file. Best practice is, to add your tables, scripts and other development to the existing structure, and not to change it. You will find it helpful to group your tables, scripts and layouts just the way it is prepared in the file. Add settings to your own modules and functions to the developer Dashboard to simplify adjustments.

This will help you to stay on top of your own developments:

- Create small things that work
- Build bigger things from smaller things
- Comment, comment, comment! your script steps
- If possible, make your script settings editable through the developer Dashboard
- Stay focussed and keep things clean. Avoid spaghetti programming, where everything links to everything else.

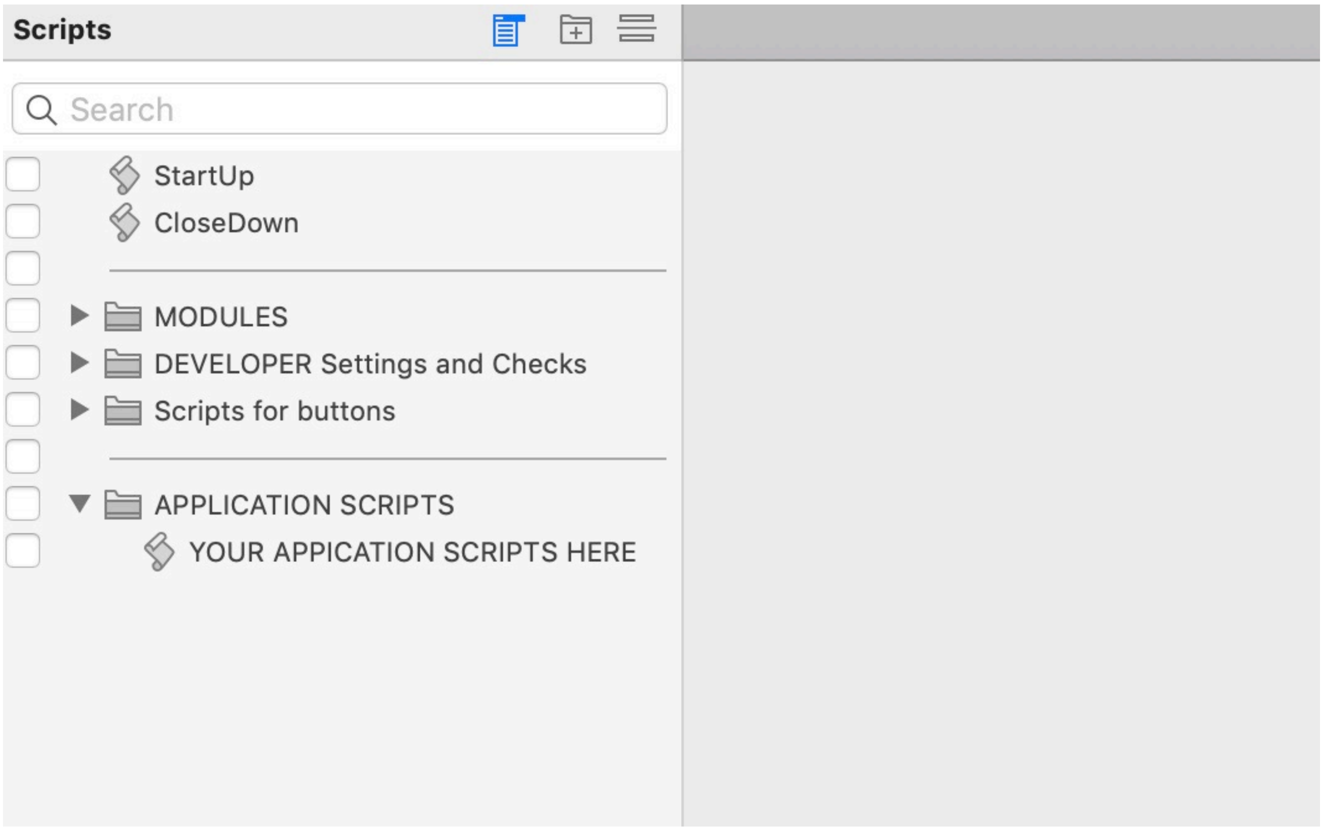
Adding tables

Think of tables as a way of organizing information. If you can group a set of fields for a specific purpose, it probably deserves its own table.

From the suggestions of Todd Geist on modularfilemaker.org one can learn that keeping your functions lean and clean, can be achieved by giving each clearly definable task or subset of your database its own table(s), scripts and layouts.

Adding scripts

Add your own scripts to the starter file, and organize them following the giving structure.



Scripts

Search

StartUp
CloseDown

MODULES
DEVELOPER Settings and Checks
Scripts for buttons

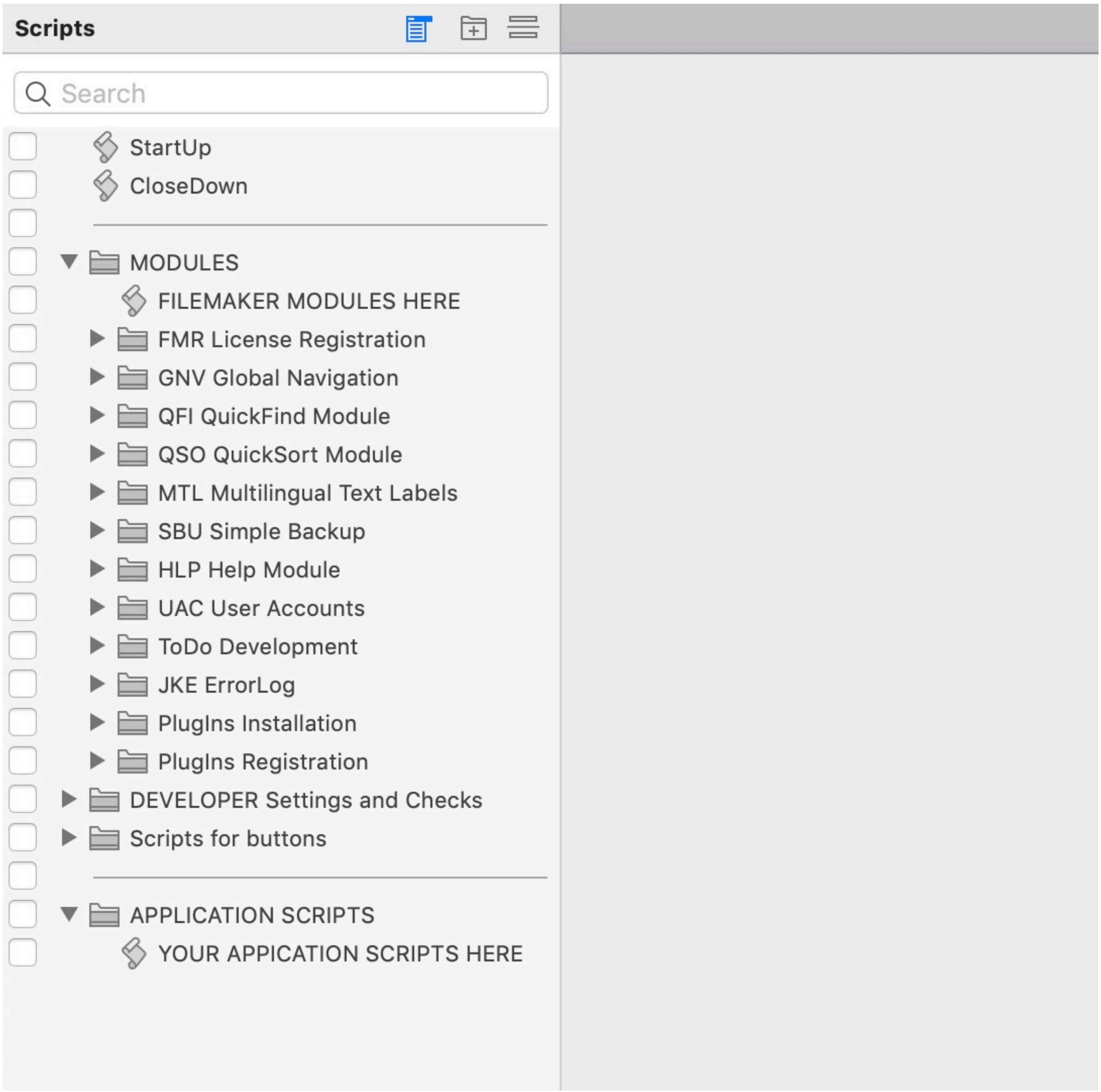
APPLICATION SCRIPTS
YOUR APPICATION SCRIPTS HERE

- Put your own new modules in the MODULES folder.
- Any developer-specific functions put in the DEVELOPER Settings and Checks folder
- "Scripts for buttons" is the folder name where FileMaker stores single action steps, when you turn them into scripts. It is suggested to keep that naming, as FileMaker will automatically put scripts created that way into this folder
- APPLICATION SCRIPTS is the folder meant for your own application scripts.

Adding modules

FM Starter has a modular structure. Different modules solve different tasks. FileMaker modules are the brainchild of Todd Geist and it is highly recommended to take a look at his website if you are not yet familiar with the concept (Modularfilemaker.org).

Modules are building blocks for FileMaker programming. Each module solves a specific issue and it does that well. FM Starter comes with a number of modules already fully integrated:



Scripts

Search

StartUp
CloseDown

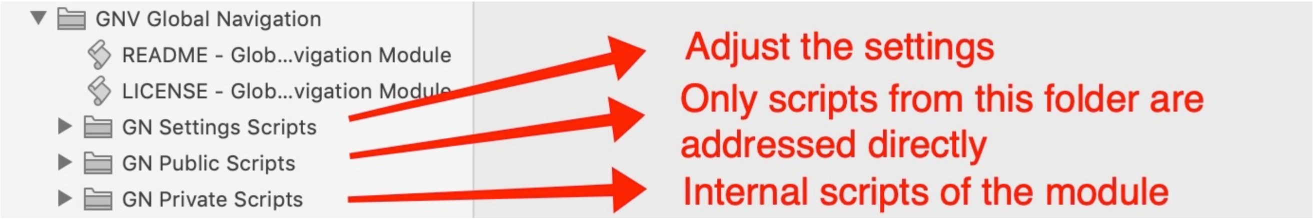
MODULES
FILEMAKER MODULES HERE
FMR License Registration
GNV Global Navigation
QFI QuickFind Module
QSO QuickSort Module
MTL Multilingual Text Labels
SBU Simple Backup
HLP Help Module
UAC User Accounts
ToDo Development
JKE ErrorLog
PlugIns Installation
PlugIns Registration
DEVELOPER Settings and Checks
Scripts for buttons

APPLICATION SCRIPTS
YOUR APPICATION SCRIPTS HERE

The modular approach makes it very easy to grasp. You want to see how the navigation works? Go and have a look at the Global Navigation module. You want to expand the ToDo development module? Easy – everything is in one place.

On the website mentioned previously you will find many more modules, which you can download and integrate, using always the same steps. A description of any module is to be found in the scripts. The ReadMe script of any module has a description of the module, along with dependencies (if any) and steps to integrate the solution.

One of the big advantages of modules is, that you do not need to understand how another developer approaches the issue. Each module separates the settings and the functionality. This is true for all modules, regardless of the way of programming. It is the structure that counts. If you want to adjust the functionality of any module, you mostly only have to adjust the settings scripts.



GNV Global Navigation
README - Glob...vigation Module
LICENSE - Glob...vigation Module
GN Settings Scripts
GN Public Scripts
GN Private Scripts

Adjust the settings
Only scripts from this folder are addressed directly
Internal scripts of the module

As each module comes with its own tables, scripts and layouts, many modules easily integrate own layouts for the settings of that module. In FM Starter the integration of modules is taken to the next level by making many settings of modules accessible in the developer Dashboard.

Modules or Add-ons?

Starting with FileMaker Pro 19.1, FileMaker offers a modular approach with so-called "add-ons". An add-on is very similar to a module, and can be understood like that. However, it is much easier to enhance any existing solution with an add-on as is the case with modules. There are fewer steps involved and many more things you can do.

What is better, modules or add-ons? Well, there is not really any difference, except for the simpler integration of add-ons. The modular approach of FM Starter is modern. If you further want to enhance your solution with new "functions", you might prefer add-ons over modules, as the add-ons are much easier to integrate. In the end however, add-ons are no magic, nor are modules. Both offer solid FileMaker functionality in nice and usable "chunks". They are simple building blocks.

Structuring your file

Every great design begins with an even better story.
– Lorinda Mamo

If you design your application, think of a story you want to create. In this story there are different chapters and several characters who play. These are parts of the structure. Something is happening on stage, and you want to present that in the best possible way to your audience. Others might speak of Workflow and Stakeholders, but these are just other words for the same thing. Something is going on, and what is it?

While programming you might want to reflect the story: group your functions, layouts and tables around specific purposes and tasks. Each of these topics is like a chapter, a subset of your workflow, a category of what you want to do. To get these subsets clear will help you to structure your file.

If you start with a workflow in mind, you have a line of thought and a process from beginning to end. If that is you, you might need to consider which parts of the workflow are standing on its own. It can be something simple like:

- Editing layout
- List layout for view
- Print layout for printing

In this example you need the same table and the same information, but in your story you can do three different things: Editing the information, showing the information, and creating an output for the information. In your scripts you can reflect this simple structure, and this will help you to manage your solution over time.

To maintain a simple structure is extremely beneficial. Over-structuring however, is making things too complicated. Best is to find out what works for you. If you are not sure what is best, you can rely on the structures FM Starter is suggesting as a start.

Create your own story – happy storytelling!

Application windows

FM Starter has been designed as a single-window application. However, there are nevertheless several windows for specific purposes. Most of them are just for the developer. Others can be used as "overlays" (Card windows). A single window application today means, that you use only a single file, not multiple files with own windows.

FM Starter is a single-file starter file. It has several windows. This chapter speaks of those windows, which you can use in your advantage.

Why windows?

One of the basic ideas behind FM Starter is to separate the file into different parts:

1. A part for the enduser of the software
2. A part for the developer of the software

FM Starter reflects these parts by giving each of these groups its own window. That concept is easy to grasp and most likely will be intuitively be used by you.

Several windows

The **main window** is the window you see when you start the file. This is the normal user view. When you launch the file, you "land" in the application, so to speak. The developer has multiple windows: the **Developer Dashboard** as the central developer window, but **additional windows** provide support for specific tasks where you may want to work with two or more windows side by side.

Not a multi-window approach

We do not propose a multi-window approach. This concept is outdated, and comes from a time when each application was divided into countless files. So today it is different - unless you have special needs. The user in FM Starter has only one window, the main window. Additional windows are only for the developer and only for certain tasks, where it is advantageous to have several windows side by side.

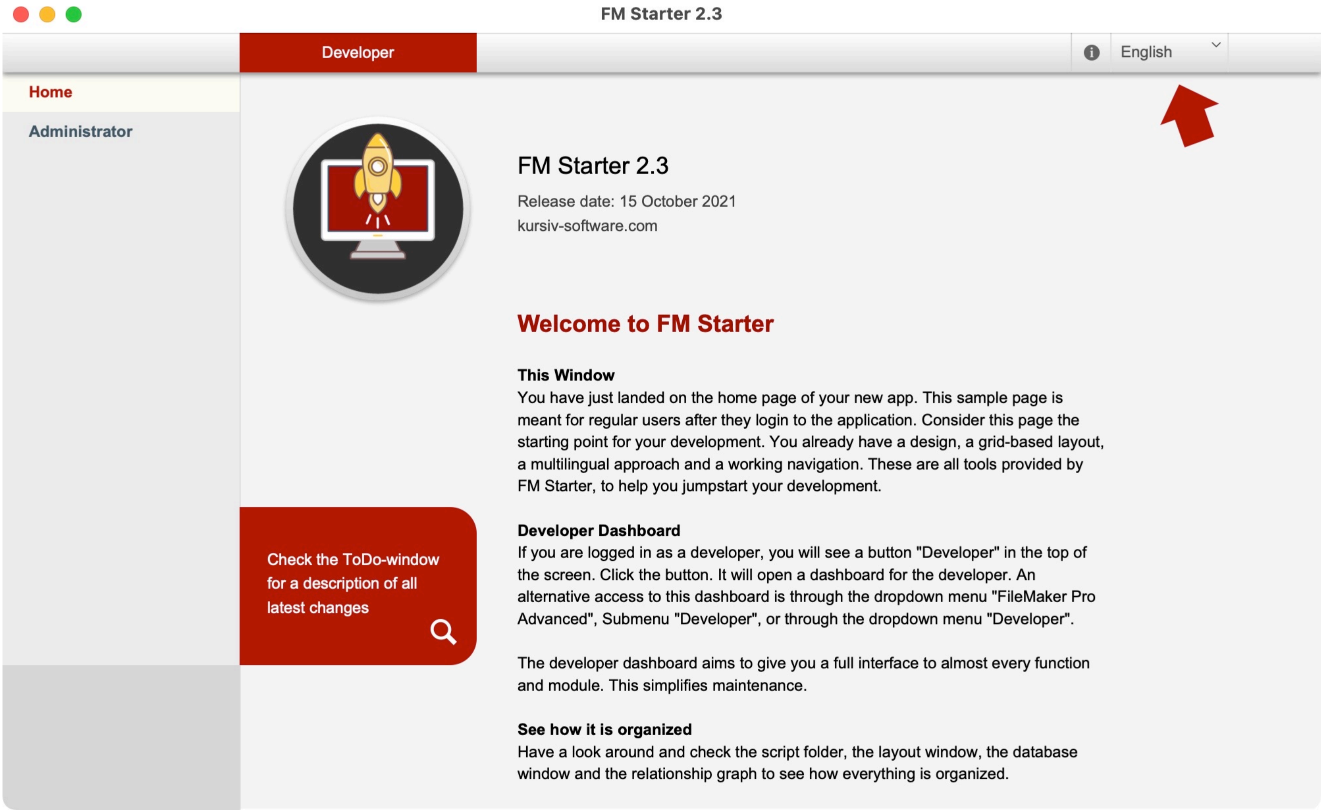
Think of a possible approach this way: The user works in a single window. If any other window is popping up, it is usually not for editing, but only for displaying information. The Help-Window is such an extra window. You also might create a print preview of a document in another window. A single-window approach does not mean you cannot have different windows, but you will edit records only in the main window (or an overlaying card-window).

User windows

Creating the user experience, one window at a time.

Main window

The main window is the window you see when you are normally logged in.



FM Starter 2.3

Release date: 15 October 2021
kursiv-software.com

Welcome to FM Starter

This Window
You have just landed on the home page of your new app. This sample page is meant for regular users after they login to the application. Consider this page the starting point for your development. You already have a design, a grid-based layout, a multilingual approach and a working navigation. These are all tools provided by FM Starter, to help you jumpstart your development.

Developer Dashboard
If you are logged in as a developer, you will see a button "Developer" in the top of the screen. Click the button. It will open a dashboard for the developer. An alternative access to this dashboard is through the dropdown menu "FileMaker Pro Advanced", Submenu "Developer", or through the dropdown menu "Developer".

The developer dashboard aims to give you a full interface to almost every function and module. This simplifies maintenance.

See how it is organized
Have a look around and check the script folder, the layout window, the database window and the relationship graph to see how everything is organized.

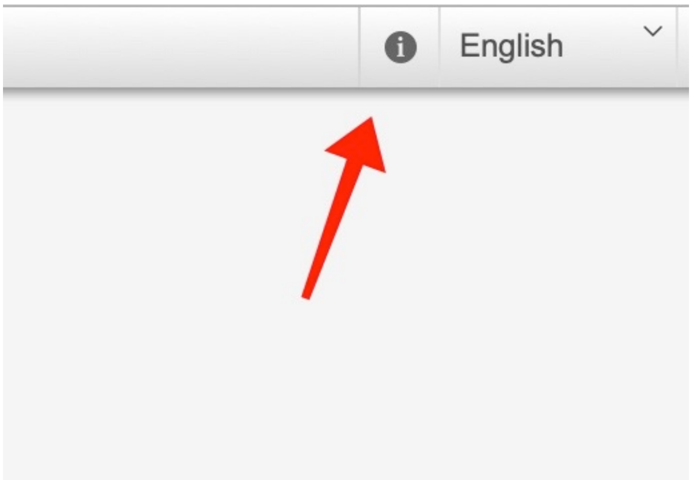
Check the ToDo-window for a description of all latest changes

This window is your application window. If you create your own application, this is the window where the Global Navigation works and where you will have your user layouts embedded.

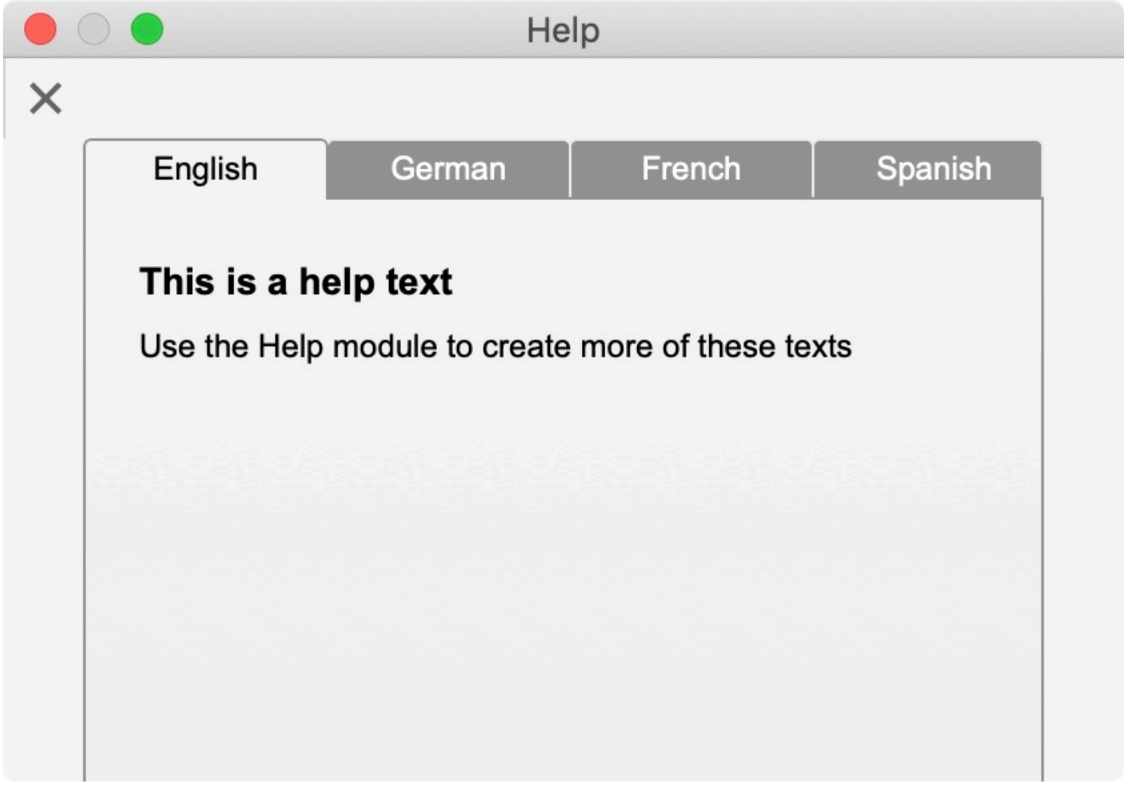
Help Viewer

The Help window is an exception to the rule there is just a single window. The Help window only displays Help texts.

Show the Help Window by clicking on any of these buttons:



This will open a Help window with information:



This is a help text

Use the Help module to create more of these texts

The Help Viewer is managed by the Help Edit module. It is up to you to use it or not, but it is part of FM Starter. You can create your own help texts in multiple languages. If a user has a question about a specific layout or function, he can click on the button provided and read the text.

More about this functionality in the chapter about the Help Module.

Developer window

For the developer it makes sense, for example, to manage the settings of all program parts in a central place. It can also be advantageous to a modular approach, to maintain the settings and build-up of – for example – navigation or text modules in their own tables. Only the developer is responsible for managing this information. Therefore, the developer benefits from a separate working environment.

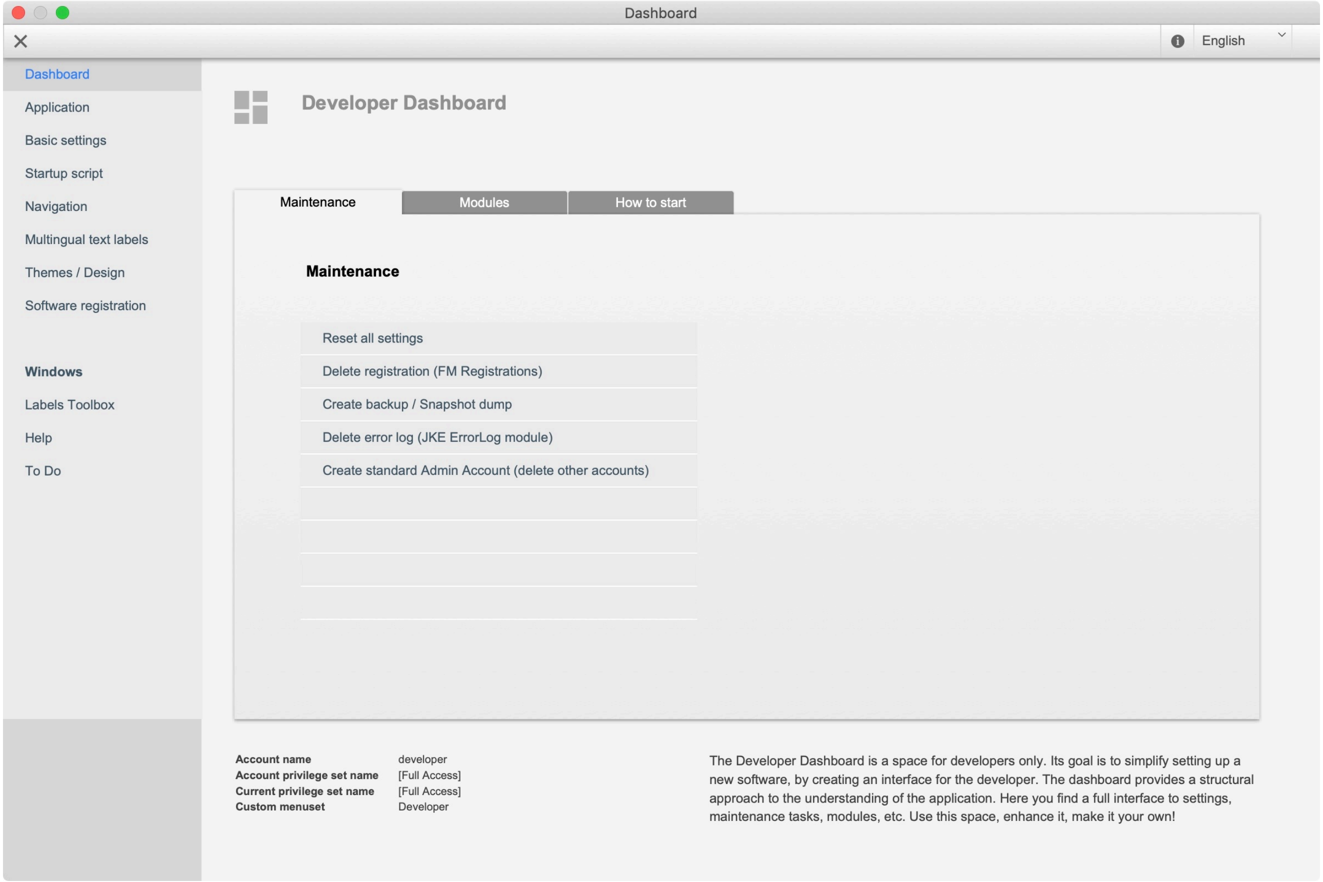
FM Starter provides such a working environment for developers.

Developer Dashboard

The developer Dashboard is a central concept of FM Starter. In this window the developer has access to most settings and configurations for modules and the application. We think you deserve some luxury while working.

Creating a developer Dashboard sounds like a lot of work, but it actually saves a lot of time, especially if you are regularly updating or configuring a solution.

The developer Dashboard:



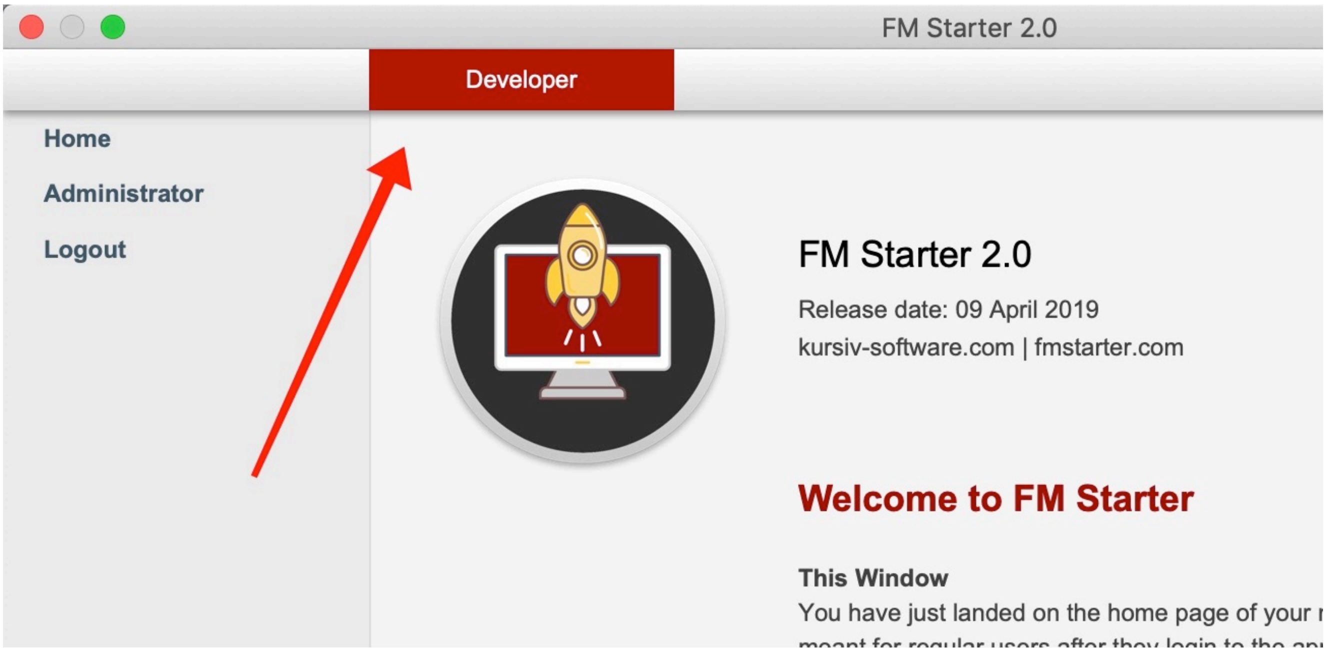
Account name	developer
Account privilege set name	[Full Access]
Current privilege set name	[Full Access]
Custom menuset	Developer

The Developer Dashboard is a space for developers only. Its goal is to simplify setting up a new software, by creating an interface for the developer. The dashboard provides a structural approach to the understanding of the application. Here you find a full interface to settings, maintenance tasks, modules, etc. Use this space, enhance it, make it your own!

How to access the developer Dashboard

There are 3 ways to access the developer Dashboard. All of these ways are visible only, if you are logged in with the developer account.

Button Developer on the Home layout:



FM Starter 2.0

Release date: 09 April 2019

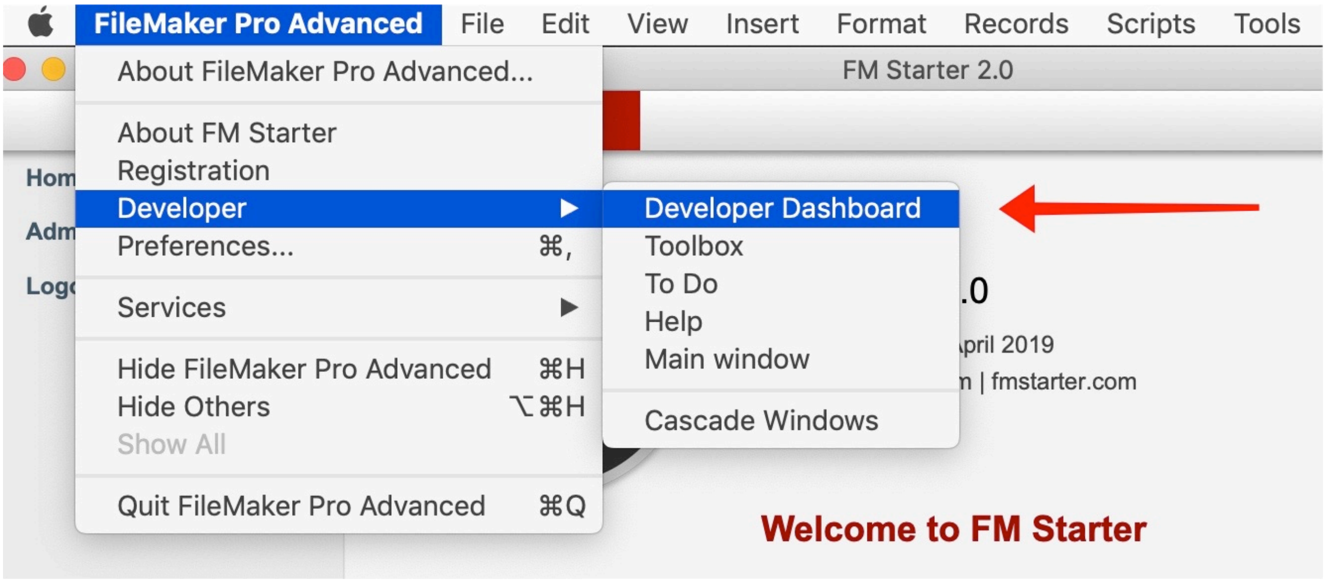
kursiv-software.com | fmstarter.com

Welcome to FM Starter

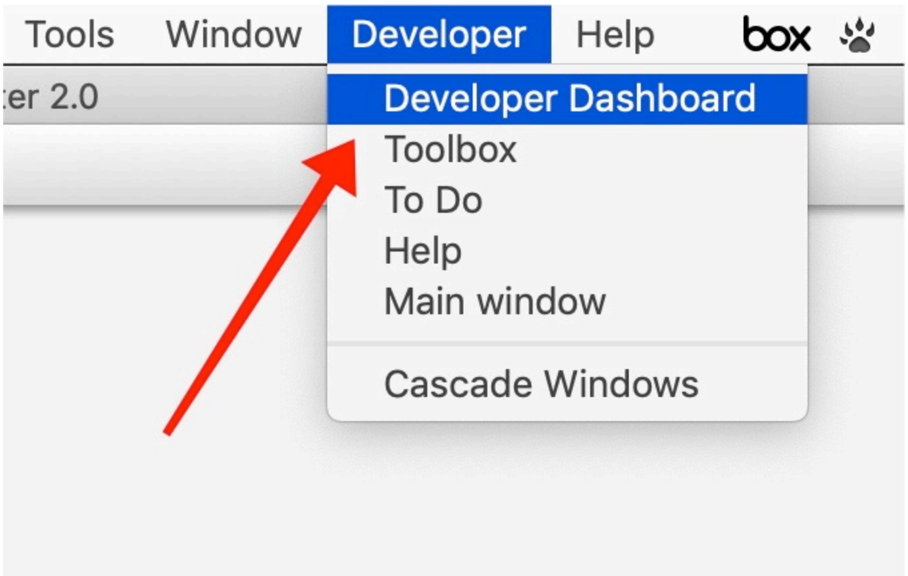
This Window

You have just landed on the home page of your r

Dropdown menu FileMaker Pro Advanced > Developer:



Dropdown menu Developer:



If you need additional options – go ahead and make them!

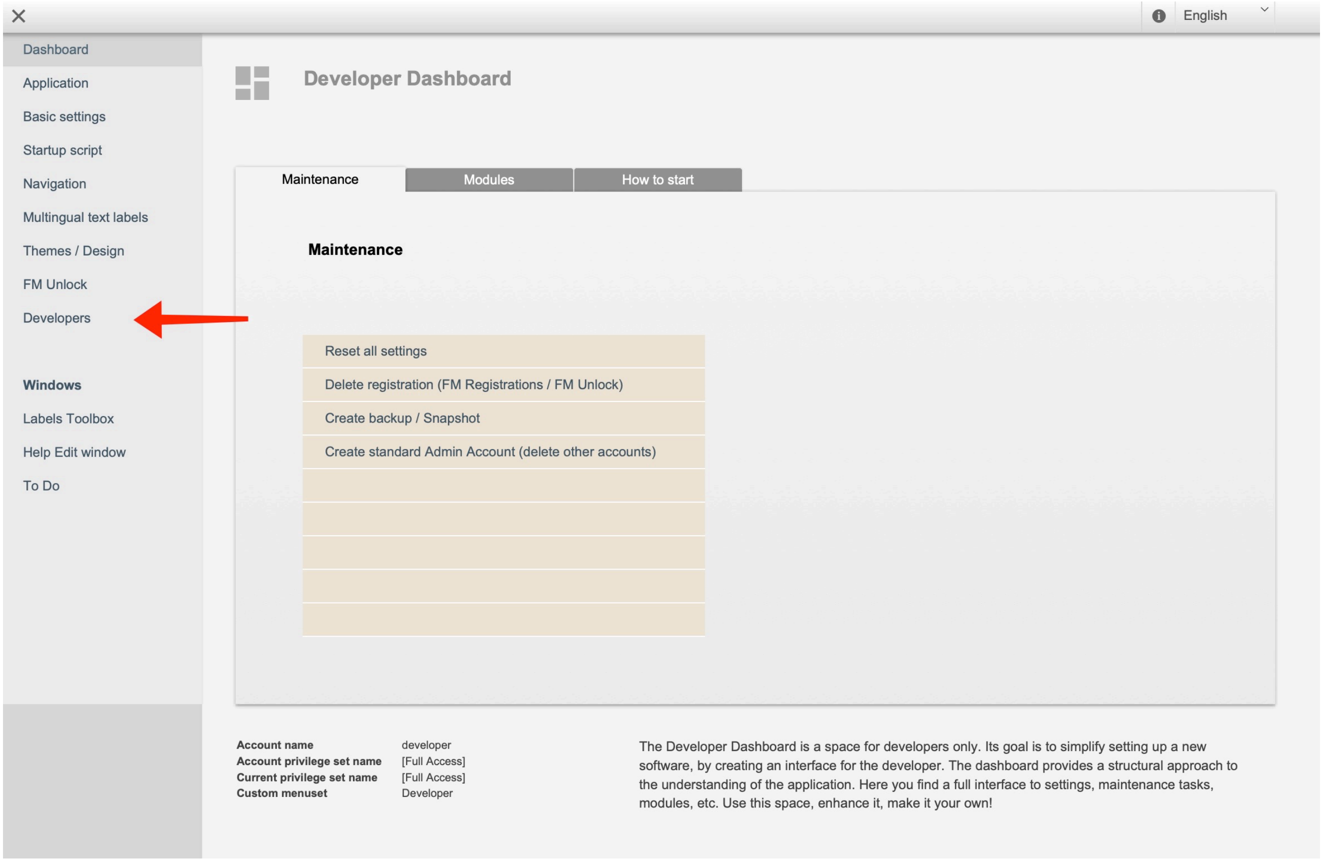
Many FileMaker projects are handled by a single developer. Some projects, however, require collaboration. In this case, it is not uncommon for the project to reside on a server to which all developers have access.

"Developers" entry in the developer dashboard

Up to and including version 2.5, there was only one developer account for FM Starter. Of course, you could add more developer accounts at any time, but there were some special settings for the default developer account that were set in the startup script. This includes, for example, a menu set specifically for developers.

This has been extended in version 2.6. Now it is possible to list multiple accounts with a developer status, which are all considered in the startup script and therefore get additional functionality.

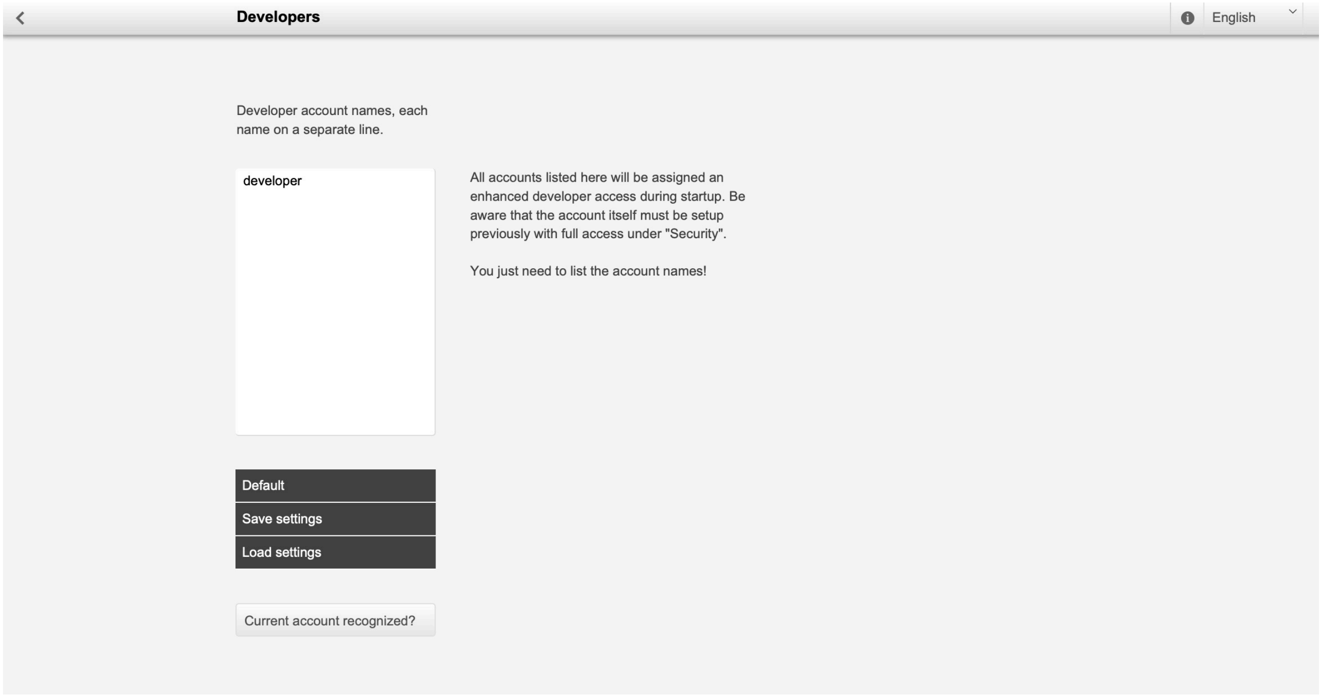
Developer accounts do not run via the regular user management. They must be created with full directly in the FileMaker security settings. However, once created, they can now be defined as a "Developer Account" in the Developer Dashboard. There is a separate entry for it in the left navigations.



Account name	developer
Account privilege set name	[Full Access]
Current privilege set name	[Full Access]
Custom menuset	Developer

The Developer Dashboard is a space for developers only. Its goal is to simplify setting up a new software, by creating an interface for the developer. The dashboard provides a structural approach to the understanding of the application. Here you find a full interface to settings, maintenance tasks, modules, etc. Use this space, enhance it, make it your own!

On the "Developers" page there is a single field, where you should list only the names of the developer accounts.



Developer account names, each name on a separate line.

developer

All accounts listed here will be assigned an enhanced developer access during startup. Be aware that the account itself must be setup previously with full access under "Security".

You just need to list the account names!

A separate line should be used per account name. Since the startup script does not take effect until the login has taken place, there are no security concerns here. Whoever's name is recognized as a developer is already logged in.

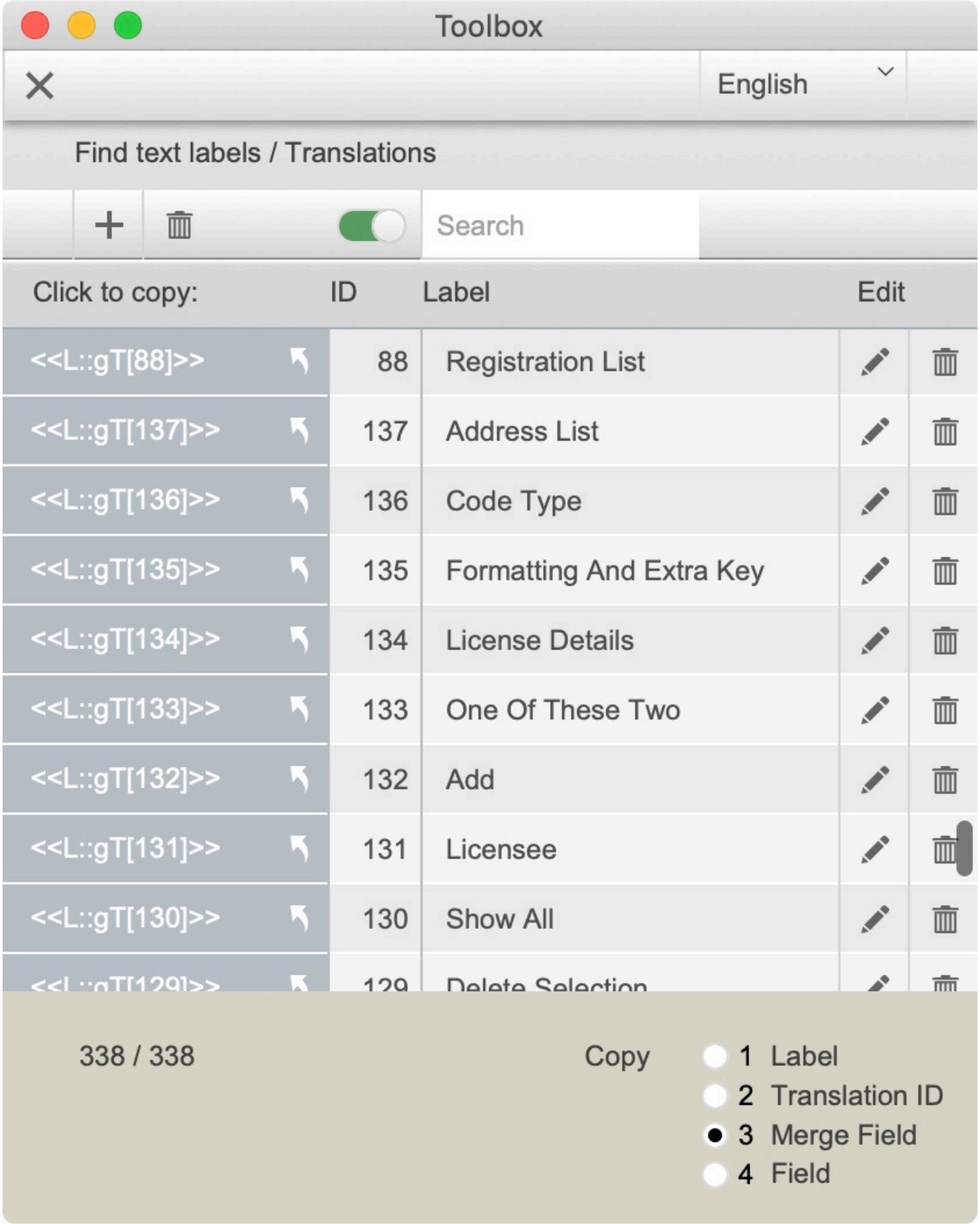
All names in this list are recognized by the startup script when logging in and accordingly receive all settings of a developer account, such as:

- Dedicated developer menu with developer dropdown for all windows
- Navigation setting with which all entries of the navigation are displayed.

Toolbox Translation Window

The Toolbox is an extra window for managing translations and text labels. To open the Toolbox use any of the dropdown menus used for the developer windows, or use any of the buttons you will find here and there.

The Toolbox is a specific view of the module MTL Multilingual Text Labels. Because generating text labels is something developers need all the time, it is outsourced to a narrow window, which can be used right next to any page in layout mode.



Click to copy:	ID	Label	Edit	
<<L::gT[88]>>	88	Registration List		
<<L::gT[137]>>	137	Address List		
<<L::gT[136]>>	136	Code Type		
<<L::gT[135]>>	135	Formatting And Extra Key		
<<L::gT[134]>>	134	License Details		
<<L::gT[133]>>	133	One Of These Two		
<<L::gT[132]>>	132	Add		
<<L::gT[131]>>	131	Licensee		
<<L::gT[130]>>	130	Show All		
<<L::gT[129]>>	129	Delete Selection		

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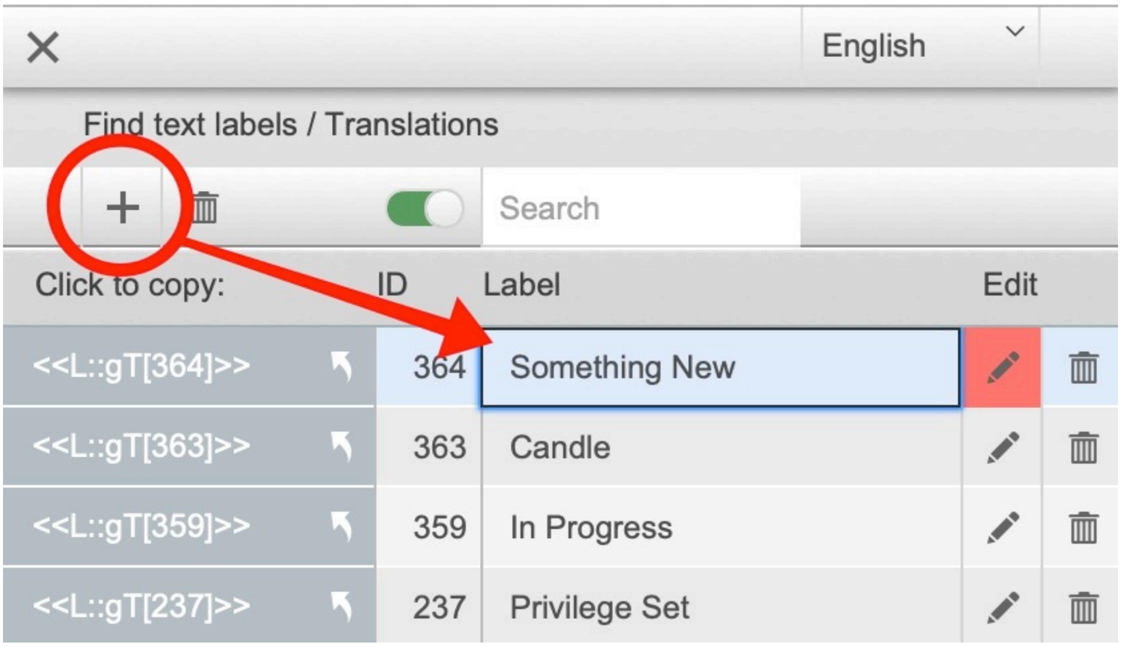
Copy
○ 1 Label
○ 2 Translation ID
● 3 Merge Field
○ 4 Field

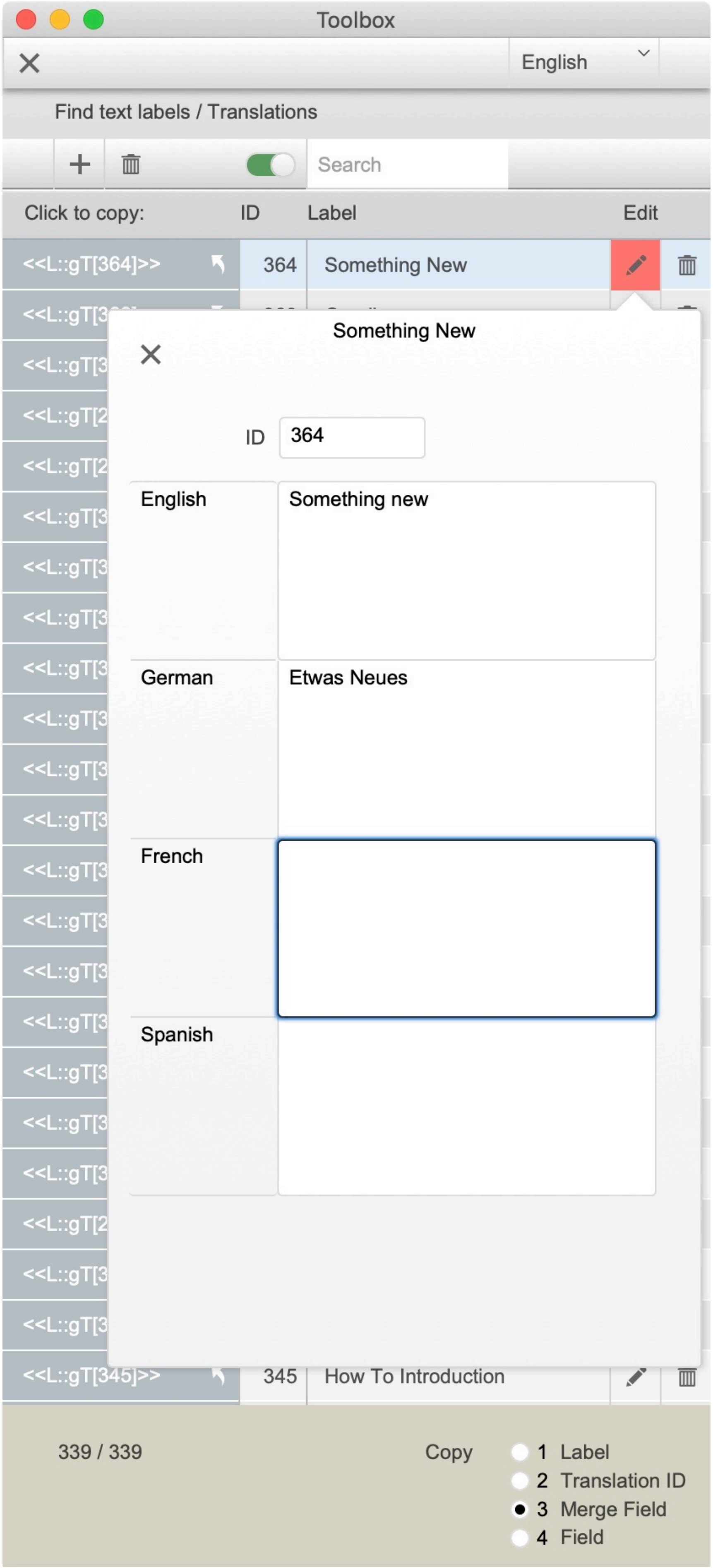
How to create a new text label

Click Plus (+) to add a new text label and enter a name to define the text label. This is not the label itself, but rather an internal name for the label. The length of a text label might be just words, but it can also be phrases or entire paragraphs. For longer texts, you need something by which you can easily distinguish one label from another.



Click to copy:	ID	Label	Edit	
<<L::gT[364]>>	364	Something New		
<<L::gT[363]>>	363	Candle		
<<L::gT[359]>>	359	In Progress		
<<L::gT[237]>>	237	Privilege Set		

To proceed press [TAB] and a popup will open with all language fields, where you can create the proper text labels. Alternatively press the Edit icon.



	ID	Label
<<L::gT[364]>>	364	Something New
<<L::gT[345]>>	345	How To Introduction

Something New

ID 364

English	Something new
German	Etwas Neues
French	
Spanish	

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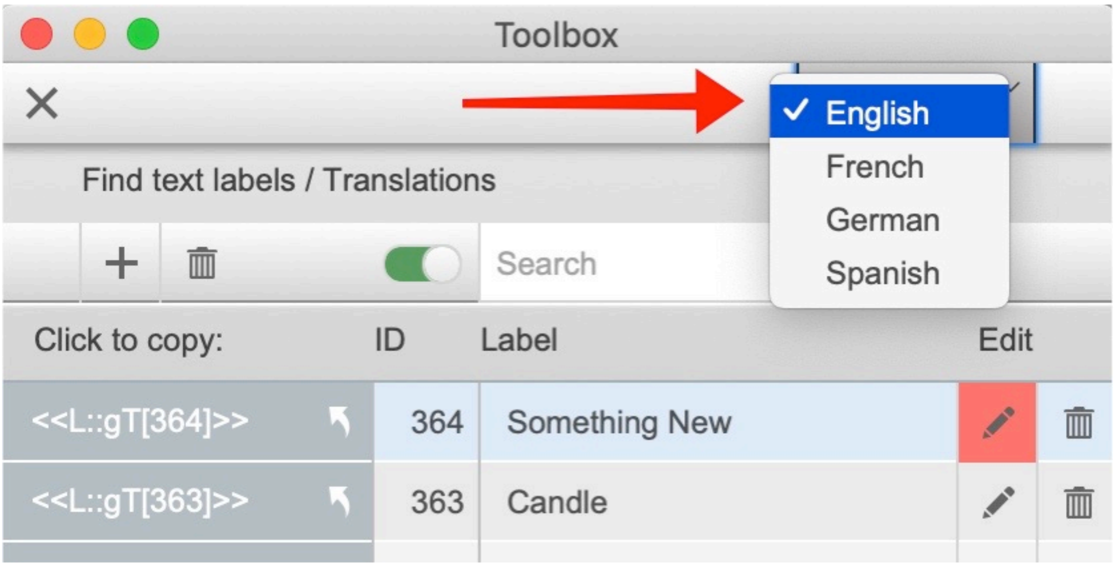
Copy
○ 1 Label
○ 2 Translation ID
● 3 Merge Field
○ 4 Field

If you are done, click outside the popover menu.

How to make new text labels visible

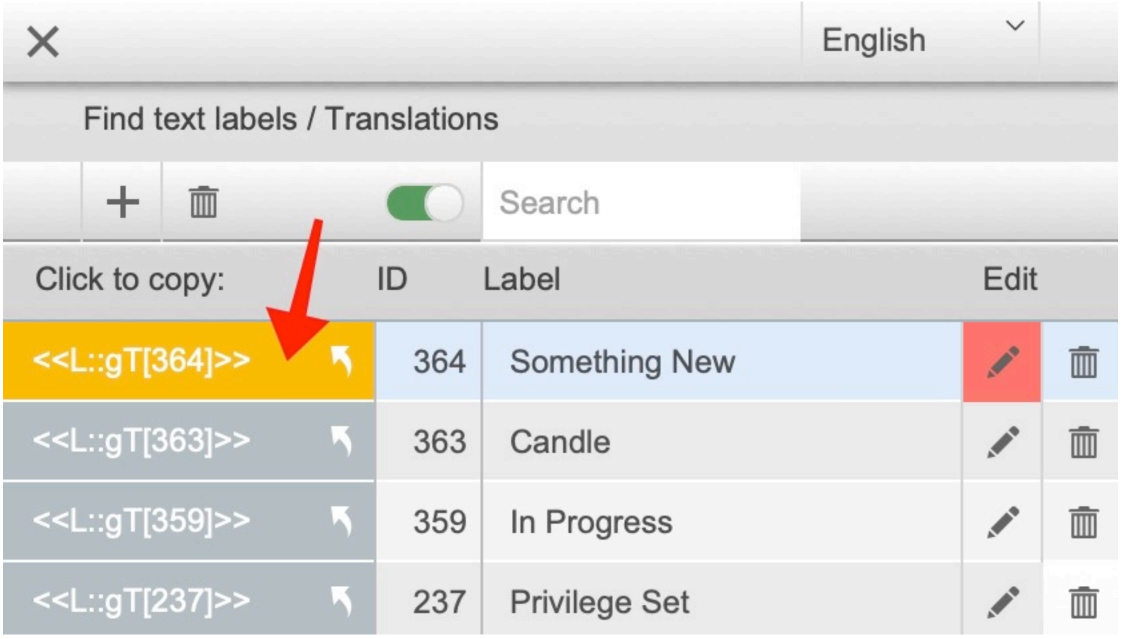
New text labels are not automatically visible. The **translations must be reloaded.** You can reload the translations by choosing any (also: the same) language from the language selector popup menu.



Click to copy:	ID	Label	Edit
<<L::gT[364]>>	364	Something New	
<<L::gT[363]>>	363	Candle	

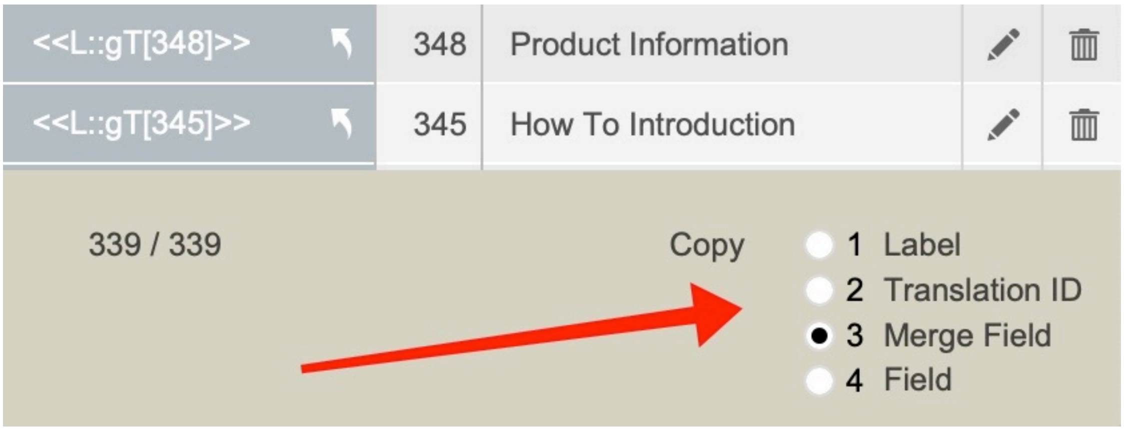
How to copy text labels to your layout

The left column, named Click To Copy, has a preview how you can copy a text label placeholder. Click to copy, then paste to your layout.



Click to copy:	ID	Label	Edit
<<L::gT[364]>>	364	Something New	
<<L::gT[363]>>	363	Candle	
<<L::gT[359]>>	359	In Progress	
<<L::gT[237]>>	237	Privilege Set	

As you see in this example, you will copy a merge field, which you can place on your layout with ease. However, there are more options you can choose from. You will find these options at the bottom of the Toolbox window, to match the needs for text labels as fields, etc.



<<L::gT[348]>>	348	Product Information	
<<L::gT[345]>>	345	How To Introduction	

339 / 339

Copy
○ 1 Label
○ 2 Translation ID
● 3 Merge Field
○ 4 Field

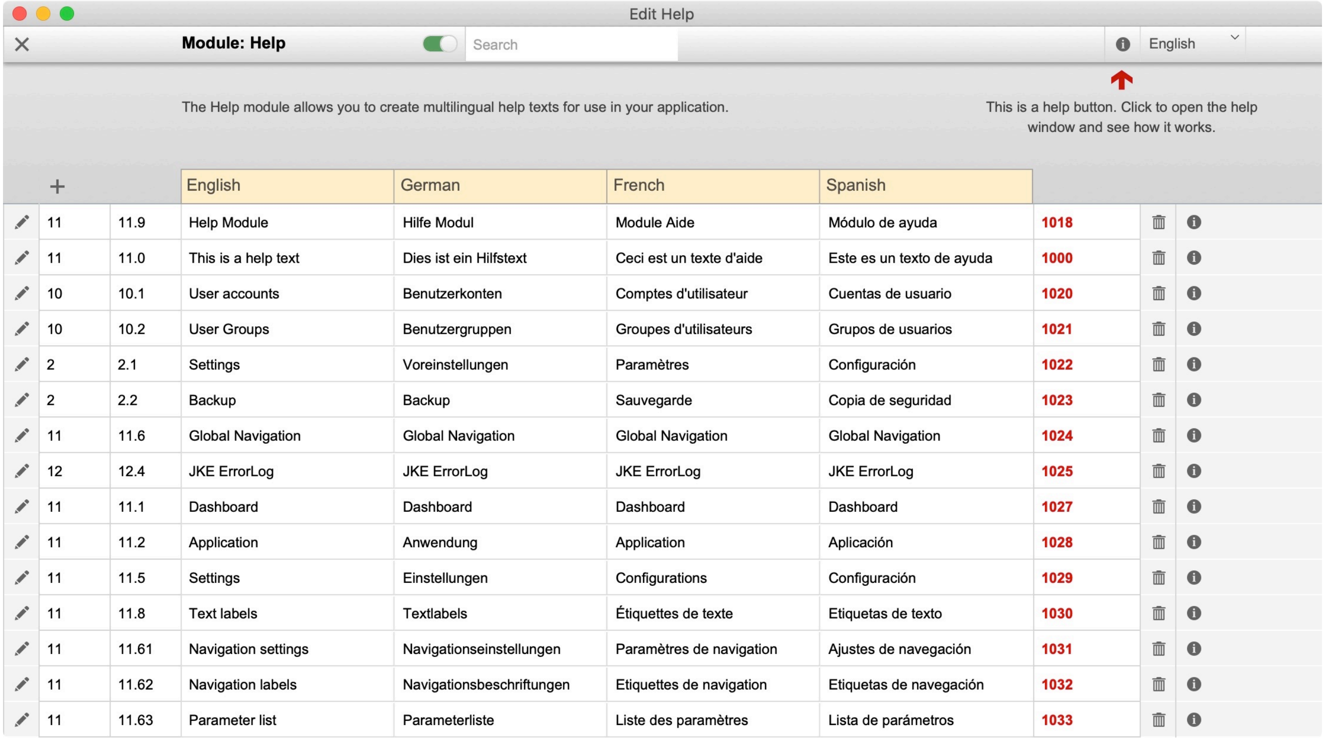
Selecting another option here will result in a different preview in the left column. You will copy exactly what you see in the left column.

To learn more about text labels, see the documentation on the MTL Multilingual Text Labels module.

Help Edit window

The Help Edit window is a companion to the Help Viewer. While the Help Viewer is for the enduser, the Help Edit window is for the developer to create all the help texts.

Access to the Help Edit window is either in one of the developer menus or in the developer Dashboard in the left navigation. Click the button or menu item and a new Help Edit window will open.



The Help module allows you to create multilingual help texts for use in your application.

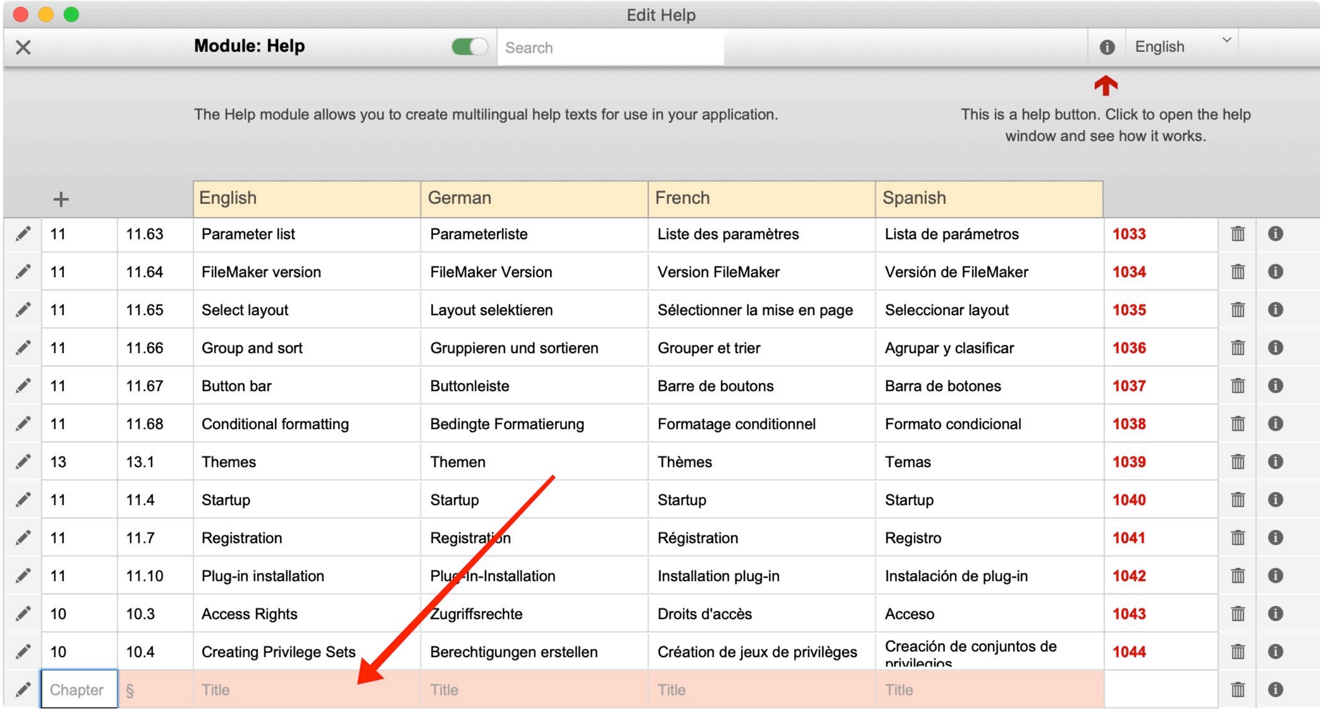
This is a help button. Click to open the help window and see how it works.

+			English	German	French	Spanish			
✎	11	11.9	Help Module	Hilfe Modul	Module Aide	Módulo de ayuda	1018	🗑	ⓘ
✎	11	11.0	This is a help text	Dies ist ein Hilfstext	Ceci est un texte d'aide	Este es un texto de ayuda	1000	🗑	ⓘ
✎	10	10.1	User accounts	Benutzerkonten	Comptes d'utilisateur	Cuentas de usuario	1020	🗑	ⓘ
✎	10	10.2	User Groups	Benutzergruppen	Groupes d'utilisateurs	Grupos de usuarios	1021	🗑	ⓘ
✎	2	2.1	Settings	Voreinstellungen	Paramètres	Configuración	1022	🗑	ⓘ
✎	2	2.2	Backup	Backup	Sauvegarde	Copia de seguridad	1023	🗑	ⓘ
✎	11	11.6	Global Navigation	Global Navigation	Global Navigation	Global Navigation	1024	🗑	ⓘ
✎	12	12.4	JKE ErrorLog	JKE ErrorLog	JKE ErrorLog	JKE ErrorLog	1025	🗑	ⓘ
✎	11	11.1	Dashboard	Dashboard	Dashboard	Dashboard	1027	🗑	ⓘ
✎	11	11.2	Application	Anwendung	Application	Aplicación	1028	🗑	ⓘ
✎	11	11.5	Settings	Einstellungen	Configurations	Configuración	1029	🗑	ⓘ
✎	11	11.8	Text labels	Textlabels	Étiquettes de texte	Etiquetas de texto	1030	🗑	ⓘ
✎	11	11.61	Navigation settings	Navigationseinstellungen	Paramètres de navigation	Ajustes de navegación	1031	🗑	ⓘ
✎	11	11.62	Navigation labels	Navigationsbeschriftungen	Etiquettes de navigation	Etiquetas de navegación	1032	🗑	ⓘ
✎	11	11.63	Parameter list	Parameterliste	Liste des paramètres	Lista de parámetros	1033	🗑	ⓘ

The Help Edit window is a list with entries and it contains all the translations of your Help Texts.

How to create a new Help text

Click on the Plus (+) button to create a new record. This will open a new record at the end of the list. (To show any existing entry, click on the Edit icon (pencil) on the far left side of any line.)


Edit Help
Module: Help
Search
English
This is a help button. Click to open the help window and see how it works.

The Help module allows you to create multilingual help texts for use in your application.

	+		English	German	French	Spanish			
✎	11	11.63	Parameter list	Parameterliste	Liste des paramètres	Lista de parámetros	1033	🗑	ⓘ
✎	11	11.64	FileMaker version	FileMaker Version	Version FileMaker	Versión de FileMaker	1034	🗑	ⓘ
✎	11	11.65	Select layout	Layout selektieren	Sélectionner la mise en page	Seleccionar layout	1035	🗑	ⓘ
✎	11	11.66	Group and sort	Gruppieren und sortieren	Grouper et trier	Agrupar y clasificar	1036	🗑	ⓘ
✎	11	11.67	Button bar	Buttonleiste	Barre de boutons	Barra de botones	1037	🗑	ⓘ
✎	11	11.68	Conditional formatting	Bedingte Formatierung	Formatage conditionnel	Formato condicional	1038	🗑	ⓘ
✎	13	13.1	Themes	Themen	Thèmes	Temas	1039	🗑	ⓘ
✎	11	11.4	Startup	Startup	Startup	Startup	1040	🗑	ⓘ
✎	11	11.7	Registration	Registration	Régistration	Registro	1041	🗑	ⓘ
✎	11	11.10	Plug-in installation	Plug-In-Installation	Installation plug-in	Instalación de plug-in	1042	🗑	ⓘ
✎	10	10.3	Access Rights	Zugriffsrechte	Droits d'accès	Acceso	1043	🗑	ⓘ
✎	10	10.4	Creating Privilege Sets	Berechtigungen erstellen	Création de jeux de privilèges	Creación de conjuntos de privilegios	1044	🗑	ⓘ
✎	Chapter	§	Title	Title	Title	Title		🗑	ⓘ

Enter (from left to right)

1. Chapter
2. Paragraph
3. Titles for each language
4. The number at the end of the line will update automatically.

If you are done, click on the Edit symbol (pencil) at the very left side of the line. You will then be forwarded to an edit page.

How to make the Help text visible on your layout

Each Help text has a unique number (in red). What you do is to create a button, call the HLP GetHelp script and enter the Help text number as a script parameter. That's all!

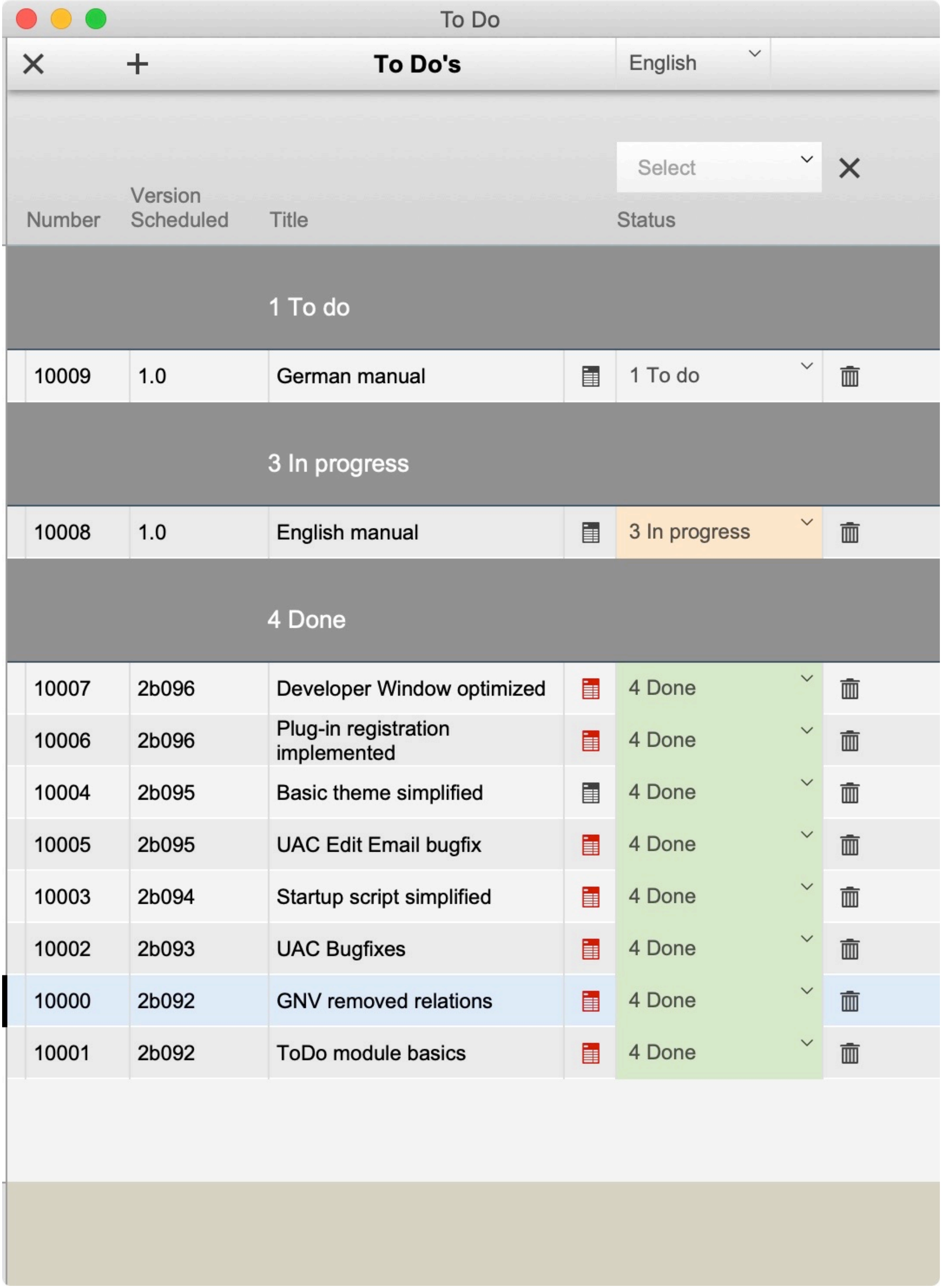
To get you started even faster, just copy any of the Help text icons we already have in use, and just change the script parameter to match your Help text.

How to use

More on this module in the chapter about the HLP Help Module. You can use as many buttons on a page as you like, to give specific informations to specific parts of the layout. An example can be found in the page of the GNV Global Navigation (part of the Developer Dashboard).

To Do window

The To Do window is made as a list of tasks, bug fixes, features. As a simple help, it can be used to collect all the necessary work in a single place, link it to a specific release and check the progress on each part.



Number	Version Scheduled	Title		Status	
		1 To do			
10009	1.0	German manual	▤	1 To do	🗑
		3 In progress			
10008	1.0	English manual	▤	3 In progress	🗑
		4 Done			
10007	2b096	Developer Window optimized	▤	4 Done	🗑
10006	2b096	Plug-in registration implemented	▤	4 Done	🗑
10004	2b095	Basic theme simplified	▤	4 Done	🗑
10005	2b095	UAC Edit Email bugfix	▤	4 Done	🗑
10003	2b094	Startup script simplified	▤	4 Done	🗑
10002	2b093	UAC Bugfixes	▤	4 Done	🗑
10000	2b092	GNV removed relations	▤	4 Done	🗑
10001	2b092	ToDo module basics	▤	4 Done	🗑

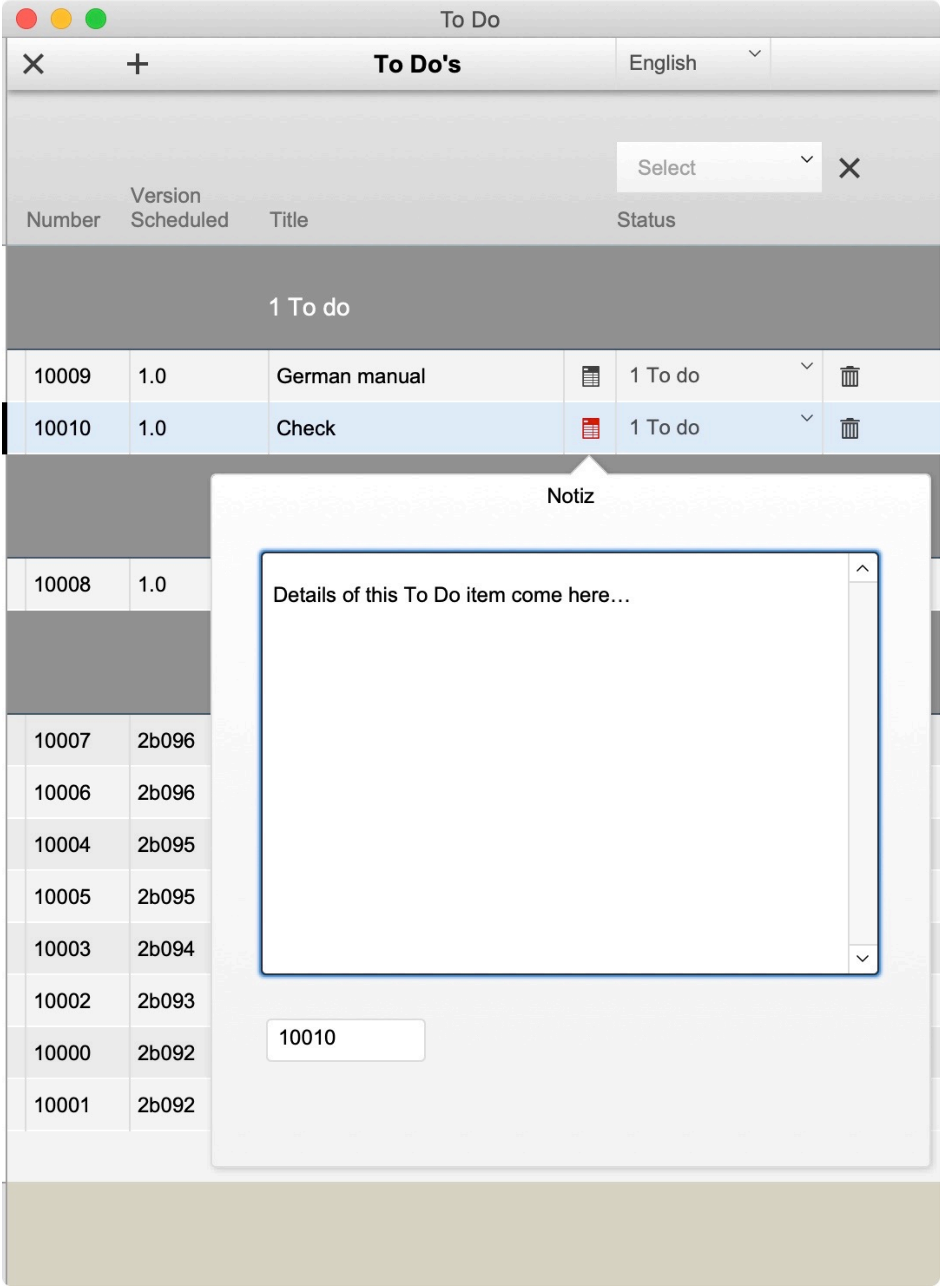
The list is sorted according to the status given. Each entry has a unique number and further information can be added:

1. Version for the intended implementation
2. Label for orientation
3. Link to detail popover
4. Status switch
5. Delete button

There is no functionality beyond this point. However, it should be easy to generate a list of bug fixes and improvements and display it somewhere on an enduser page.

Add a new To Do item

To add a new item, click on the Plus (+) symbol. Add the information.



Number	Version Scheduled	Title	Status
		1 To do	
10009	1.0	German manual	1 To do
10010	1.0	Check	1 To do
10008	1.0		
10007	2b096		
10006	2b096		
10004	2b095		
10005	2b095		
10003	2b094		
10002	2b093		
10000	2b092		
10001	2b092		

Notiz

Details of this To Do item come here…

10010

To change information for an existing item, just click in the line or on the icon for details to edit the details.

A **red icon** for details shows there are details available to read.

Modules

Modules are at the core of FM Starter. Learn more about FileMaker modules and the ones we use in FM Starter.

About modules

FileMaker modules are an idea of Todd Geist as it is presented on modularfilemaker.org. On this website you will find more information about the concept and many other modules provided by the community.

- Each module has its own folder.
- Each folder has a fixed structure.
- Each module has a description in the ReadMe script.
- Each module has an attached license that is available in a script within the module folder.
- All modules supplied with FM Starter can be used free of charge if you have purchased FM Starter. You can reuse the modules individually in other projects you create, but you cannot share these modules with other people. Exceptions can be defined per module: Check the licenses in the module files!
- Free modules can be found at modularfilemaker.org, fmstarter.com.

Access modules and their management pages from the developer dashboard.

Add-ons

A newer form of modules are so-called add-ons. FileMaker introduced add-ons in FileMaker Pro 19.1. Add-ons are very similar to the module concept, but much easier to integrate. An add-on is also a kind of "module" once integrated.

The ability to create your own version

Consider modules as a starting point. For example, the navigation module might give you a quick and easy start, but you can also see projects where you need to adjust the basic look and feel or even the functionality. That's your responsibility. This is the freedom of FM Starter: Use what is available and expand where you think it makes sense.

FM Unlock

FMR Unlock module

FMR Unlock is a decryption module for our product FM Registrations, which you can find at fmstarter.com or buy at kursiv-software.com.

What is FM Registrations?

FM Registrations is a license code generator for your FileMaker solutions. If you have a solution you want to sell multiple times, you can create unlock codes for your customers and sell them a unique license, update or upgrade.

What is FMR Unlock?

FMR Unlock is the counterpart to FM Registrations. While FM Registrations encodes the registration data, FMR Unlock decodes the registration data.

Do I need FMR Unlock?

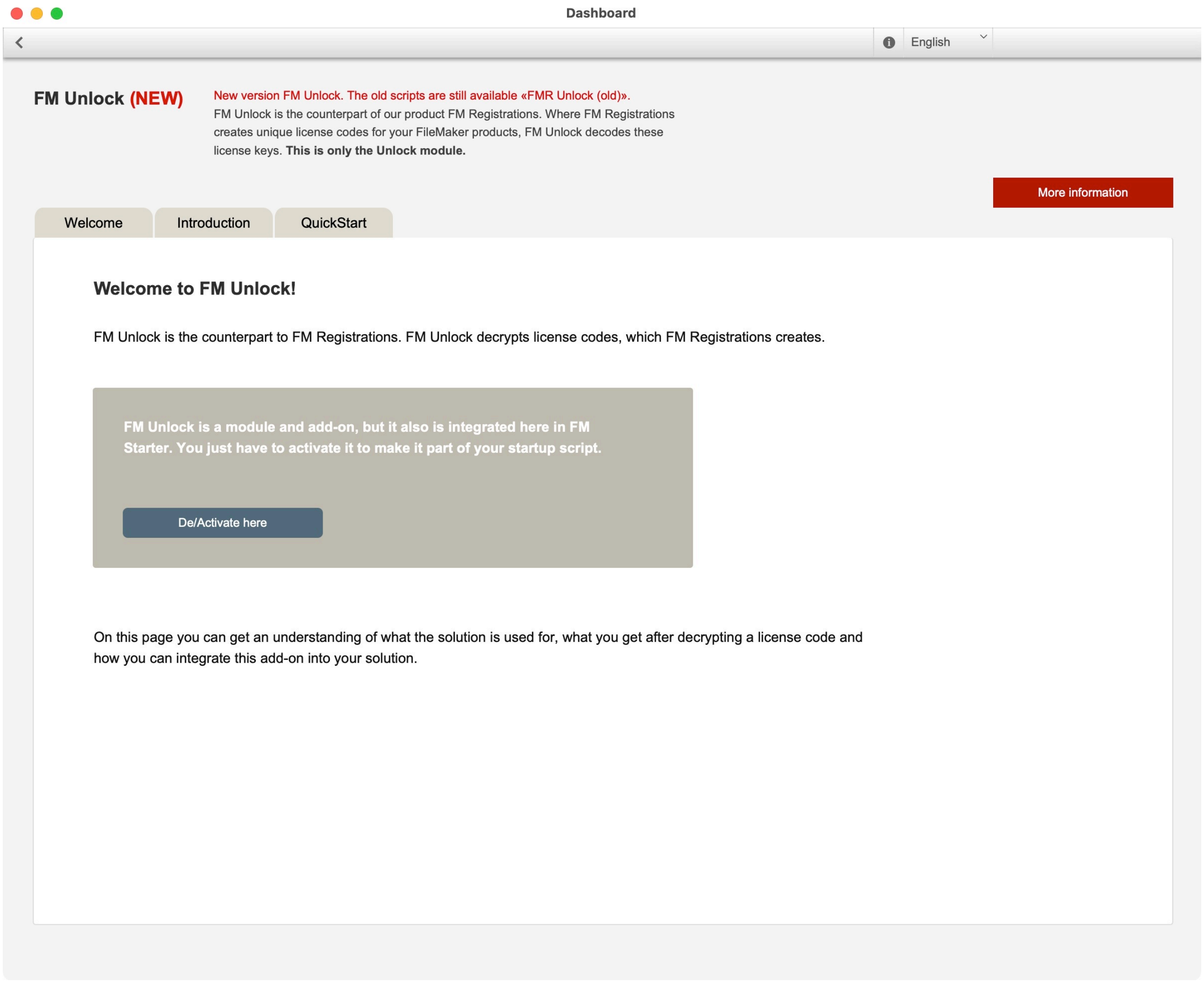
You only need FMR Unlock if you are using FM registrations. This module simplifies setting up all the functions you need to work with FM Registrations. FM Starter is the perfect companion for FM registrations.

FMR Unlock introduction

Before you start implementing your own secret keys, make sure that you test the module by using the test mode.

To see all settings of the module, go to developer Dashboard > FMR Unlock (left navigation).

Starting in FM Starter 2.30, there is a new interface. There has been no change to the functionality. This interface update is more about usability. The welcome screen:



New version FM Unlock. The old scripts are still available «FMR Unlock (old)».
FM Unlock is the counterpart of our product FM Registrations. Where FM Registrations creates unique license codes for your FileMaker products, FM Unlock decodes these license keys. **This is only the Unlock module.**

Welcome to FM Unlock!

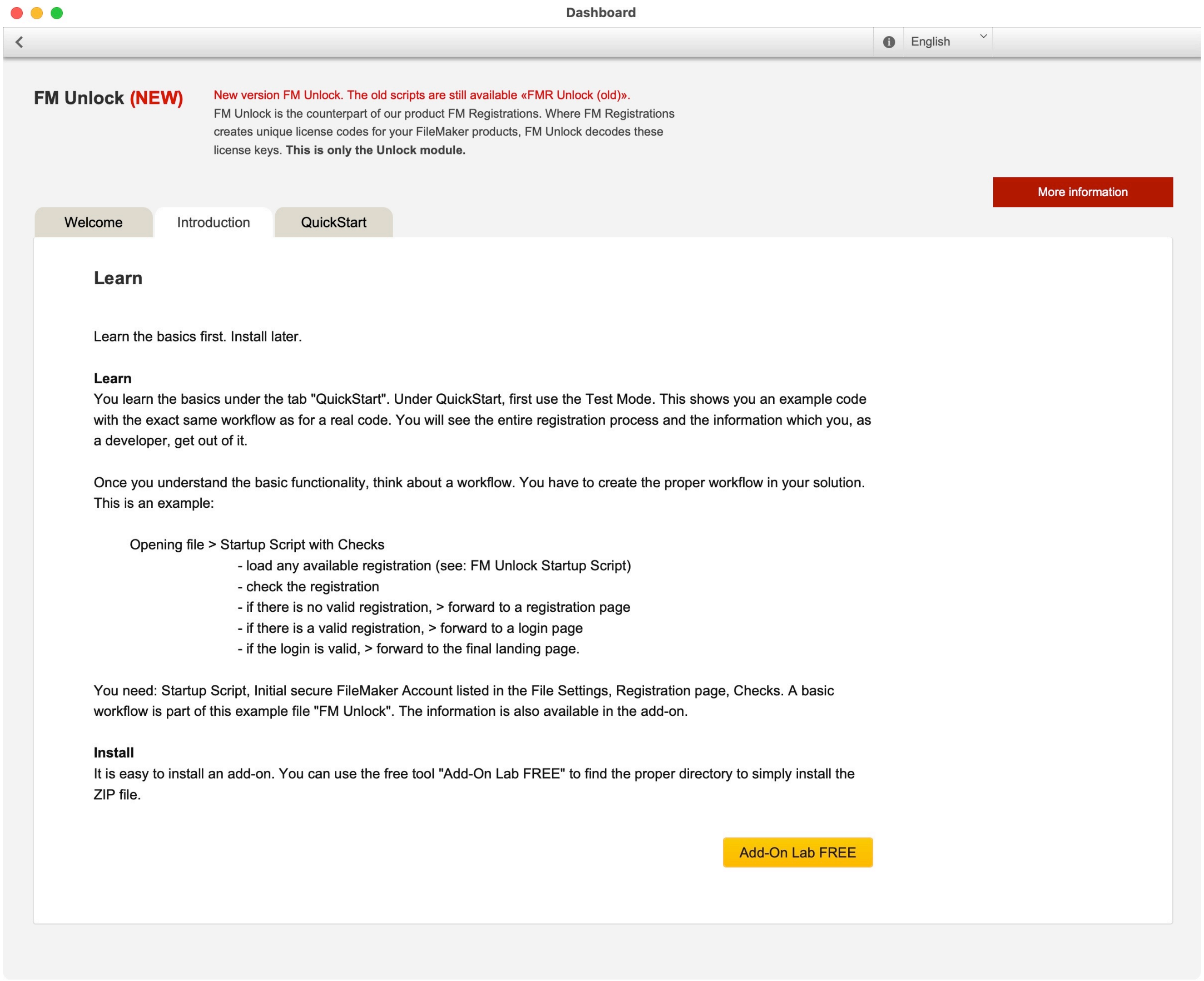
FM Unlock is the counterpart to FM Registrations. FM Unlock decrypts license codes, which FM Registrations creates.

FM Unlock is a module and add-on, but it also is integrated here in FM Starter. You just have to activate it to make it part of your startup script.

On this page you can get an understanding of what the solution is used for, what you get after decrypting a license code and how you can integrate this add-on into your solution.

Here you can read that FM Unlock is already part of FM Starter. So there is nothing more to integrate (as is the case if you only have FM Registrations). The sample file of FM Registrations is already part of FM Starter. If you want to use FM Unlock for end users, you must activate it though. There is a hint for this on the welcome screen. The activation itself is done in the settings for the start script.

After the first instructions, you will now find a short introduction to FM Unlock under the "Introduction" tab.



FM Unlock (NEW)

New version FM Unlock. The old scripts are still available «FMR Unlock (old)».
FM Unlock is the counterpart of our product FM Registrations. Where FM Registrations creates unique license codes for your FileMaker products, FM Unlock decodes these license keys. **This is only the Unlock module.**

Learn

Learn the basics first. Install later.

Learn
You learn the basics under the tab "QuickStart". Under QuickStart, first use the Test Mode. This shows you an example code with the exact same workflow as for a real code. You will see the entire registration process and the information which you, as a developer, get out of it.

Once you understand the basic functionality, think about a workflow. You have to create the proper workflow in your solution. This is an example:

Opening file > Startup Script with Checks
- load any available registration (see: FM Unlock Startup Script)
- check the registration
- if there is no valid registration, > forward to a registration page
- if there is a valid registration, > forward to a login page
- if the login is valid, > forward to the final landing page.

You need: Startup Script, Initial secure FileMaker Account listed in the File Settings, Registration page, Checks. A basic workflow is part of this example file "FM Unlock". The information is also available in the add-on.

Install
It is easy to install an add-on. You can use the free tool "Add-On Lab FREE" to find the proper directory to simply install the ZIP file.

FM Unlock should be included in a workflow at the program start. In FM Starter this is especially easy – it takes only two steps:

1. activate (See Welcome screen).
2. insert secret keys of FM registration definition (see section "How it works")

The procedure is to read the registration data when starting the file, based on which you can check if it is valid. If there is no registration data, the program links to the registration layout where you can enter the license data. If the registration is completed successfully, an account and menu set will be activated and redirected to a new page. This process is already part of FM Unlock and only needs to be activated. After that it can be customized if needed.

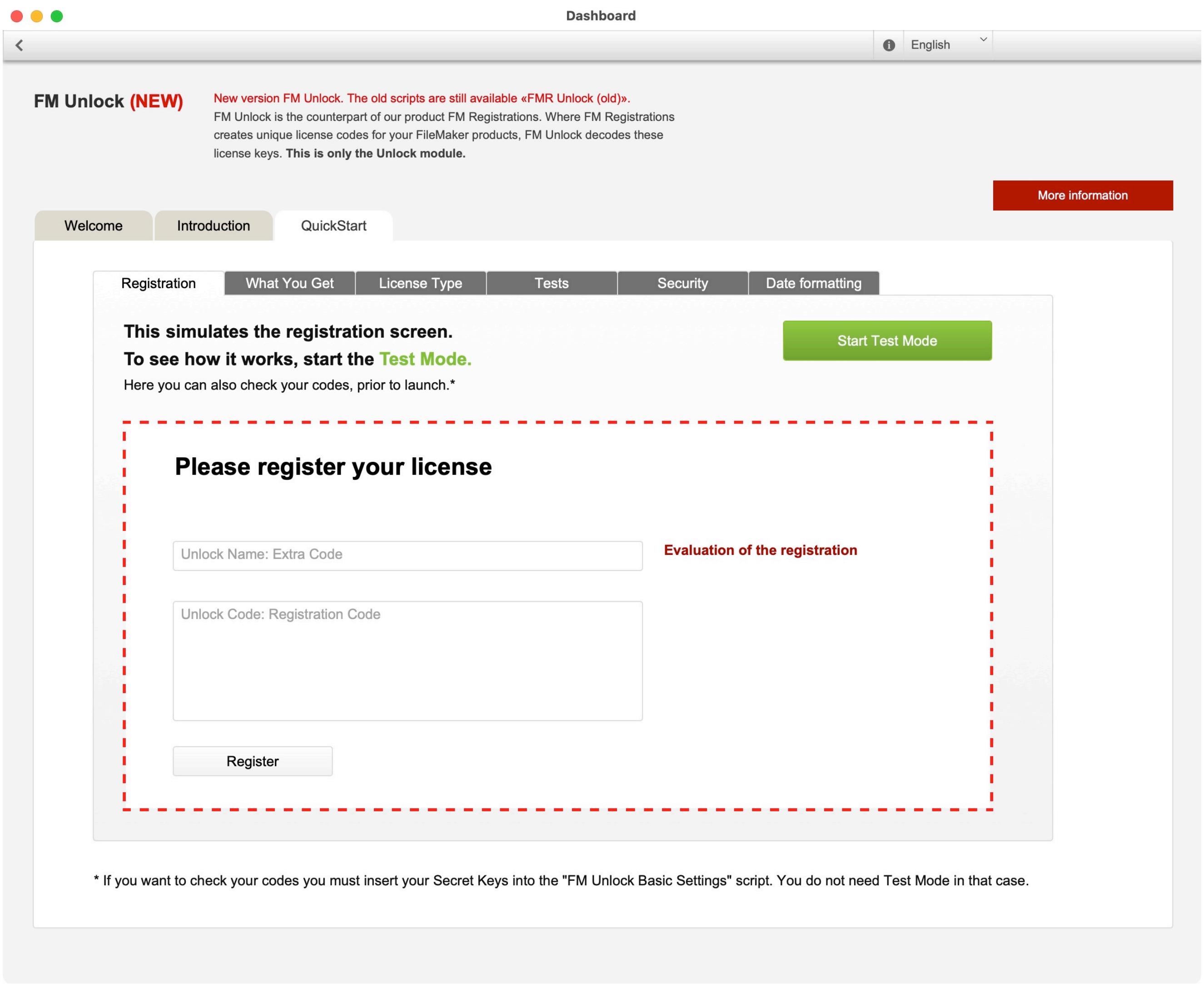
Once you understand the basics of the planned workflow, it's time to see how it works.

Test Mode

The test mode of FM Unlock shows how it works. It is a reference of how it works in case of successful implementation and what information you get during registration. Learn how FM Unlock works by exploring the Test Mode.

QuickStart

The test mode can be found under the "QuickStart" tab. It is the place where you can learn everything about the license code decryption.



FM Unlock (NEW)

New version FM Unlock. The old scripts are still available «FMR Unlock (old)».
FM Unlock is the counterpart of our product FM Registrations. Where FM Registrations creates unique license codes for your FileMaker products, FM Unlock decodes these license keys. **This is only the Unlock module.**

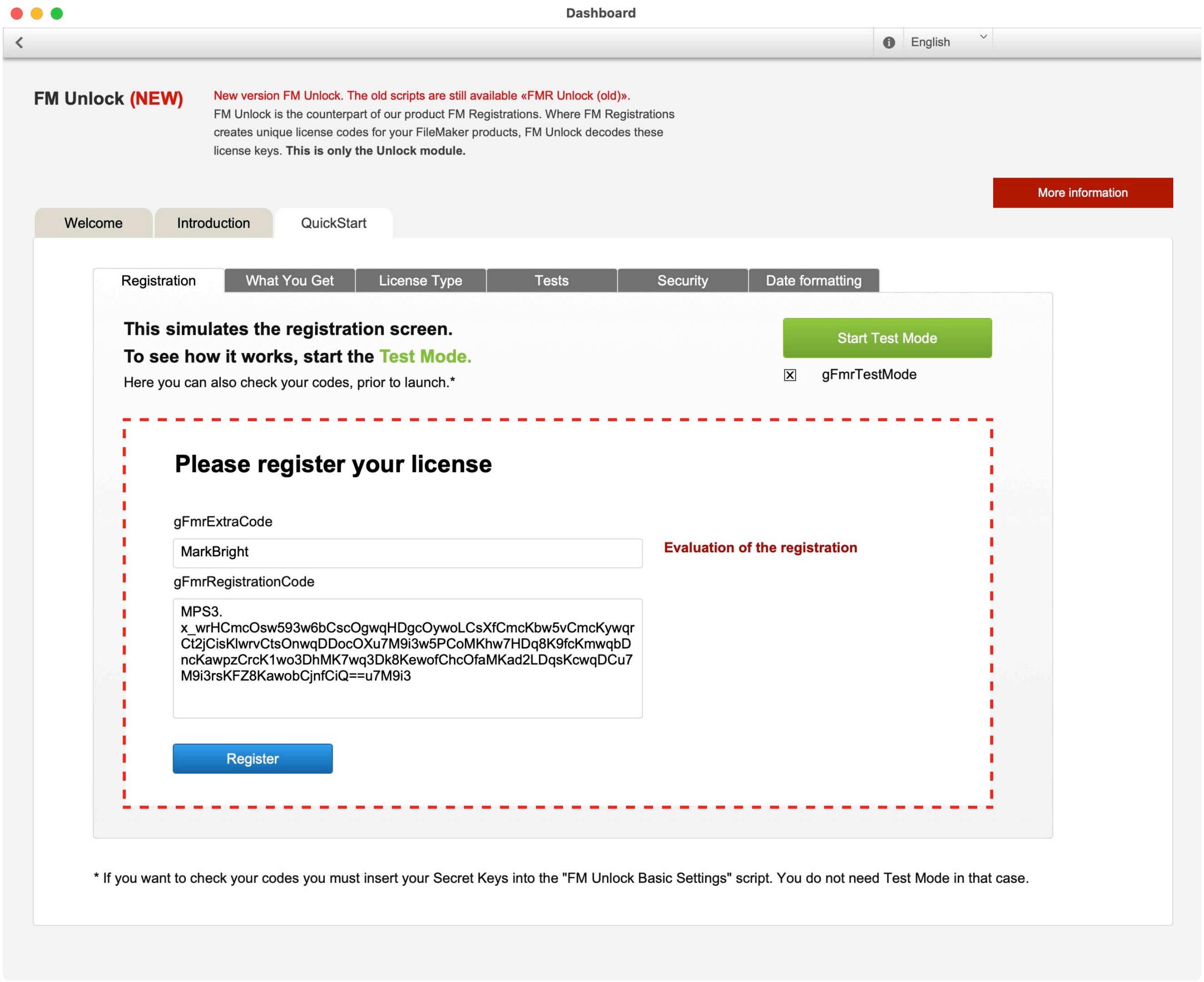
This simulates the registration screen.
To see how it works, start the Test Mode.
Here you can also check your codes, prior to launch.*

Please register your license

* If you want to check your codes you must insert your Secret Keys into the "FM Unlock Basic Settings" script. You do not need Test Mode in that case.

The first thing you see is the "Please register your license" area. This part, outlined with a dashed red line, is what you need as a "login window" for the user. Here, however, it is for testing purposes only.

Click on the green button "Start Test Mode" to start the test mode. The test mode will be activated and license data will be written into the fields.



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This simulates the registration screen.
To see how it works, start the Test Mode.
Here you can also check your codes, prior to launch.*

☒ gFmrTestMode

Please register your license

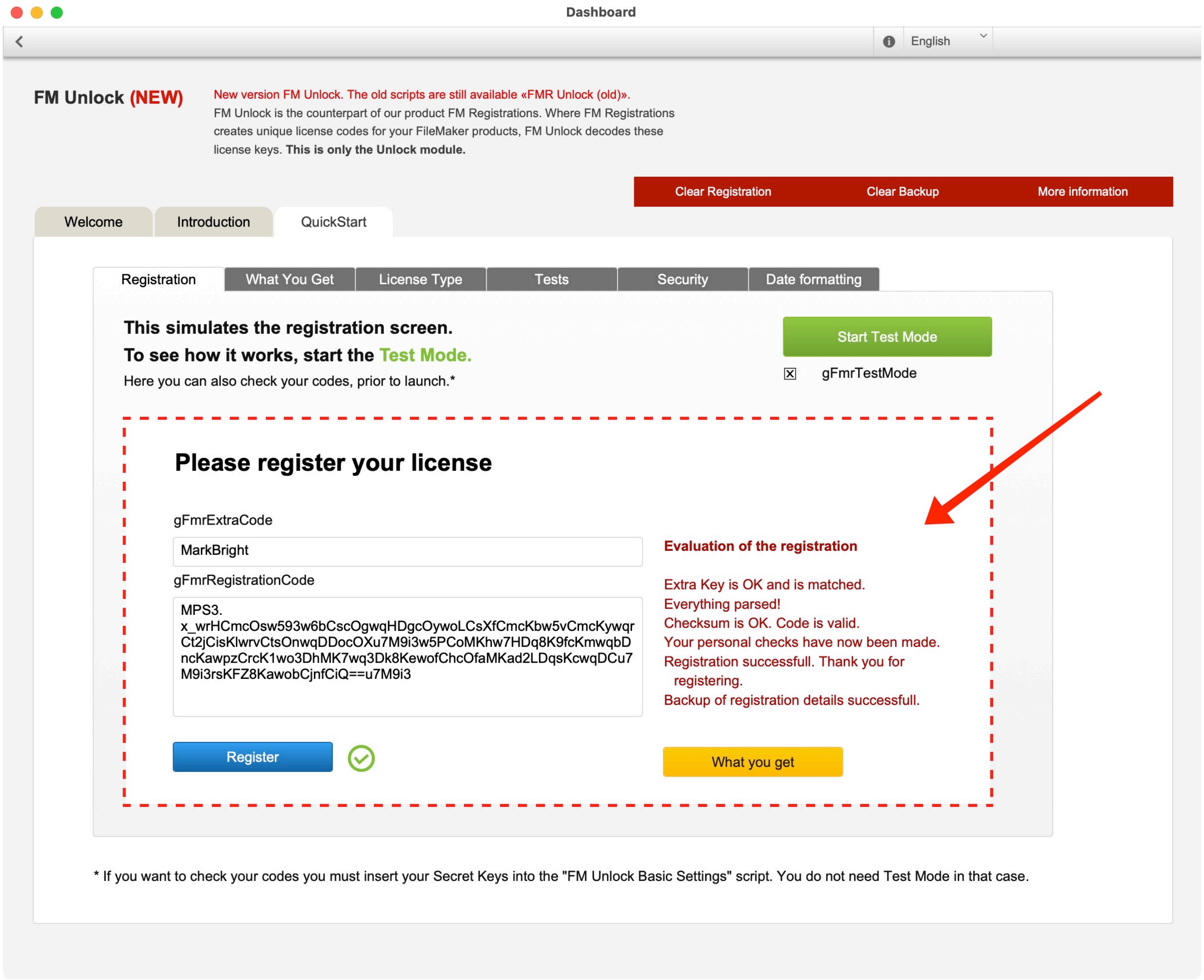
gFmrExtraCode: MarkBright

gFmrRegistrationCode:

```
MPS3.
x_wrHCmcOsw593w6bCscOgwqHDgcOywoLCsXfCmcKbw5vCmcKywqr
Ct2jCisKlwrvCtsOnwqDDocOXu7M9i3w5PCoMKhw7HDq8K9fcKmwqbD
ncKawpzCrcK1wo3DhMK7wq3Dk8KewofChcOfaMKad2LDqsKcwqDCu7
M9i3rsKFZ8KawobCjnfCiQ==u7M9i3
```

* If you want to check your codes you must insert your Secret Keys into the "FM Unlock Basic Settings" script. You do not need Test Mode in that case.

Now click on the blue button "Register" to check the registration. In the background the main script of FM Unlock will run and check all the information. On the right you will see a feedback about all the steps:



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This simulates the registration screen.
To see how it works, start the Test Mode.
Here you can also check your codes, prior to launch.*

☒ gFmrTestMode

Please register your license

gFmrExtraCode

MarkBright

gFmrRegistrationCode

```
MPS3.
x_wrHCmcOsw593w6bCscOgwqHDgcOywoLCsXfCmcKbw5vCmcKywqr
Ct2jCisKlwrvCtsOnwqDDocOXu7M9i3w5PCoMKhw7HDq8K9fcKmwqbD
ncKawpzCrcK1wo3DhMK7wq3Dk8KewofChcOfaMKad2LDqsKcwqDCu7
M9i3rsKFZ8KawobCjnfCiQ==u7M9i3
```

Evaluation of the registration

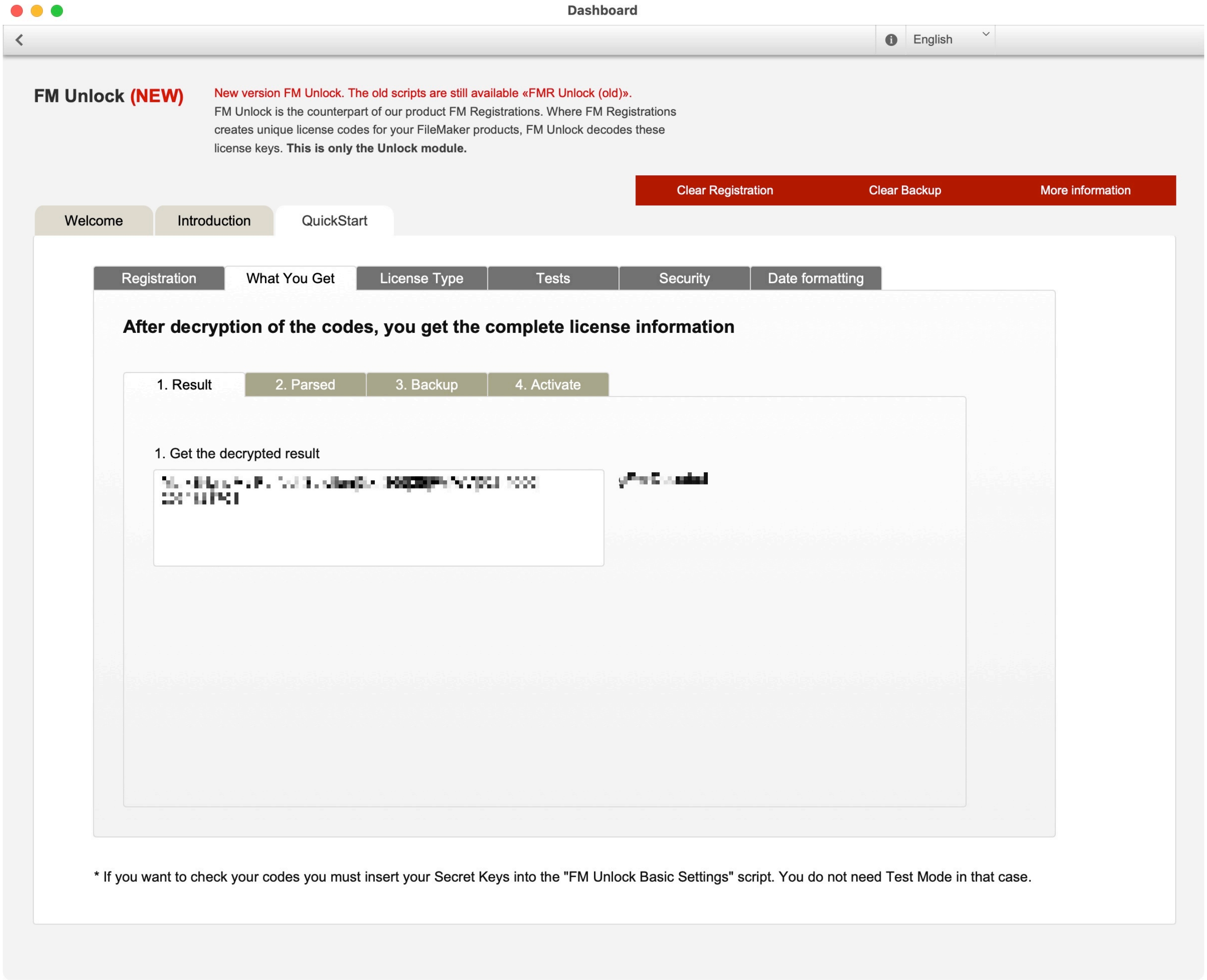
Extra Key is OK and is matched.
Everything parsed!
Checksum is OK. Code is valid.
Your personal checks have now been made.
Registration successfull. Thank you for registering.
Backup of registration details successfull.

* If you want to check your codes you must insert your Secret Keys into the "FM Unlock Basic Settings" script. You do not need Test Mode in that case.

This evaluation shows what has been done and that the individual steps are OK. A yellow button "What you get" now appears at the end. Click on this button and you will be redirected to the second tab sheet "What you get". The decrypted information from the license code is shown here and broken down into parts so that you can use it.

1. Result

In this first part appears the string you created in FM Registrations when you created the license. The operation of FM Registrations is not described in this manual, but in simple terms FM Registrations is the code generator where you describe a license. The license is a line of text (string) which is then encoded to a license code. FM Unlock decrypts this information and makes the same text line available again:



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After decryption of the codes, you get the complete license information

1. Get the decrypted result

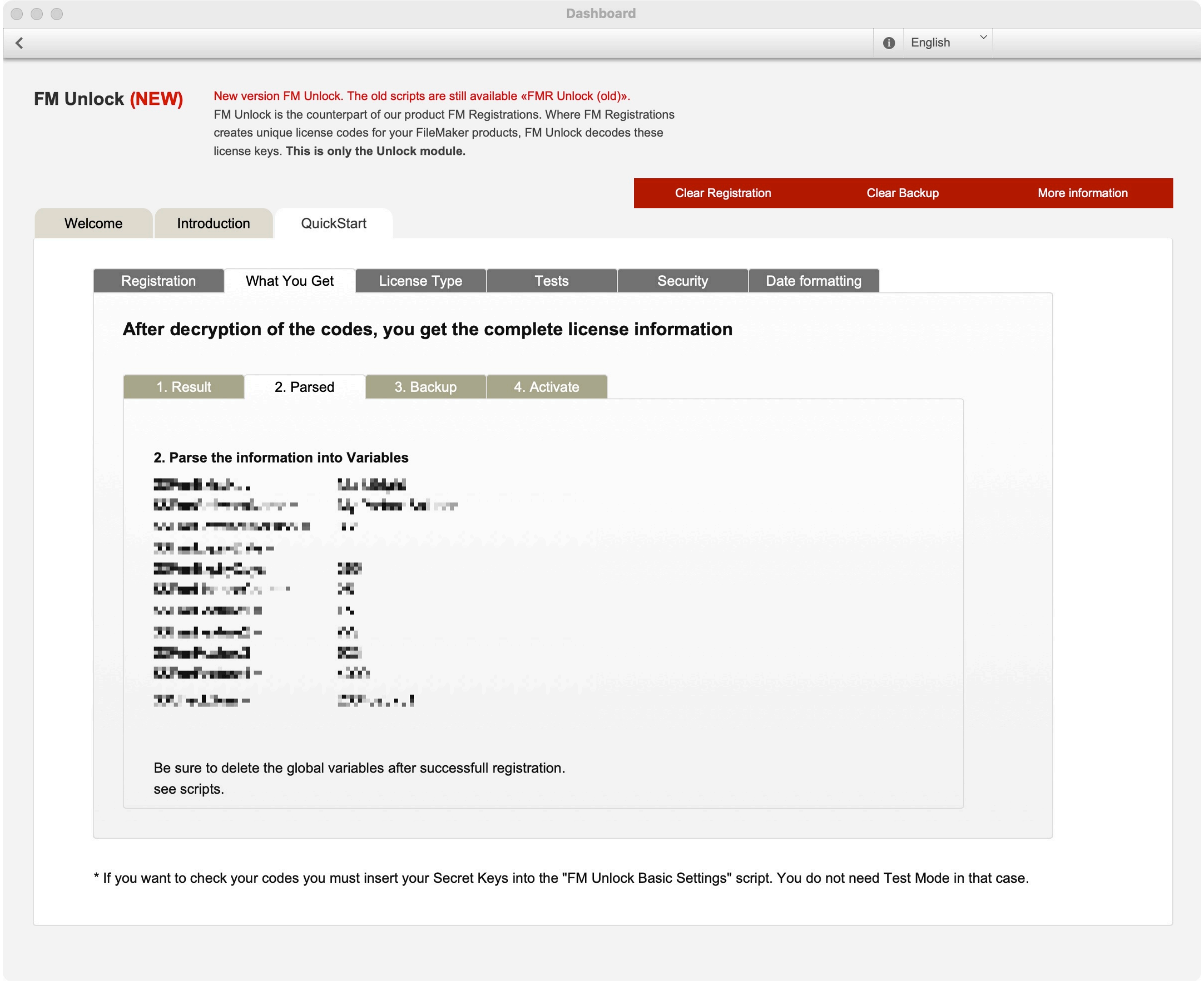
[redacted]

[redacted]

* If you want to check your codes you must insert your Secret Keys into the "FM Unlock Basic Settings" script. You do not need Test Mode in that case.

2. Parsed

Parsing describes the process by which a text string is broken down into parts. In this step you ensure you get all the information you want in an easy-to-handle format. In this sub-tab the information is represented with global variables. This is only during the registration process. This makes it very easy to use the information in your own scripts, so that you can make settings based on this information, using own scripts.



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After decryption of the codes, you get the complete license information

2. Parse the information into Variables

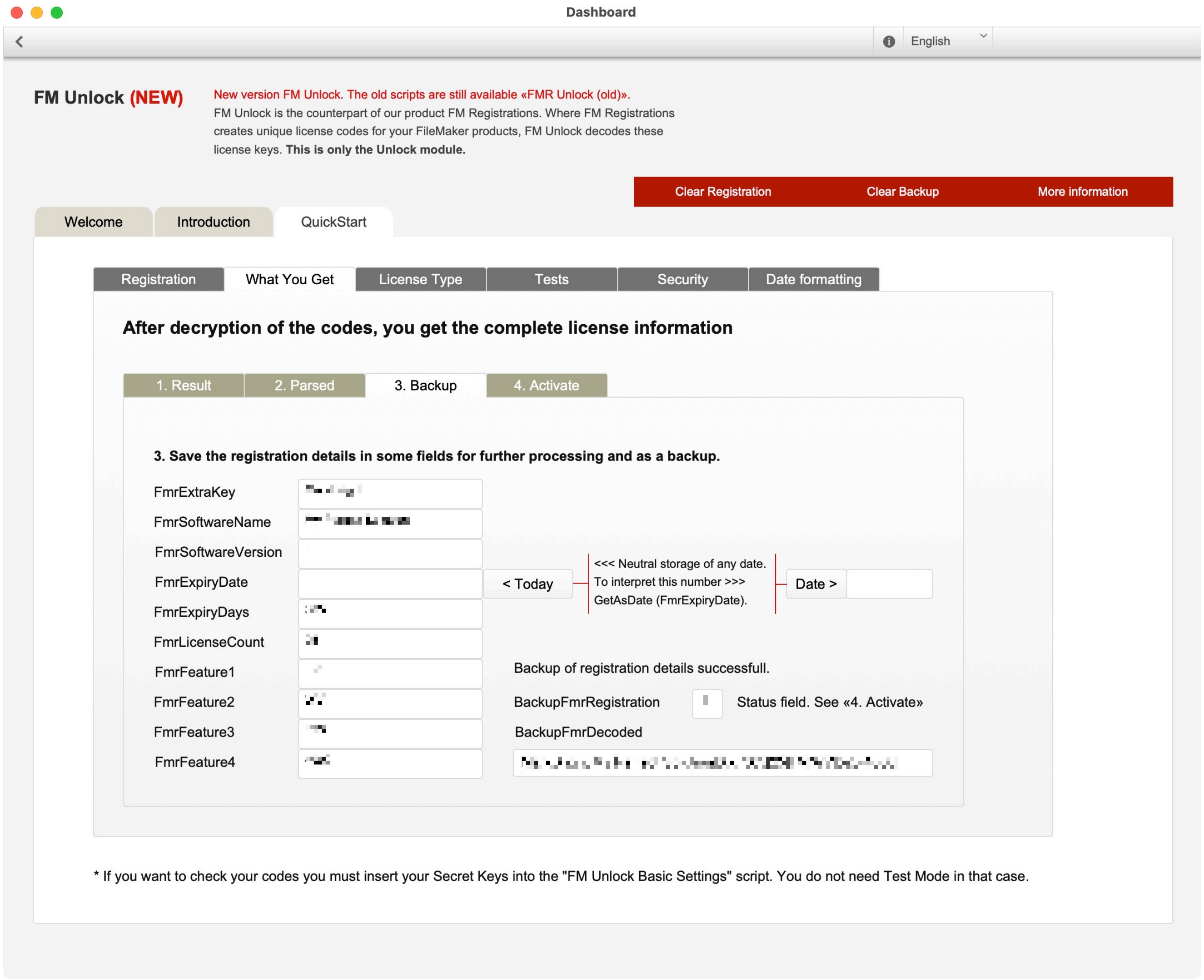
[redacted]

Be sure to delete the global variables after successfull registration.
see scripts.

* If you want to check your codes you must insert your Secret Keys into the "FM Unlock Basic Settings" script. You do not need Test Mode in that case.

3. Backup

FM Unlock now also creates a backup record of the registration. Therefore the registration can be read at each program start. Therefore, when you start the program, you can see if the software has already been registered and if the registration is valid. Otherwise, the registration would have to be repeated every time the program is started. However, this is exactly what you want to avoid.



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After decryption of the codes, you get the complete license information

3. Save the registration details in some fields for further processing and as a backup.

FmrExtraKey	[redacted]
FmrSoftwareName	[redacted]
FmrSoftwareVersion	
FmrExpiryDate	
FmrExpiryDays	[redacted]
FmrLicenseCount	[redacted]
FmrFeature1	[redacted]
FmrFeature2	[redacted]
FmrFeature3	[redacted]
FmrFeature4	[redacted]

<<< Neutral storage of any date.
To interpret this number >>>
GetAsDate (FmrExpiryDate).

Backup of registration details successfull.

BackupFmrRegistration [redacted] Status field. See «4. Activate»

BackupFmrDecoded [redacted]

* If you want to check your codes you must insert your Secret Keys into the "FM Unlock Basic Settings" script. You do not need Test Mode in that case.

4. Activation

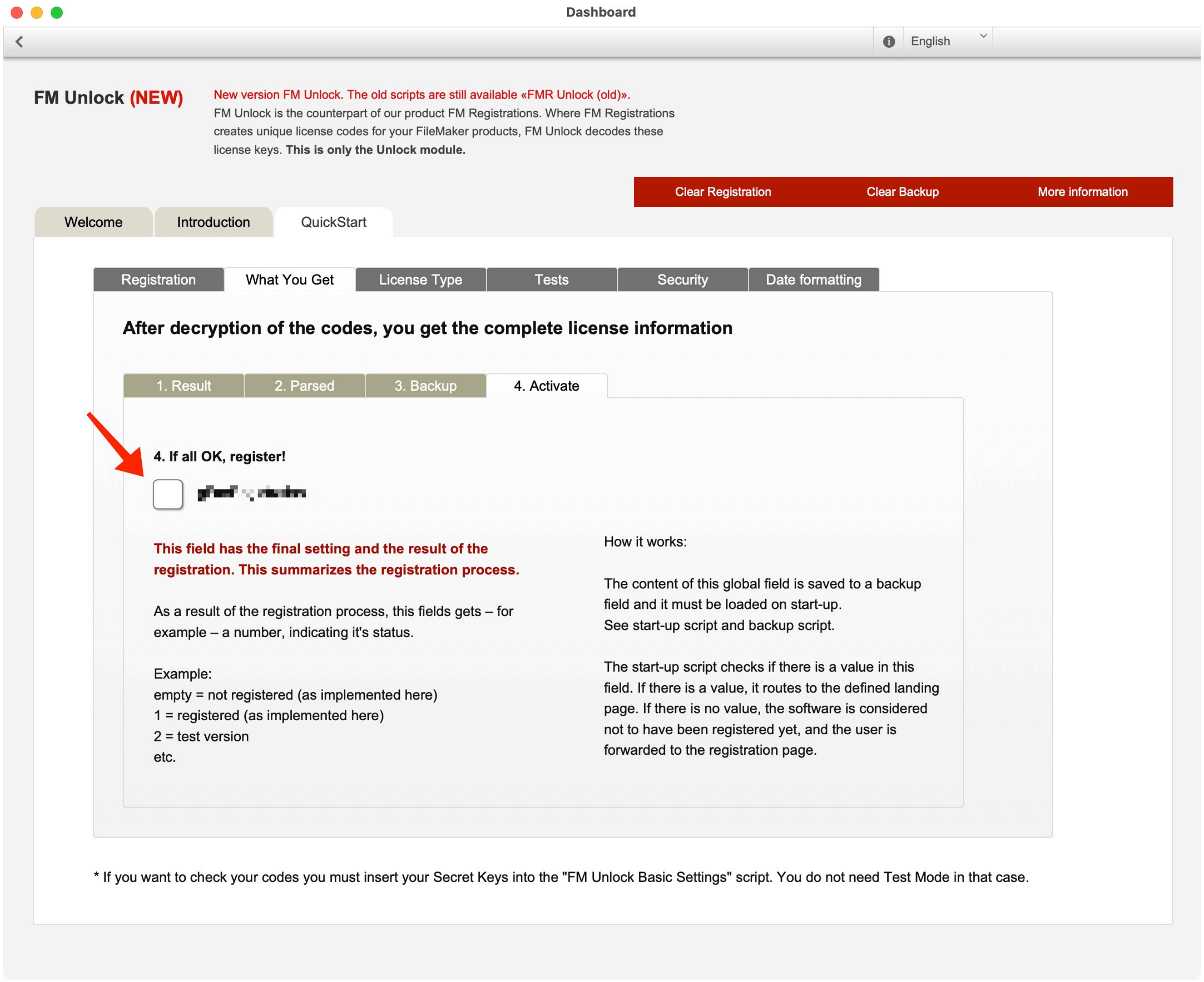
When all the data is checked and saved, it needs a final evaluation of the whole process. If the registration is valid, then it needs an "OK". This is the summary. This summary is written into a field. The check of this field at the program start is the fastest check of the registration. You can write something in this field, for example "1" or "A" or "OK".

Let's imagine that we define the result as follows:

- an "empty field" means: not registered
- "1" means: Registered
- "2" means: Trial version

Of course, you can define your own values here. The important thing is not the value, but the function. When the program is started, the registration is loaded and a quick check for the value in this field can then already determine which version the customer has. The value can function as a "switch" in a workflow.

The activation field:



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FM Unlock is the counterpart of our product FM Registrations. Where FM Registrations creates unique license codes for your FileMaker products, FM Unlock decodes these license keys. **This is only the Unlock module.**

After decryption of the codes, you get the complete license information

4. If all OK, register!

□ [redacted]

This field has the final setting and the result of the registration. This summarizes the registration process.

As a result of the registration process, this fields gets – for example – a number, indicating it's status.

Example:
empty = not registered (as implemented here)
1 = registered (as implemented here)
2 = test version
etc.

How it works:

The content of this global field is saved to a backup field and it must be loaded on start-up.
See start-up script and backup script.

The start-up script checks if there is a value in this field. If there is a value, it routes to the defined landing page. If there is no value, the software is considered not to have been registered yet, and the user is forwarded to the registration page.

* If you want to check your codes you must insert your Secret Keys into the "FM Unlock Basic Settings" script. You do not need Test Mode in that case.

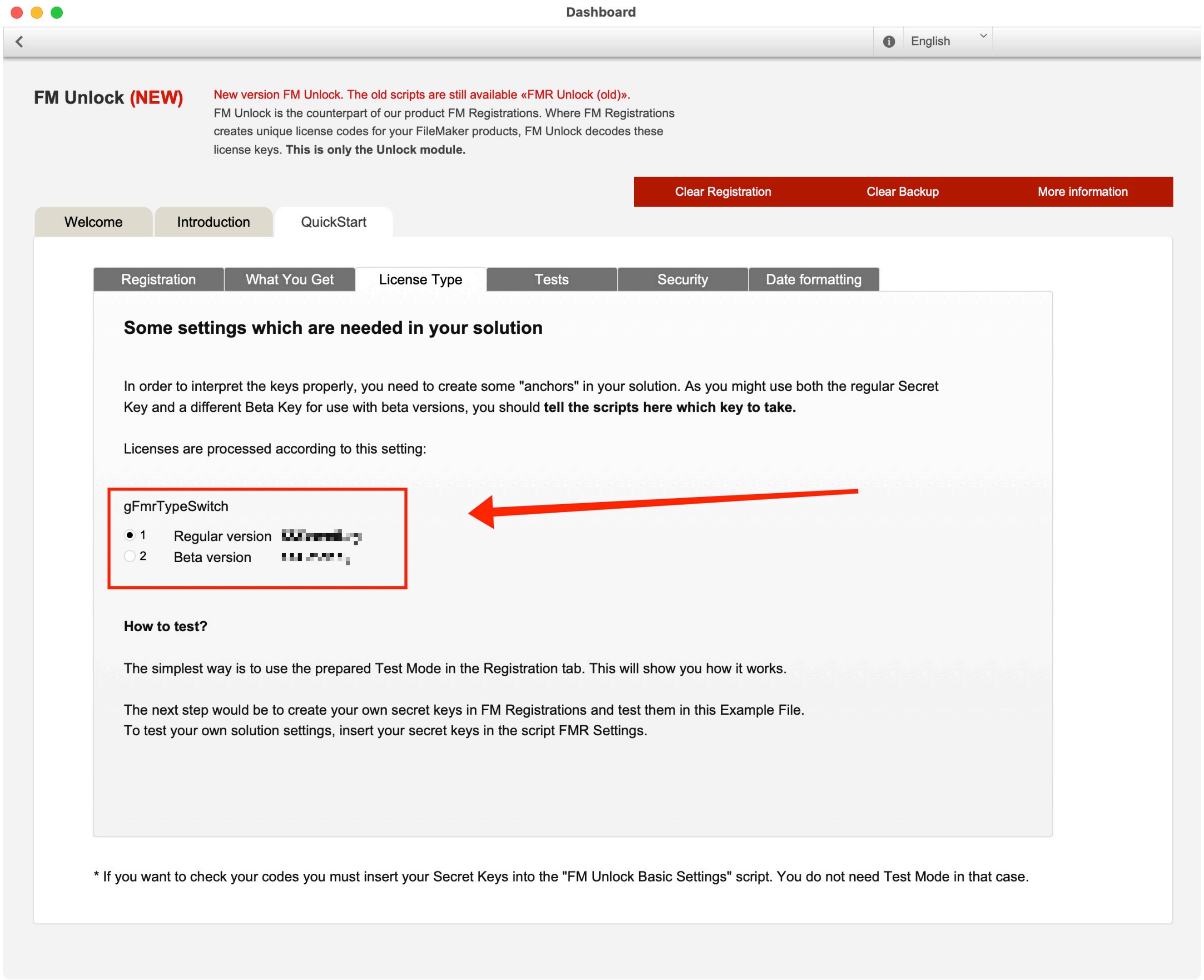
License Type

The third tab "License Type" is only about one setting. You can choose whether you want to verify a regular license or a beta version. The reason for this distinction is that you often work with beta versions before the official release of a new software solution. You may want to run these with certain limitations, so that they (for example) do not remain valid indefinitely.

The license type switch now defines which secret key is used for decryption. This starts already in FM Registrations. Which keys are there?

In FM Registrations you create a separate entry for each software, each version. This enables you to create codes for specific versions only. Each entry has 2 secret keys, one for the regular version, another one for the beta version.

Both keys must also be transferred to FM Unlock (see: "How it works"). This switch decides which secret key is used for decryption.



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FM Unlock is the counterpart of our product FM Registrations. Where FM Registrations creates unique license codes for your FileMaker products, FM Unlock decodes these license keys. **This is only the Unlock module.**

Some settings which are needed in your solution

In order to interpret the keys properly, you need to create some "anchors" in your solution. As you might use both the regular Secret Key and a different Beta Key for use with beta versions, you should **tell the scripts here which key to take.**

Licenses are processed according to this setting:

gFmrTypeSwitch

● 1 Regular version [redacted]
○ 2 Beta version [redacted]

How to test?

The simplest way is to use the prepared Test Mode in the Registration tab. This will show you how it works.

The next step would be to create your own secret keys in FM Registrations and test them in this Example File.
To test your own solution settings, insert your secret keys in the script FMR Settings.

* If you want to check your codes you must insert your Secret Keys into the "FM Unlock Basic Settings" script. You do not need Test Mode in that case.

For this to work correctly, the license code must already be defined as "Beta" or "Regular" in FM Registrations. Each software update of the software can then be unlocked with the same key as long as this switch is set to "Beta".

If the release of the software becomes definite, then a new version of your application is released, for which "regular license codes" are created. It must be already considered in the code generation and then in parallel also here in this preset for the software version. In FM Unlock this switch must be changed correctly also to "Regular version", so that the decryption "Regular" works.

- If you create a Regular Version License code, it will work only, if your application has the license type switch to "Regular Version"

- If you create a Beta version license code, it will work only, if your application has the license type switched to "Beta Version".

This difference allows you to cleanly separate beta versions from final versions.

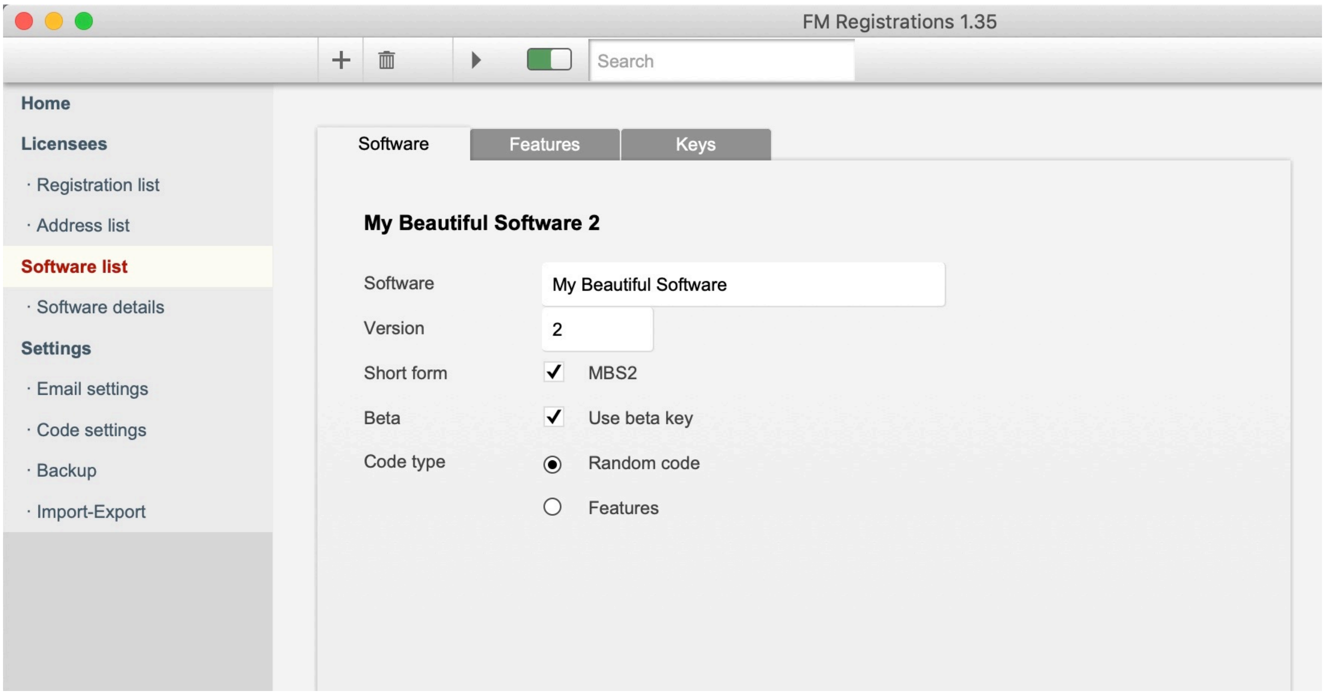
How it works

FMR Unlock decodes the license codes you generate with FM Registrations. In order to make this work, you have to copy some secret keys from FM Registrations and insert them in a script in FMR Unlock. These keys are used to encrypt and to decrypt the information of the license keys.

Where to get those secret keys?

You need FM Registrations, an optional software which you can purchase at fmstarter.com

In FM Registrations, create a new software item, give it a name and version:



My Beautiful Software 2

Software: My Beautiful Software

Version: 2

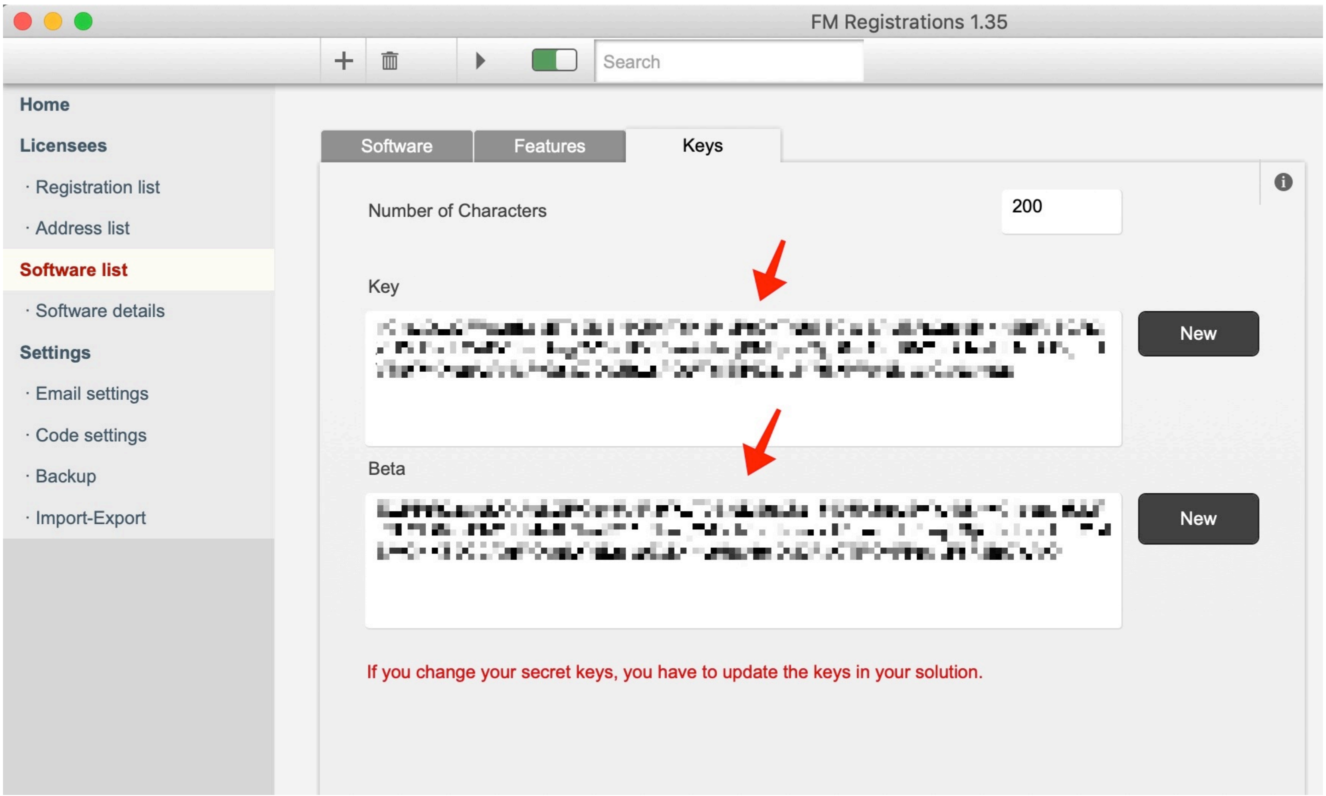
Short form ☑ MBS2

Beta ☑ Use beta key

Code type ● Random code ○ Features

Secret Keys

Now head over to the tab called Keys, where you create both a **standard key** for the standard license and a **beta key** for a beta version. These are your secret keys.



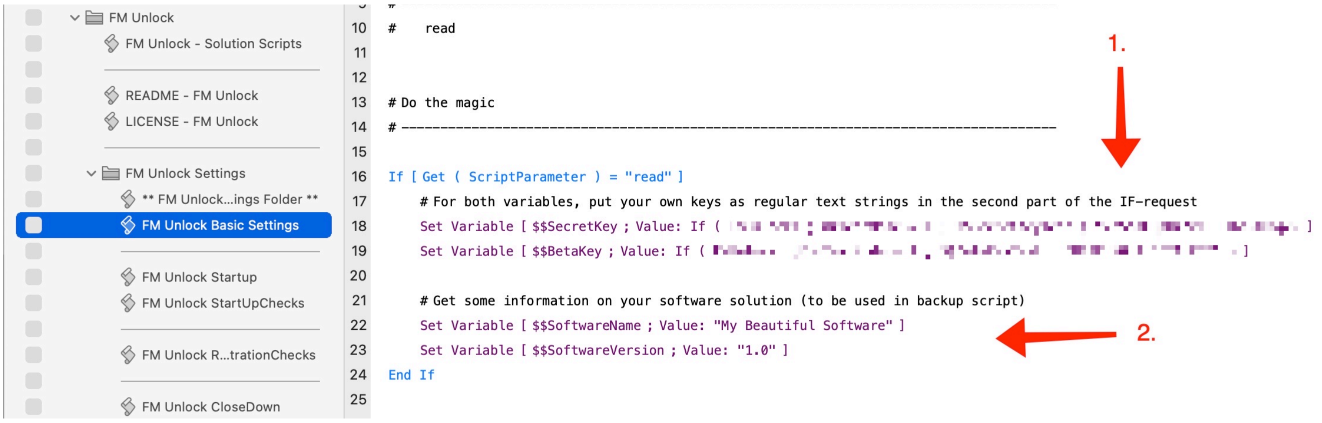
Number of Characters: 200

Key: [redacted]

Beta: [redacted]

If you change your secret keys, you have to update the keys in your solution.

Copy those keys and paste them to FM Starter, the FM Unlock module, in the script FM Unlock Basic Settings as shown in the screenshot below.



```
#    read


# Do the magic
# ----------------------------------------------------------------------------------------

If [ Get ( ScriptParameter ) = "read" ]
    # For both variables, put your own keys as regular text strings in the second part of the IF-request
    Set Variable [ $$SecretKey ; Value: If ( [redacted] ]
    Set Variable [ $$BetaKey ; Value: If ( [redacted] ]

    # Get some information on your software solution (to be used in backup script)
    Set Variable [ $$SoftwareName ; Value: "My Beautiful Software" ]
    Set Variable [ $$SoftwareVersion ; Value: "1.0" ]
End If
```

GNV Global Navigation

This module dynamically creates a navigation which is truly global, like in "global variables" and "global fields". We think this navigation module is one of the most powerful and useful parts of FM Starter.

A new module

The GNV Global Navigation module is a completely new module, created exclusively for FM Starter 2. Unlike the version used in FM Starter 1, this new module does not rely on relationships, but it works with a global repetition field.

Truly global

This solution is truly global, as you can copy the navigation block and paste it to any layout of any table and it will work. No further settings are needed. This navigation does not depend on relationships, but on 2 global repetition fields, which are displayed through a button bar as navigation block.

Table based

This navigation module is table based, which means that you can manage each clickable item in a regular list. A navigation table also allows you to add more information to each item, like the layout you want to navigate to, or access rights. A table based navigation is extremely flexible.

Button bar

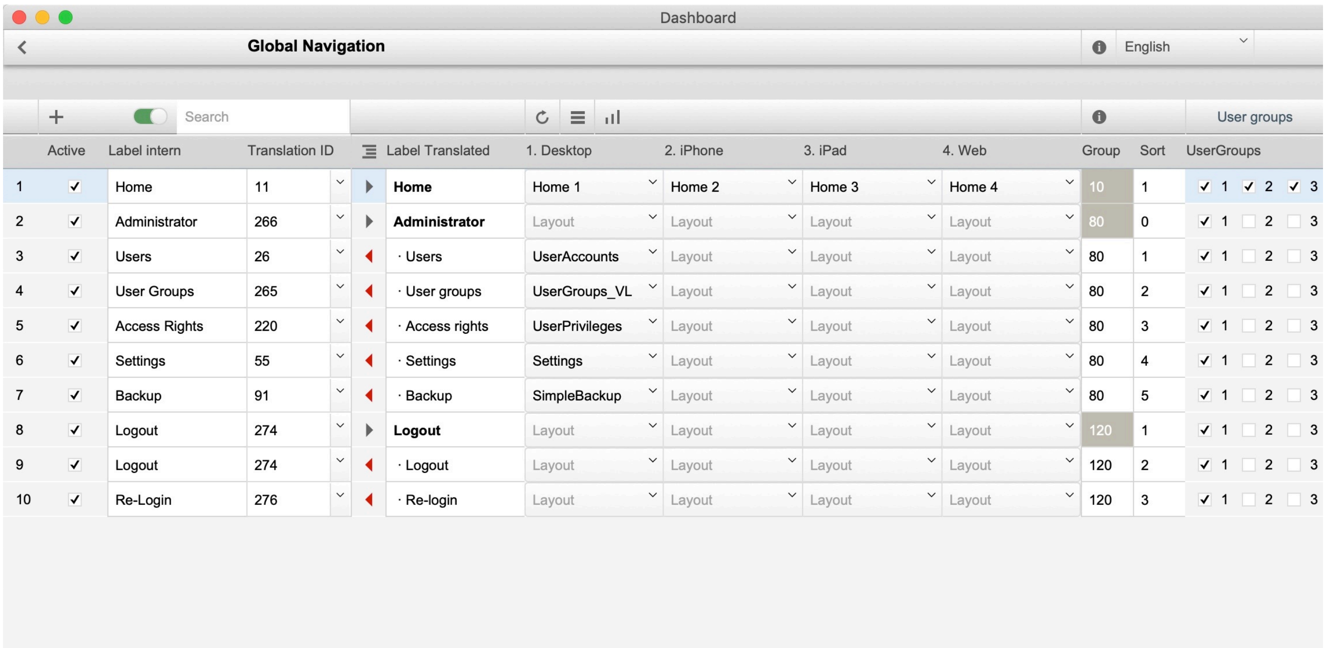
The navigation is finally displayed by using a button bar. This button bar needs some preparation for each clickable button (button bar element), but once this is done, no further changes are needed. You can simply use the prepared navigation block as available in FM Starter.

Single navigation only

This is a module to create a single navigation block only. There is no option to get a split navigation (like in: top navigation and left navigation), similar to the one in FM Starter 1. The reason is obvious: Simpler is more beautiful.

The navigation table

The navigation table can be found on the developer Dashboard. Open the Dashboard and find the navigation on the left screen side.



	Active	Label intern	Translation ID		Label Translated	1. Desktop	2. iPhone	3. iPad	4. Web	Group	Sort	UserGroups
1	✓	Home	11	▶	**Home**	Home 1	Home 2	Home 3	Home 4	10	1	✓ 1 ✓ 2 ✓ 3
2	✓	Administrator	266	▶	**Administrator**	Layout	Layout	Layout	Layout	80	0	✓ 1 □ 2 □ 3
3	✓	Users	26	◀	· Users	UserAccounts	Layout	Layout	Layout	80	1	✓ 1 □ 2 □ 3
4	✓	User Groups	265	◀	· User groups	UserGroups_VL	Layout	Layout	Layout	80	2	✓ 1 □ 2 □ 3
5	✓	Access Rights	220	◀	· Access rights	UserPrivileges	Layout	Layout	Layout	80	3	✓ 1 □ 2 □ 3
6	✓	Settings	55	◀	· Settings	Settings	Layout	Layout	Layout	80	4	✓ 1 □ 2 □ 3
7	✓	Backup	91	◀	· Backup	SimpleBackup	Layout	Layout	Layout	80	5	✓ 1 □ 2 □ 3
8	✓	Logout	274	▶	**Logout**	Layout	Layout	Layout	Layout	120	1	✓ 1 □ 2 □ 3
9	✓	Logout	274	◀	· Logout	Layout	Layout	Layout	Layout	120	2	✓ 1 □ 2 □ 3
10	✓	Re-Login	276	◀	· Re-login	Layout	Layout	Layout	Layout	120	3	✓ 1 □ 2 □ 3

After opening the navigation module, you will see the navigation table. Every line represents a navigation item. The table can be searched, sorted, restricted, etc. This is used to create a selection of items for display in the navigation block.

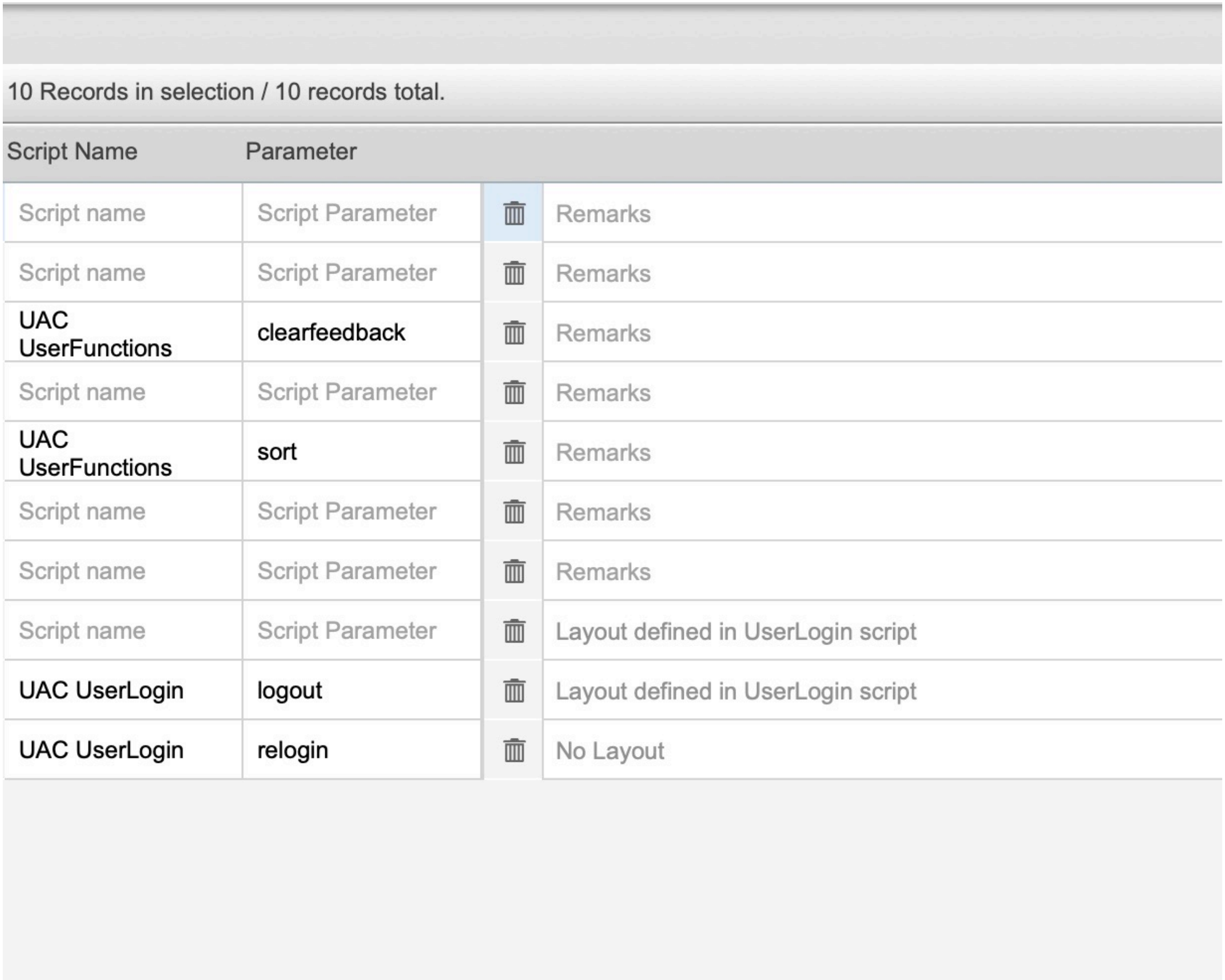
For example, if a main category of the navigation is expanded or collapsed, the list is regenerated based on a specific search and the navigation is completely recreated. This happens instantly on any click.

In the navigation table, there are several options available per item. Carefully check each option:

1. Active: Use active entries only
2. Label intern: The label for this table (for your eyes only)

3. Translation ID: Integration with the translation module MTL Multilingual Text labels.
4. Label translated: The label in the current translation, based on the Translation ID
5. Layouts 1...4 are for different platforms: Desktop, iPhone, iPad and Web
6. Group: First level entry in the list (without indents). Sorted according these groups first.
7. Sort: Additional sorting information within Groups
8. User Groups: The Admin (1) can see all pages. Other user groups can be assigned a page.

Scrolling to the right, there is some more information hidden in this table:



10 Records in selection / 10 records total.

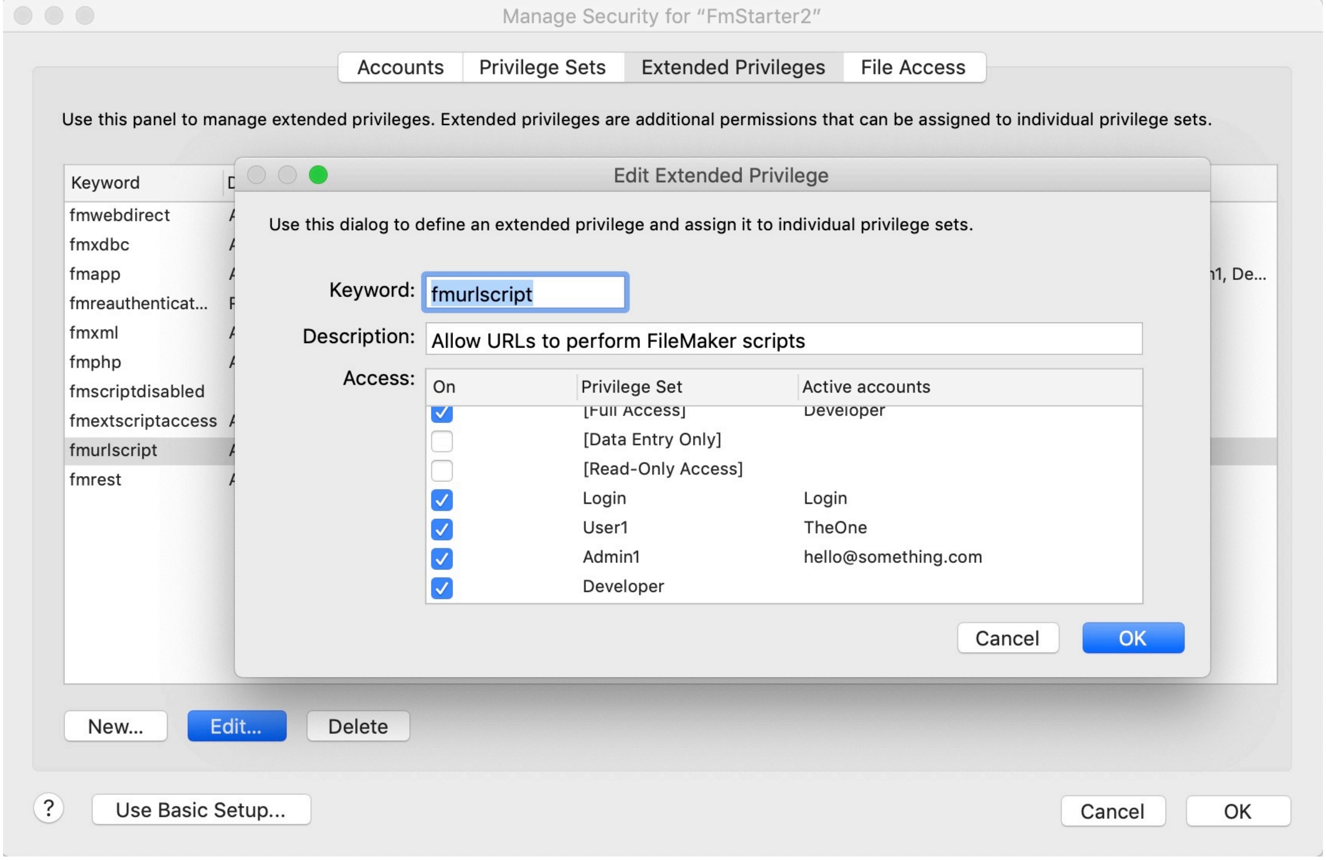
Script Name	Parameter		
Script name	Script Parameter	🗑	Remarks
Script name	Script Parameter	🗑	Remarks
UAC UserFunctions	clearfeedback	🗑	Remarks
Script name	Script Parameter	🗑	Remarks
UAC UserFunctions	sort	🗑	Remarks
Script name	Script Parameter	🗑	Remarks
Script name	Script Parameter	🗑	Remarks
Script name	Script Parameter	🗑	Layout defined in UserLogin script
UAC UserLogin	logout	🗑	Layout defined in UserLogin script
UAC UserLogin	relogin	🗑	No Layout

1. Script Name: Trigger a script
2. Parameter: Script parameter
3. [Delete] record
4. Remarks: For your eyes only.

How to activate scripts

For scripts to work, you must enable two things:

- FM Starter: activate Use Scripts on the settings part of this screen (bottom left) and
- File Security: Activate the URL use in File > Settings > Security > Extended Privileges.



Manage Security for "FmStarter2"

Use this panel to manage extended privileges. Extended privileges are additional permissions that can be assigned to individual privilege sets.

Keyword

fmwebdirect
fmxdbc
fmapp
fmreauthenticat...
fmxml
fmphp
fmscriptdisabled
fmextscriptaccess
fmurlscript
fmrest

Edit Extended Privilege

Use this dialog to define an extended privilege and assign it to individual privilege sets.

Keyword: fmurlscript

Description: Allow URLs to perform FileMaker scripts

Access:

On	Privilege Set	Active accounts
☑	[Full Access]	Developer
□	[Data Entry Only]	
□	[Read-Only Access]	
☑	Login	Login
☑	User1	TheOne
☑	Admin1	hello@something.com
☑	Developer	

Problem case "Dot in filename"

If you use a dot in the file name (in addition to ".fmp12"), FileMaker becomes confused. We strongly advise against using dots in the file name. If you need to do this nevertheless, scripts may no longer be accessible. Since version 2.1 you can still use additional points in the FileMaker database name, but then you have to explicitly specify the file extension. To do this, activate the option "Use Extension" and enter a current file extension of FileMaker in the text field (e.g. fmp12, fmpur).

Navigation settings

The navigation settings are at the bottom of the navigation table screen. Each part has its own help text where you will find more detailed descriptions.

The navigation settings allow you to configure the display, look-and-feel and behavior of the navigation. Be sure to save your settings if you make any changes.

As the text labels are dynamically generated, you can also choose to display something else as the (translated) text label.

The parameters list are all about the settings for each navigation item. These are stored separately and (re)generated together with the labels.

The last two parts of the settings are concerned with the platform you are running FileMaker on. FM Starter will detect the platform, and automatically load the navigation layouts for that platform. You can simulate this with the layout type selector.

Active entries only

Switch this ON (default) to show active entries only. This allows you to work on the navigation before you make it accessible to all users.
Filter groups
Filtering makes a navigation collapsable. FM Starter comes with a 2-level navigation. Klicking on any level-1 entry will expand that section and collapse it, when clicking it again. Use the levels to create logical groups of functions of pages. Filtering is ON per default.

Any navigation entry can be assigned to any user group. Standard every entry is assigned to the administrator (group 1). You can activate every single entry to display in the navigation of any group. In order to make second-level entries work, you must also activate the belonging first-level entry.

Use scripts

The navigation can be used to navigate, but also to trigger scripts. In order to do so, you must activate 2 things:

1. Activate the setting "Use scripts"
2. Activate the security settings for the specific privilege set to include URLs
   (File > Manage > Security > Advanced > Extended Privileges >
   fmurlscript must be active for the used privilege sets.

Using scripts is ON per default.

Navigation warnings

Activate some warnings in the navigation, useful if you are working on the navigation scripts (for developers only). Navigation warnings if OFF per default.

Enhancing the navigation element

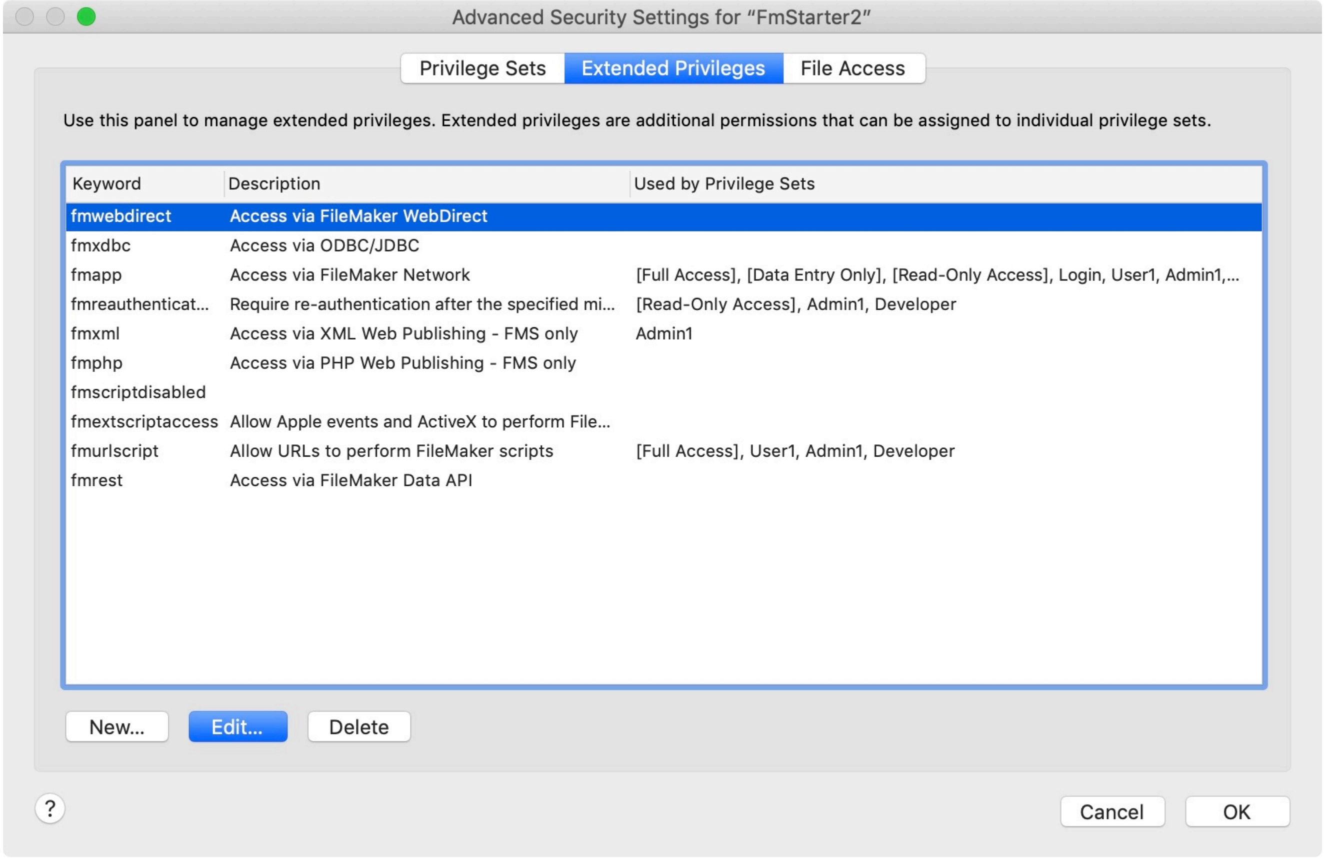
The navigation element which comes with the delivery of FM Starter has a fixed number of button-bar elements. If you need more, you will have to create more elements in the bar (which is easy). Be sure to check on the set-up of each element. Each element must have a script parameter, which is the number of the element. The first element will have "1" as a script parameter, the next "2" and so on.

This has been done because there is currently no way to dynamically request that information from FileMaker. Also, the elements of a button bar can be moved around within the bar. Therefor it is up to you to keep this numbering sound, as it will link to the respective entries of the generated navigation list.

Multiple platforms

While the navigation table supports multiple platforms, further tweaking might be necessary.

WebDirect for example is not activated in the file. You need to create these settings yourself, and activate WebDirect support in case you need it.



Use this panel to manage extended privileges. Extended privileges are additional permissions that can be assigned to individual privilege sets.

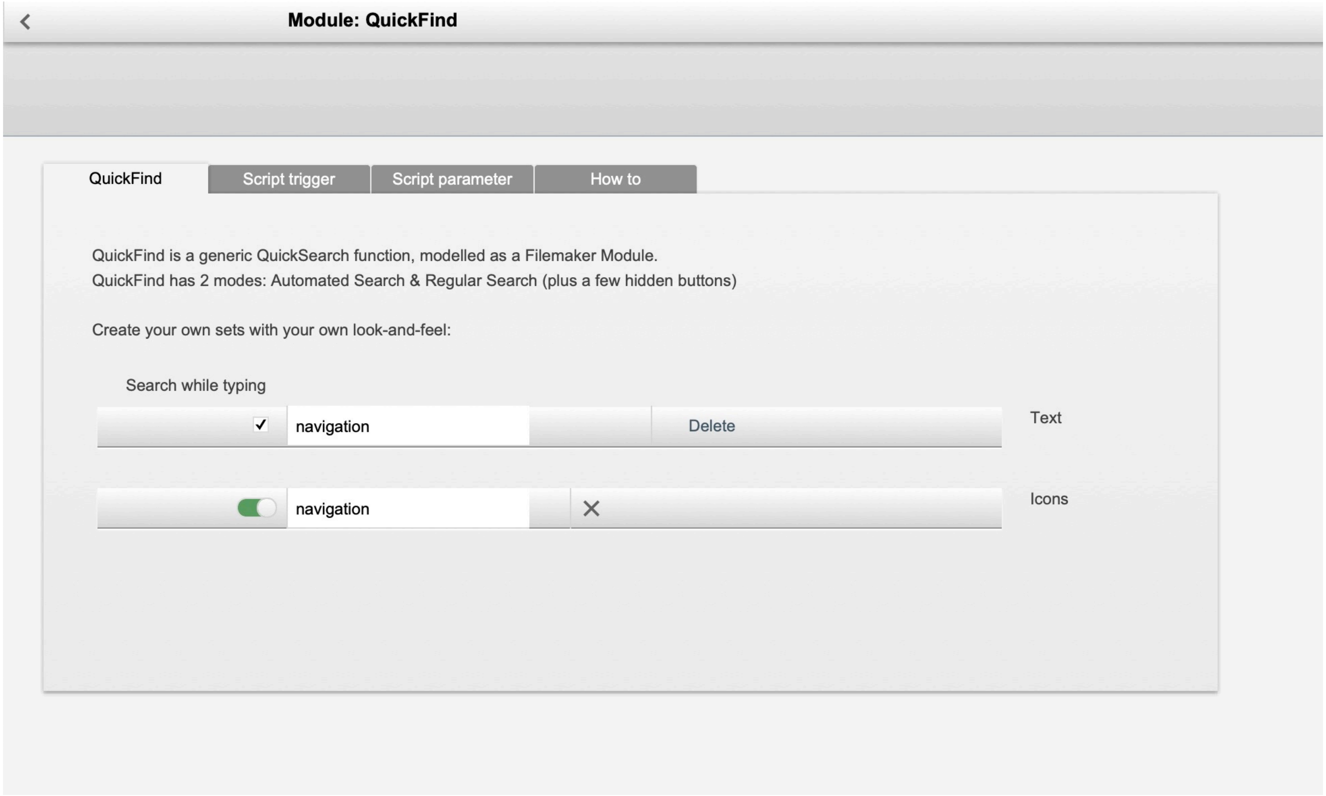
Keyword	Description	Used by Privilege Sets
fmwebdirect	Access via FileMaker WebDirect	
fmxdbc	Access via ODBC/JDBC	
fmapp	Access via FileMaker Network	[Full Access], [Data Entry Only], [Read-Only Access], Login, User1, Admin1,...
fmreauthenticat...	Require re-authentication after the specified mi...	[Read-Only Access], Admin1, Developer
fmxml	Access via XML Web Publishing - FMS only	Admin1
fmphp	Access via PHP Web Publishing - FMS only	
fmscriptdisabled		
fmextscriptaccess	Allow Apple events and ActiveX to perform File...	
fmurlscript	Allow URLs to perform FileMaker scripts	[Full Access], User1, Admin1, Developer
fmrest	Access via FileMaker Data API	

Quick Find module

The Quick Find module is a generic Quick Search function, modeled as a FileMaker module. It has been integrated already in FM Starter 1 and reappears with the same functionality.

This module is generic and works on any table or layout. Just copy a complete set of buttons and fields from any existing page or from the module page, to paste it anywhere. That's all!

Available are two functional bars, one with a text version and one with icons. They work identical.



QuickFind is a generic QuickSearch function, modelled as a Filemaker Module.
QuickFind has 2 modes: Automated Search & Regular Search (plus a few hidden buttons)

Create your own sets with your own look-and-feel:

QuickSort module

The QuickSort module is a generic sorting function, consisting of just a script.
See the module page for a description.

The QuickSort module is especially useful to quickly sort the fields of a list.

MTL Multilingual Text Labels

Standard approach in FileMaker

FileMaker allows you to write text directly into any layout. That's what most people do when they start using FileMaker. It's easy to use. Once the solution grows, managing text quickly becomes difficult the more pages you have to work with. And as soon as you want to add a language, you feel like you have to start your layout from scratch.

Dynamic approach

Using dynamically generated text labels is the way to go. All your text labels are maintained in a single table for that purpose. This way it becomes extremely simple to manage. By referring to the same entry, you can use the same texts on multiple places, while you can still change everything from the same table.

Access the module through the developer Dashboard or the Toolbox window.

Tip:

We highly recommend to **always** work with this module, even if you think of just using a single language.

How does it work?

The text label module offers a simple way to keep all your texts in a single table. Learn how it works:

Table based

All text labels are stored in a single table. The labels itself are stored in a single field. Every language has an own repetition of that field. It is easy to search, to add or to edit any entry.

Global repetition field

When initializing the text labels, the selected language (= repetition field) is loaded into a single global field with 32'000 repetitions (the maximum currently). Each text label in the table has its own number in a separate field. This number is used to store that translation into the corresponding repetition number with that value.

Showing the translation

New translations become visible after reloading the language or by choosing any other language. To reload select the language from any of the language popup menus in the top bar.

How to integrate the text labels

Text labels can be integrated as fields or as merge fields by calling that specific global repetition field, with the number of that repetition in square brackets. Like so:

```
<<L::gT[35]>>
```

The table is called L, the field is called gT and the repetition number is 35. This keeps codes short.

Toolbox

The easiest way to find, create and copy text labels is by using the Toolbox. It will let you just copy and paste merge fields like the one shown above.

Numbering redefined

The textlabel module is used for both the basic development of FM Starter by Kursiv Software and your own development. To avoid that you will update your solution one day with new functions and text labels from the FM Starter development, you can separate your own label numbering from the numbering of FM Starter. By separating you will always avoid overlapping.

How this is done:
The numbering is a simple serial count, fixed in the field **TranslationID.** Open the field description in the database window (File > Manage > Database) and set the value to a higher number (for example: 5000), to avoid any future overlap. The labels you create will then start at 5000.

Languages

FM Starter comes with 4 standard languages, used for the interface:

- English
- German
- French
- Spanish

This selection can be used, changed or enhanced. This is all up to you.

Does FM Starter translate automatically?

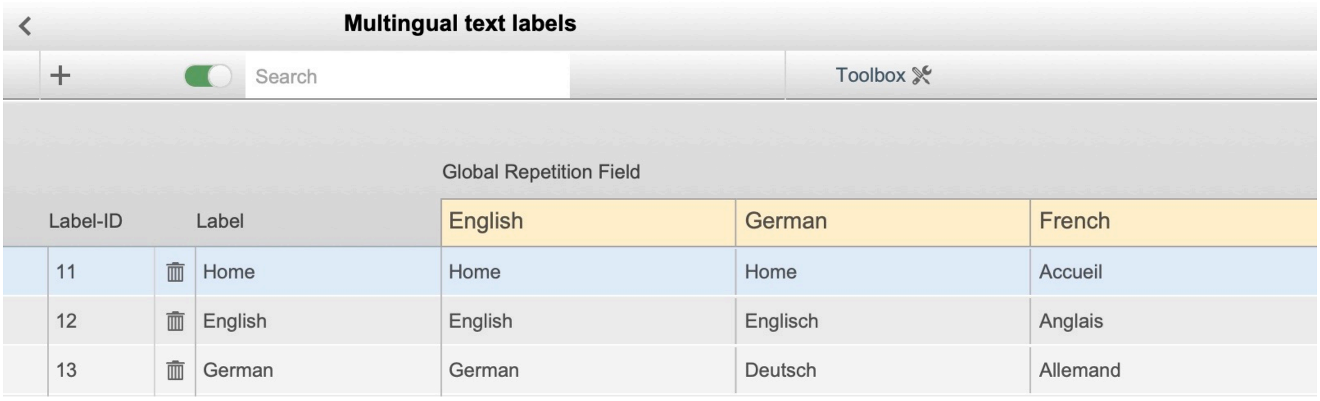
No, these are all manual translations, but you will find that it is easy to handle. Excellent translations for a number of languages can be made on deepl.com (highly recommendable). It is also possible to upload documents for quick translations, thus you can replace the existing languages quite easily using services like these.

Editing Languages

You can define the number of languages, as well as the language selection itself. The initial situation of FM Starter is just an example.

Main window

Open the module Multilingual Text Labels from the left navigation in the developer Dashboard.

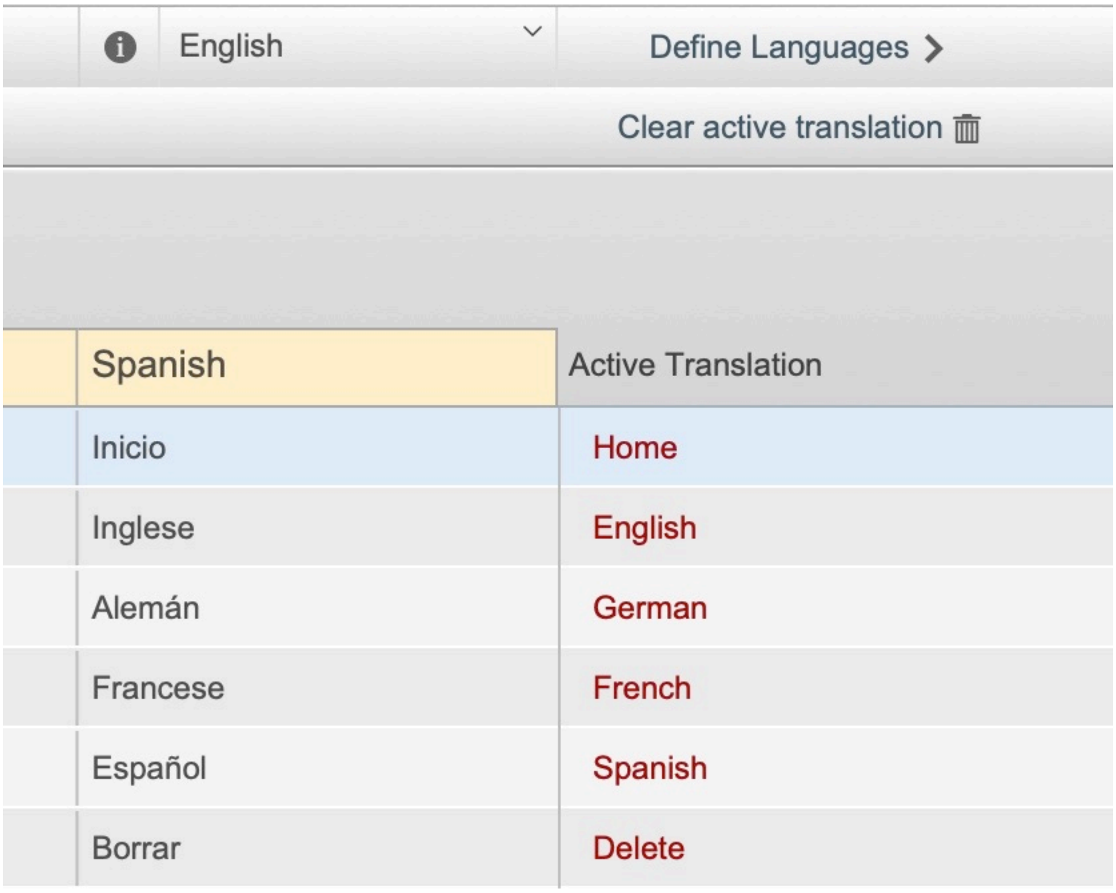


Label-ID		Label	English	German	French
11	🗑	Home	Home	Home	Accueil
12	🗑	English	English	Englisch	Anglais
13	🗑	German	German	Deutsch	Allemand

- The Label-ID is automatically given. Do not change.
- The Label is a name for internal reference (you might create longer text snippets, for which you choose a short "name")
- There is a single field for the language names, with 4 repetitions.
- There is a single field for the text labels, with 4 repetitions for the languages.
- Search any value with the search field.
- Open the Toolbox with the button "Toolbox"

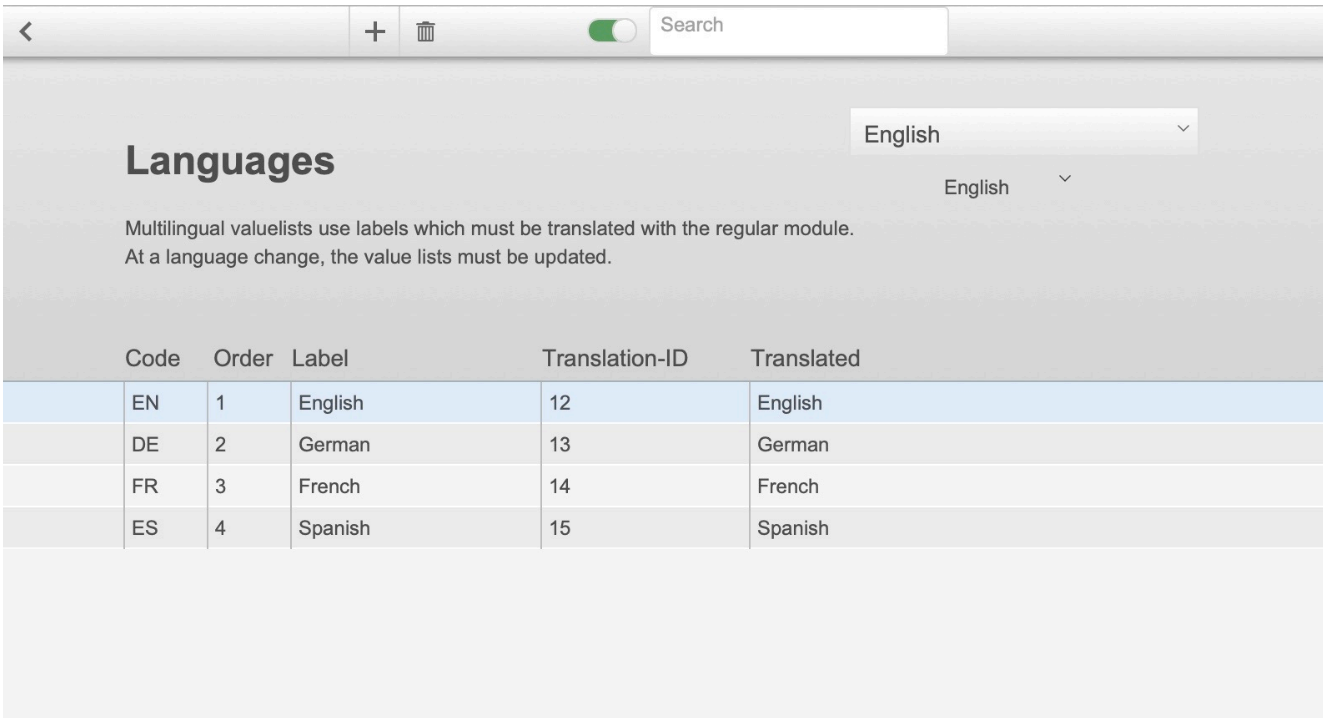
Defining languages

To adjust the naming of each language, to add, remove or enhance this information, click on Define Languages:



Spanish	Active Translation
Inicio	Home
Inglese	English
Alemán	German
Francese	French
Español	Spanish
Borrar	Delete

A new window opens, where you can edit the language list. This list is used to create a value list for the popup menu with languages.



Languages

Multilingual valuelists use labels which must be translated with the regular module.
At a language change, the value lists must be updated.

Code	Order	Label	Translation-ID	Translated
EN	1	English	12	English
DE	2	German	13	German
FR	3	French	14	French
ES	4	Spanish	15	Spanish

If you add new languages, be sure to create a new record in the translations as well, and link that with the proper Translation-ID. This secures that name of the language is displayed properly.

Updating frontend

Any change in labelling will only be activated after reloading a language. To do so, simply choose any of the languages from the language popup.

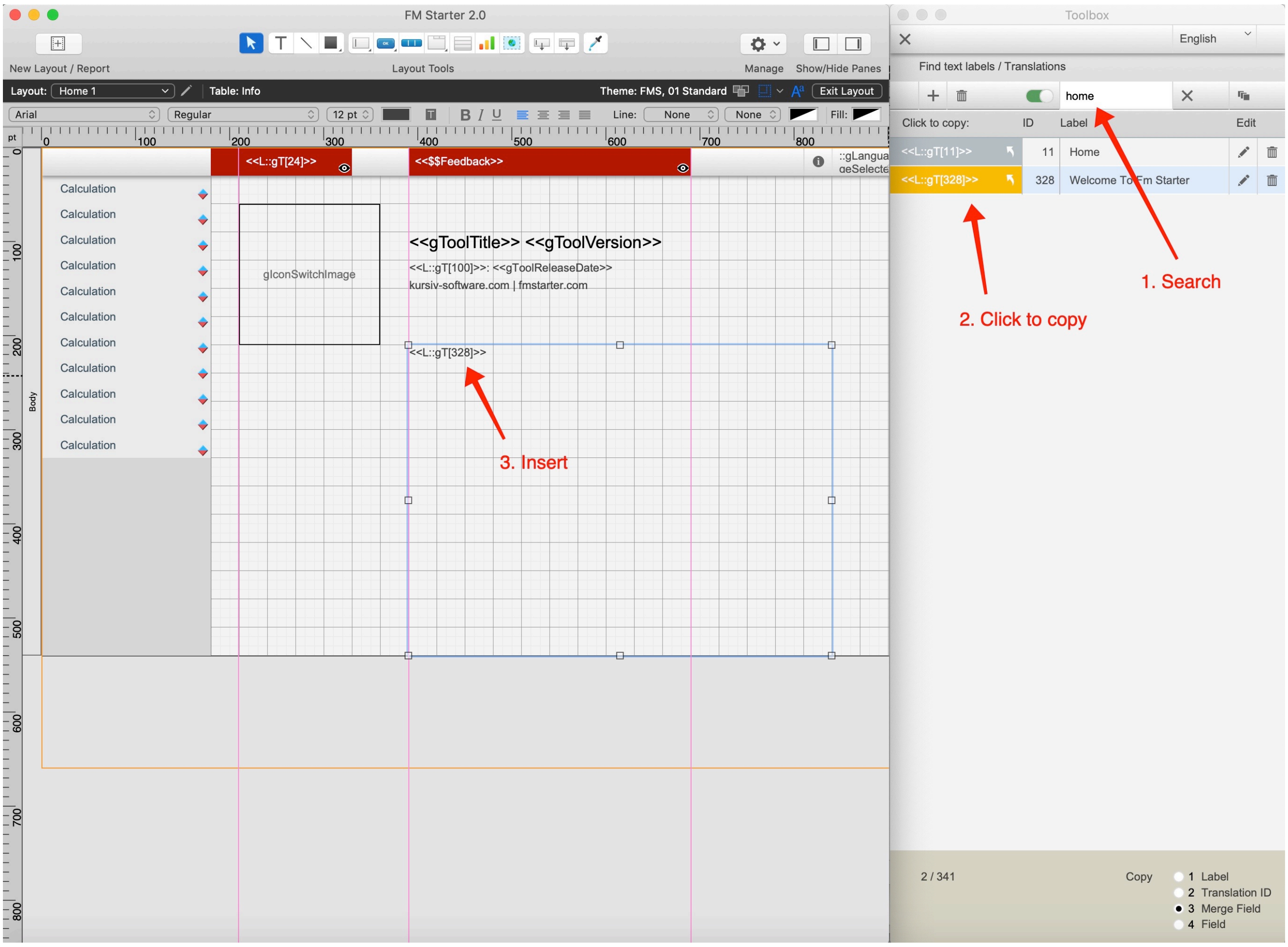
This value list is actualized at every reloading of a language. How this works is explained in the section Editing Value Lists.

Working with the Toolbox

While you can work with the large table of the module, you will most likely use the Toolbox most. See the section about the Toolbox window.

Find and copy any text label

Open the Toolbox window. The main window can now switch to layout mode, and you can search, create or copy any text label from the Toolbox window easily.



Layout: Home 1
Table: Info
Theme: FMS, 01 Standard
Arial · Regular · 12 pt
Line: None · None
Fill:

<<L::gT[24]>>
<<$$Feedback>>
::gLanguageSelected
<<gToolTitle>> <<gToolVersion>>
<<L::gT[100]>>: <<gToolReleaseDate>>
kursiv-software.com | fmstarter.com
<<L::gT[328]>>

English

Search: home

Click to copy:	ID	Label
<<L::gT[11]>>	11	Home
<<L::gT[328]>>	328	Welcome To Fm Starter

2 / 341

Copy
○ 1 Label
○ 2 Translation ID
● 3 Merge Field
○ 4 Field

1. Search
2. Click to copy
3. Insert

1. Search the text label you are looking for

2. Click the button to copy the merge field

3. Insert the code in any text object.

Create a new text label

To learn how to create new text labels, check the manual section called Toolbox.

Translating Value Lists

Value lists normally cannot be translated. FM Starter supports translated value lists nevertheless, but there is some scripting behind it.

What you need to know

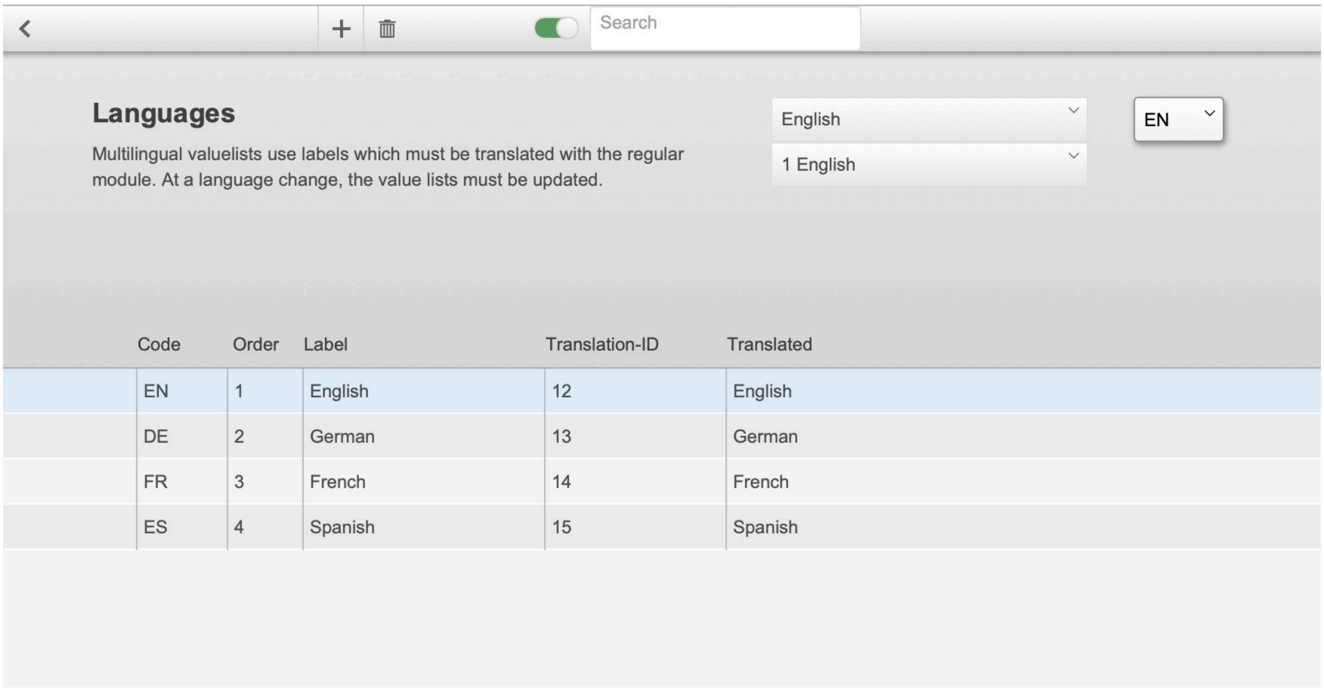
- Value lists must be created by using a table
- Additional fields build the translation logic and store the translated label
- When choosing or reloading a language, the value lists must be updated. For this reason all valuelists must be listed in a script, which is triggered when reloading a language. This ensures the valuelists are updated as well.

How does it work?

Value lists that need translation must be defined in an own table. This table has a translation ID for each record. The value list has a calculated text field based on that translation ID, which is updated when the language is initialized or changed.

Examples

Several value lists are already in use when you explore FM Starter for the first time. The language value list is such a list:



Languages

Multilingual valuelists use labels which must be translated with the regular module. At a language change, the value lists must be updated.

English

1 English

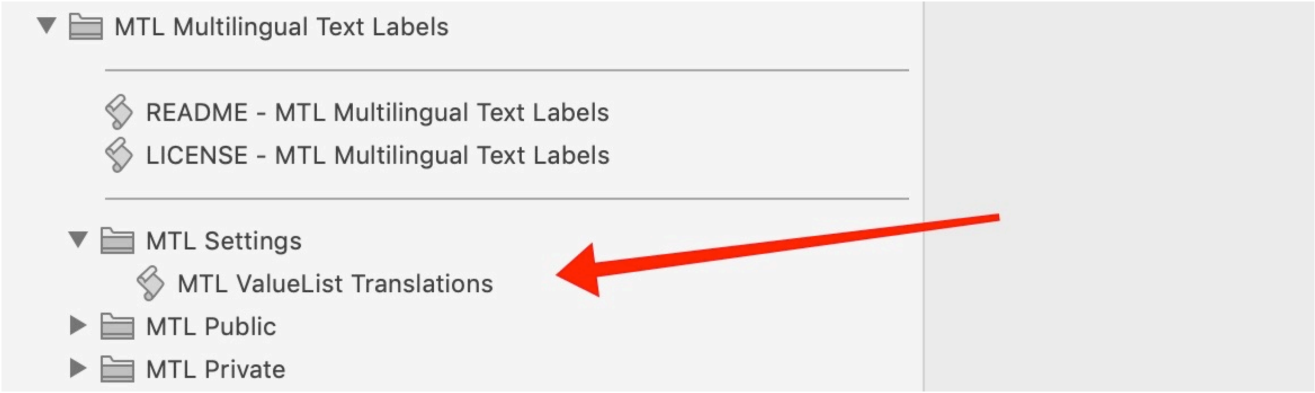
EN

Code	Order	Label	Translation-ID	Translated
EN	1	English	12	English
DE	2	German	13	German
FR	3	French	14	French
ES	4	Spanish	15	Spanish

- The Code is specific to this list, you can create a simple short code for a dropdown.
- The Order relates to the sort order in the dropdown or popup menu.
- The Label is the internal reference
- The Translation ID comes from a popup of all translations, and allows for the different translations of that label
- The Translated field shows the text labels with the chosen language.

Include value lists for translation

Value lists are not updated automatically. Each value list must be updated, when changing or reloading a language. This is handled by a script in the MTL Settings folder:



MTL Multilingual Text Labels
README - MTL Multilingual Text Labels
LICENSE - MTL Multilingual Text Labels
MTL Settings
MTL ValueList Translations
MTL Public
MTL Private

The script MTL ValueList Translations must contain all value list tables and update them. Check the script to see how it is done. It is simple! If you create new value lists, add them to this script the same way other value lists have been added.

Integration with DeepL

You can automate translations for the multilingual text labels with the help of DeepL. The functionality has been integrated in version 2.5 of FM Starter. It is fully integrated with the Multilingual Textlabels module.

What is DeepL?

DeepL is a german product and company, creating translations with the help of Artificial Intelligence. Its automated translations are probably the best available today and clearly outperform Google Translate, Yandex, Bing and other services.

How good is it?

DeepL is very good. But it is not perfect, as language is quite complex. Alway check translations. The automated translations are a great help, speeding up the translation process tremendously, but it's always wise to include some checking before releasing new interface languages.

Real life: I am fluent in several languages, but I do not speak Spanish or Japanese, which are both interface languages in FM Starter. While I can decipher some Spanish, I unfortunately have no clue about Japanese. Japanese is 100% DeepL and not verified. I apologize to native speakers for any errors they find.

Create a DeepL account

In order to let this solution work for you, you must create an account at DeepL.com. For software developers, in most cases it will be enough to open a free account, which gives you a number of translations for free each month.

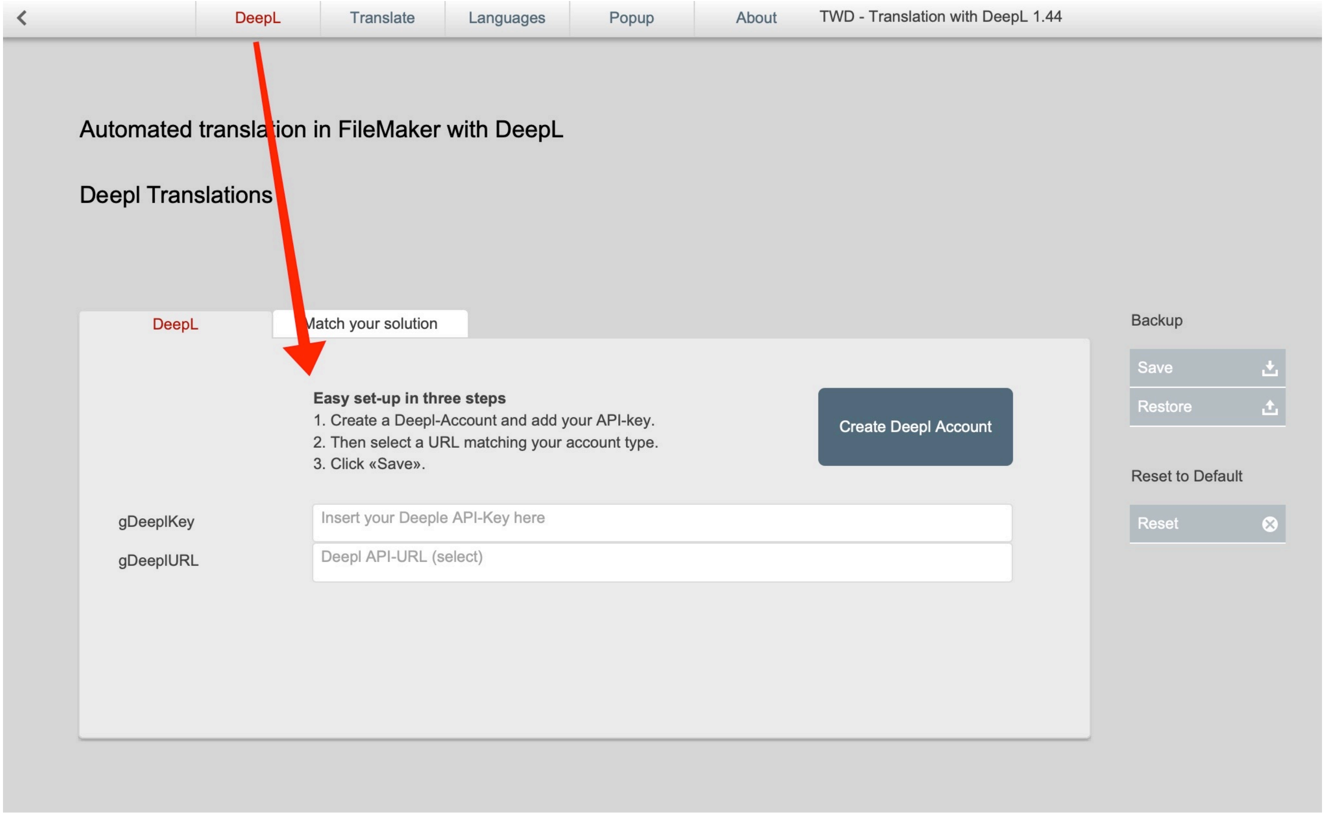
API-key

Once you created your DeepL-account, get your API-key from your account.

Three simple steps

To start translating there are just three simple steps needed:

1. Copy your API-key from your DeepL-account and paste it in the appropriate field in FM Starter (Developer Dashboard > Multilingual text labels > DeepL)
2. Select the URL for the type of account you created.
3. Save.



Automated translation in FileMaker with DeepL

Deepl Translations

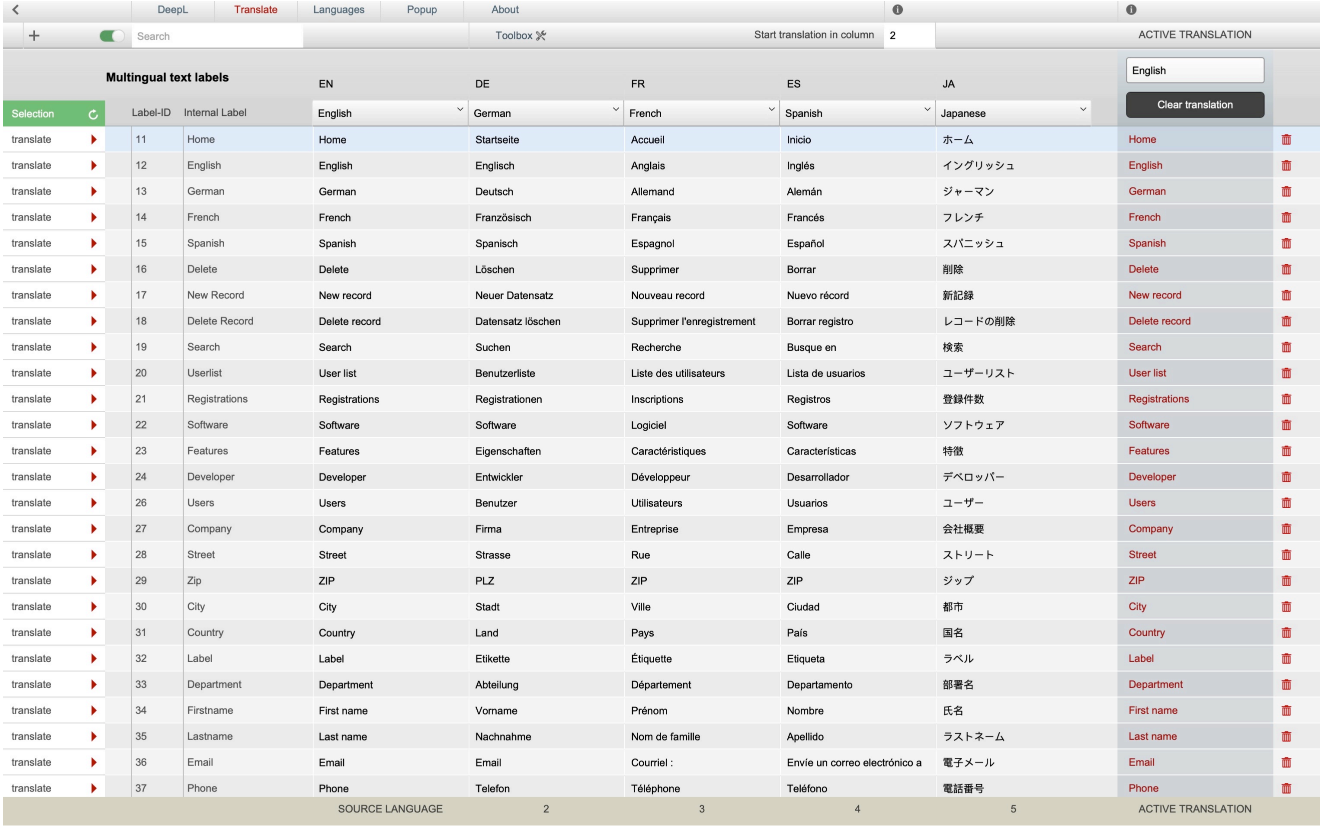
Easy set-up in three steps
1. Create a Deepl-Account and add your API-key.
2. Then select a URL matching your account type.
3. Click «Save».

gDeeplKey: Insert your Deeple API-Key here

gDeeplURL: Deepl API-URL (select)

Ready to translate

There is nothing more to do. You are good to go with the basic settings. Switch to the "Translate" part, which is your main translation layout.



Start translation in column 2

		Multingual text labels	EN	DE	FR	ES	JA	ACTIVE TRANSLATION
Selection	Label-ID	Internal Label	English	German	French	Spanish	Japanese	English
translate	11	Home	Home	Startseite	Accueil	Inicio	ホーム	Home
translate	12	English	English	Englisch	Anglais	Inglés	イングリッシュ	English
translate	13	German	German	Deutsch	Allemand	Alemán	ジャーマン	German
translate	14	French	French	Französisch	Français	Francés	フレンチ	French
translate	15	Spanish	Spanish	Spanisch	Espagnol	Español	スパニッシュ	Spanish
translate	16	Delete	Delete	Löschen	Supprimer	Borrar	削除	Delete
translate	17	New Record	New record	Neuer Datensatz	Nouveau record	Nuevo récord	新記録	New record
translate	18	Delete Record	Delete record	Datensatz löschen	Supprimer l'enregistrement	Borrar registro	レコードの削除	Delete record
translate	19	Search	Search	Suchen	Recherche	Busque en	検索	Search
translate	20	Userlist	User list	Benutzerliste	Liste des utilisateurs	Lista de usuarios	ユーザーリスト	User list
translate	21	Registrations	Registrations	Registrationen	Inscriptions	Registros	登録件数	Registrations
translate	22	Software	Software	Software	Logiciel	Software	ソフトウェア	Software
translate	23	Features	Features	Eigenschaften	Caractéristiques	Características	特徴	Features
translate	24	Developer	Developer	Entwickler	Développeur	Desarrollador	デベロッパー	Developer
translate	26	Users	Users	Benutzer	Utilisateurs	Usuarios	ユーザー	Users
translate	27	Company	Company	Firma	Entreprise	Empresa	会社概要	Company
translate	28	Street	Street	Strasse	Rue	Calle	ストリート	Street
translate	29	Zip	ZIP	PLZ	ZIP	ZIP	ジップ	ZIP
translate	30	City	City	Stadt	Ville	Ciudad	都市	City
translate	31	Country	Country	Land	Pays	País	国名	Country
translate	32	Label	Label	Etikette	Étiquette	Etiqueta	ラベル	Label
translate	33	Department	Department	Abteilung	Département	Departamento	部署名	Department
translate	34	Firstname	First name	Vorname	Prénom	Nombre	氏名	First name
translate	35	Lastname	Last name	Nachnahme	Nom de famille	Apellido	ラストネーム	Last name
translate	36	Email	Email	Email	Courriel :	Envíe un correo electrónico a	電子メール	Email
translate	37	Phone	Phone	Telefon	Téléphone	Teléfono	電話番号	Phone
			SOURCE LANGUAGE	2	3	4	5	ACTIVE TRANSLATION

Make sure to set the titles for each language correct. Each change will immediately trigger a translation for that column, but you can cancel that option at first. Just see how you can easily set the titles from the available languages in DeepL.

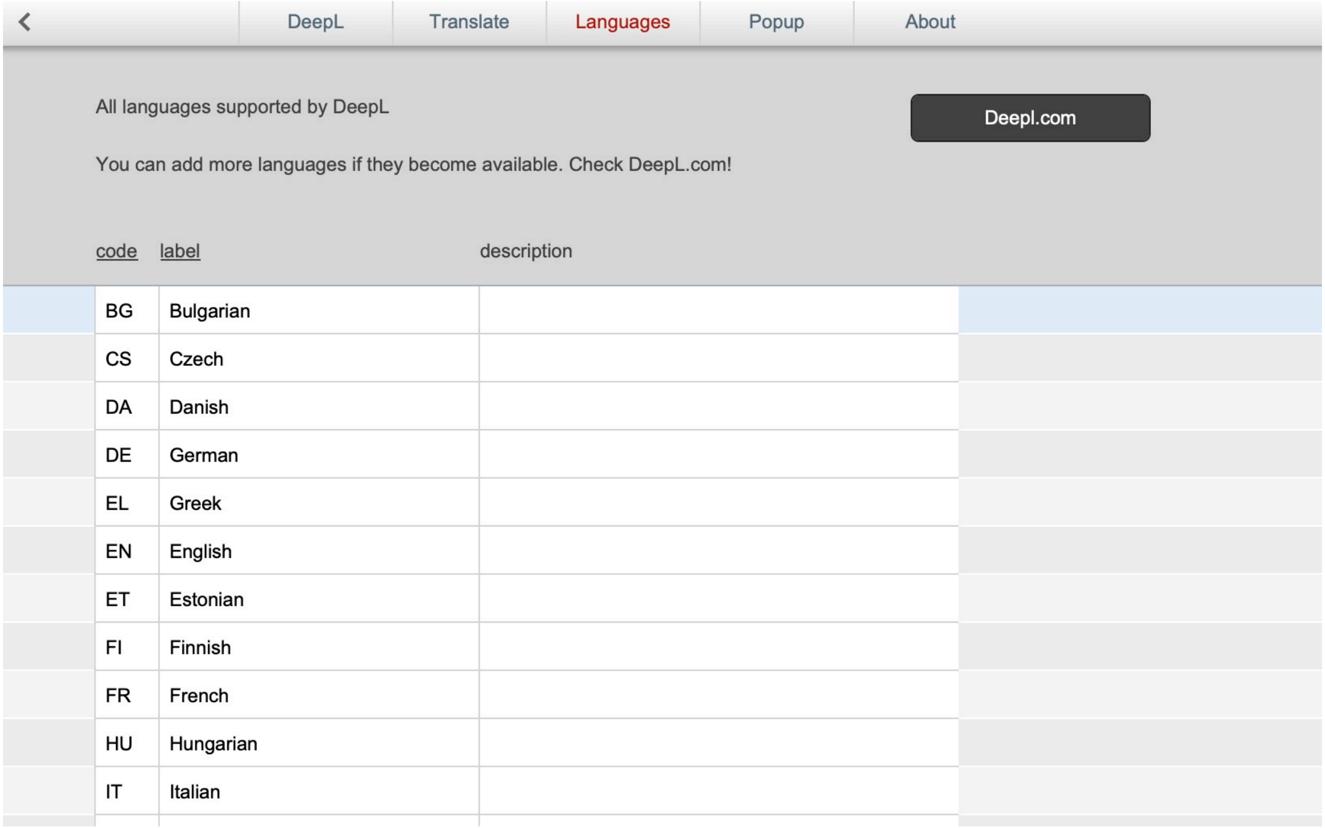
Three translation options

There are three options for translations available:

1. Record: Left of each row click on "Translate". This will translate all columns (field repetitions) for that record, starting at the column as indicated in the top menu ("Start translations in column...")
2. Column: By selecting or reselecting a language title, you trigger a translation for that column. If you do not want that to happen, just cancel the dialog which pops up. If you confirm, just that column will be retranslated, using the first column or repetition as the source text.
3. Selection: The green button at the left, on top of the records, offers the translation of a selection of records. You can choose between all records (starting with the first record in the selection) or start at the currently active record. This option will translate all languages for a record, starting with the column as indicated at the top, then cycle through the rest of the records.

Language settings

The language settings for DeepL translations is a separate list. When DeepL makes more languages available, simply enhance this list to include those in the translations.



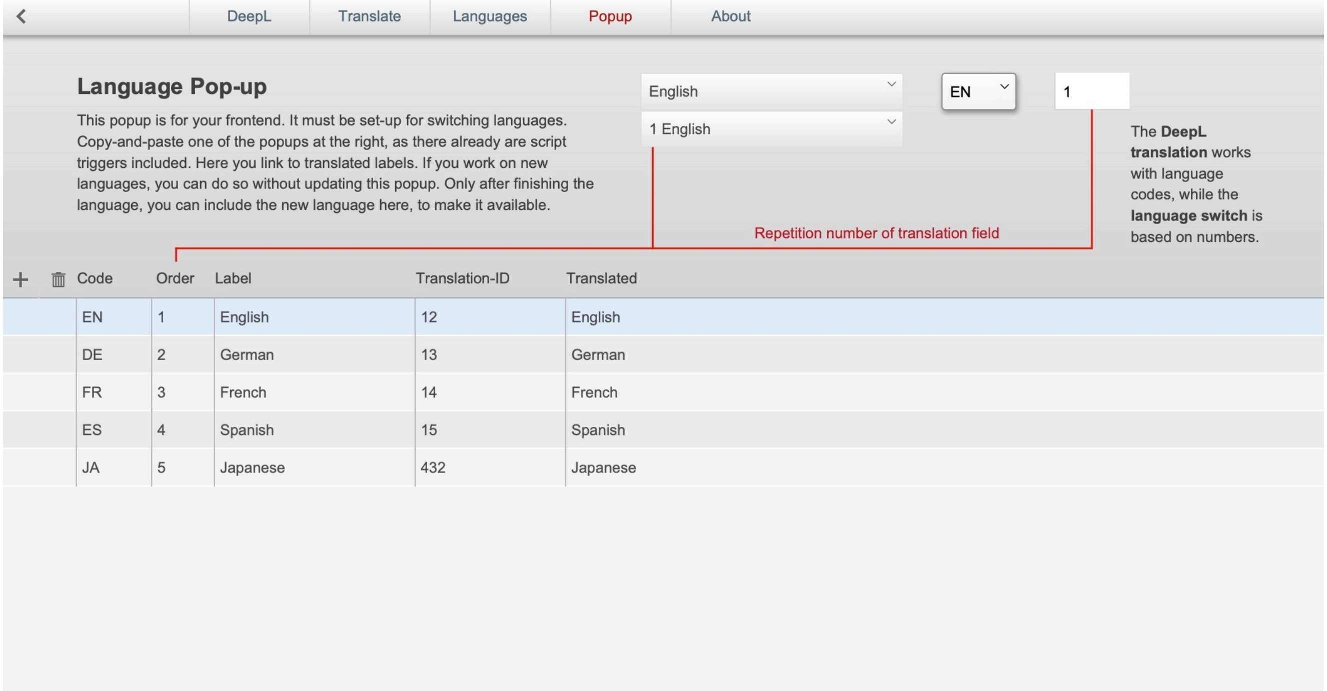
All languages supported by DeepL

You can add more languages if they become available. Check DeepL.com!

code	label	description
BG	Bulgarian	
CS	Czech	
DA	Danish	
DE	German	
EL	Greek	
EN	English	
ET	Estonian	
FI	Finnish	
FR	French	
HU	Hungarian	
IT	Italian	

Popup

The Popup menu leads to the page which defines the popup. You list the languages you want to include in your menu and select the translation for that language as you found or made available in the translation. This popup will be turned into a multilingual value list as is implemented in FM Starter since version 2.



Language Pop-up

This popup is for your frontend. It must be set-up for switching languages. Copy-and-paste one of the popups at the right, as there already are script triggers included. Here you link to translated labels. If you work on new languages, you can do so without updating this popup. Only after finishing the language, you can include the new language here, to make it available.

English

1 English

EN

1

The **DeepL translation** works with language codes, while the **language switch** is based on numbers.

Repetition number of translation field

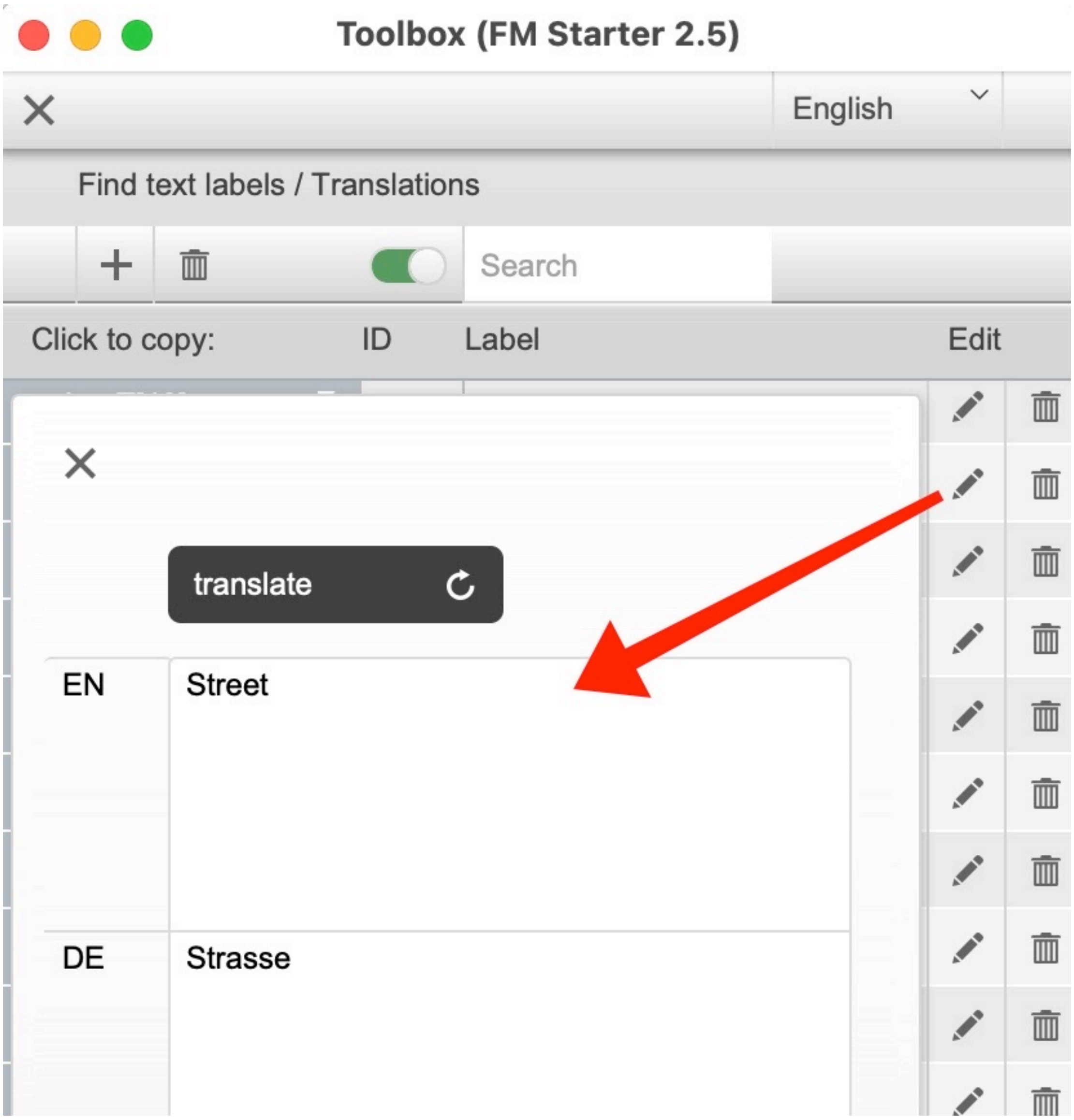
Code	Order	Label	Translation-ID	Translated
EN	1	English	12	English
DE	2	German	13	German
FR	3	French	14	French
ES	4	Spanish	15	Spanish
JA	5	Japanese	432	Japanese

The DeepL language list is a list of all languages available at DeepL.com. It works with a language code as provided by DeepL. The popup is different. This is a list of interface languages for FM Starter only. It works with numbers ("Order"), which must correlate with the repetition fields of the title in the Translate section.

The popup is a language selector in the interface. Script triggers are activated when changing the popup value. It will switch between the available languages and reload the selected language.

Toolbox

The automated translation with DeepL is also integrated in the Toolbox window. Just as in the main window, you must fill out the first repetition field as a source for translation. Then click the button and the rest of the languages are translated.



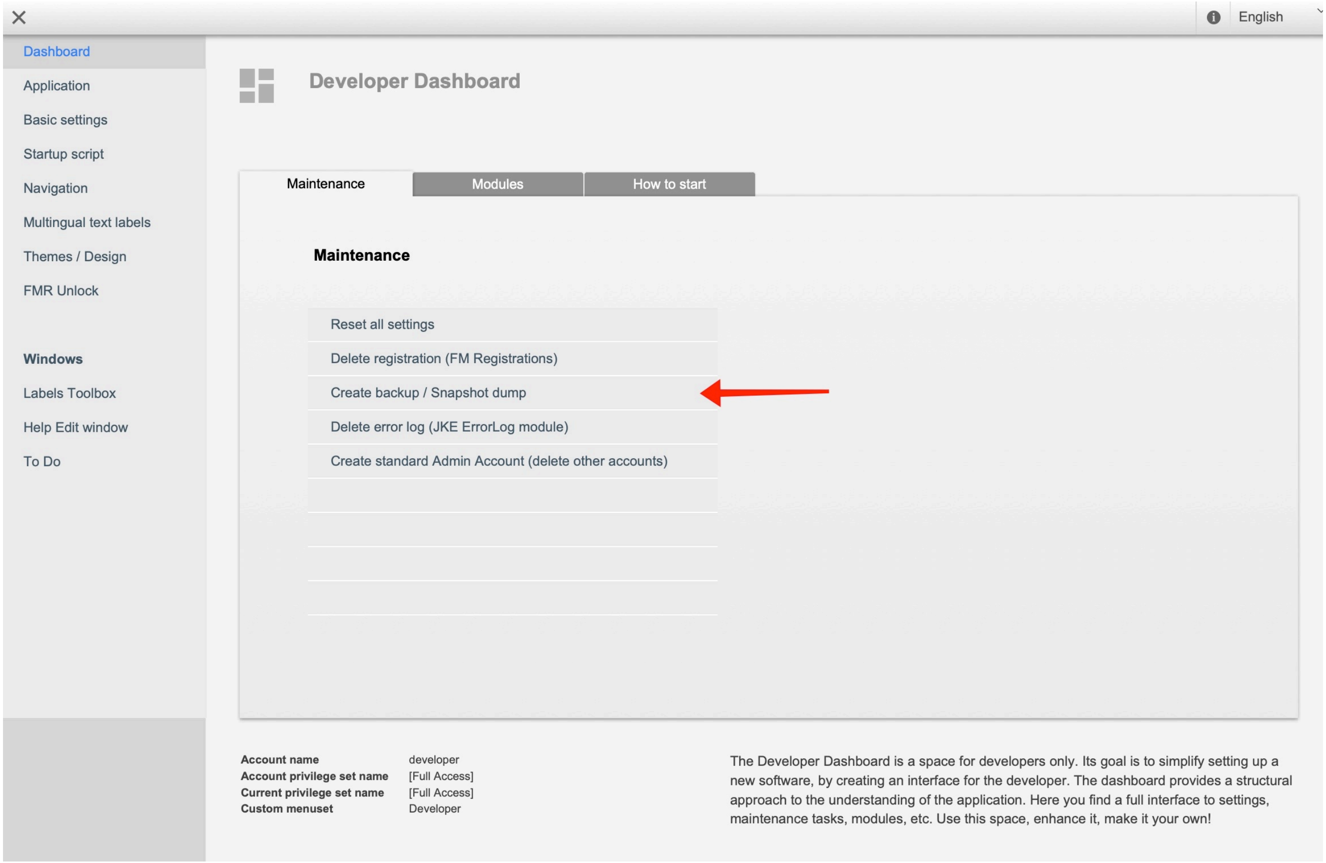
EN	Street
DE	Strasse

SBU Simple Backup

The Simple Backup module allows you to create a quick snapshot of your file(s) as long as you work locally. It will also work in runtime versions, for example, to create an easy backup. If you are working with a hosted version of your solution, please use the backup functions of FileMaker Server.

Snapshots for the developer

In FM Starter, the Simple Backup module is part of the maintenance functions on the dashboard. From here the developer can create a new snapshot any time with the push of a button.



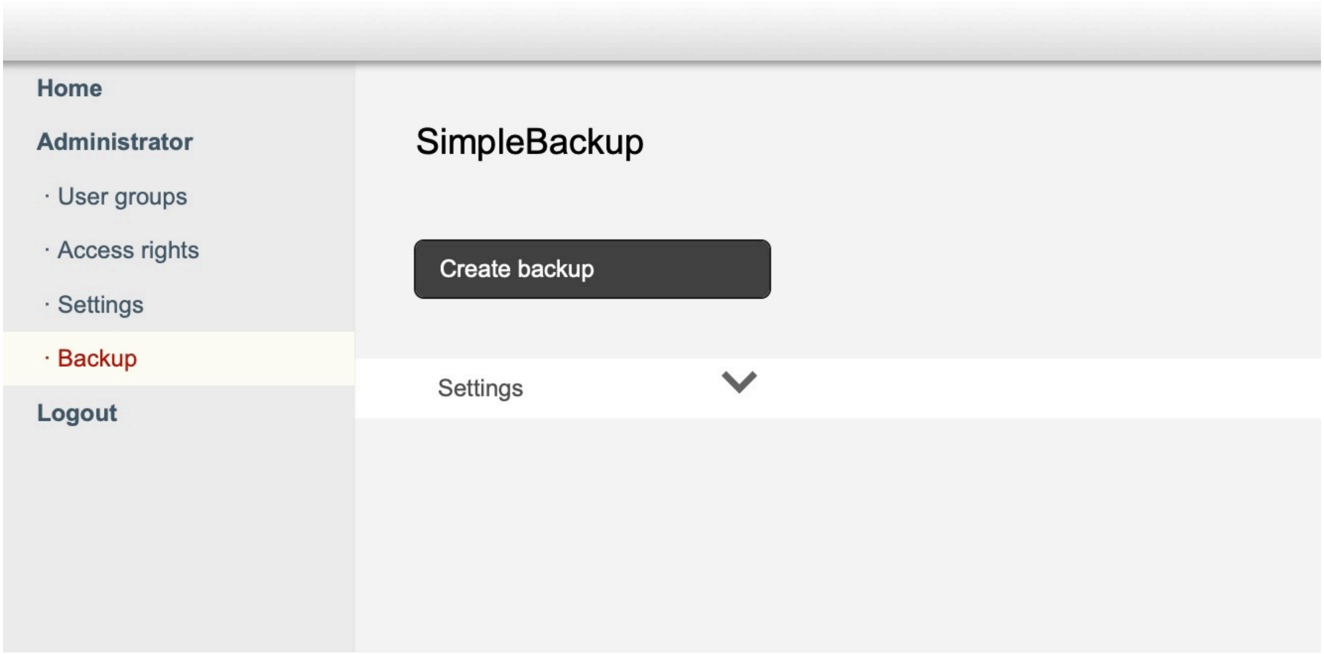
Account name	developer
Account privilege set name	[Full Access]
Current privilege set name	[Full Access]
Custom menuset	Developer

The Developer Dashboard is a space for developers only. Its goal is to simplify setting up a new software, by creating an interface for the developer. The dashboard provides a structural approach to the understanding of the application. Here you find a full interface to settings, maintenance tasks, modules, etc. Use this space, enhance it, make it your own!

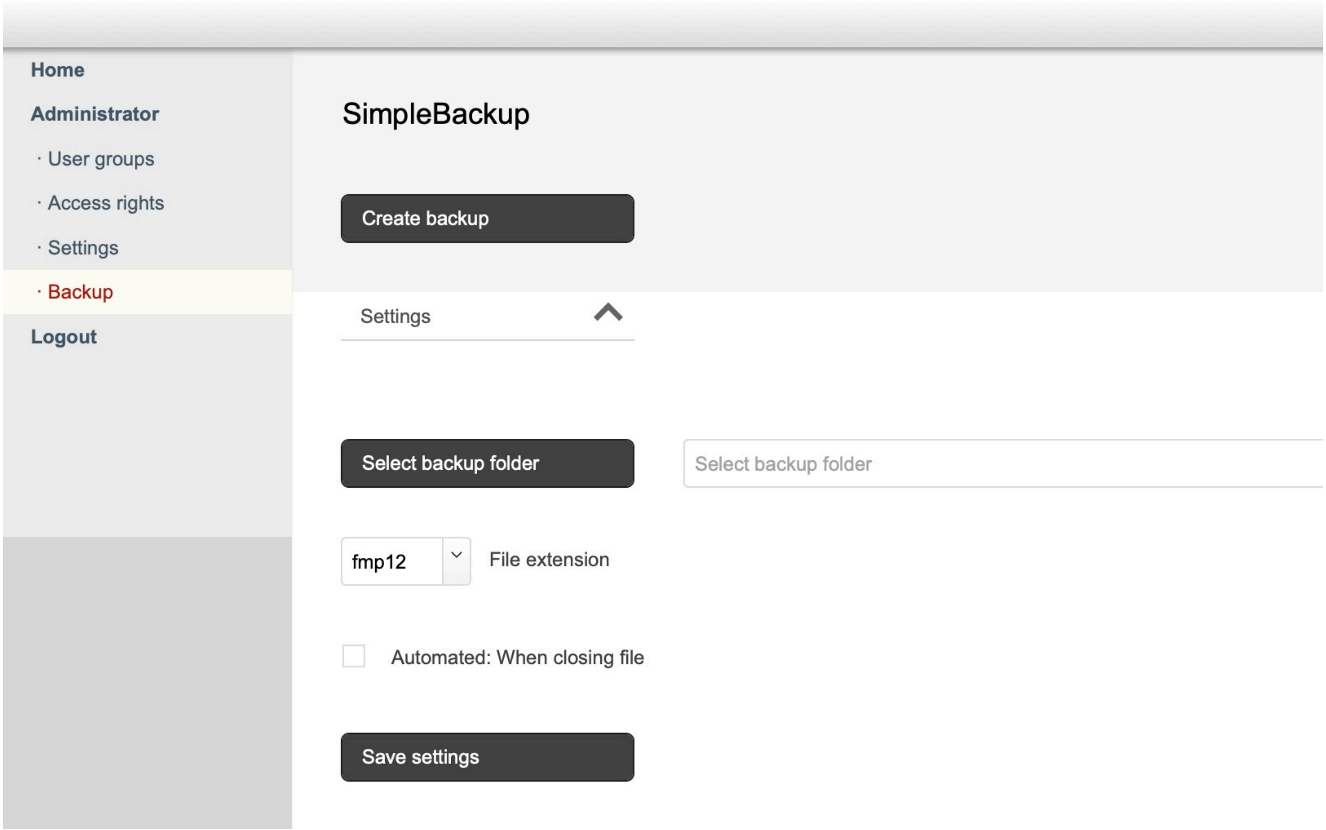
Backups for the Administrator

Another implementation has been for the administrator, who can now easily create a backup, as long as the file is hosted locally. This might be the case for runtime versions as well.

To make this module available for the administrator is just a suggestion. You see what fits best your solution.



Open the settings for more information:



fmp12 File extension

□ Automated: When closing file

To remove this page from the administrator settings, just remove the navigation link in the navigation module.

Backups for the developer

The module also is linked to from the developer Dashboard > Modules.

More information can be found directly in the scripts of the module.

HLP Help module

The Help module already has been addressed here:

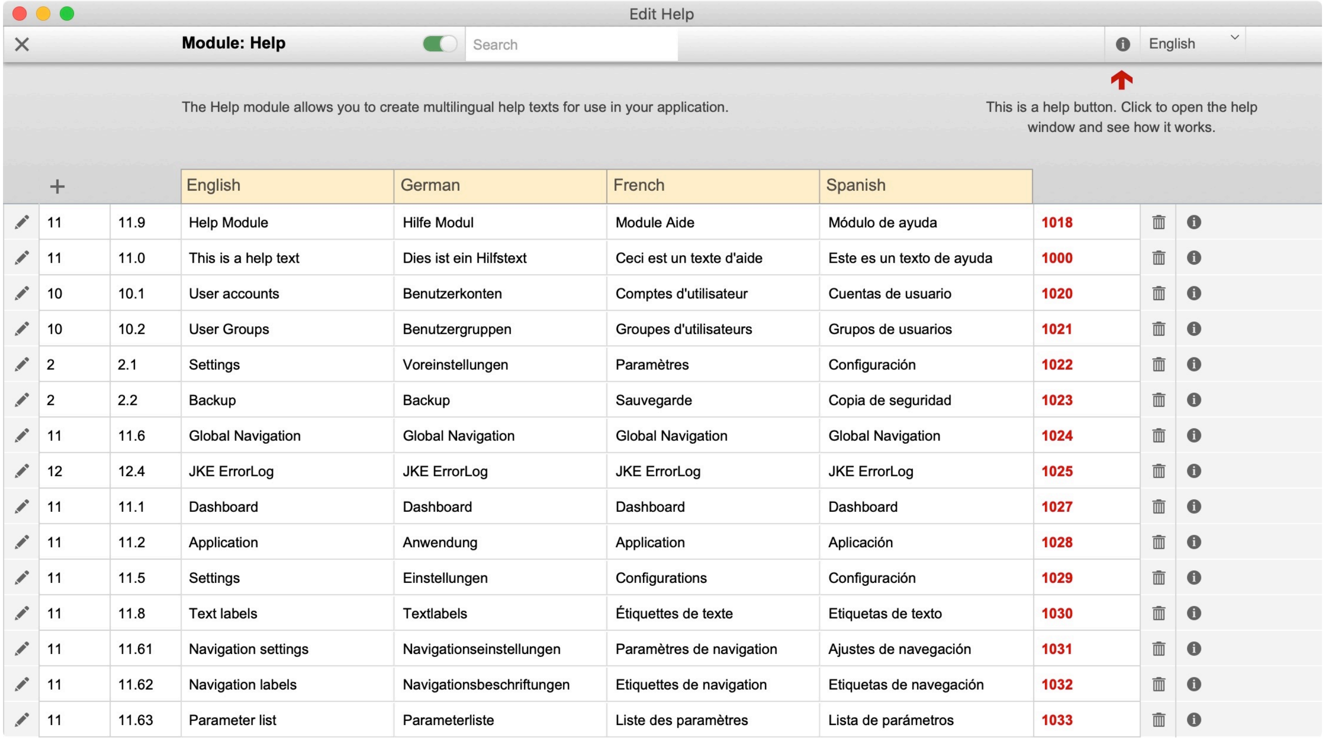
- Getting started: Help Functions
- User windows: Help Viewer
- Developer windows: Help Edit window

The Help module consists of two windows:

1. Help Viewer, for the end user.
2. Help Edit window, for the developer.

Whatever is added and edited in the Help Edit window, will become visible in the Help Viewer.

Help Edit window

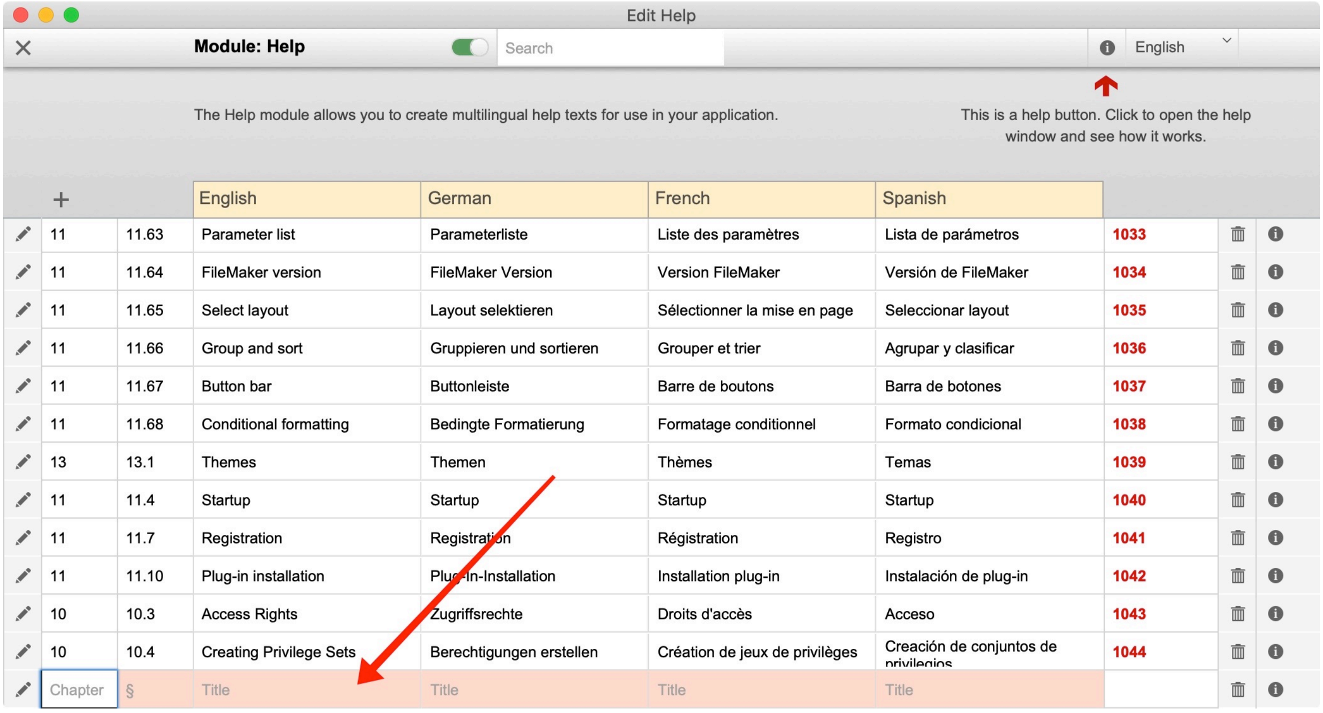


The Help module allows you to create multilingual help texts for use in your application.

This is a help button. Click to open the help window and see how it works.

		English	German	French	Spanish	
11	11.9	Help Module	Hilfe Modul	Module Aide	Módulo de ayuda	1018
11	11.0	This is a help text	Dies ist ein Hilfstext	Ceci est un texte d'aide	Este es un texto de ayuda	1000
10	10.1	User accounts	Benutzerkonten	Comptes d'utilisateur	Cuentas de usuario	1020
10	10.2	User Groups	Benutzergruppen	Groupes d'utilisateurs	Grupos de usuarios	1021
2	2.1	Settings	Voreinstellungen	Paramètres	Configuración	1022
2	2.2	Backup	Backup	Sauvegarde	Copia de seguridad	1023
11	11.6	Global Navigation	Global Navigation	Global Navigation	Global Navigation	1024
12	12.4	JKE ErrorLog	JKE ErrorLog	JKE ErrorLog	JKE ErrorLog	1025
11	11.1	Dashboard	Dashboard	Dashboard	Dashboard	1027
11	11.2	Application	Anwendung	Application	Aplicación	1028
11	11.5	Settings	Einstellungen	Configurations	Configuración	1029
11	11.8	Text labels	Textlabels	Étiquettes de texte	Etiquetas de texto	1030
11	11.61	Navigation settings	Navigationseinstellungen	Paramètres de navigation	Ajustes de navegación	1031
11	11.62	Navigation labels	Navigationsbeschriftungen	Etiquettes de navigation	Etiquetas de navegación	1032
11	11.63	Parameter list	Parameterliste	Liste des paramètres	Lista de parámetros	1033

Click Plus (+) to add a new entry.



Edit Help

Module: Help

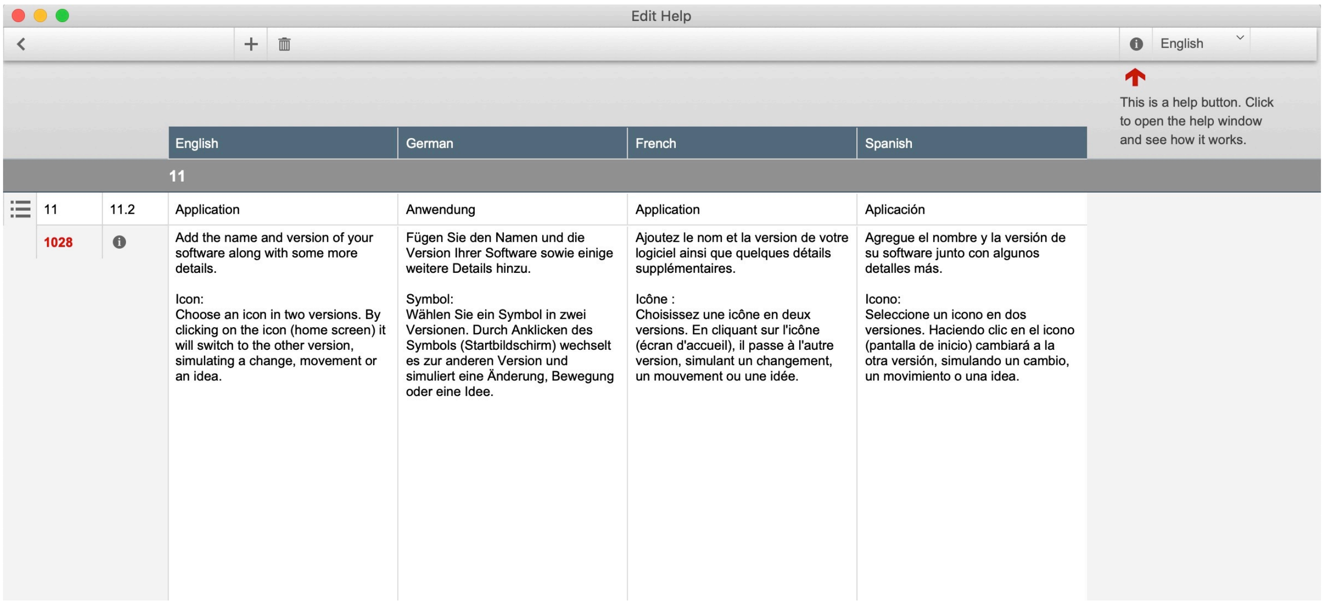
The Help module allows you to create multilingual help texts for use in your application.

This is a help button. Click to open the help window and see how it works.

		English	German	French	Spanish	
11	11.63	Parameter list	Parameterliste	Liste des paramètres	Lista de parámetros	1033
11	11.64	FileMaker version	FileMaker Version	Version FileMaker	Versión de FileMaker	1034
11	11.65	Select layout	Layout selektieren	Sélectionner la mise en page	Seleccionar layout	1035
11	11.66	Group and sort	Gruppieren und sortieren	Grouper et trier	Agrupar y clasificar	1036
11	11.67	Button bar	Buttonleiste	Barre de boutons	Barra de botones	1037
11	11.68	Conditional formatting	Bedingte Formatierung	Formatage conditionnel	Formato condicional	1038
13	13.1	Themes	Themen	Thèmes	Temas	1039
11	11.4	Startup	Startup	Startup	Startup	1040
11	11.7	Registration	Registration	Régistration	Registro	1041
11	11.10	Plug-in installation	Plug-In-Installation	Installation plug-in	Instalación de plug-in	1042
10	10.3	Access Rights	Zugriffsrechte	Droits d'accès	Acceso	1043
10	10.4	Creating Privilege Sets	Berechtigungen erstellen	Création de jeux de privilèges	Creación de conjuntos de privilegios	1044
Chapter	§	Title	Title	Title	Title	

Add the information to the fields, then click on the pencil icon to edit the content.

Detail screen: Add the text here.

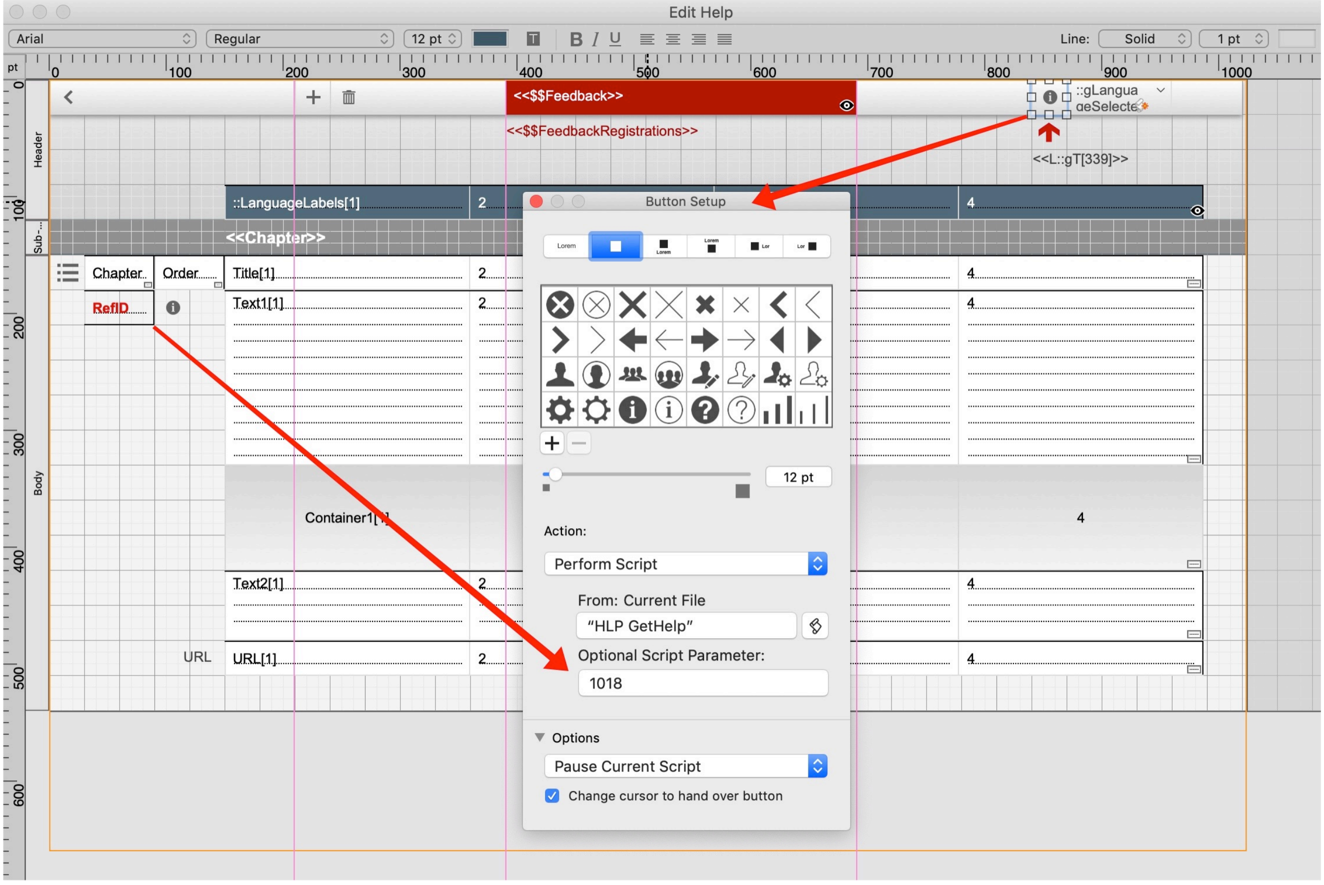


Edit Help

This is a help button. Click to open the help window and see how it works.

		English	German	French	Spanish
11					
11	11.2	Application	Anwendung	Application	Aplicación
1028		Add the name and version of your software along with some more details. Icon: Choose an icon in two versions. By clicking on the icon (home screen) it will switch to the other version, simulating a change, movement or an idea.	Fügen Sie den Namen und die Version Ihrer Software sowie einige weitere Details hinzu. Symbol: Wählen Sie ein Symbol in zwei Versionen. Durch Anklicken des Symbols (Startbildschirm) wechselt es zur anderen Version und simuliert eine Änderung, Bewegung oder eine Idee.	Ajoutez le nom et la version de votre logiciel ainsi que quelques détails supplémentaires. Icône : Choisissez une icône en deux versions. En cliquant sur l'icône (écran d'accueil), il passe à l'autre version, simulant un changement, un mouvement ou une idée.	Agregue el nombre y la versión de su software junto con algunos detalles más. Icono: Seleccione un icono en dos versiones. Haciendo clic en el icono (pantalla de inicio) cambiará a la otra versión, simulando un cambio, un movimiento o una idea.

Make note of the red ID-number at the left. This is the ID by which you can call the Help script to display exactly this help text.



Action: Perform Script

From: Current File

"HLP GetHelp"

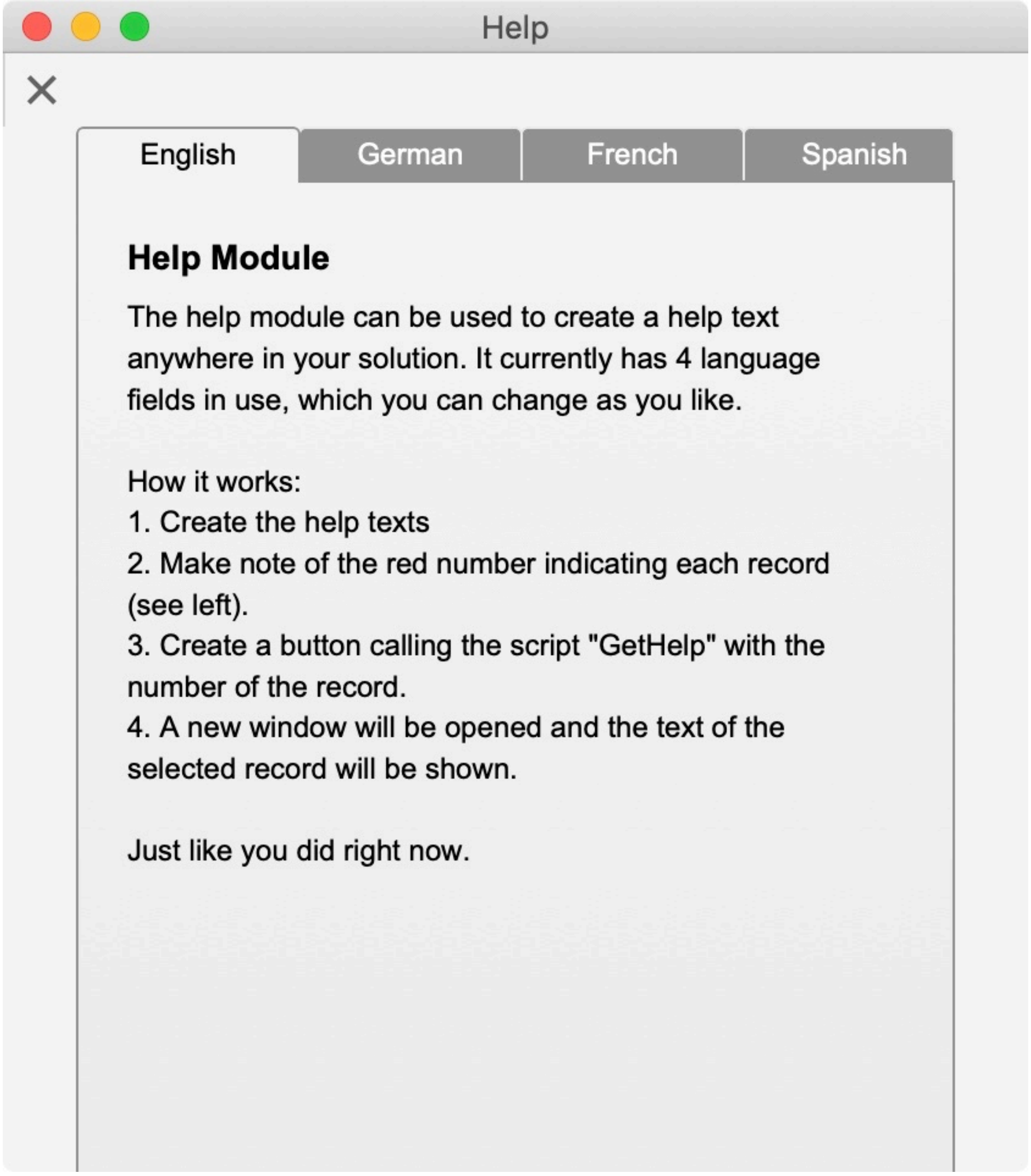
Optional Script Parameter: 1018

Pause Current Script

☑ Change cursor to hand over button

Help Viewer

The Help Viewer window displays as a narrow window on the side of the screen.



Help Module

The help module can be used to create a help text anywhere in your solution. It currently has 4 language fields in use, which you can change as you like.

How it works:
1. Create the help texts
2. Make note of the red number indicating each record (see left).
3. Create a button calling the script "GetHelp" with the number of the record.
4. A new window will be opened and the text of the selected record will be shown.

Just like you did right now.

How to use this module

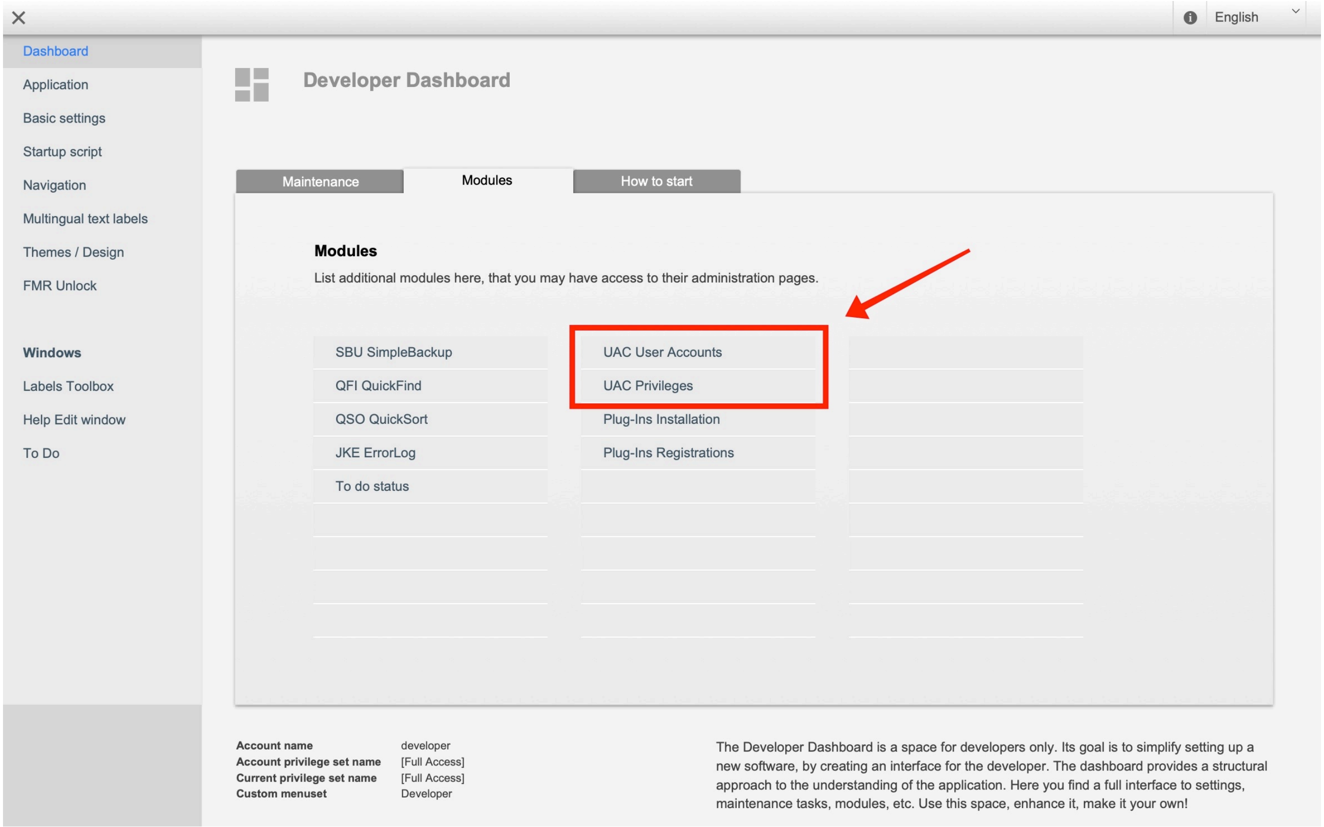
This module is a simple version of a help function, allowing you to quickly get your own help system in place. You are free to enhance it according to your needs.

UAC User Accounts

User accounts management is at the core of any multi-user application. Give each user its own access to your solution and maintain an easy, configurable and manageable list of users.

Accessing the module

The module has pages for the developer as well as for the administrator. Access for the developer is through the developer Dashboard > Modules.



Modules

List additional modules here, that you may have access to their administration pages.

Account name	developer
Account privilege set name	[Full Access]
Current privilege set name	[Full Access]
Custom menuset	Developer

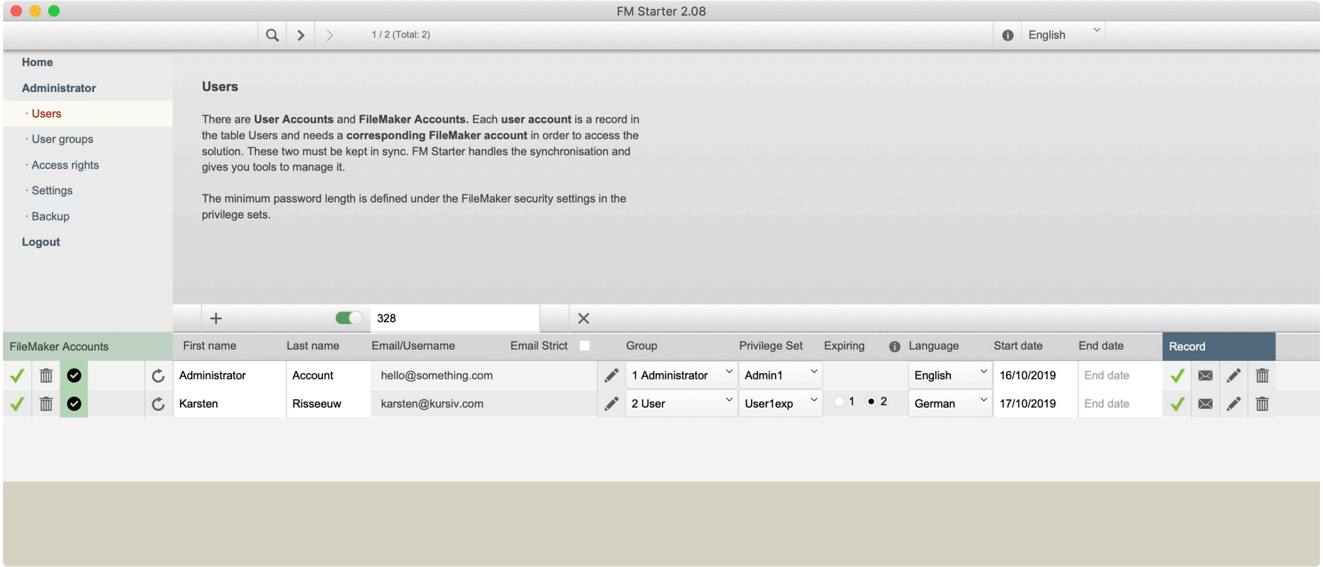
The Developer Dashboard is a space for developers only. Its goal is to simplify setting up a new software, by creating an interface for the developer. The dashboard provides a structural approach to the understanding of the application. Here you find a full interface to settings, maintenance tasks, modules, etc. Use this space, enhance it, make it your own!

The module consists of three tables: The user list itself, a list of privileges, and a list of user groups, helping you to create a FileMaker account for every user.

- UAC User Accounts - matches FileMaker account
- UAC Privileges - matches FileMaker privilege sets
- UAC User Groups - additional groups for sorting your user database

User Accounts

User accounts are created in a user table. From here, a FileMaker account is generated, with the settings from the user record.



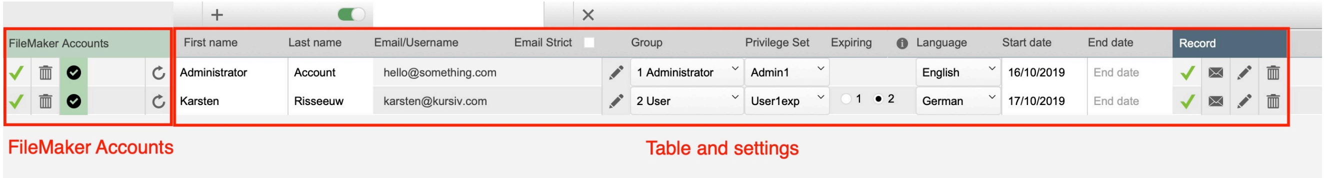
Users

There are **User Accounts** and **FileMaker Accounts.** Each **user account** is a record in the table Users and needs a **corresponding FileMaker account** in order to access the solution. These two must be kept in sync. FM Starter handles the synchronisation and gives you tools to manage it.

The minimum password length is defined under the FileMaker security settings in the privilege sets.

FileMaker Accounts	First name	Last name	Email/Username	Email Strict □	Group	Privilege Set	Expiring	Language	Start date	End date	Record
✓	Administrator	Account	hello@something.com		1 Administrator	Admin1		English	16/10/2019	End date	✓
✓	Karsten	Risseeuw	karsten@kursiv.com		2 User	User1exp	○ 1 ● 2	German	17/10/2019	End date	✓

The user table has a list of accounts. At the very left you see some functions related to the underlying FileMaker account. Here you create, delete, activate the FileMaker account. The biggest part of each line is taken up by the user table information. Here you list information about the user, send an email, create a new login, assign a user group, a privilege set (access rights), etc.



FileMaker Accounts	First name	Last name	Email/Username	Email Strict □	Group	Privilege Set	Expiring	Language	Start date	End date	Record
✓	Administrator	Account	hello@something.com		1 Administrator	Admin1		English	16/10/2019	End date	✓
✓	Karsten	Risseeuw	karsten@kursiv.com		2 User	User1exp	○ 1 ● 2	German	17/10/2019	End date	✓

Tip 1: See the help button on the layout for more information on this screen.

Tip 2: Check the settings script of this module for more information.

This module is a bridge to the FileMaker accounts. While the FileMaker accounts are very cumbersome to deal with (as they are hidden in different screens), this user table makes it easy to deal with it. Everything is scripted, and it can easily be enhanced with further functionalities.

Expiring passwords for better security

FileMaker Pro offers multiple options to create secure accounts. The UAC UserAccounts module is a scripted solution to make this more user friendly and simpler to use. However, the module does not include all options FileMaker offers. While the module is a head-on start for a variety of scenarios, you might want to enhance the functionality to meet your specific needs.

New functionality in 2.08

The UAC UserAccounts module has been substantially enhanced in version 2.08. All changes are listed in the ToDo-window for this version (for details please refer to the list of changes there). Among the enhancements are:

- Expiring passwords are now supported
- The login procedure has been changed

Expiring passwords

Whenever you create a FileMaker account with an expiring password, the user has to renew the password at the next login. This is now possible with the UAC UserAccount module. Whenever you choose this option, the new password is no longer saved in the user table and therefor the table cannot be used to identify the account. The identification must be handed over to FileMaker itself. Therefor we had to change to login procedure.

Any password can be set to expire, thus requesting the user to create a new password upon the next sign-in. This is not a functionality of FM Starter, but a functionality of FileMaker itself. How this is handled can be defined in the script:

Scripts > UAC UserAccounts > UAC Settings > UAC UserAccounts

FM Starter has one user account set-up for expiring passwords. You can enhance this if you need. See under > Privilege Sets.

A new login procedure

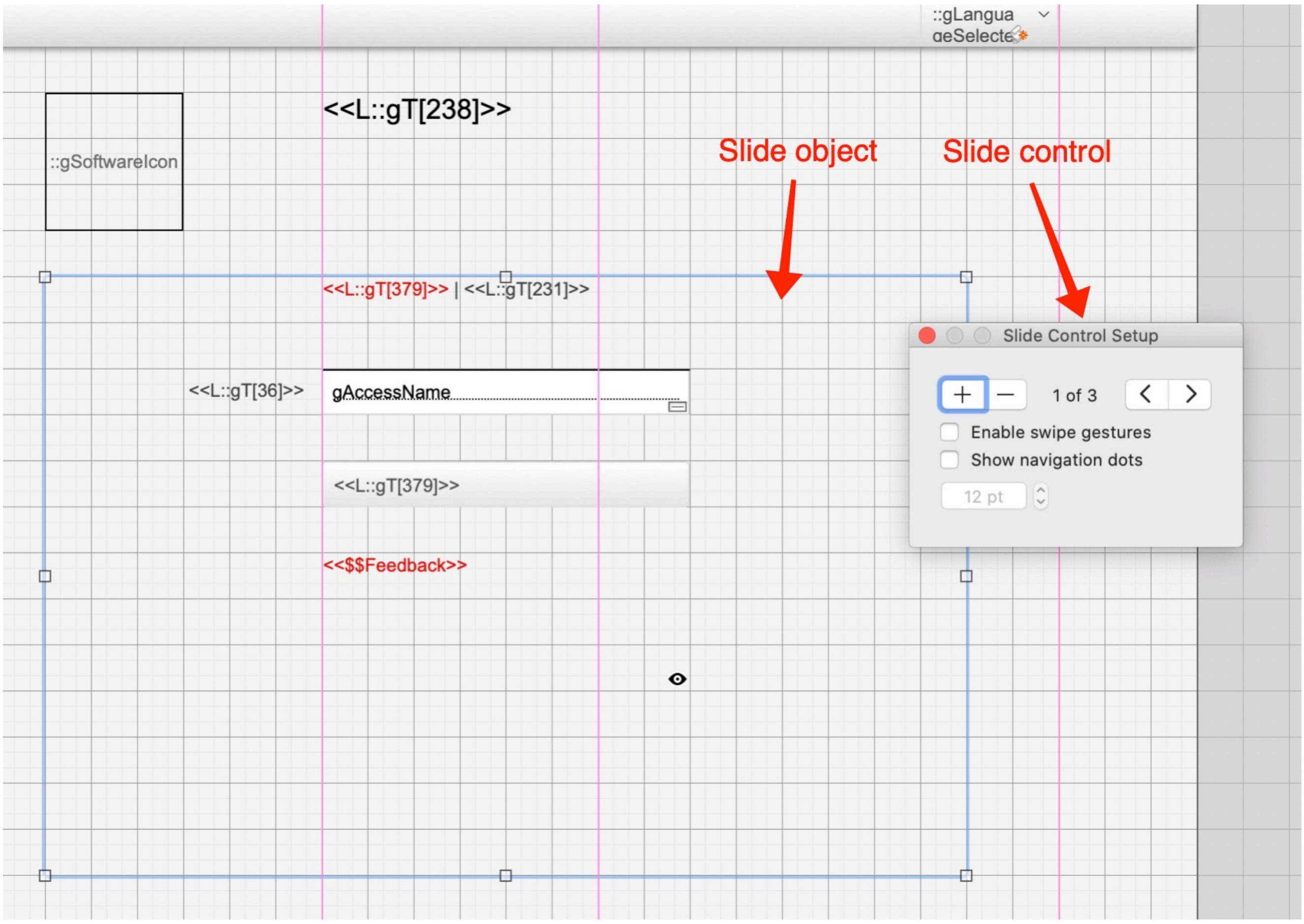
We introduced a 2-step-verification as is used on many websites already, to match the new functionality.

In a first step the username/email is requested and the module searches if any account is active with that username. Has the user been found and the type of account be recognized, the password field will be presented. After the password is entered, login will be checked and access be granted as usual.

The new login procedure required a revamping of the login page. The page now has a slide object with 3 slides:

1. Slide 1: Username/Email
2. Slide 2: Password
3. Slide 3: New Password fiels, when account password should expire.

The slide object is transparent. To see it, open the Login Page, choose a menu set with full access (> Tools > Custom Menus), switch to layout mode and double click next to a field. The slide menu will popup to help you navigate. During login, the navigation is handled by the scripts.



The procedure is as follows, upon startup:

1. Slide 1 > Enter Username/Email
   - Non-Expiring password found > go to slide 2
   - Expiring password found > go to slide 3
2. Slide 2 > Enter password
   - If password is correct, acccess is granted
3. Slide 3 > Enter new password
   - A new account password is created and
   - Expiring option is deactivated
   - User is now forwarded to > slide 2
   - The new password is needed to grant access

If no valid Username/Email has been found, an error message is shown.

Standard Admin account

This module needs at least one active account, otherwise no one can login. As a standard, a single admin account is created, which you can access through the normal login page with:

Name: Admin
Password: Admin

It is highly recommended to start creating your own logins instead, and not to use this set-up beyond your first few steps with FM Starter.

If all records are deleted, a new standard Admin account will automatically be created.

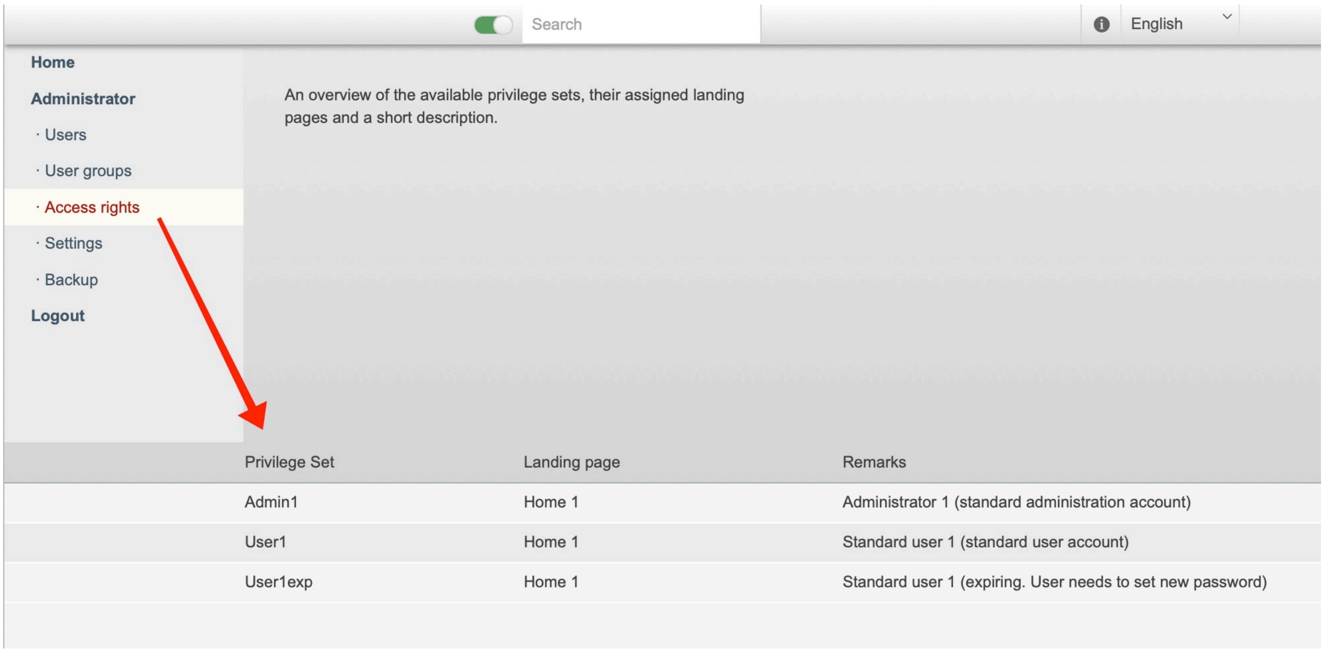
The Standard Admin Account is generated by a small script, which can be enhanced with any details you deem important:
Scripts > UAC UserAccounts > UAC Settings > UAC Admin Standard

Privilege sets

When creating a new account (record), the administrator can assign access rights for this specific account. These access rights are FileMaker privilege sets.

- Privilege sets are a FileMaker security setting. Create or edit privilege sets under the Security settings.
- FM Starter needs the exact names of those privilege sets listed in the Privilege set table.
- The administrator assigns a privilege set to each new record.
- Only with a selected privilege set a new FileMaker account can be created, with that privilege set.

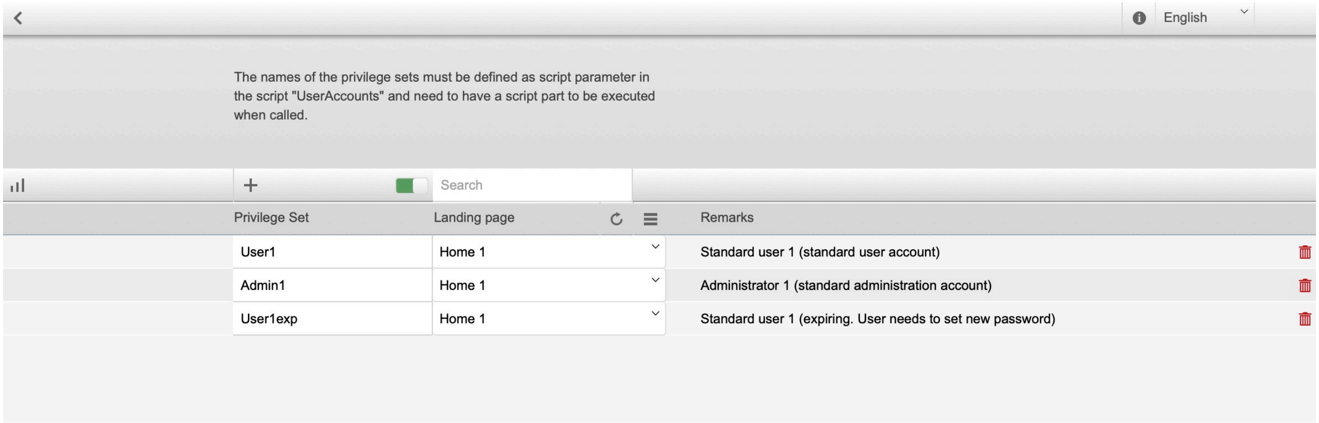
View for the Administrator (not changeable):



An overview of the available privilege sets, their assigned landing pages and a short description.

Privilege Set	Landing page	Remarks
Admin1	Home 1	Administrator 1 (standard administration account)
User1	Home 1	Standard user 1 (standard user account)
User1exp	Home 1	Standard user 1 (expiring. User needs to set new password)

View for the developer through the Dashboard:



The names of the privilege sets must be defined as script parameter in the script "UserAccounts" and need to have a script part to be executed when called.

Privilege Set	Landing page	Remarks
User1	Home 1	Standard user 1 (standard user account)
Admin1	Home 1	Administrator 1 (standard administration account)
User1exp	Home 1	Standard user 1 (expiring. User needs to set new password)

The field Privilege Set must have the exact same name as defined in the Security settings of FileMaker. The Landing Page can be set for each of these type of accounts. This is evaluated upon login, and the user is routed to his groups own landing page.

When creating an account, the privilege set assigned to the script will be used. Another option in this script step is to define if the account password should be renewed at the next sign-in. One privilege set has been defined this way and it has its own script part to define it. Check the script "UAC UserAccounts" to see how this is done.

> Scripts > Modules > UAC UserAccounts > UAC Settings > UAC UserAccounts.

GDPR compliance

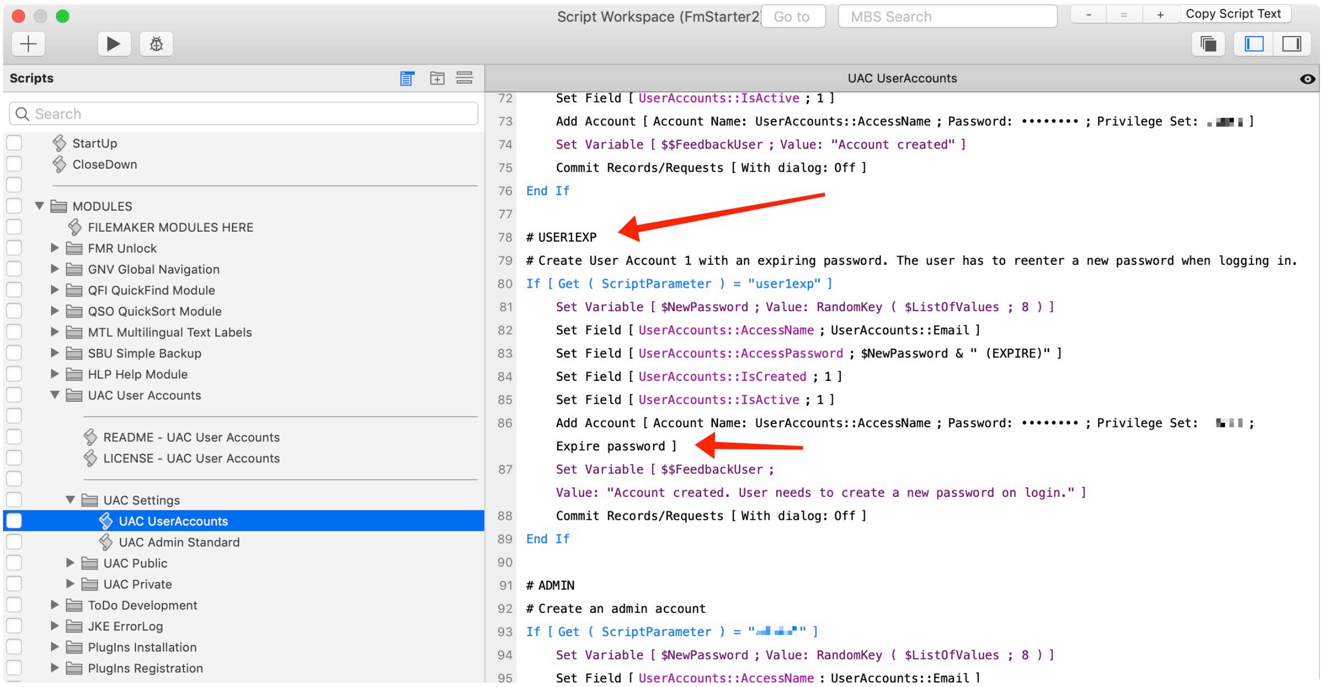
Since may 2018, when the GDPR rules on privacy were activated in the European Union, there has been much said about requirements for databases. The basic rule is, that no passwords are stored in databases.

This situation is easily reached with FileMaker, as long as we make a simple choice, to create user accounts where the user has to renew the password at the first login. As soon as the user changes the password, it is completely managed by FileMaker, and no longer accessible to any administrator.

To set-up such an account, choose the proper privilege set. FM Starter comes with several privilege sets, but one has been named

- User1exp

The set-up for this account is created in the scripts:



```
    Set Field [ UserAccounts::IsActive ; 1 ]
    Add Account [ Account Name: UserAccounts::AccessName ; Password: •••••••• ; Privilege Set: [redacted] ]
    Set Variable [ $$FeedbackUser ; Value: "Account created" ]
    Commit Records/Requests [ With dialog: Off ]
End If

# USER1EXP
# Create User Account 1 with an expiring password. The user has to reenter a new password when logging in.
If [ Get ( ScriptParameter ) = "user1exp" ]
    Set Variable [ $NewPassword ; Value: RandomKey ( $ListOfValues ; 8 ) ]
    Set Field [ UserAccounts::AccessName ; UserAccounts::Email ]
    Set Field [ UserAccounts::AccessPassword ; $NewPassword & " (EXPIRE)" ]
    Set Field [ UserAccounts::IsCreated ; 1 ]
    Set Field [ UserAccounts::IsActive ; 1 ]
    Add Account [ Account Name: UserAccounts::AccessName ; Password: •••••••• ; Privilege Set: [redacted] ;
    Expire password ]
    Set Variable [ $$FeedbackUser ;
    Value: "Account created. User needs to create a new password on login." ]
    Commit Records/Requests [ With dialog: Off ]
End If

# ADMIN
# Create an admin account
If [ Get ( ScriptParameter ) = "[redacted]" ]
    Set Variable [ $NewPassword ; Value: RandomKey ( $ListOfValues ; 8 ) ]
    Set Field [ UserAccounts::AccessName ; UserAccounts::Email ]
```

The script step Add Account has an option to let the password expire. Just activate it, and you are done.

If the user ever looses his or her password, you have to delete the account (not the record) from the user table, and recreate the account to generate a new password.

Data Separation model

The data separation model separates the interface from the data. It does so by introducing two files, one for the interface, and at least one other for the data. There are situations where this model has its benefits. But does it work with FM Starter, and – more specifically – with the UAC User Accounts module?

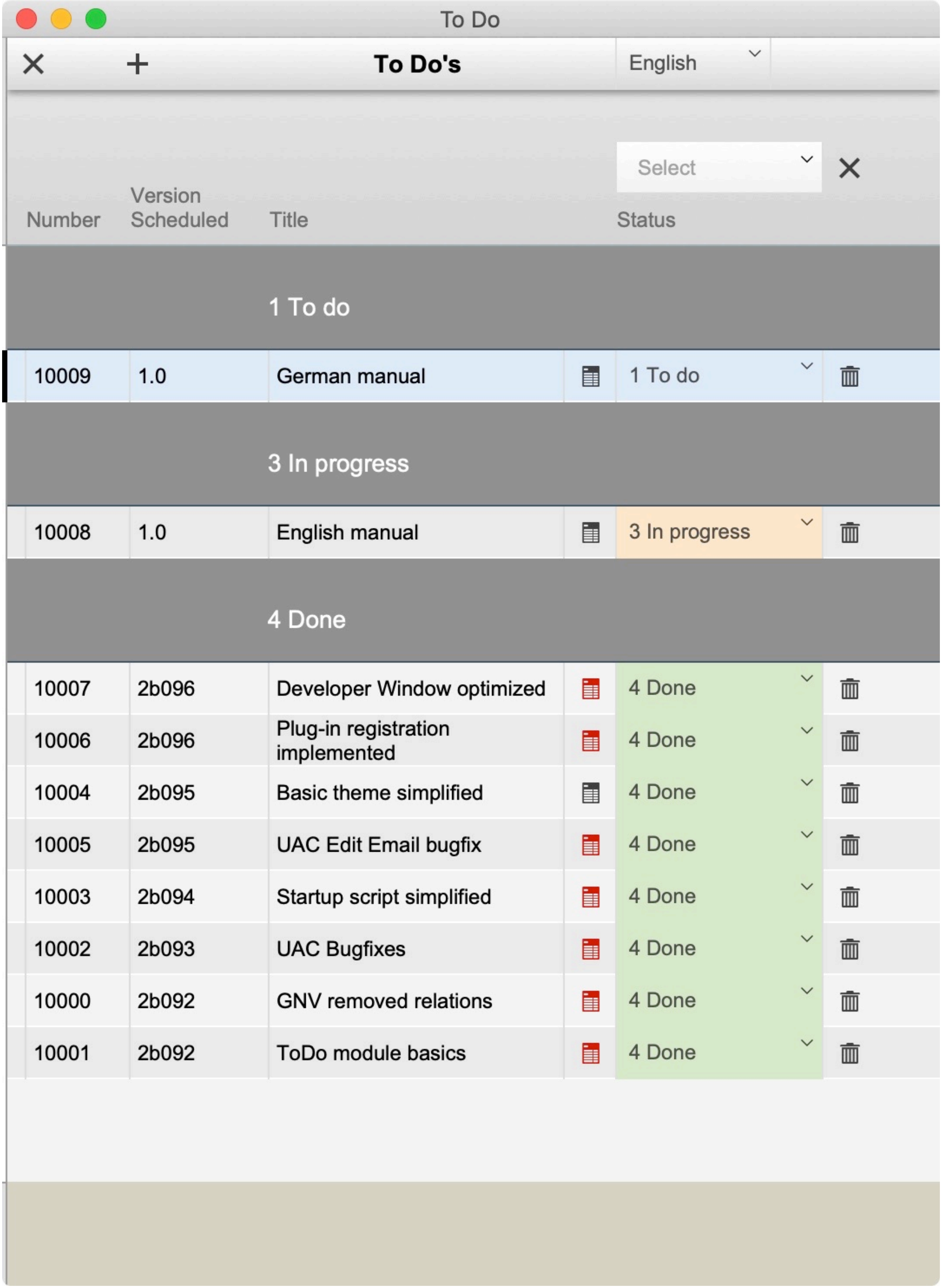
The answer is: No, the separation model is not supported by the UAC User Account module. **In order to let 2 files speak with each other, the same accounts must be available in all files.** There is no synchronisation option in the UAC User Accounts module, nor an additional module to perform this task.

Can it nevertheless be achieved? Yes, it can be done, but you must program this yourself, and adapt it to your needs. We suggest to create an own module for this task, which can then be easily integrated with any new file.

ToDo Developer

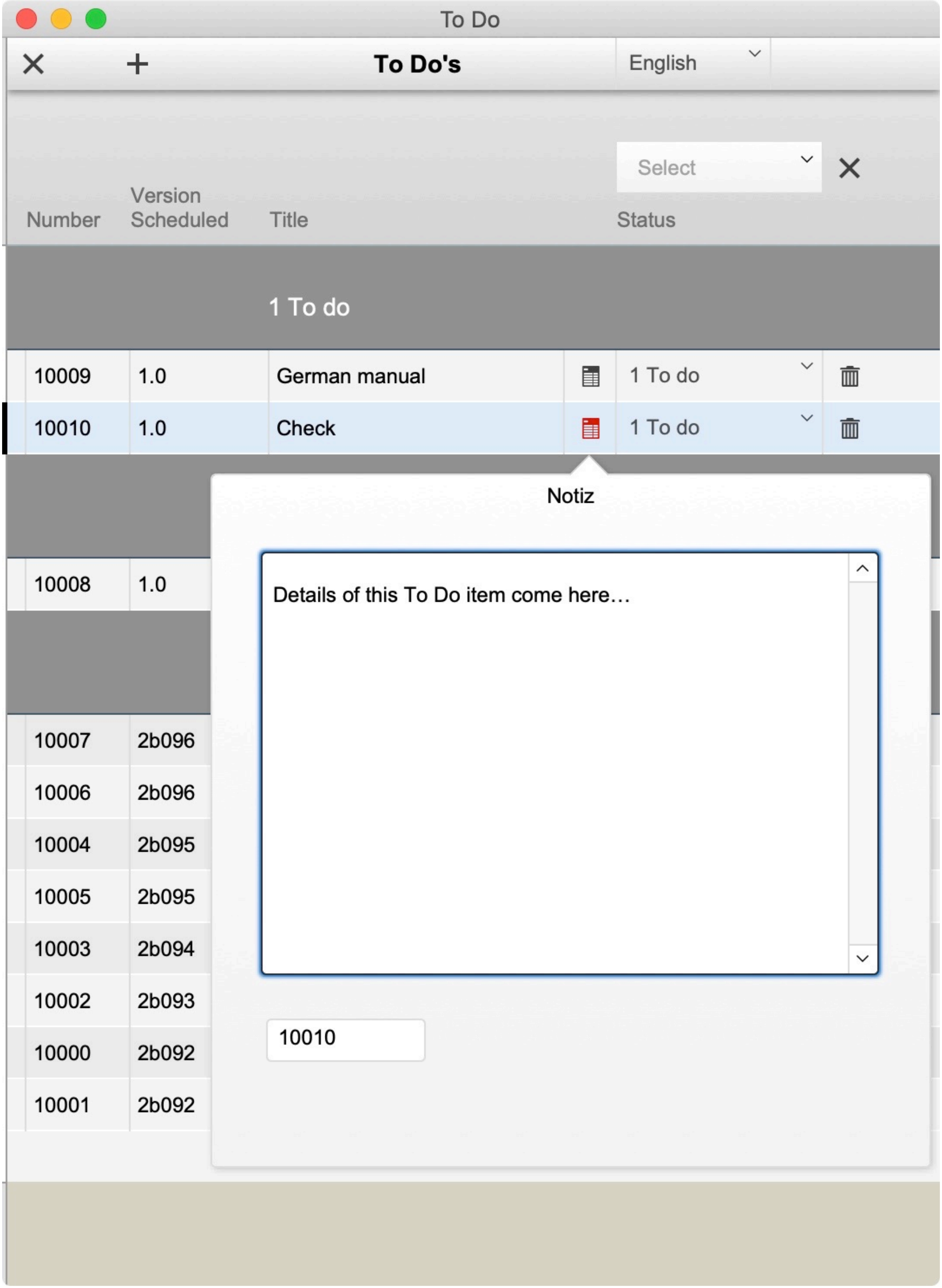
This simple module keeps track of your to-dos. It can include features, planning, bugs and many other things related to the software. It is a simple planning tool and checklist as well as a basis for further development.

For example, you can use the module to create a list of bug fixes and features for a particular release. The module is very simple and opens in an additional window:



Number	Version Scheduled	Title	Status
		1 To do	
10009	1.0	German manual	1 To do
		3 In progress	
10008	1.0	English manual	3 In progress
		4 Done	
10007	2b096	Developer Window optimized	4 Done
10006	2b096	Plug-in registration implemented	4 Done
10004	2b095	Basic theme simplified	4 Done
10005	2b095	UAC Edit Email bugfix	4 Done
10003	2b094	Startup script simplified	4 Done
10002	2b093	UAC Bugfixes	4 Done
10000	2b092	GNV removed relations	4 Done
10001	2b092	ToDo module basics	4 Done

You can add detail information to any entry:



Number	Version Scheduled	Title	Status
		1 To do	
10009	1.0	German manual	1 To do
10010	1.0	Check	1 To do
10008	1.0		
10007	2b096		
10006	2b096		
10004	2b095		
10005	2b095		
10003	2b094		
10002	2b093		
10000	2b092		
10001	2b092		

Notiz

Details of this To Do item come here…

10010

Plug-ins

Plug-ins can be used to extend FileMaker functionality. Plug-ins usually come from external suppliers. In order for plug-ins to be used in FileMaker, they must be both installed and, in most cases, registered.

Two modules are dedicated to the installation and registration of plug-ins. Consider this implementation as a start. If you have special requirements or plug-ins from other vendors, enhance the modules to your needs.

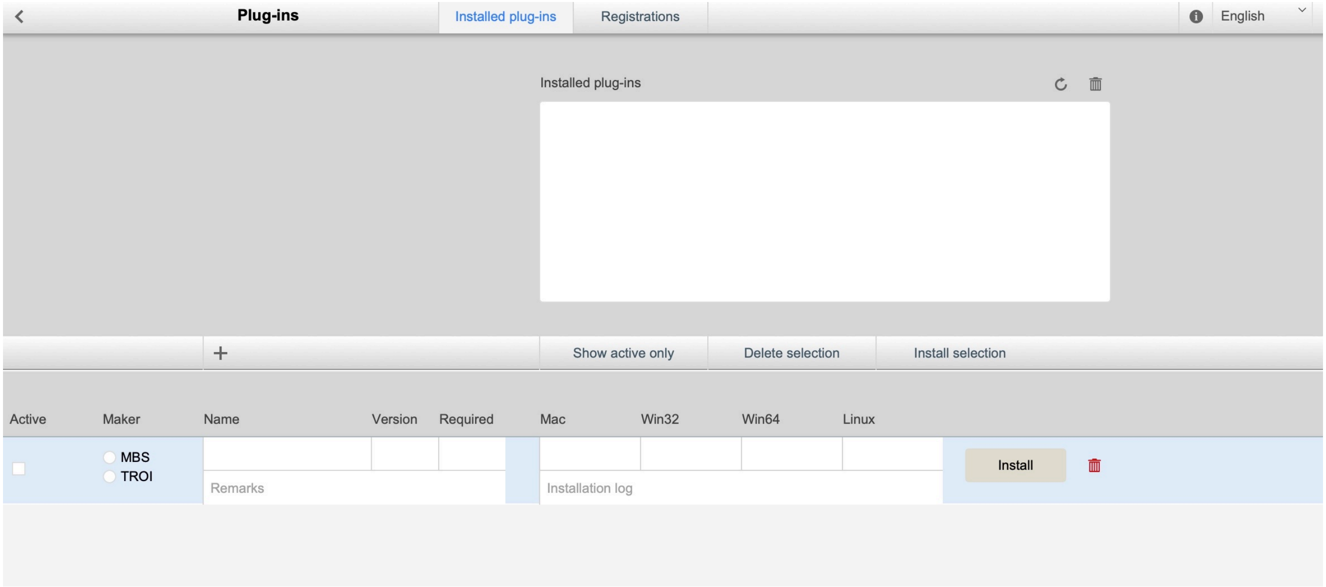
Plug-in installation

Plug-ins are external software solutions, which can enhance the standard FileMaker functionality. FileMaker plug-ins can solve issues, for which FileMaker itself has no options available.

The Plug-ins installation module does exactly that: It installs plug-ins and gives some feedback if anything goes wrong.

Where to find the Plug-in installation module?

Find the module in the developer Dashboard > modules.



Add a new plug-in

Add a new record, then...

- fill out the information on the left, and
- add the files on the right (per platform).

Add the developer

There is a switch for some popular plug-in developers, not doing much though (MBS/TROI). The switch is meant for your further development, as to make it easier to select all plug-ins from a single developer, or to get checks on the files depending on the developer. This might be important, as you want to create installs on different locations, or with different settings.

Install the plug-in

Click install to install exactly those files (the correct file for the correct platform will be installed).

Other actions

- Show active plug-ins only
- Delete selection
- Install selection

Registering the plug-ins

Usually plug-ins must be registered. As this is another task, we have created a separate module for plug-in registrations.

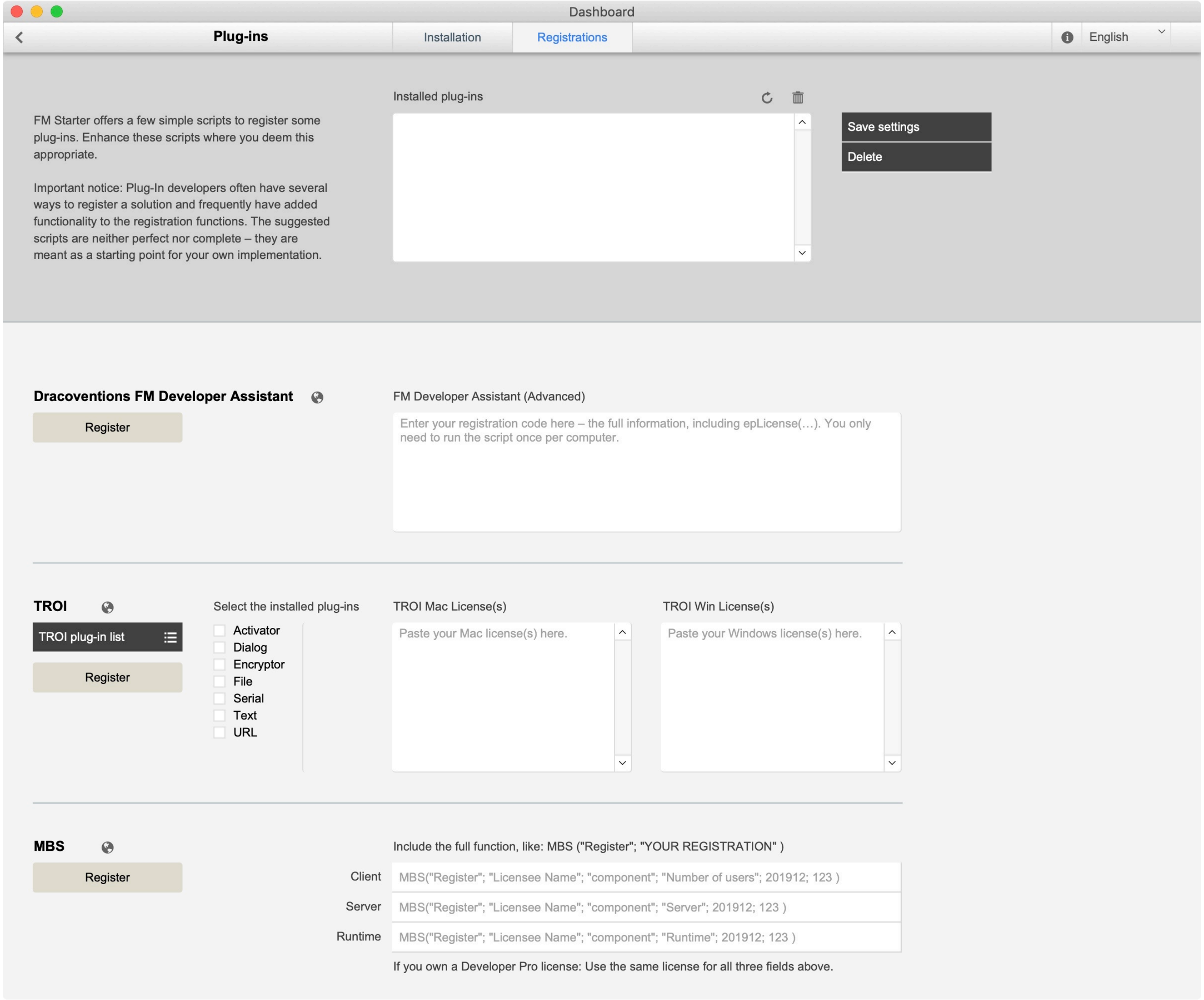
Plug-in registration

Once installed, most commercial plug-ins require some kind of registration. For some it might be a registration at the starting up of a file. For others it might be needed to set-up a registration before each call of a plug-in. Sometimes there are several options at once available, from which you can choose.

The Plug-ins Registration module comes with a few basic thoughts and implementations of registering a plug-in. It is by far not complete, not comprehensive, not finished. It aims at giving you a quick start on the topic and a basic implementation. You go from there.

Where to find the Plug-ins Registration module?

The module can be found in the developer Dashboard > Modules.



FM Starter offers a few simple scripts to register some plug-ins. Enhance these scripts where you deem this appropriate.

Important notice: Plug-In developers often have several ways to register a solution and frequently have added functionality to the registration functions. The suggested scripts are neither perfect nor complete – they are meant as a starting point for your own implementation.

Enter your registration code here – the full information, including epLicense(…). You only need to run the script once per computer.

□ Activator
□ Dialog
□ Encryptor
□ File
□ Serial
□ Text
□ URL

Paste your Mac license(s) here.

Paste your Windows license(s) here.

Include the full function, like: MBS ("Register"; "YOUR REGISTRATION")

Client: MBS("Register"; "Licensee Name"; "component"; "Number of users"; 201912; 123)

Server: MBS("Register"; "Licensee Name"; "component"; "Server"; 201912; 123)

Runtime: MBS("Register"; "Licensee Name"; "component"; "Runtime"; 201912; 123)

If you own a Developer Pro license: Use the same license for all three fields above.

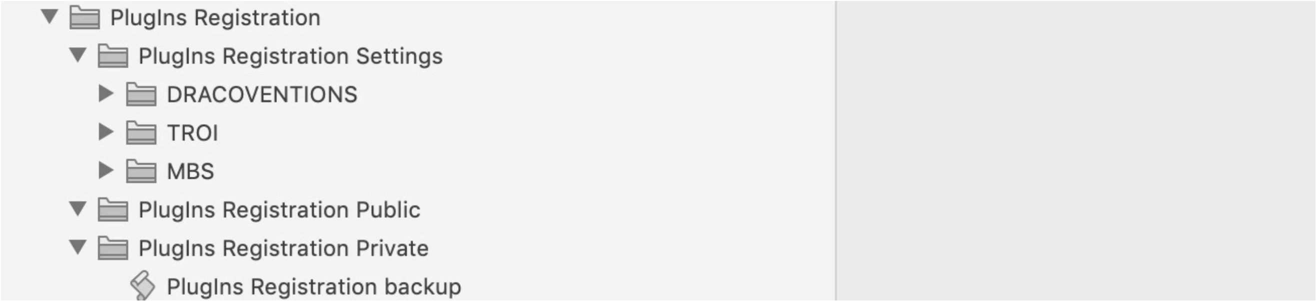
Supported products

The module comes with 3 preconfigured registrations for the following products:

1. Dracoventions: FM Developer Assistant
2. TROI plug-ins (also check the plug-in list)
3. MBS plug-in

Set-up of the scripts

As the mechanisms for each product are quite different, there are only settings scripts for each supplier:



PlugIns Registration
PlugIns Registration Settings
DRACOVENTIONS
TROI
MBS
PlugIns Registration Public
PlugIns Registration Private
PlugIns Registration backup

To add extra products, you can create your own subfolders with own scripts, then link them to the layout.

Design

Creating a user interface is the same as creating a user experience.

"Design is not just what it looks like and feels like. Design is how it works."

Steve Jobs

About design

This short chapter is all about the design, about the look-and-feel of your application as well as how you communicate without words, how the application works.

Design is at the core of your development. Design is what your customers see, and it is all he wants to know. Design is displaying the functionality in an interface which supports the workflows of the customer. Design is essential.

FM Starter is built to make your design process simpler. You will still have to make your own decisions, but there is something like a design framework, which you can use. It consists of color sets, predefined styles for almost any object, and a wide variety of examples of how to use it (the FM Starter application itself).

Creating the user interface

The goal is not to make your user interface as realistic as possible. The goal is to add those details which help users identify what an element is, and how to interact with it, and to add no more than those details.

– Lukas Mathis

The user interface does not need fancy buttons. A great interface will disappear into the subconsciousness of the user and simply help him solve the job he has to do.

Good practices

Keep your eye on the following issues to create better design:

- Consistency of layout elements, colors, functions
- Reduced color set
- Highlighted colors only for temporary feedback
- Simplified screens

Generally speaking, less is more.

What are themes?

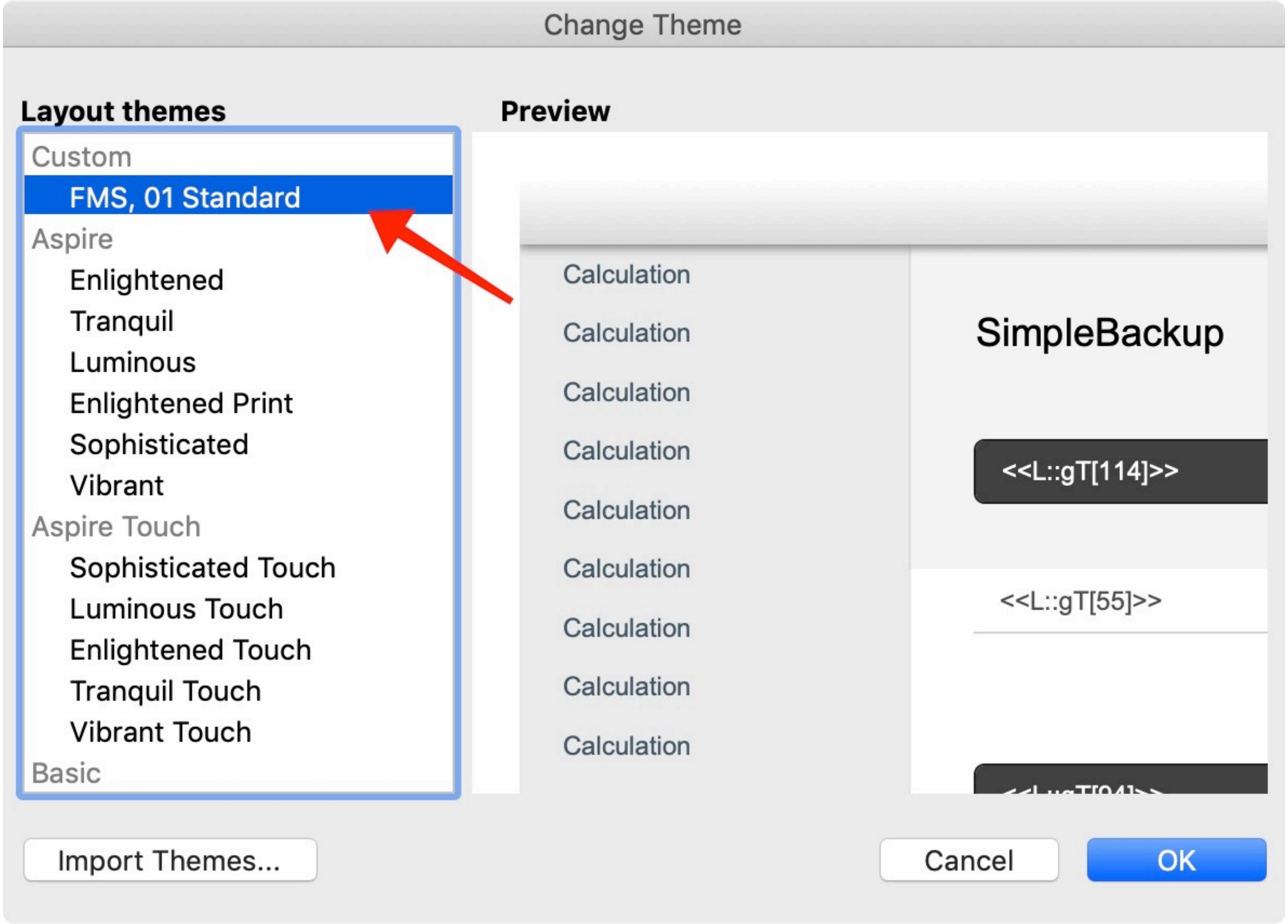
A "theme" is a "design". The best way to compare a theme is to a CSS (Cascading Style Sheet) as used in web design. It is a centralized description of how elements are displayed. A theme or design describes design elements, helping to create a consistent look and feel. FM Starter comes with a default theme. It is used in all layouts. You can use this theme or duplicate it to create your own set.

What is a theme or design?

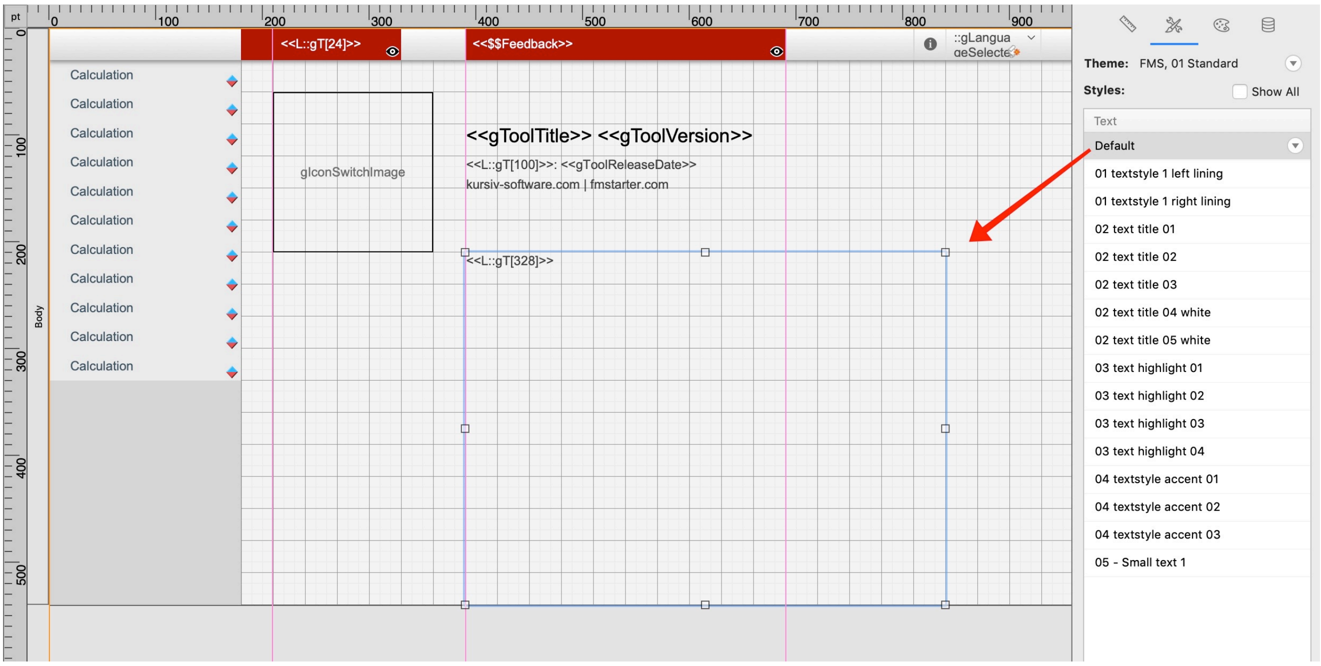
A theme is a set of styles that give your layouts, objects, and fields a consistent look. It helps your end user navigate and understand the software. Typical features include definitions for text sizes, colors of objects, the behavior and appearance of buttons, and more.

How to use a theme?

A theme is selected for a specific layout. You can change the theme for any layout at any time when you are in Layout mode.



Once activated, all styles for all objects are then available from that theme for that specific layout. To start using it, click on any object, then select a style from the inspector.



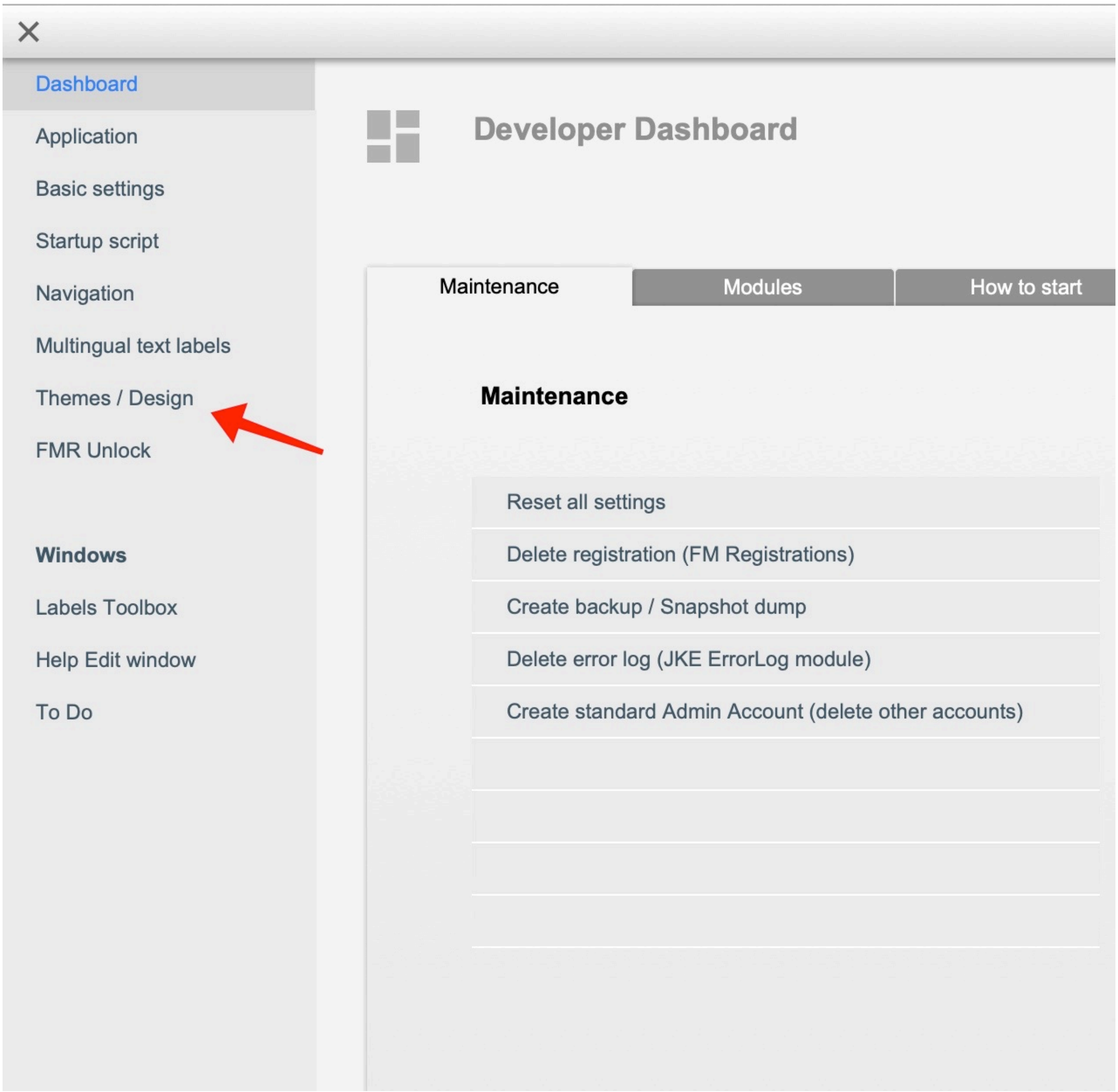
More about themes and how they work can be found in the FileMaker documentation.

Themes section

In the Developer Dashboard, Themes have its own section.

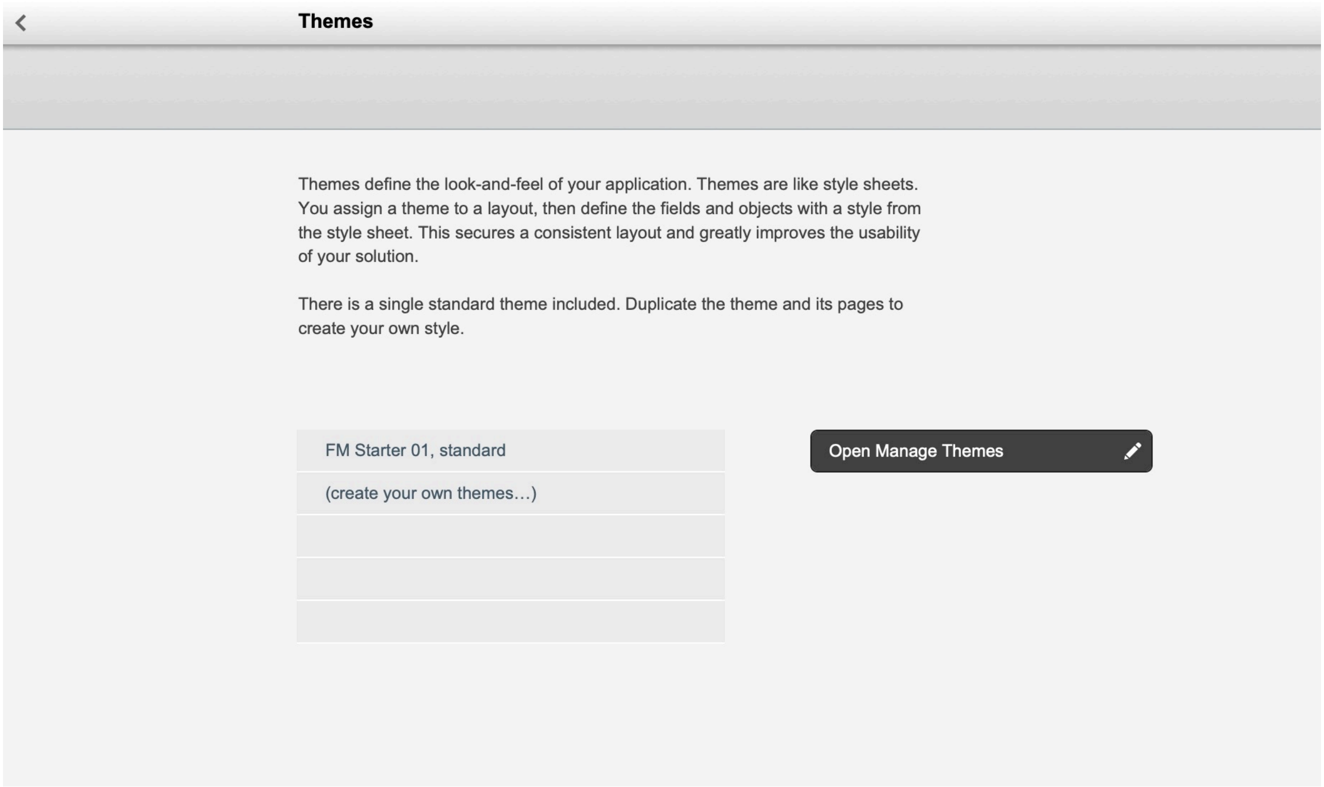
Themes are an integral part of FM Starter

The default theme is part of FM Starter. In the developer dashboard in the left navigation there is a link to the Theme/Design section. Here you can find a representation of the used theme/design. You can also manage your own themes there.



A playground

The idea behind this section is to give you the structure to experiment, duplicate and test new designs. It's a playground! The following screen shows a possible list of designs:



Themes define the look-and-feel of your application. Themes are like style sheets. You assign a theme to a layout, then define the fields and objects with a style from the style sheet. This secures a consistent layout and greatly improves the usability of your solution.

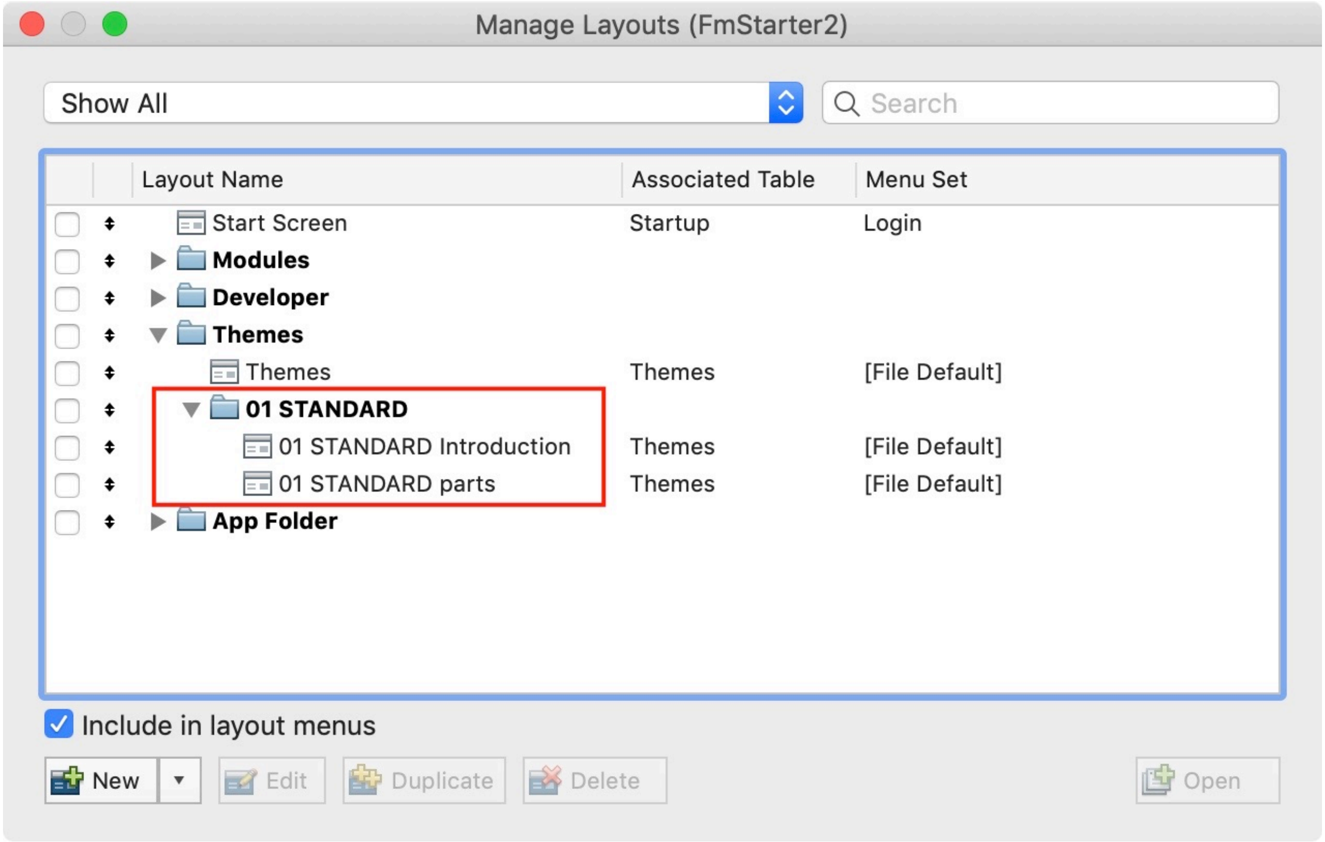
There is a single standard theme included. Duplicate the theme and its pages to create your own style.

Clicking on the Link to FM Starter 01, standard, will open the theme page for that theme.

The Themes table

The theme section uses the Theme table. It is a table with only a few fields, as needed to display certain things. This is the table you would like to use to display other themes as well, for example, if you want to create own designs.

In the Manage Layouts window, you see there is a Themes section as well, and the standard theme has its own subfolder with 2 layouts.



Manage Layouts (FmStarter2)

Show All

Layout Name	Associated Table	Menu Set
Start Screen	Startup	Login
▶ **Modules**		
▶ **Developer**		
▼ **Themes**		
Themes	Themes	[File Default]
▼ **01 STANDARD**		
01 STANDARD Introduction	Themes	[File Default]
01 STANDARD parts	Themes	[File Default]
▶ **App Folder**		

☑ Include in layout menus

Creating own designs

If you want to create new themes, it is suggested that you duplicate these layouts and this folder. Then duplicate the theme, and assign the new theme to the new layouts. This way you have a clean start, you can use the same layout, and work on the differences step-by-step.

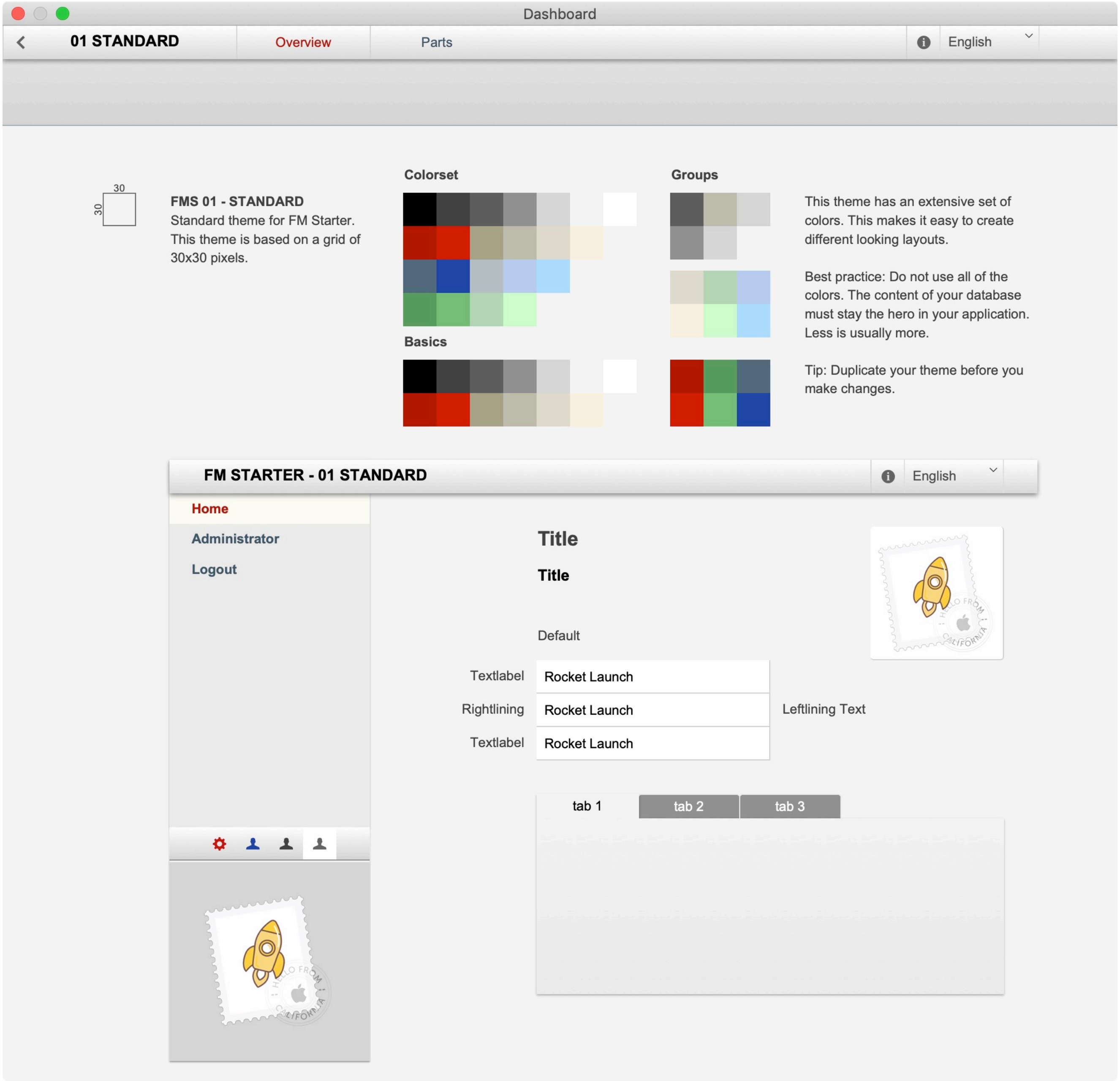
If your set is ready, make a link from / to the Themes page.

FMS01 Standard Theme

FM Starter comes with a single theme, specifically made for FM Starter. It is a reduced set of styles for any type of object, carefully tested and optimized. The set is big enough to offer variations, from which you can choose your preferred ones.

The standard theme can be accessed through the developer Dashboard > Themes/Design > and selecting the proper theme from the list (if you start anew with FM Starter, you will have just the standard theme).

This is the overview page:



FMS 01 - STANDARD
Standard theme for FM Starter.
This theme is based on a grid of 30x30 pixels.

This theme has an extensive set of colors. This makes it easy to create different looking layouts.

Best practice: Do not use all of the colors. The content of your database must stay the hero in your application. Less is usually more.

Tip: Duplicate your theme before you make changes.

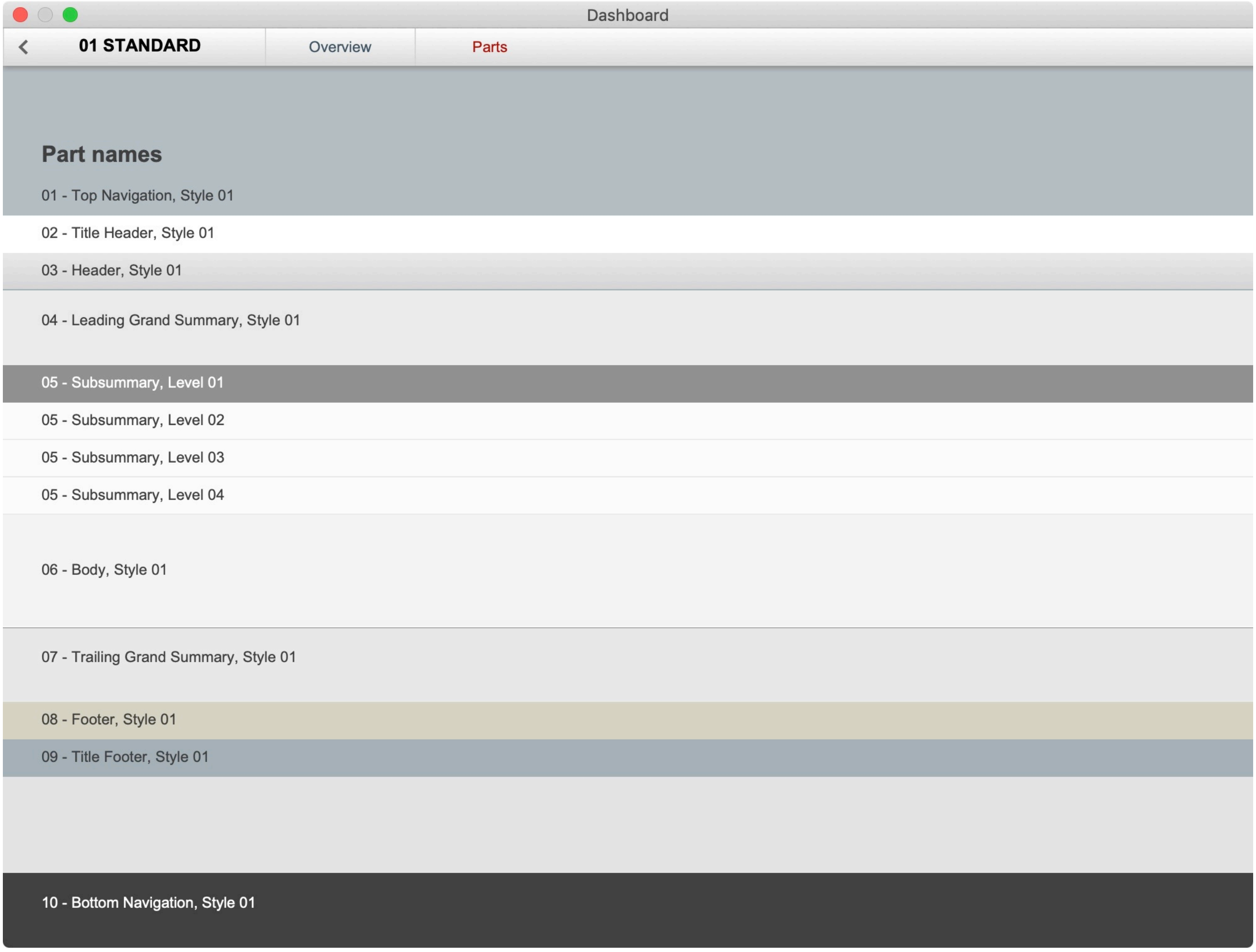
Textlabel	Rocket Launch	
Rightlining	Rocket Launch	Leftlining Text
Textlabel	Rocket Launch	

The idea of this page is, to have a few standard elements visible, in order to give you a simplified look at that theme. You also will find a color-set, with basic colors and several groups of colors. While today, FileMaker does not support color-sets (yet), you might find it helpful to copy these colors to a system palette or something alike.

The color palette for this theme is quite large. This gives you several options, to create, from the same set, a darker or lighter version, a more or less colorful version, or simply a variety of choices for specific highlights. This is exemplified by the color groups.

Tip:
Keep a reduced set of colors in your design. The focus should be on the content, not on the design.

The second page is the Parts page, showing a hierarchy of layout parts:



Part names

01 - Top Navigation, Style 01

02 - Title Header, Style 01

03 - Header, Style 01

04 - Leading Grand Summary, Style 01

05 - Subsummary, Level 01

05 - Subsummary, Level 02

05 - Subsummary, Level 03

05 - Subsummary, Level 04

06 - Body, Style 01

07 - Trailing Grand Summary, Style 01

08 - Footer, Style 01

09 - Title Footer, Style 01

10 - Bottom Navigation, Style 01

Support

FM Starter is a great starting point for your FileMaker development. This manual does not cover everything there is to say, as we assume you also check on the basic FileMaker manuals.

If you have a question or any feedback about FM Starter, we'd love to hear from you. Just send us an email at support@kursiv.com.

Links

Check out our websites:

- fmstarter.com – the Home of FM Starter and other products for FileMaker developers.
- kursiv-software.com – here we sell products for non-developers.

Links to these websites also can be found in the developer window.

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