



# **User Guide**

## **Navigate for Object Manager**

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# CONTENTS

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Contents .....	2
1 What is Navigate?.....	4
2 Installation.....	5
2.1 Installing the Navigate Control Panel.....	5
2.2 Installing the NAV Add-in .....	7
2.2.1 Install with the Control Panel.....	7
2.2.2 Install by copying files .....	8
2.3 Activating License Key .....	11
3 Object Manager Configuration.....	12
4 Basic Features.....	14
4.1 Open Objects.....	14
4.2 Save Objects .....	17
5 Syntax Coloring.....	21
6 Navigation .....	23
6.1 Go To Definition .....	23
6.2 Go To Line.....	24
6.3 Code Outlining.....	24
6.4 Navigable Symbol Selector .....	25
6.5 Navigation Log.....	27
7 Properties Window.....	28
7.1 Editing Properties.....	28
7.1.1 AccessByPermission .....	29
7.1.2 CalcFormula.....	30
7.1.3 Caption .....	30
7.1.4 FieldList.....	30
7.1.5 Link .....	30
7.1.6 Permissions.....	31
7.1.7 Relation.....	31
7.1.8 View .....	31
7.2 Filtering Properties .....	31
7.3 Grouping Properties .....	32
8 IntelliSense .....	33
8.1 Auto Completion .....	33
8.2 Quick Info .....	35

8.3	Parameter Info .....	36
9	Error List .....	37
9.1	Unknown Declarations .....	37
9.2	Type Conversion Errors .....	38
9.3	Overflow Errors .....	39
9.4	Property Errors .....	40
10	Add Elements.....	41
11	Commenting .....	44
11.1	Comment .....	45
11.2	Comment Block and Edit .....	45
11.3	Comment with Tag .....	46
11.4	Add Comment to Document Trigger .....	46
12	Code Snippets.....	47
13	Where Used.....	48
13.1	Open Navigate from Where Used .....	48
13.2	Use Where Used Base in Navigate .....	49
14	Check Guidelines .....	50
14.1	Open Navigate from Check Guidelines Tool .....	50
14.2	Analyze code in Navigate .....	52
14.3	Auto Apply Guidelines .....	52
15	Edit Captions.....	53
16	Debugging.....	54
17	Shortcuts .....	55

# 1 WHAT IS NAVGATE?

**Navigate** is a full development environment for **Microsoft Dynamics NAV**. It offers a syntax colored environment with all the features that modern development environment should have, like **IntelliSense** with **Code Completion**, **Parameter Info** and **Code Snippets**.

**Navigate for Object Manager** is specially build for **Object Manager** users. **Object Manager** features like **Where Used** and **Check Guidelines** are seamlessly integrated into **Navigate**.

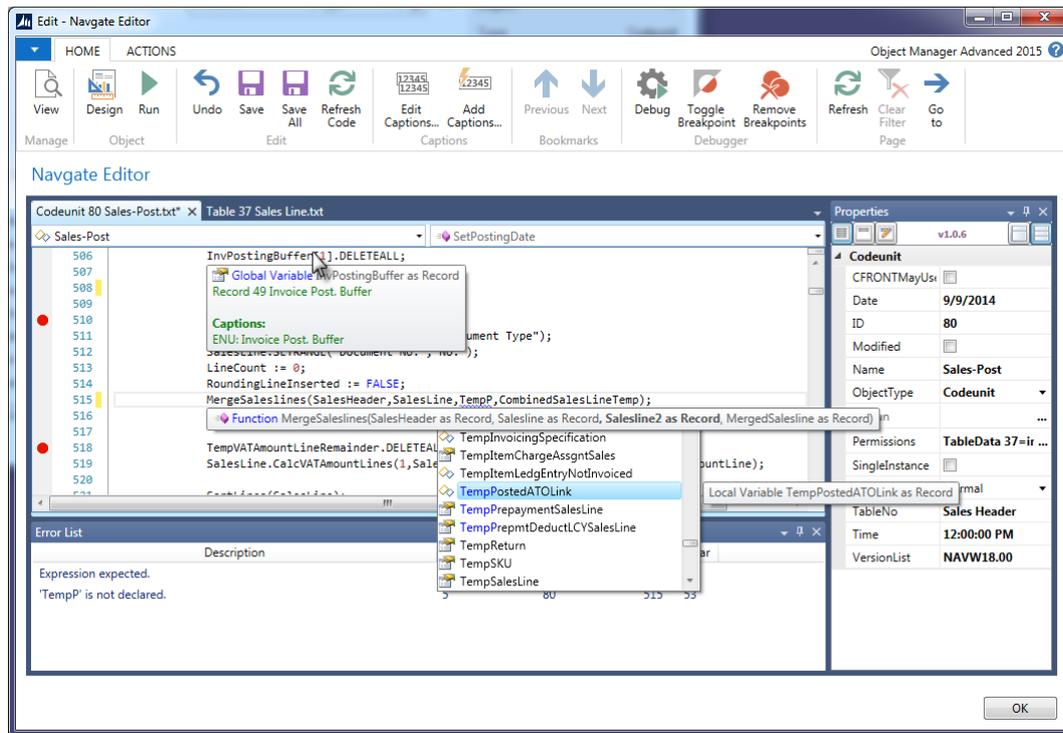


Figure 1-1: Navigate

## 2 INSTALLATION

**Navigate for Object Manager** can be downloaded from [wicketproducts.com/download](http://wicketproducts.com/download). **Navigate for Object Manager** consists of two different parts: The **NAV Add-in** that has to be copied to your **Microsoft Dynamics NAV Client** folder and the **Navigate Control Panel** that will help you copy the **NAV Add-in** to the **Microsoft Dynamics Client** folder.

### 2.1 INSTALLING THE NAVGATE CONTROL PANEL

As you can see on the following picture you can use the **Navigate Control Panel** for different tasks. You can for example activate your license key and install the **NAV Add-in**.



Figure 2-1: Navigate Control Panel

To install the **Control Panel** run the **Navigate Setup** executable.



Figure 2-2: Navigate Setup

The **Installation Wizard** starts. Confirm acknowledgement of copyright protection and click **Next**.

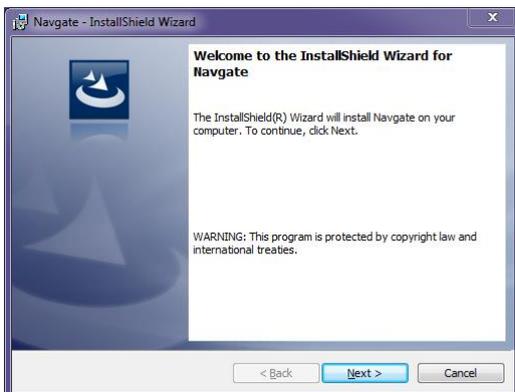


Figure 2-3: Navigate Installation Wizard 1

Click **Change** to install to a different folder, click **Next** to continue installation.

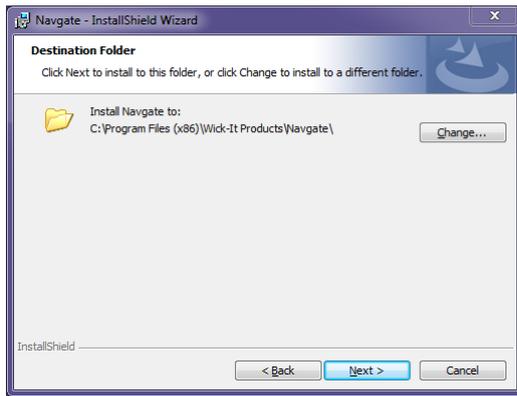


Figure 2-4: Navigate Installation Wizard 2

At next step the **Installation Wizard** is ready, click **Install** to begin installation.

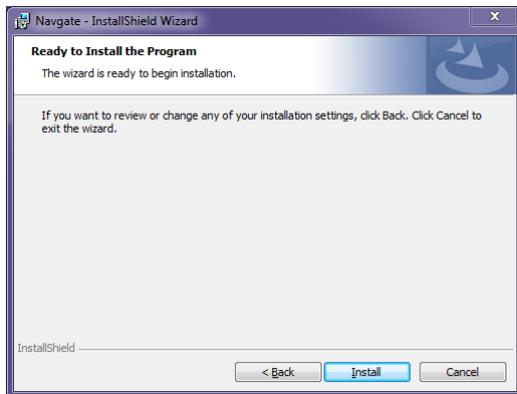


Figure 2-5: Navigate Installation Wizard 3

When **Navigate** was successfully installed click **Finish**.

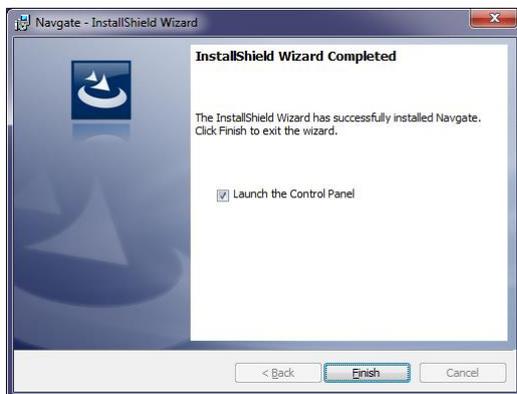


Figure 2-6: Navigate Installation Wizard 4

## 2.2 INSTALLING THE NAV ADD-IN

The **NAV Add-in** is an add-in that runs in the **Microsoft Dynamics NAV Client for Windows**. The add-in can be installed with the **Navigate Control Panel** but it is also possible to copy the files to the **Add-ins** directory of your **Microsoft Dynamics NAV** installation. This chapter describes the differences between these two options.

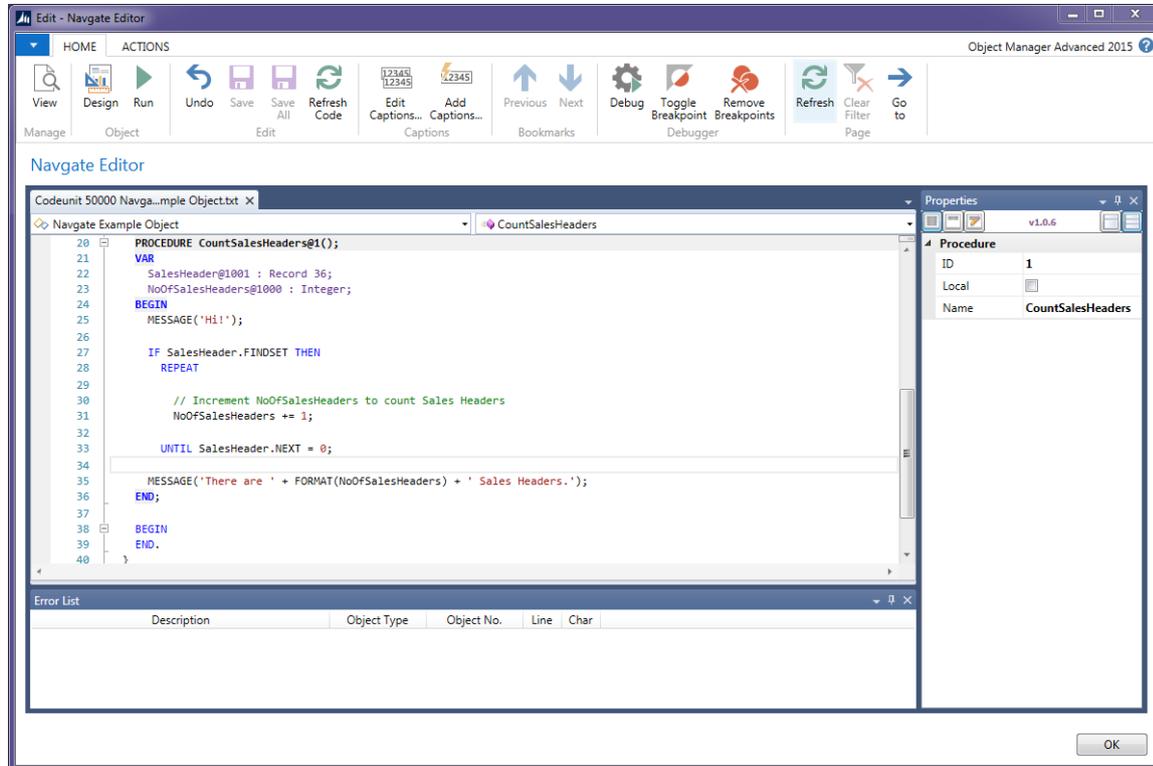


Figure 2-7 NAV Add-in

### 2.2.1 Install with the Control Panel

To install the **NAV Add-in** open the **Navigate Control Panel**. You can find it in the start menu. Click **Install NAV Add-in**.



Figure 2-8: Navigate Control Panel

In the window that opens click **Scan Program Files** to scan this folder and automatically find the **NAV Clients**, or click **Browse** to locate the **NAV Clients** manually.

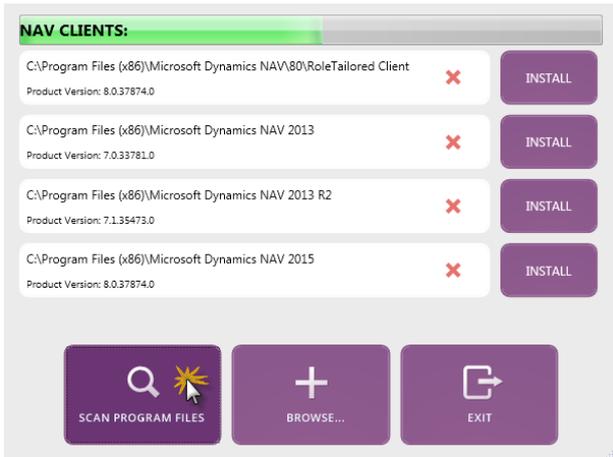


Figure 2-9: Searching for Dynamics NAV Clients

After the **NAV Clients** were located, choose the **NAV Client** you wish to install and click **Install**. After successful installation the **Install** action will change to **Uninstall** action indicating that the add-in is present.

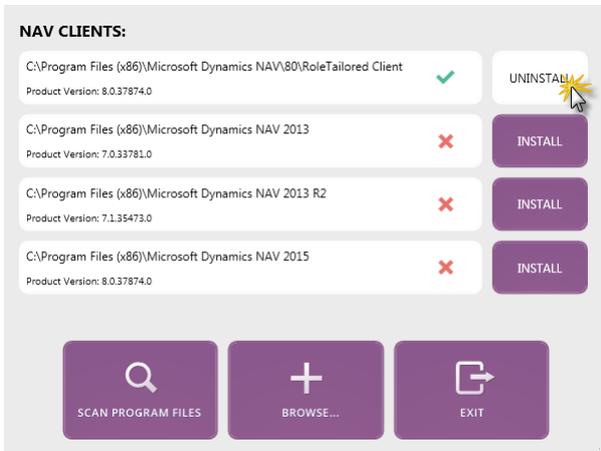


Figure 2-10: Install Dynamics NAV Add-in

**NOTE: If you do not have write permissions on your Dynamics NAV Client folder launch the Control Panel with administrator rights. You can access the 'Run as Administrator' menu option by clicking Shift + Right Click of you mouse on the executable or shortcut.**

### 2.2.2 Install by copying files

It is not necessary to use the control panel to install the **NAV Add-in**. It is also possible to copy all the needed files to the **Microsoft Dynamics NAV Client** folder manually. Open the **Navigate** folder in the **Program Files**. The default location is **C:\Program Files (x86)\Wick-It Products\Navigate**.

Select the folder **RoleTailored Client** and copy it to your clipboard with **Ctrl+C**.

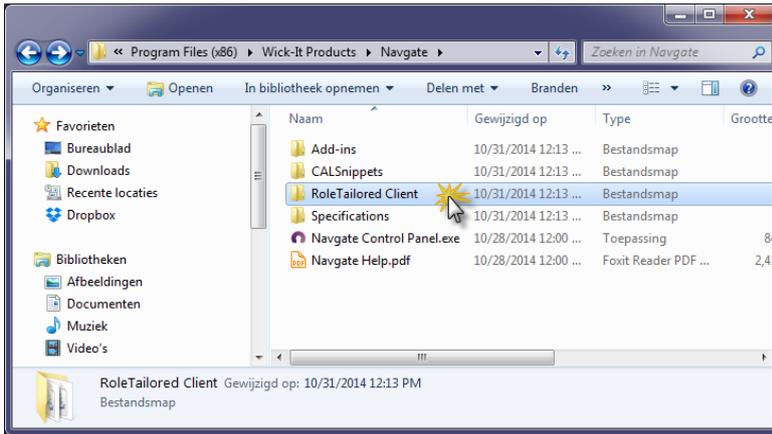


Figure 2-11: Copying RoleTailored Client Folder

Open the **Microsoft Dynamics NAV Client** folder where you want to install the **NAV Add-in** and paste the **RoleTailored Client** folder with **Ctrl+V**.

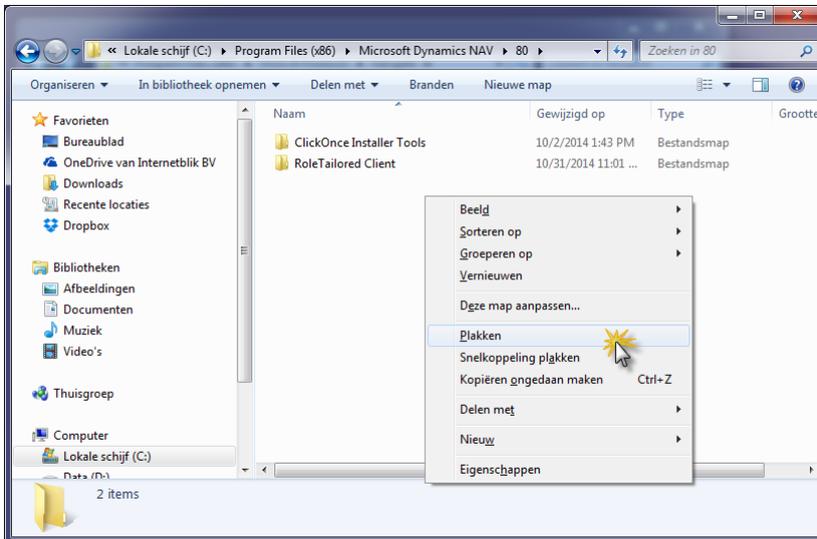


Figure 2-12: Pasting RoleTailored Client Folder

Choose **Yes** to copy all the files to the **Microsoft Dynamics NAV Client** folder:



Figure 2-13: Confirm Pasting Files

The following files are copied to the **Microsoft Dynamics NAV Client** folder:

- \RoleTailored Client\Add-ins\NavigateEditor\ActiproSoftware.DataGrid.Contrib.Wpf.dll
- \RoleTailored Client\Add-ins\NavigateEditor\ActiproSoftware.Docking.Wpf.dll
- \RoleTailored Client\Add-ins\NavigateEditor\ActiproSoftware.PropertyGrid.Wpf.dll
- \RoleTailored Client\Add-ins\NavigateEditor\ActiproSoftware.Shared.Wpf.dll
- \RoleTailored Client\Add-ins\NavigateEditor\ActiproSoftware.SyntaxEditor.Wpf.dll
- \RoleTailored Client\Add-ins\NavigateEditor\ActiproSoftware.Text.Wpf.dll
- \RoleTailored Client\Add-ins\NavigateEditor\WickIt.Licensing.dll
- \RoleTailored Client\Add-ins\NavigateEditor\WickIt.Navigate.CALSyntaxLanguage.dll
- \RoleTailored Client\Add-ins\NavigateEditor\WickIt.Navigate.Editor.dll
- \RoleTailored Client\Add-ins\NavigateEditor\WickIt.Navigate.Parsing.dll

Finally you pick the necessary add-in from the **Add-ins** folder and copy it to the **\Add-ins\NavigateEditor** folder of your **Microsoft Dynamics NAV Client**.

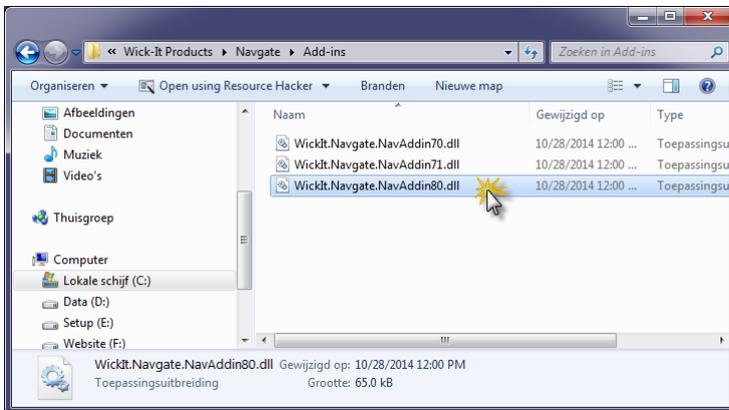


Figure 2-14: Copy NAV Add-in

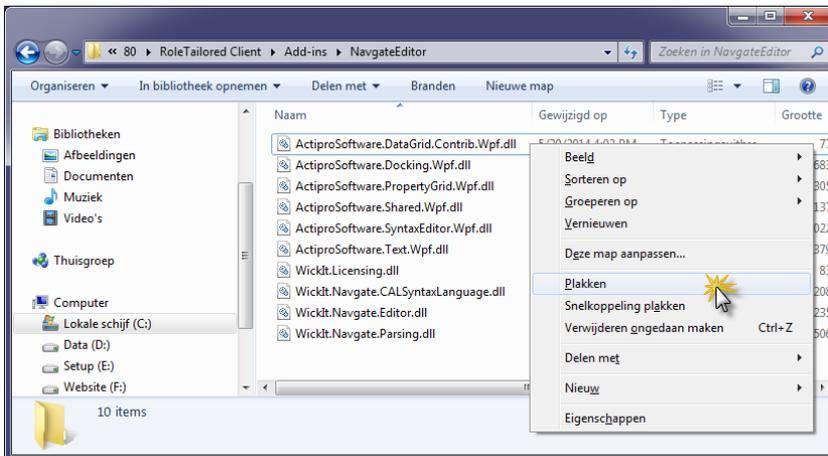


Figure 2-15: Paste NAV Add-in

### 2.3 ACTIVATING LICENSE KEY

This version of Nagate is shipped freely with Object Manager. Activating is therefore not needed.

### 3 OBJECT MANAGER CONFIGURATION

The **Object Manager** uses by default its own editor to modify objects. To use the **Navigate** editor choose **Navigate** as editor in the **Object Manager Setup**.

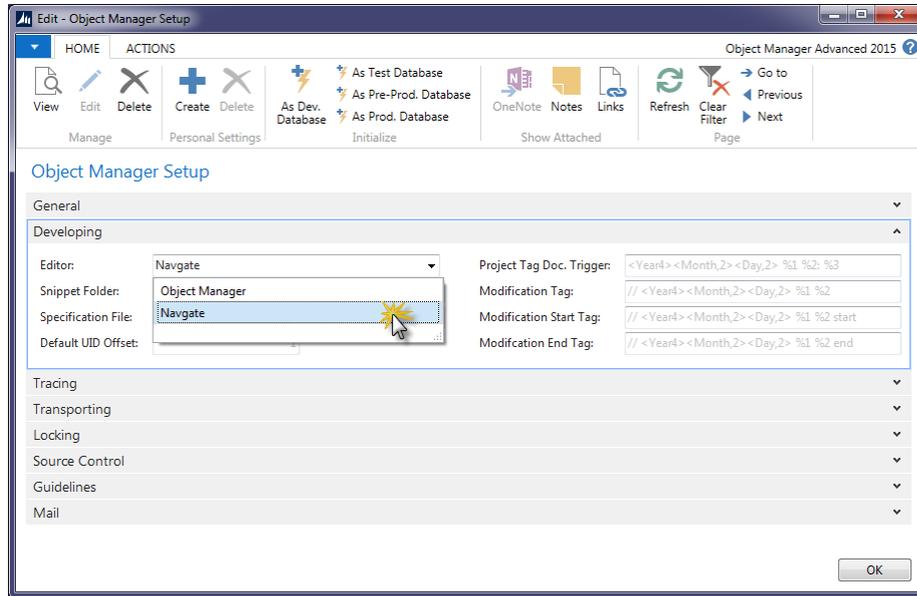


Figure 3-1: Choose Navigate in Object Manager Setup

If the active editor is **Navigate** all other settings on this fast tab become available as well:

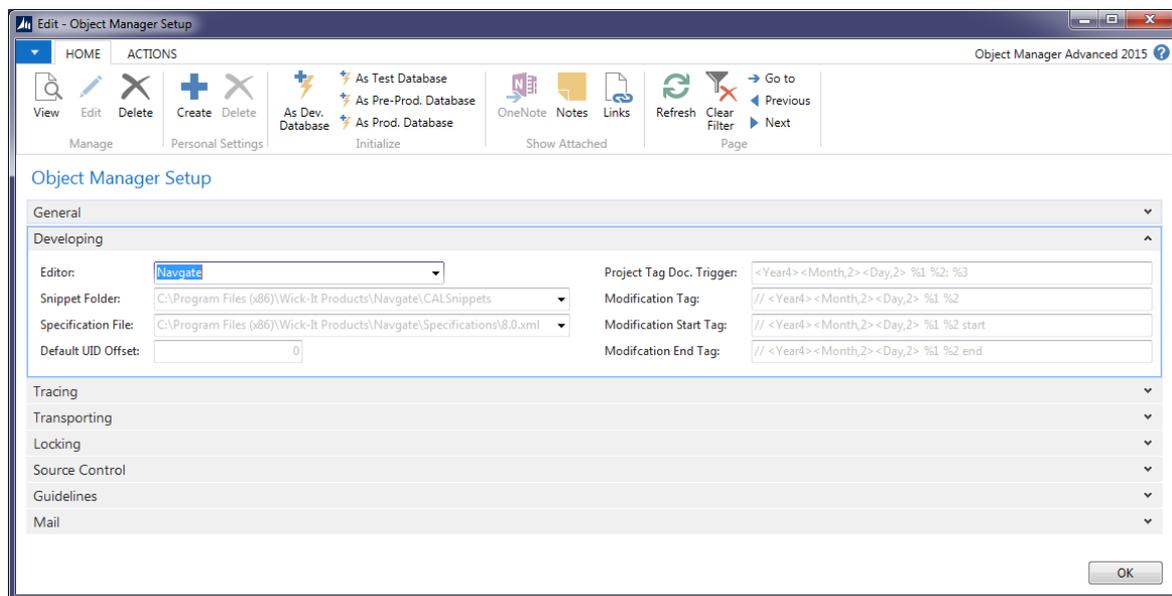


Figure 3-2: Object Manager Setup

**Snippet Folder:** This is the folder where **Navigate** will look for code snippets. For more information about code snippets see the chapter **Code Snippets**. If **Navigate** is installed with the installer this folder will be read from your register. If you installed **Navigate** by copying files to your **Dynamics NAV Client** directory you will have to enter this setting manually.

**Specification File:** This is the file where the definition of the **NAV** objects is specified. Every version of **NAV** has different functions so for each **NAV** version there is a separate specification file. Same as for

the **Snippet Folder** this setting is automatically filled in if you installed **Nagate** with the installer. Otherwise you will have to set this field manually.

**Default UID Offset:** The **Default UID Offset** is used to give new elements in your objects an ID. This settings is read from your database. You can overrule it in the **Object Manager Setup** or in the **Project Type**. For more information about the UID Offset see the chapter [Add Elements](#).

**Tag Fields:** These settings are used for commenting your code. For more information about commenting your code see the chapter [Commenting](#).

## 4 BASIC FEATURES

### 4.1 OPEN OBJECTS

There are a lot of places in the **Object Manager** where you can go to the source code of an object. By default the **Object Manager** uses its own **C/AL** code editor which is not very convenient for reading and editing objects. It misses features like **Syntax Coloring** and **IntelliSense**. The following picture shows what it looks like.

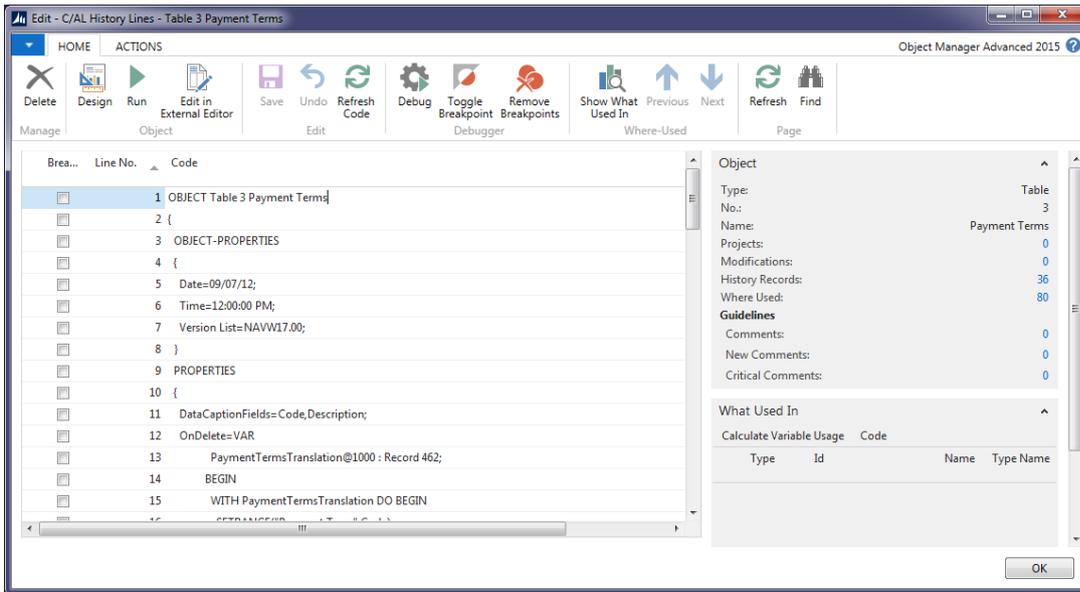


Figure 4-1: Object Manager's Code Editor

Choose **Navigate** in the **Object Manager Setup** as editor to show and edit the **C/AL** code of your objects.

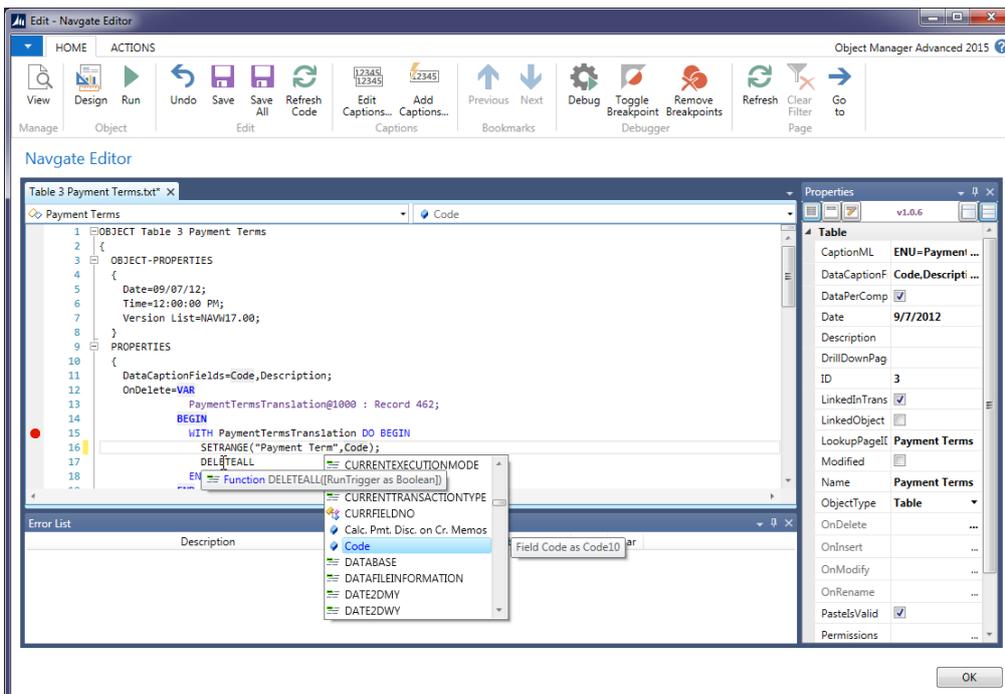


Figure 4-2: Navigate

Navigate can be opened wherever you see the following **Code** button on the ribbon.

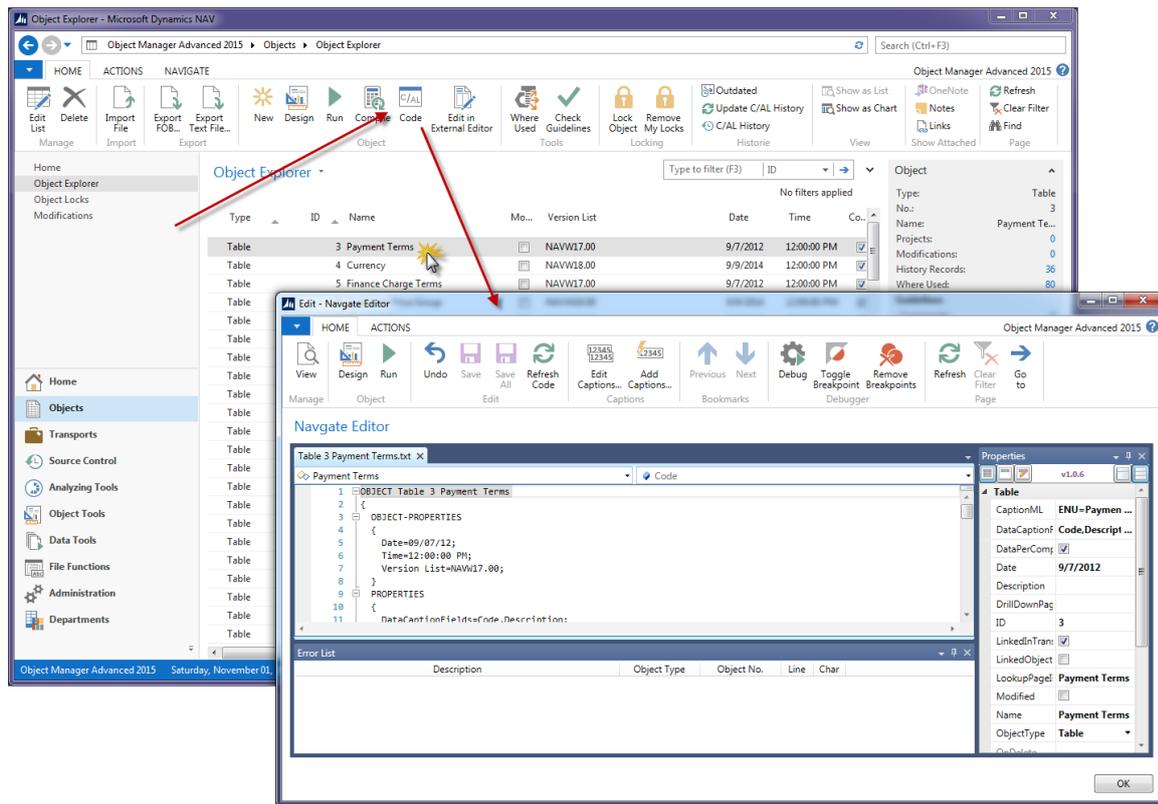


Figure 4-3: Open Navigate with the Code Button

In the **Where Used** and **Check Guidelines** tool, **Navigate** can be opened with more than one object at once. For example, to see where the **PaymentTable.INIT** is called select all entries in the **Where Used** tool and click the **Code** button.

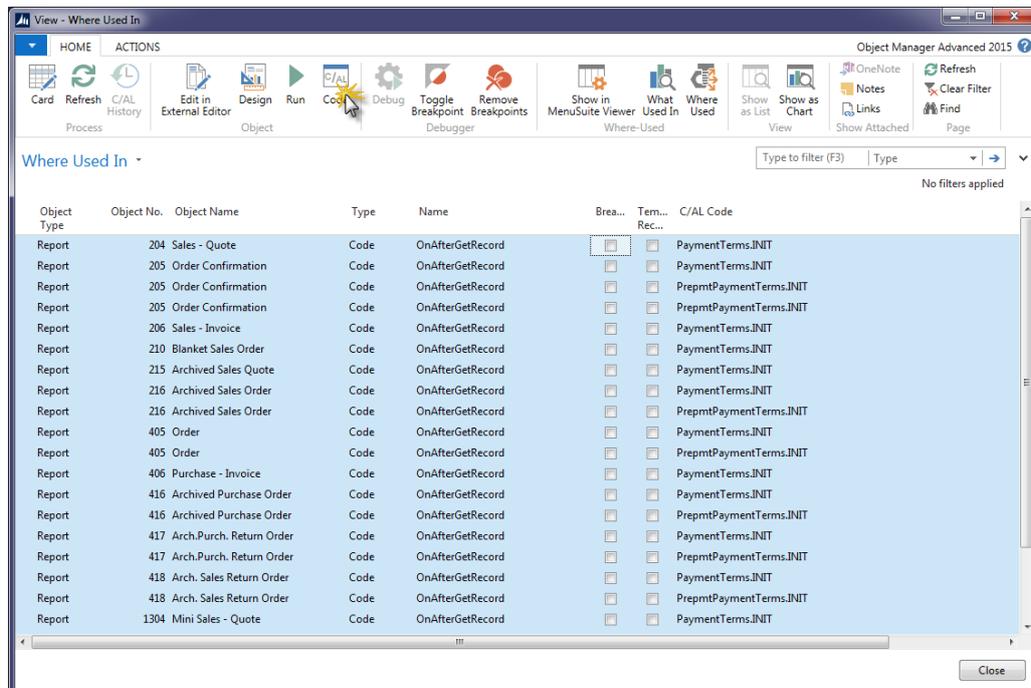


Figure 4-4: Selecting Where Used Entries

All selected objects will be opened in **Navigate**. Every object in its own tab.

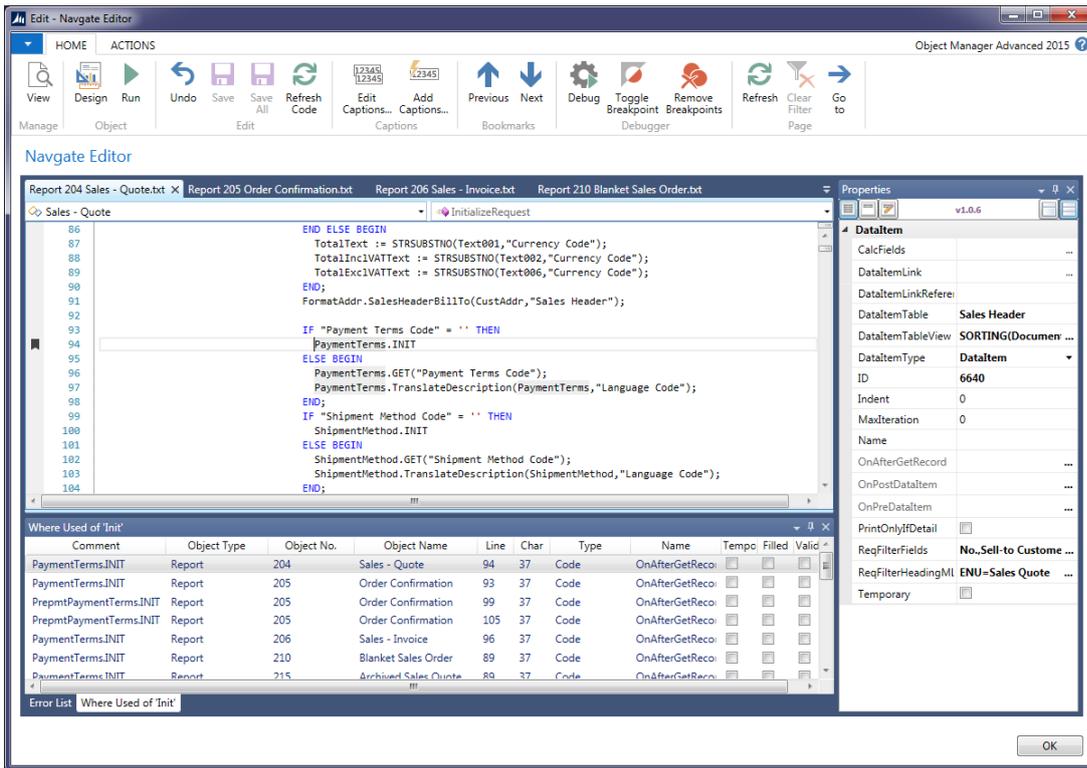


Figure 4-5: Multiple Objects Opened in Navigate

With **Ctrl+TAB** you can switch between the different objects:

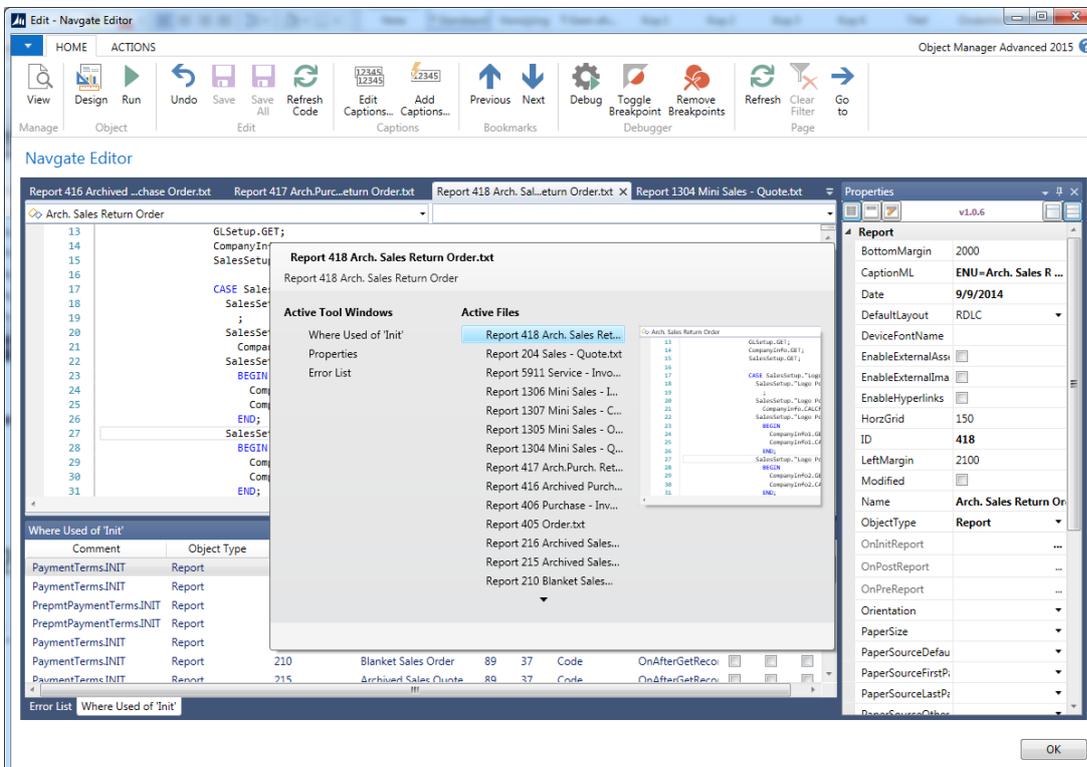


Figure 4-6: Use Ctrl+TAB to Switch Objects

The same applies for the **Check Guidelines** Tool, you can select multiple objects and open them together at once in **Navigate**.

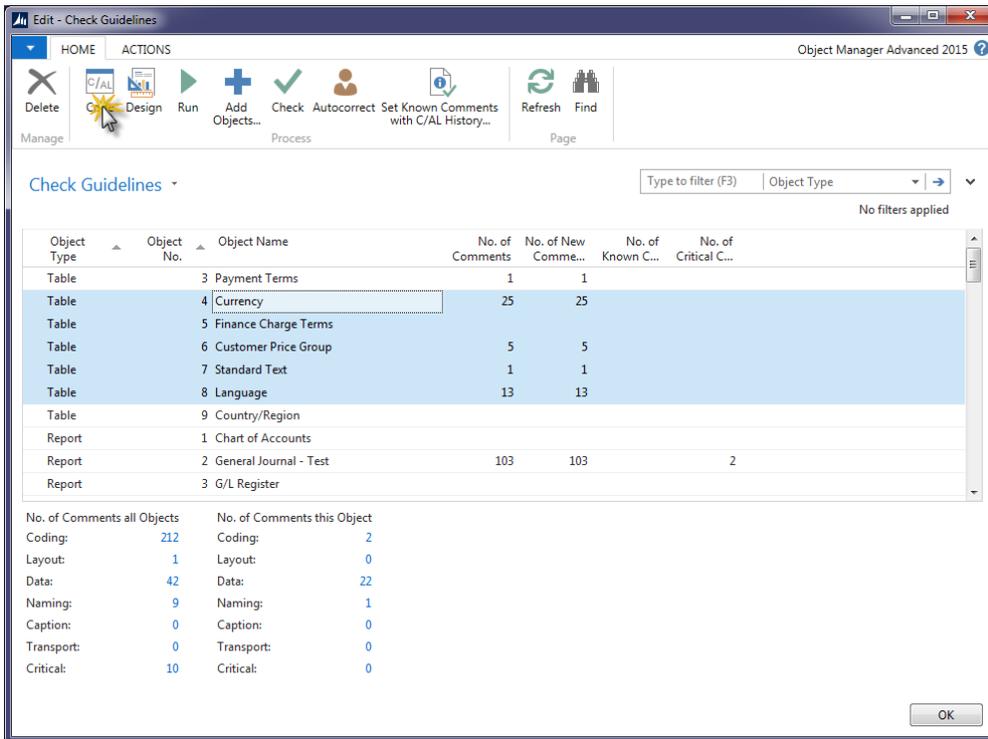


Figure 4-7: Check Guidelines Tool

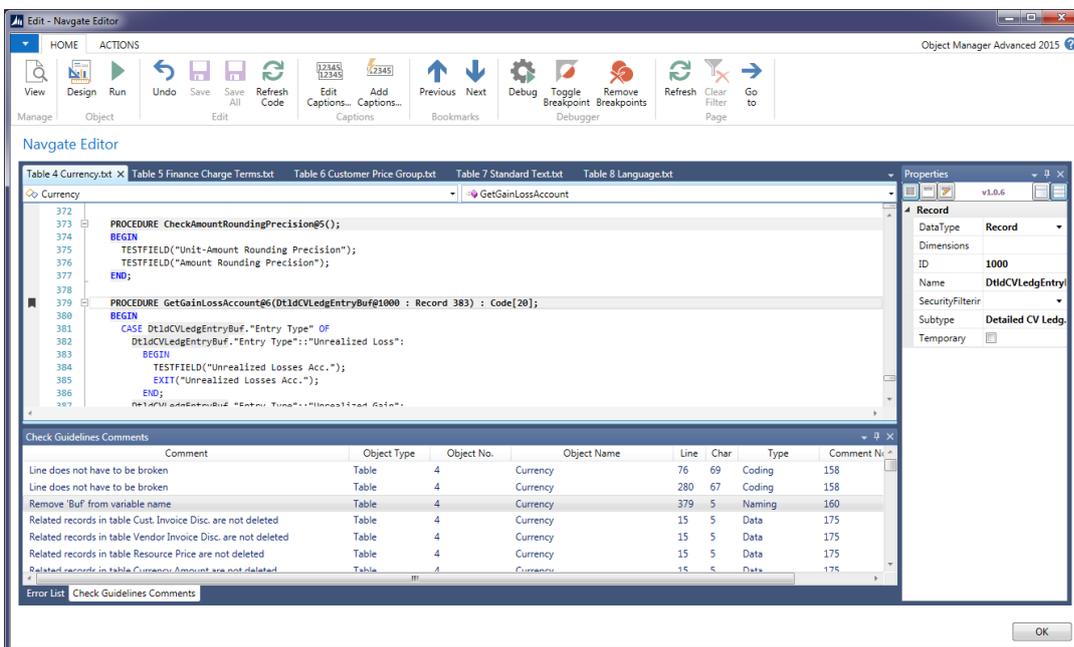


Figure 4-8: Multiple Objects Opened in Navigate

## 4.2 SAVE OBJECTS

When you are editing your **C/AL** code, it is useful to understand which lines of code have been saved to the database and which have not. **Change Tracking** provides this functionality. A **yellow** indicator in the selection margin tells you that the changes you made are not saved to the database. Besides that an **asterisk** will be added to the title of the tab.

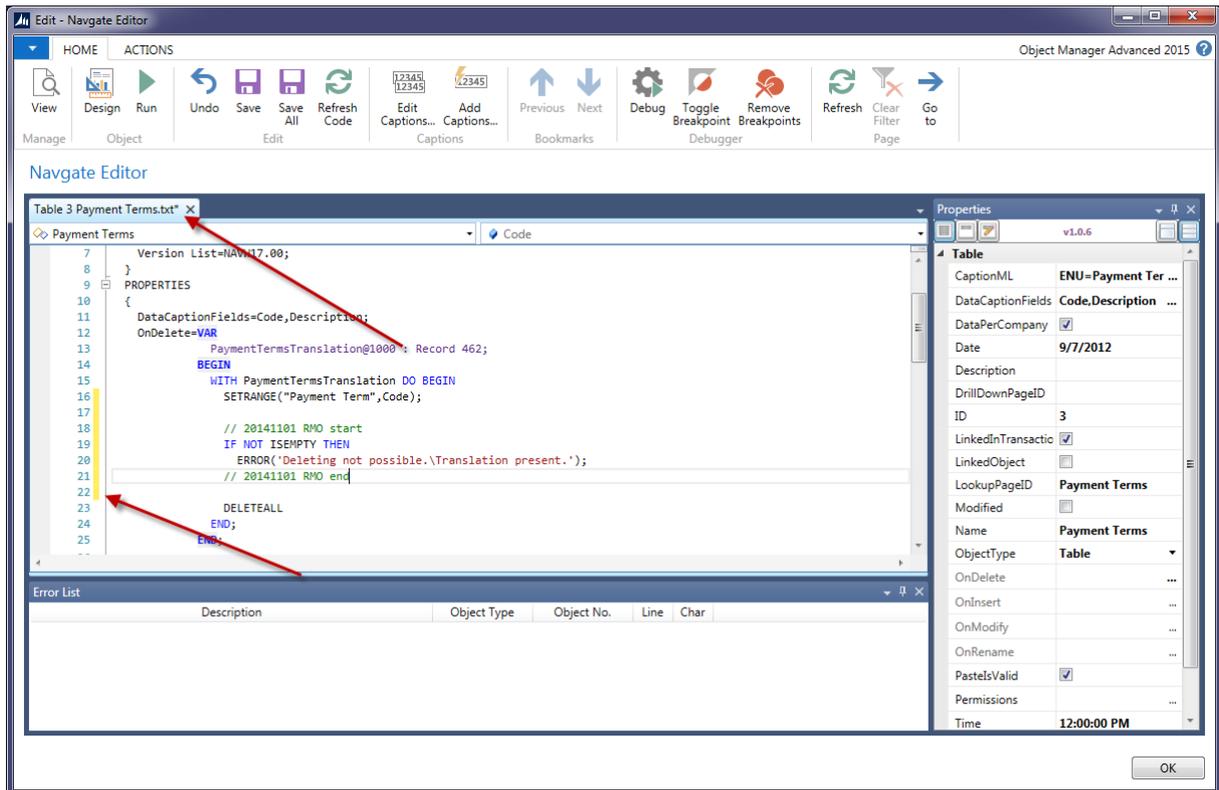


Figure 4-9: Modified Object

If your object has unsaved changes you will be warned if you try to close **Navigate**.

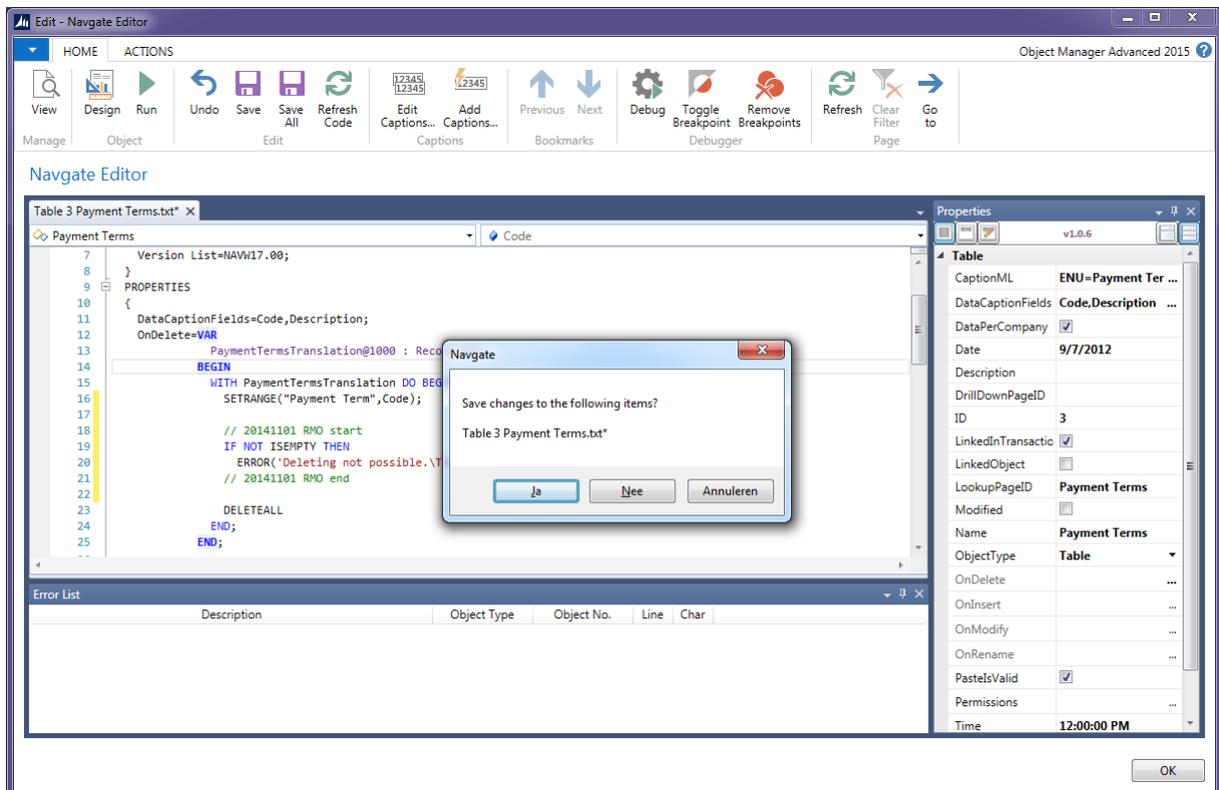


Figure 4-10: Confirming That You Want to Discard Changes

The changes you make can be saved to the database in two ways. The save buttons will import and compile the object. If there is an error in your object the **Command Line**, which is responsible for compiling the object, will result with an error.

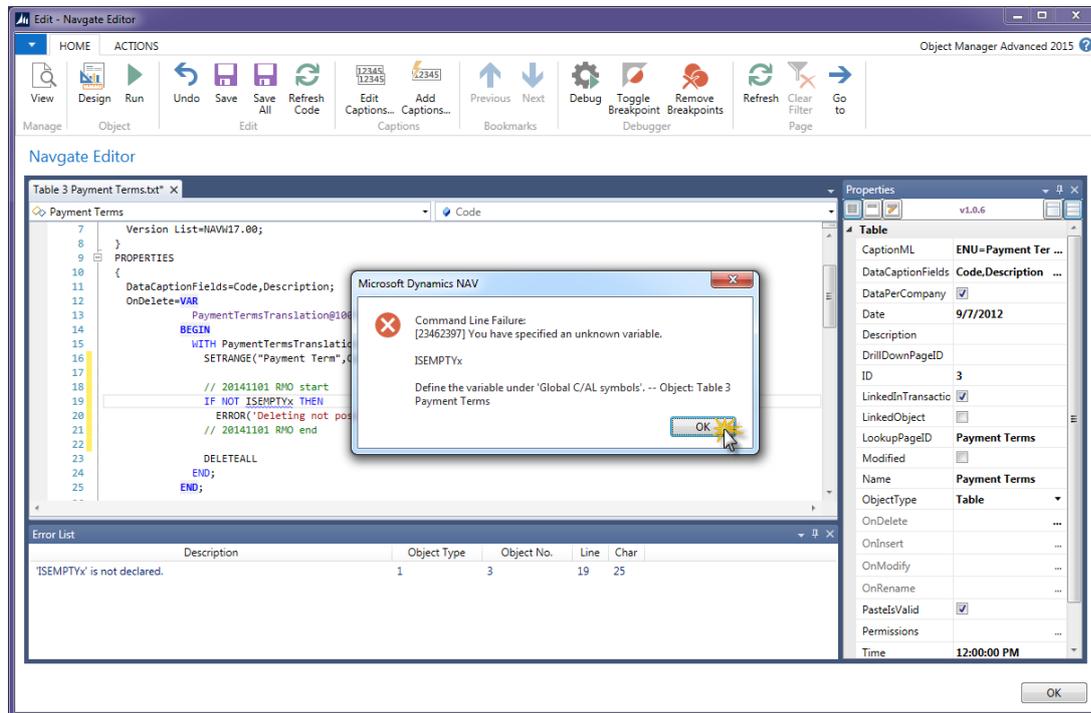


Figure 4-11: Error from the Command Line

To ignore this error and save the object to the database anyway, it is possible to use the **Import** buttons. This function will import your object without compiling it.

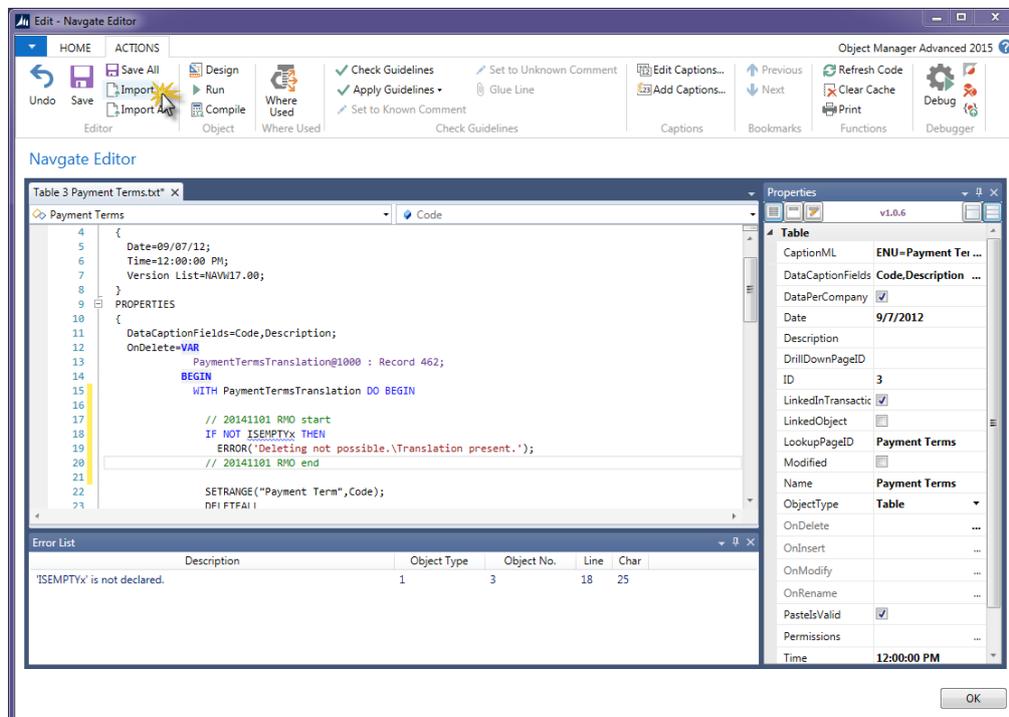


Figure 4-12: Import an Object without Compiling

After saving your object to the database the **asterisk** will be removed from the title and the **yellow** indicator in the selection margin will turn **green**.

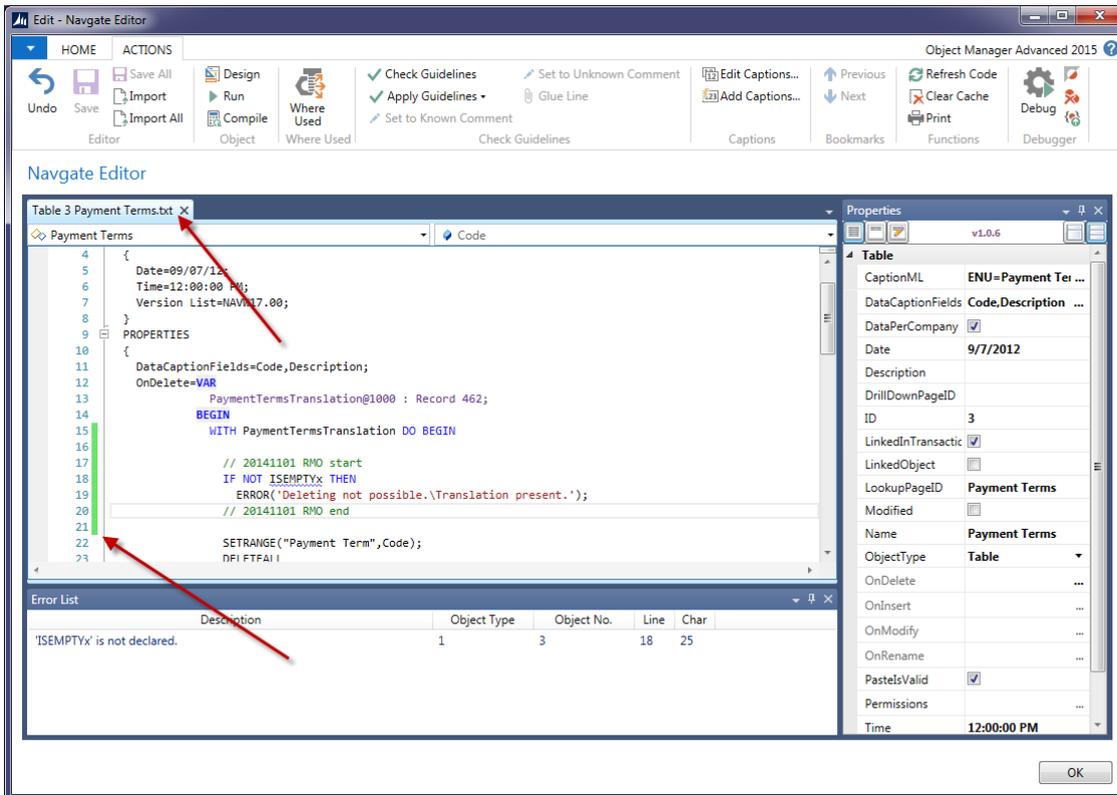


Figure 4-13: Modifications Committed to the Database

## 5 SYNTAX COLORING

**Navigate** can parse and color different code parts to make it much easier to identify on sight. As an example **Navigate** colors all comments green. Code identifiers are black, keywords are blue, string and values as date and integers are red and unterminated strings are colored dark red. A procedure header is made bold with a grey background and variables are colored purple.

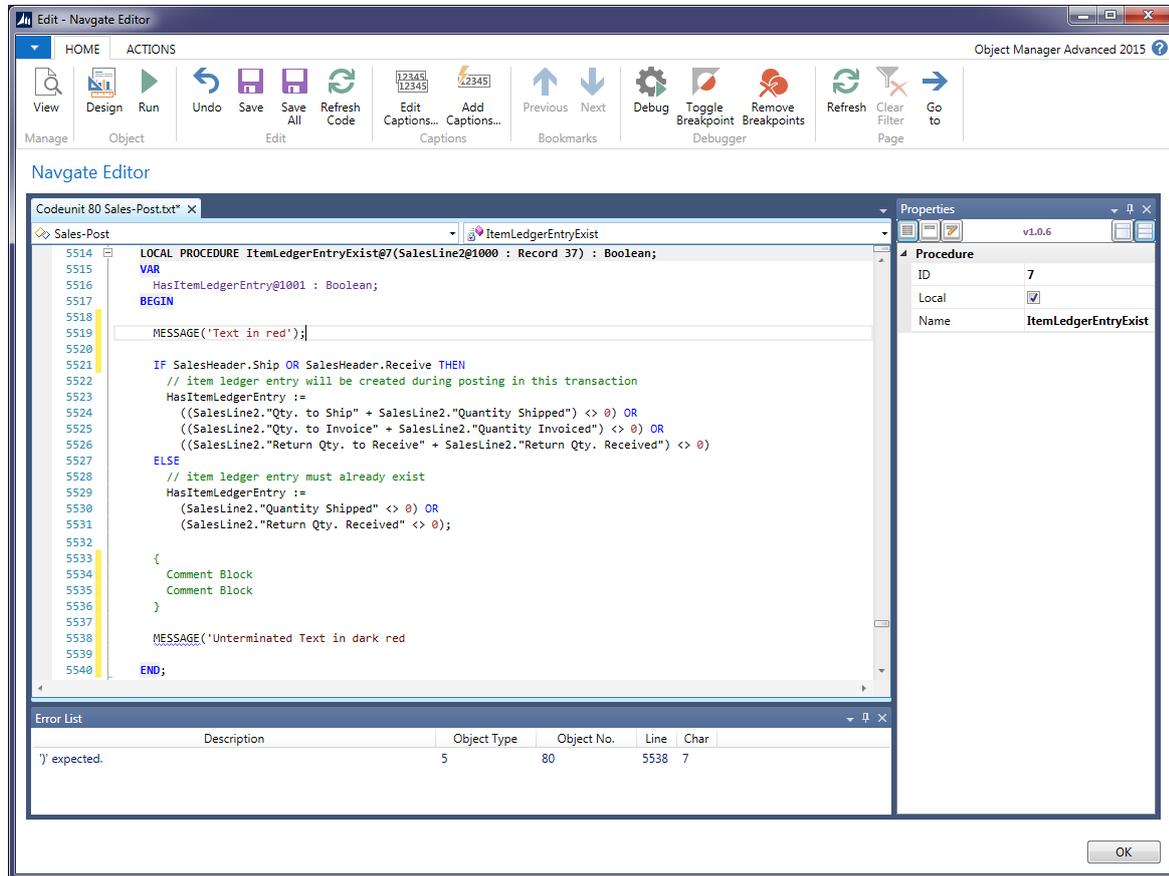


Figure 5-1: Syntax Coloring

If you place your cursor on a keyword all instances of that keyword are highlighted. This helps you to see where for example a parameter or variable is used.

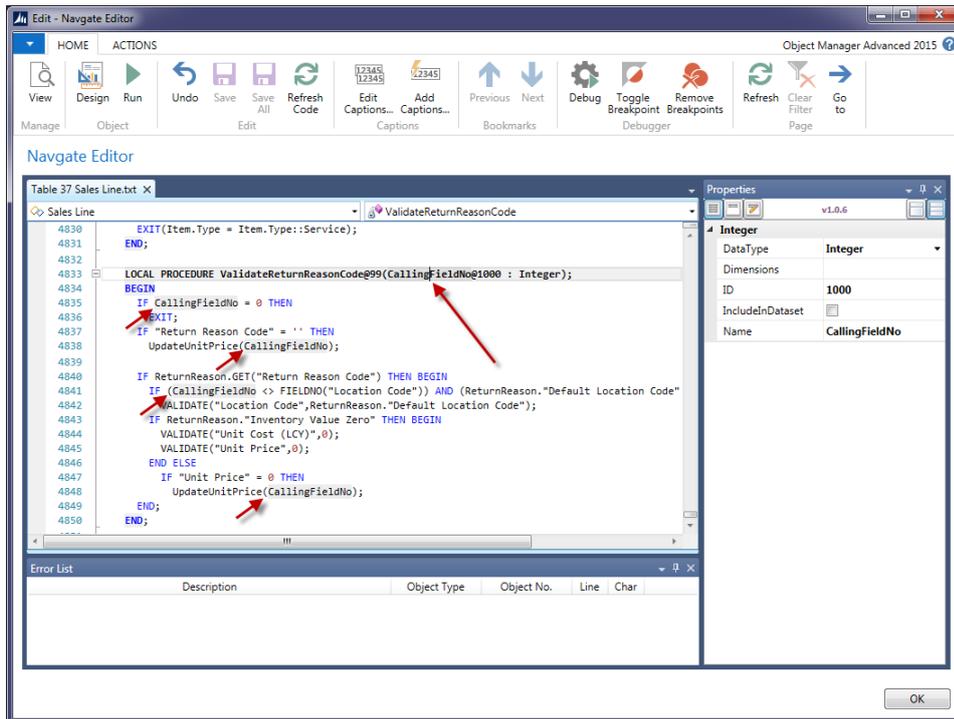


Figure 5-2: Keyword Highlighting

Place your cursor on keywords like **IF**, **ELSE**, **BEGIN**, etc., then the corresponding keywords will also be highlighted.

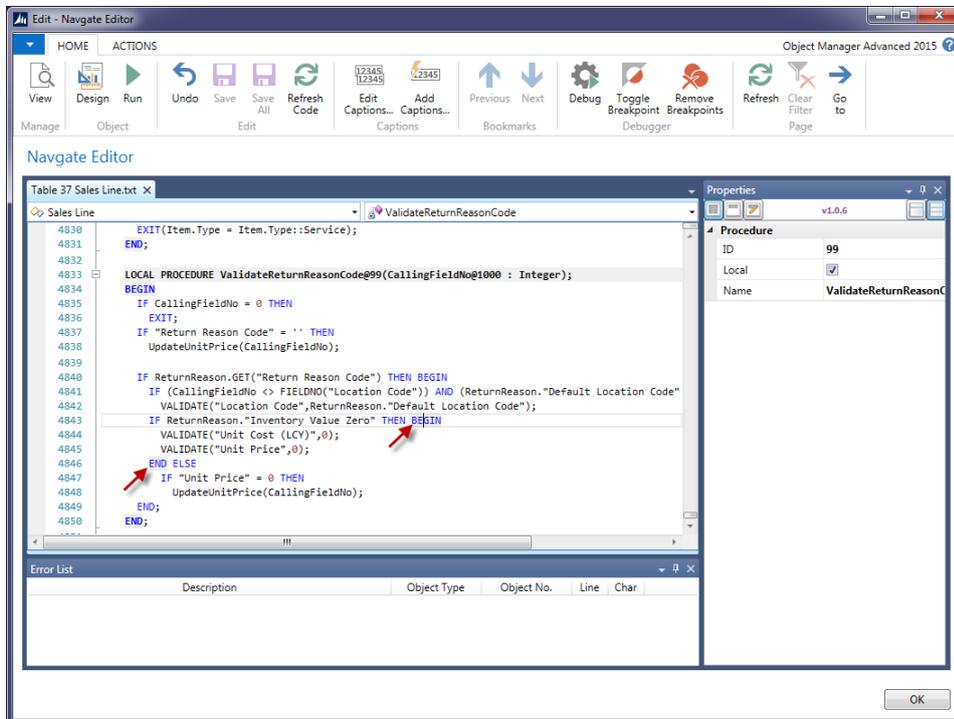


Figure 5-3: Highlighted BEGIN and END

## 6 NAVIGATION

### 6.1 GO TO DEFINITION

With the **Go To Definition** function (**F12**) you can move to the location where the keyword is defined in the database. If this keyword is in another object a new tab will be opened.

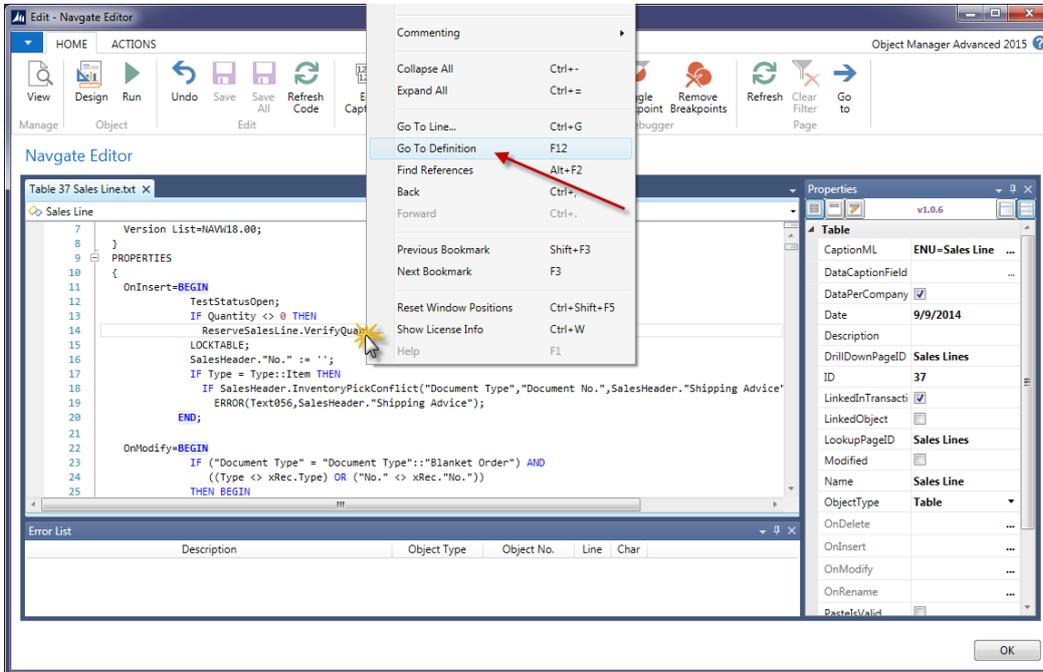


Figure 6-1: Go To Definition

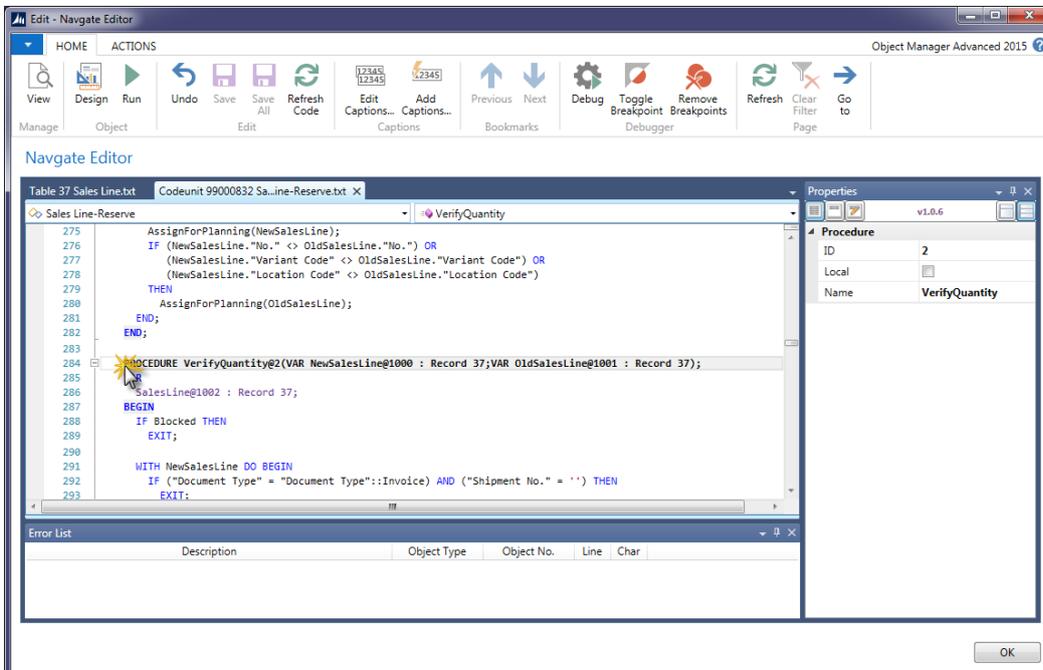


Figure 6-2: Definition Opened in New Tab

It is possible to go to the definition of an object, field, function, variable and control.

## 6.2 GO TO LINE

To jump right to a specific line you can use the **Go To Line** function (**Ctrl+G**).

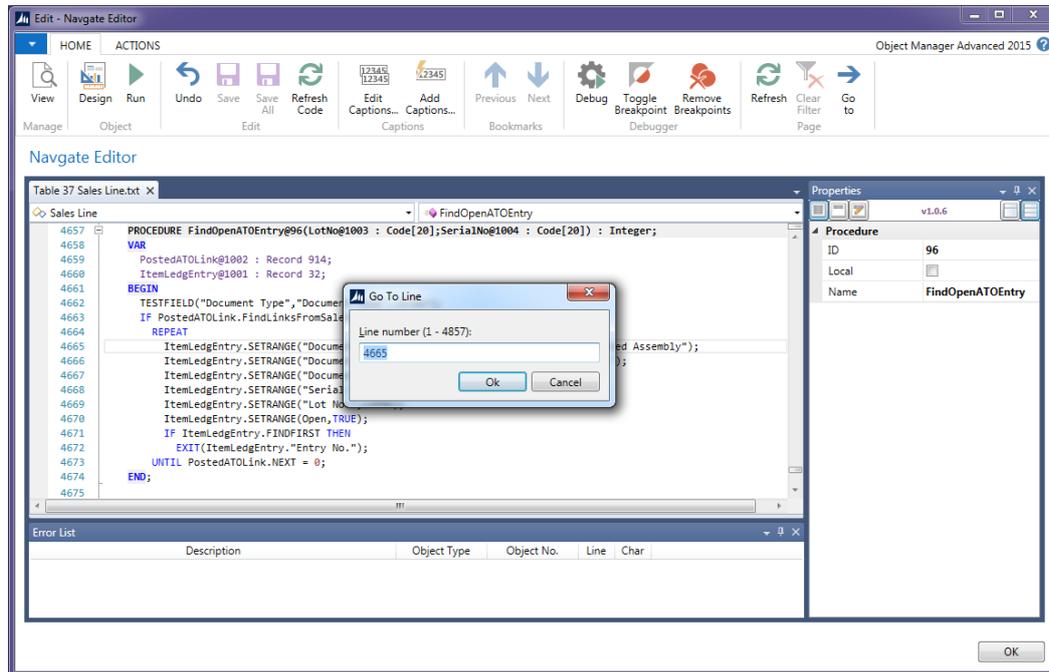


Figure 6-3: Go To Line

## 6.3 CODE OUTLINING

**Code Outlining** allows you to collapse or expand regions of code along the container boundaries. A series of grouping lines and expand/collapse boxes are drawn in the selection margin. These expand/collapse boxes are clickable, enabling you to hide or display lines of code based on the logical grouping.

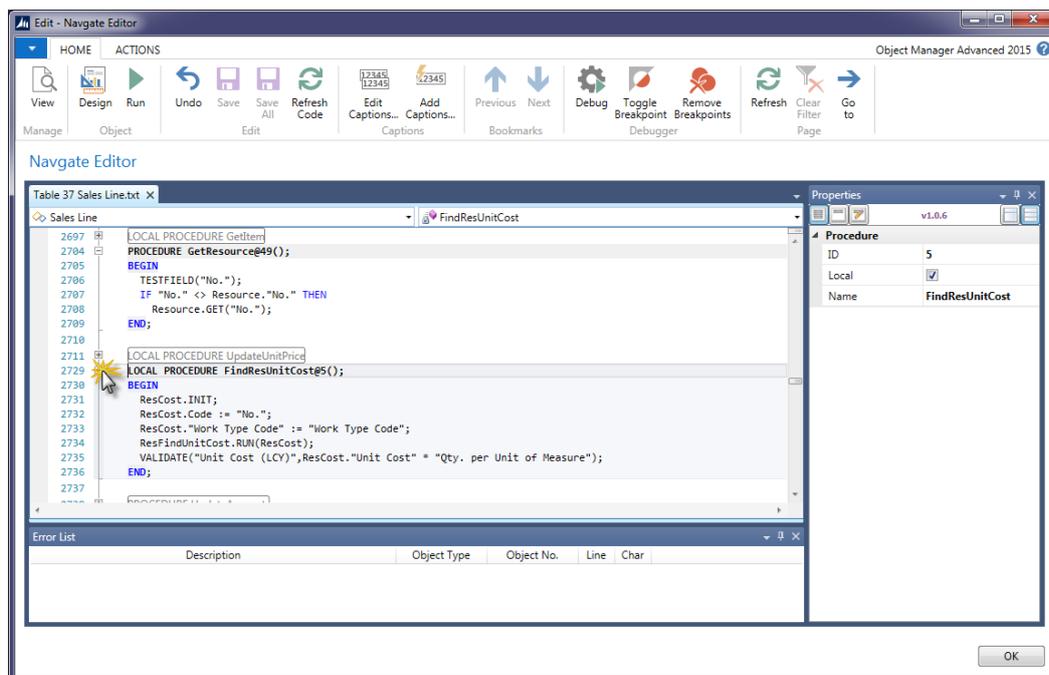


Figure 6-4: Procedure Collapsed

Two code outlining commands are available in the **Context Menu** which can be opened with right click of the mouse. **Ctrl+Minus Sign (Ctrl+-)** will hide all outline regions. **Ctrl+EqualSign (Ctrl+=)** will unhide all outline regions.

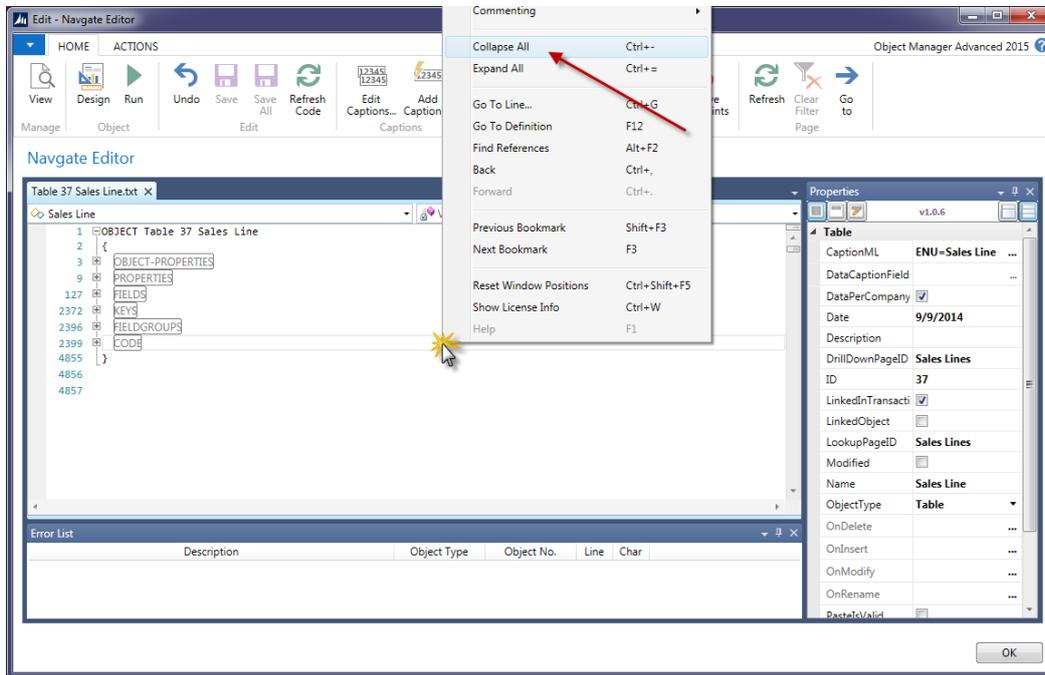


Figure 6-5: Outlining Command in the Context Menu

### 6.4 NAVIGABLE SYMBOL SELECTOR

At the top of the editor are two dropdown selectors which make it easy to navigate to a section or element in the object. The left dropdown contains all the sections that are defined in the document.

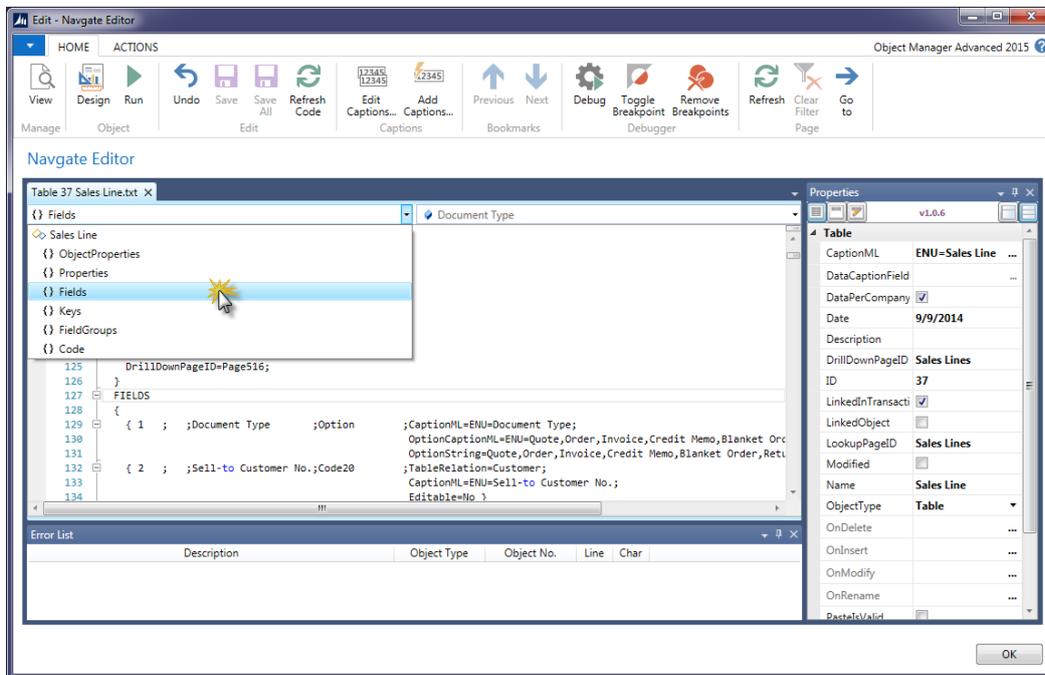


Figure 6-6: Navigable Symbol Selector

The right dropdown contains all element that are present in the object.

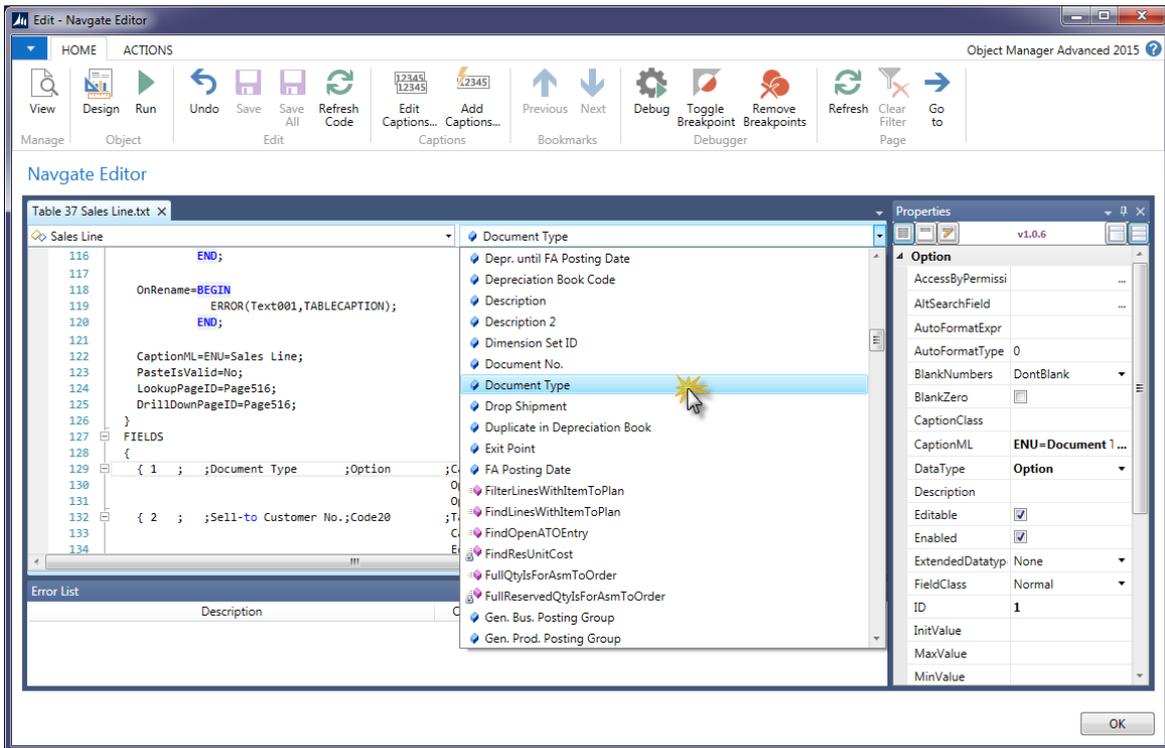


Figure 6-7: Functions and Fields in the Navigable Symbol Selector

After selecting a section on the left dropdown only the child elements are available in the right dropdown. In the following screen shot you can see that the procedures are not shown.

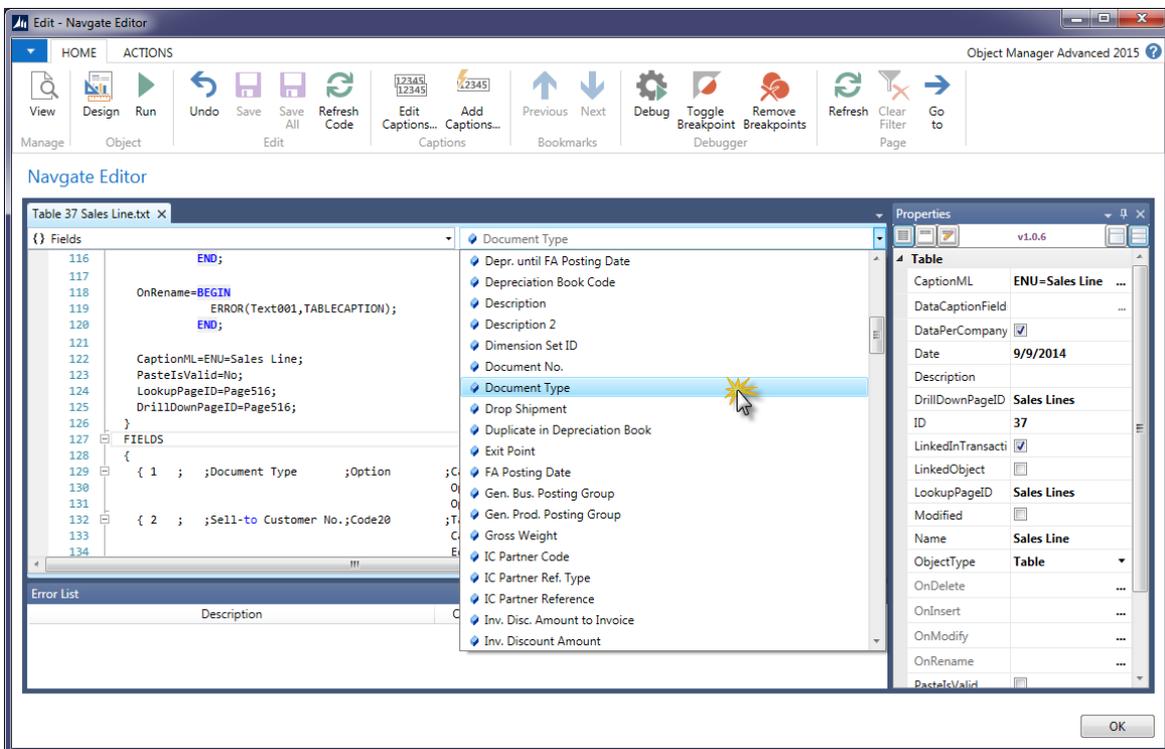


Figure 6-8: Only Fields in the Navigable Symbol Selector

## 6.5 NAVIGATION LOG

When navigating with one of the above methods every location your cursor has been, is saved to a navigation log. You can navigate through these locations with the back and forward buttons on the side of your mouse. It is also possible to use **Ctrl+Comma** to go back (**Ctrl+,** or **Ctrl+<**) and **Ctrl+Period** to go forward (**Ctrl+. Ctrl+>**).

This is frequently used when you went to the definition of a keyword and you want to go back to the original location where you were.

## 7 PROPERTIES WINDOW

In a **C/AL** object (Tables, Fields, etc) everything has properties. **Navigate** provides a tool window named **Properties Window** which helps you set the properties in a simple way. The picture below shows the **Properties Window** for **Table 3: Payment Terms**. The **Properties Window** can be invoked by pressing **F4**.

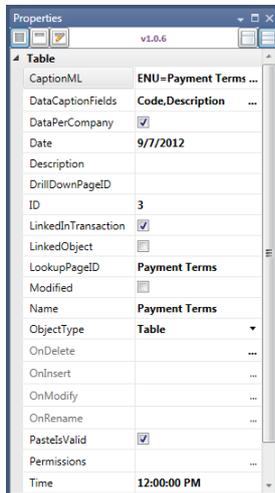


Figure 7-1: Properties Window

### 7.1 EDITING PROPERTIES

With the **Properties Window** it is easy to edit the properties of the elements you are working on. Every property type has its own input style. For example: a **Boolean** property has a checkbox and a numeric property only allows you to enter a valid numeric value.

When settings a property in the **Properties Window** your cursor jumps right to the edited property in the text editor allowing you to see what **Navigate** changes in your object.

For object names it is not needed to type the full name in the **Properties Window**. If you want to set **Payment Terms** in the **LookupPageID** property it is enough to type the first couple of characters like 'pay' and **Navigate** will autocomplete the rest of the object name. If you know the number of the **LookupPageID** it is also possible to enter the number. **Navigate** will automatically replace it with the object name.

If you want to remove the property from your object you can right click with your mouse on the property name and click **Reset Property**.

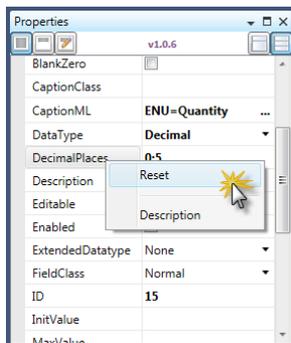


Figure 7-2: Reset Property

A lot of properties are difficult to edit in a single input field. To edit a table relation you must specify conditions and filters. To do this you can use the property dialogs. They can be invoked by clicking the three dots (...) in the **Properties Window** or placing your cursor on the property in the text editor and press **F2**.

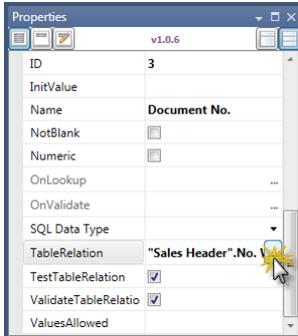


Figure 7-3: Editing Table Relation

A new window will open where the table relation can be set.

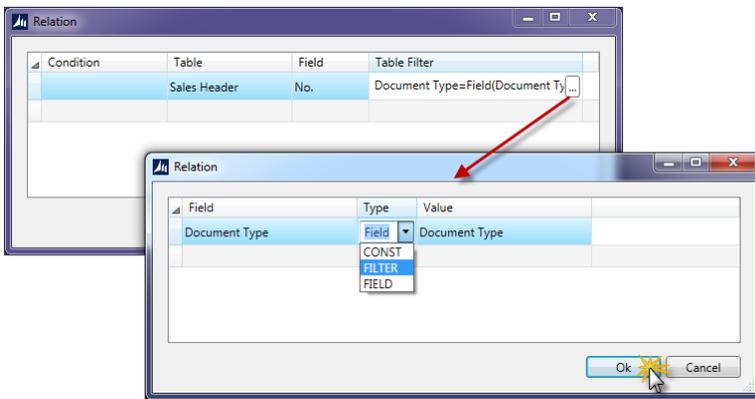


Figure 7-4: Dialog for Table Relation

Of course these windows have the same luxury as the **Properties Window**. It is not necessary to type full table and field names. The first characters or the number is enough. For field names a drop down is available to choose the field from a list.

The **Dialogs** below are available for the following property types:

### 7.1.1 AccessByPermission

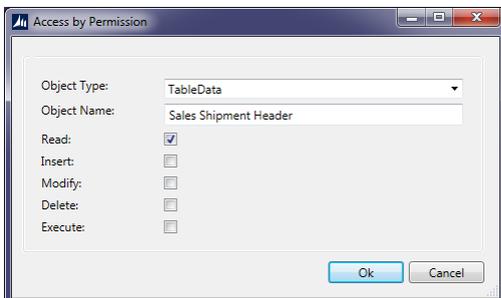


Figure 7-5: Dialog for Access by Permission

### 7.1.2 CalcFormula

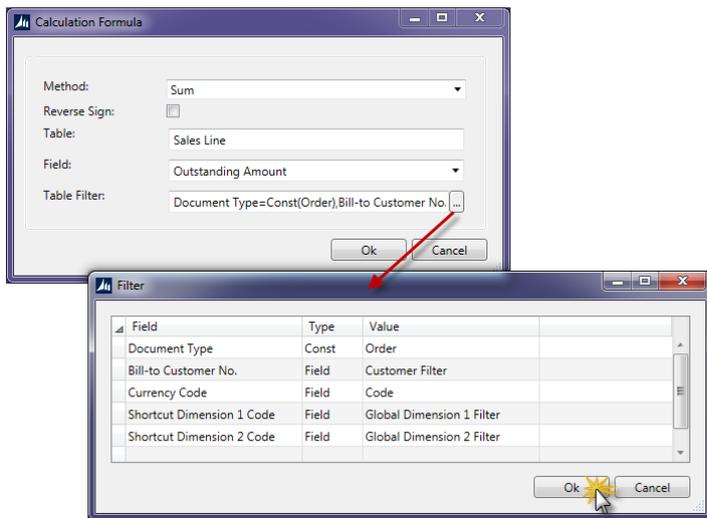


Figure 7-6: Dialog for Calculation Formula

### 7.1.3 Caption

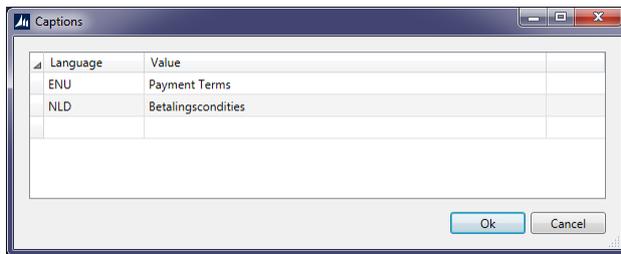


Figure 7-7: Dialog for Caption

### 7.1.4 FieldList

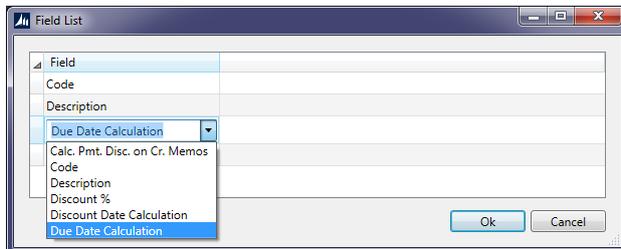


Figure 7-8: Dialog for Field List

### 7.1.5 Link

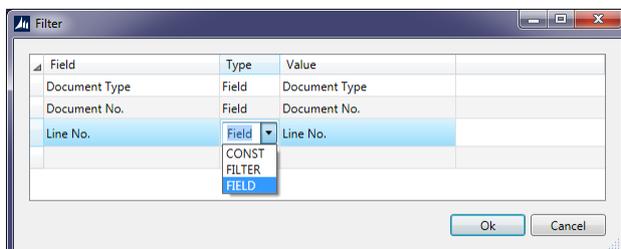


Figure 7-9: Dialog for Link

### 7.1.6 Permissions

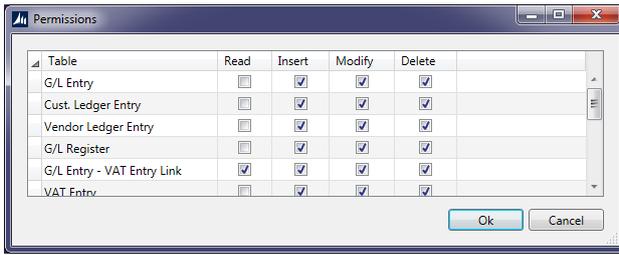


Figure 7-10: Dialog for Indirect Permissions

### 7.1.7 Relation

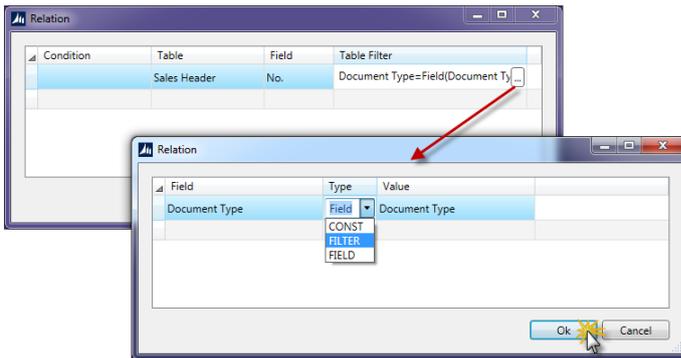


Figure 7-11: Dialog for Table Relation

### 7.1.8 View

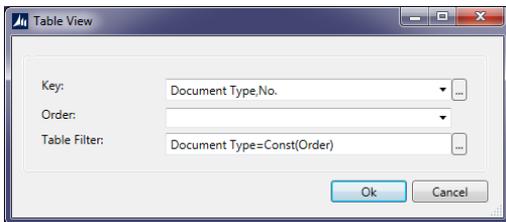
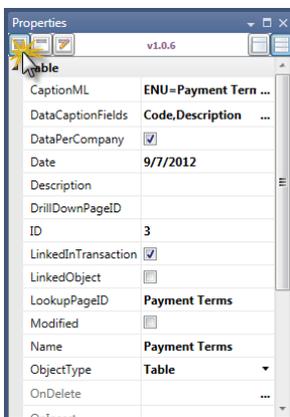


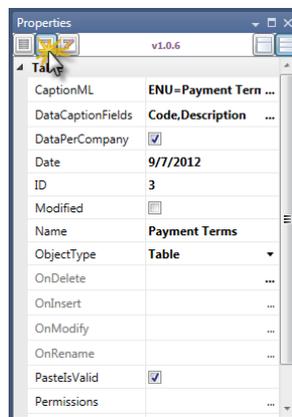
Figure 7-12: Dialog for View

## 7.2 FILTERING PROPERTIES

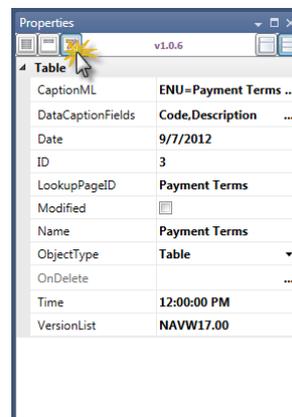
The **Properties Window** shows by default all available properties. It is possible to filter the list in three ways as shown on the images below:



All Properties



Most Used Properties



Specified Properties

### 7.3 GROUPING PROPERTIES

The **Properties Window** makes it possible to modify the properties of multiple elements at the same time. To do this select the elements in the text editor and modify the property. In the following example 6 fields are selected. In the **Property Window** they are split in two areas: **Code Fields (4)** and **Decimal Fields (2)**. When changing the **Editable Property** of the **Code Fields** only the code fields are updated.

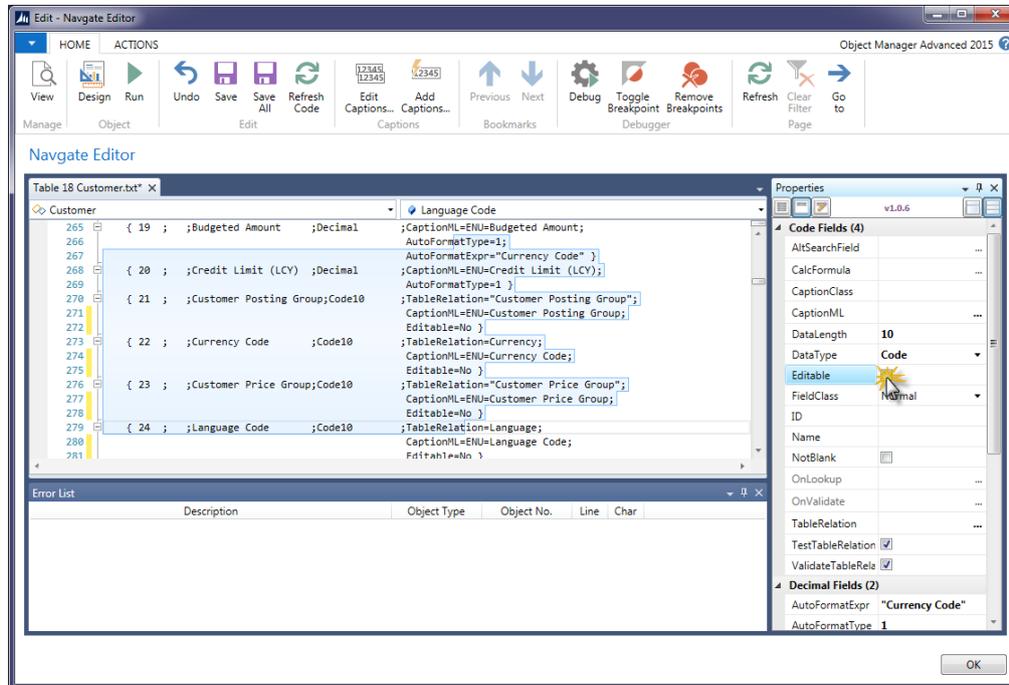


Figure 7-13: Edit Multiple Properties at Once

To update all fields at once select the other grouping button in the top of the **Properties Window**. In this case all 6 fields are combined in the window and can be edited together.

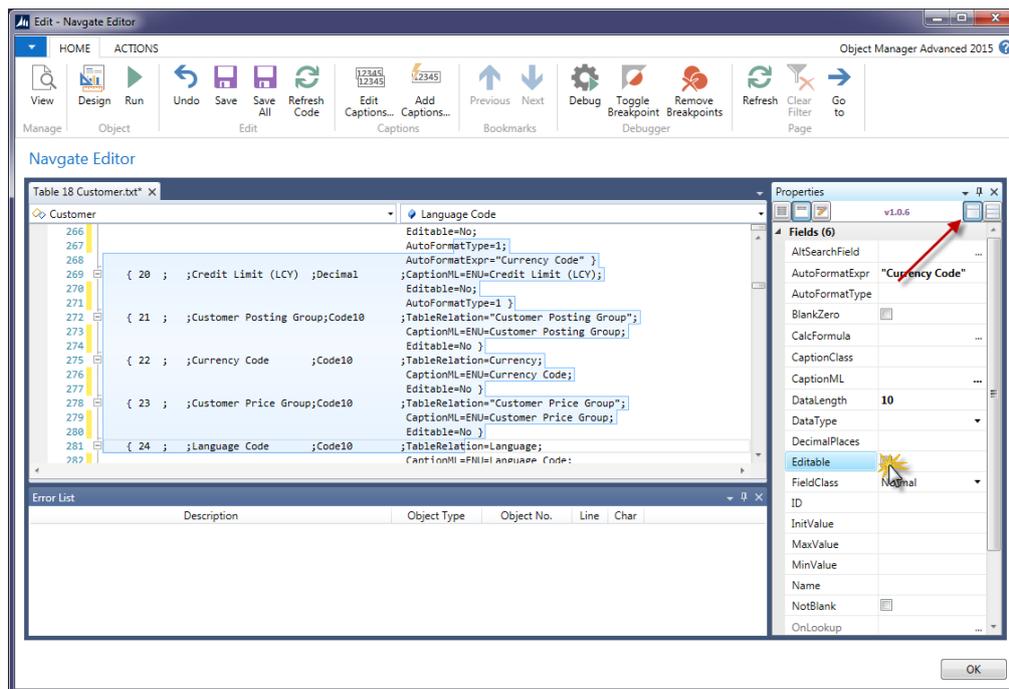


Figure 7-14: Combining Different Field Types

## 8 INTELLISENSE

**IntelliSense** is the name applied to a collection of useful functions available in **Navigate**. Its purpose is to speed up the writing of code and help you with writing code with less typos.

### 8.1 AUTO COMPLETION

**Auto Completion** is probably the best timesaving invention in the history of coding. After you have typed enough characters for **Navigate** to guess what you are trying to write you can press **Ctrl+Space** and **Navigate** will complete the word that you were typing. If multiple options are possible a list of all possible alternatives (known as the completion list) is presented.

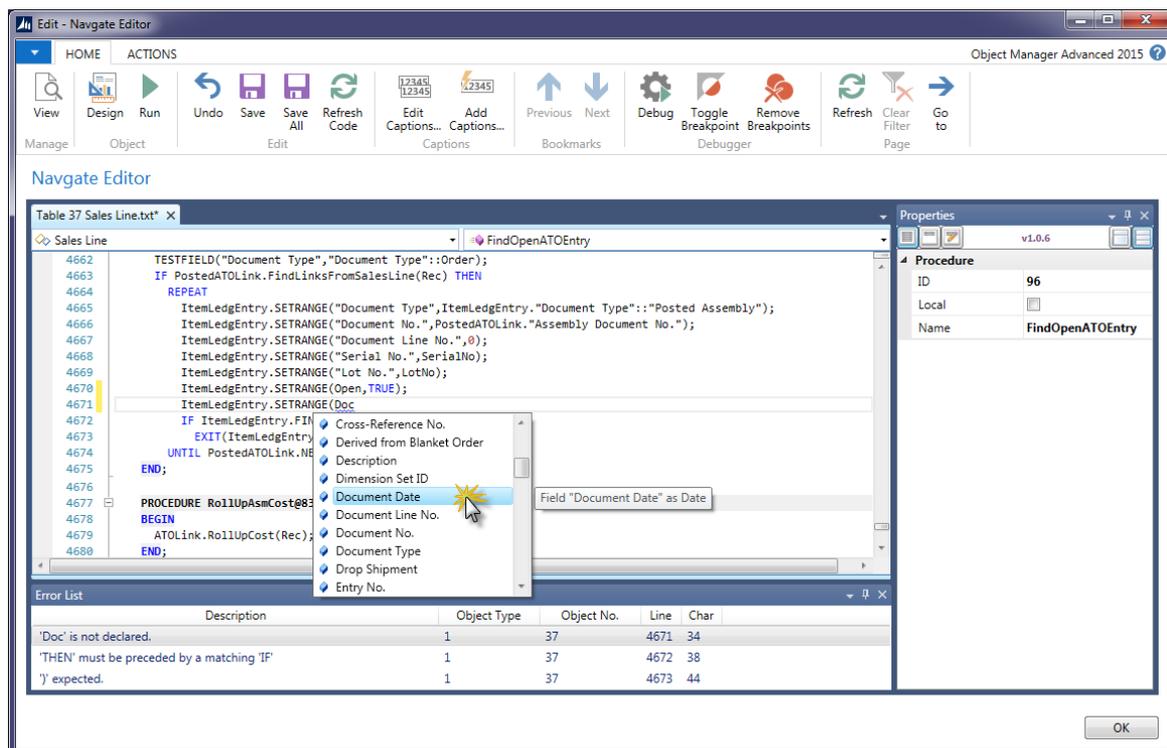


Figure 8-1: Auto Completion

You can then click the word that applies to your case or press the **TAB** key to complete the word. **Navigate** knows the context of the word you are typing. In the example in the above screen shot you can see that only field names of the **Item Ledger Entry** table are available in the list.

The completion list is automatically opened when typing a period.

If the completion list is opened and you type a period the selected item in the list is injected in the editor and a new completion list is opened with all valid members.

Auto Completion is also enabled in properties and property values.

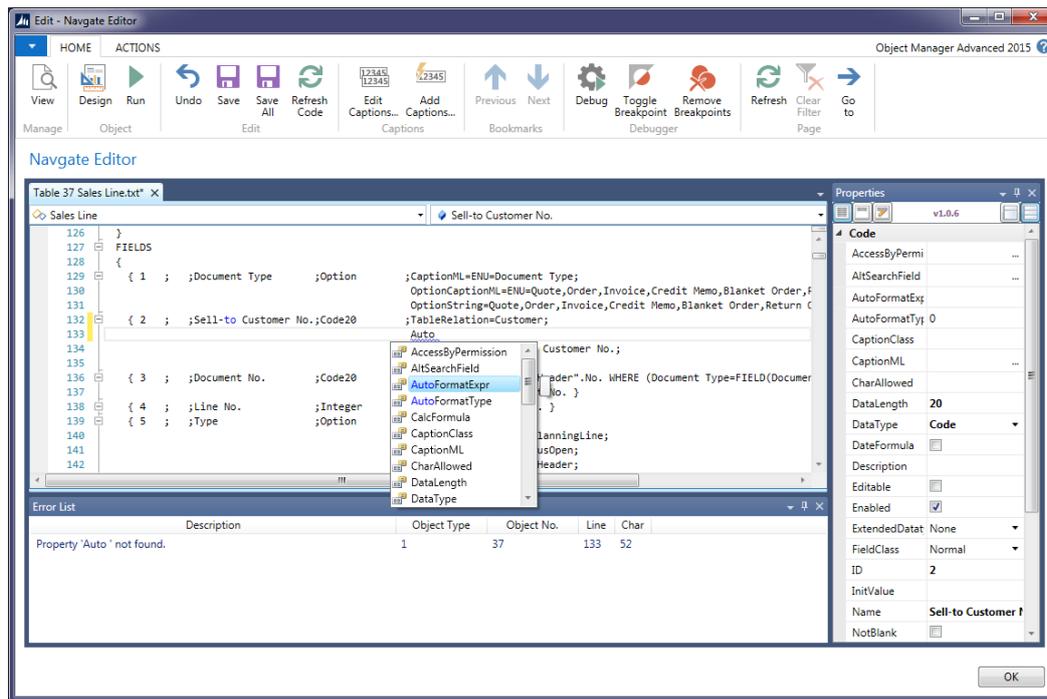


Figure 8-2: Auto Completion on a Property Name

**TIP:** Holding down the Ctrl key while the completion list is opened makes it partially transparent. This is useful if, during selecting an item from the list, you need to see any of the lines of code that are hidden behind the list

## 8.2 QUICK INFO

**Quick Info** displays the complete code declaration and help information for any keyword in the object. You invoke it by pointing your mouse to the keyword.

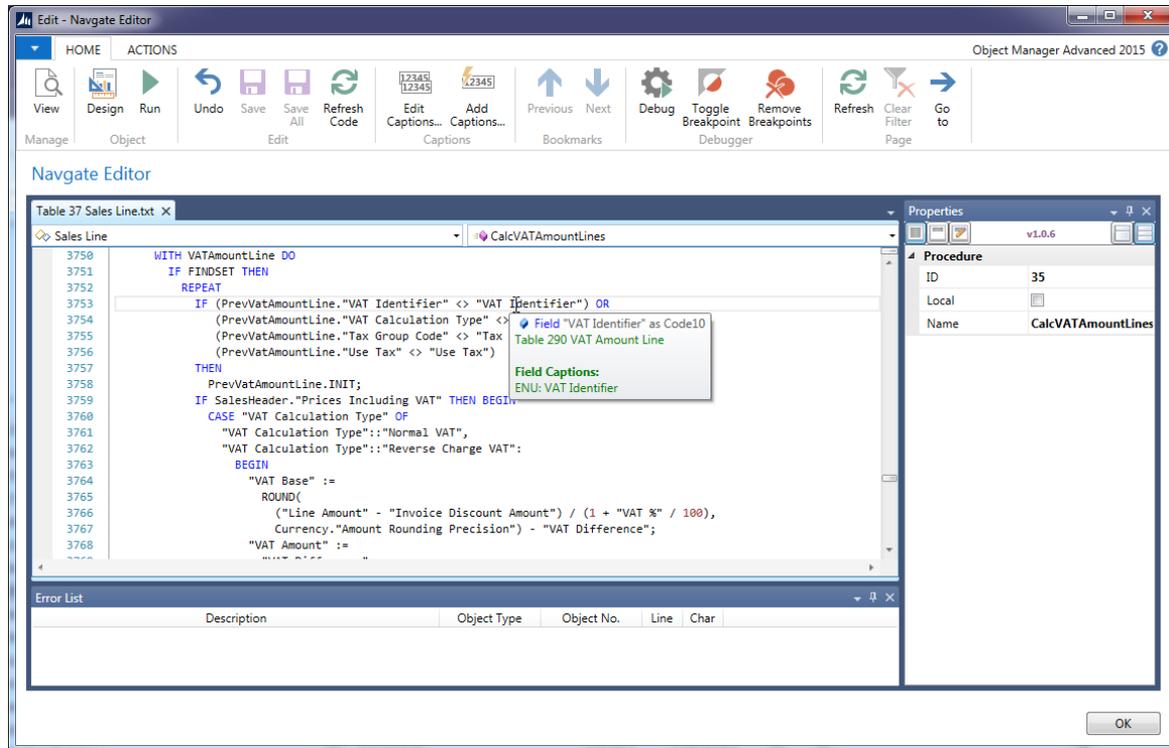


Figure 8-3: Quick Info

In the example in the above screen shot you can see that the **VAT Identifier** field value is **Code10** and belongs to **Table 290: Vat Amount Line**. Beside that you can see the caption of the field.

### 8.3 PARAMETER INFO

**Parameter Info** is designed to provide interactive guidance for the parameters needed for any given function call. This feature proves especially useful for making function calls that have a long list of parameters.

**Parameter Info** is invoked whenever you type an opening parenthesis after a function name or pressing **Ctrl+Shift+Space**.

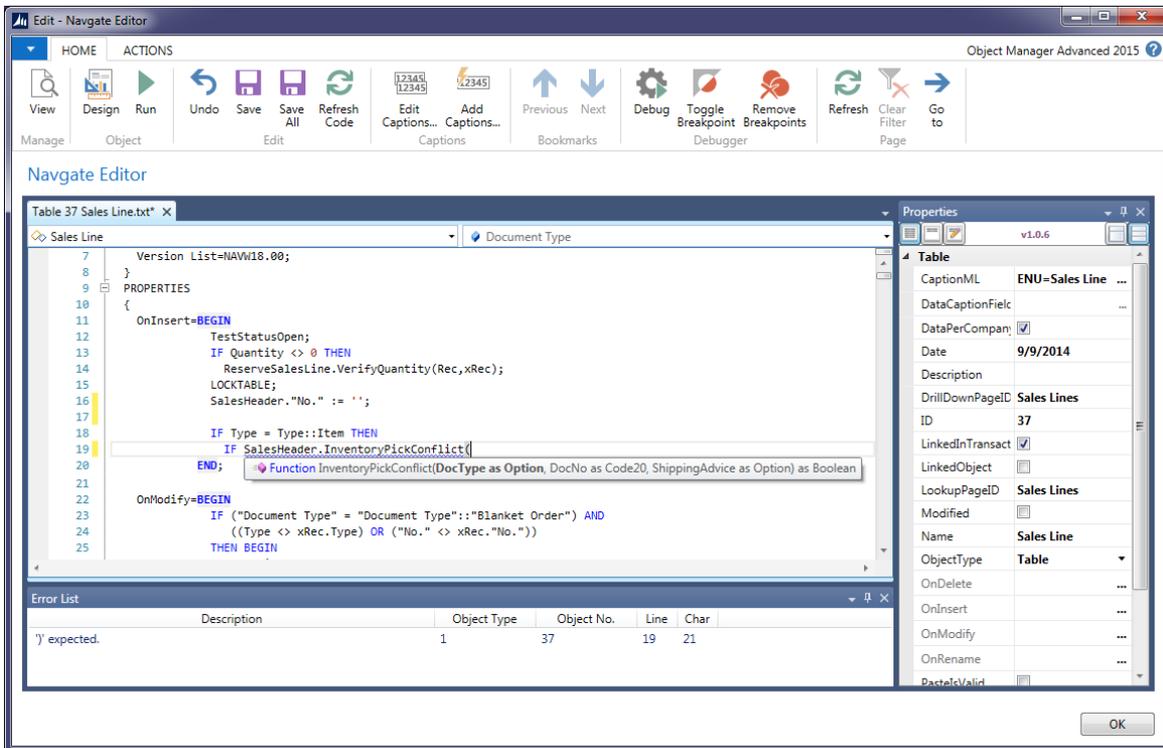


Figure 8-4: Parameter Info

As you type, the parameter info pop-up continues to guide you through the parameters by bolding the current parameter.

## 9 ERROR LIST

The **Error List** in the bottom of **Navigate** lists all errors that are present in all open objects. You can double click on an error to jump right to the location of the error. All errors are recognizable by a blue squiggle line.

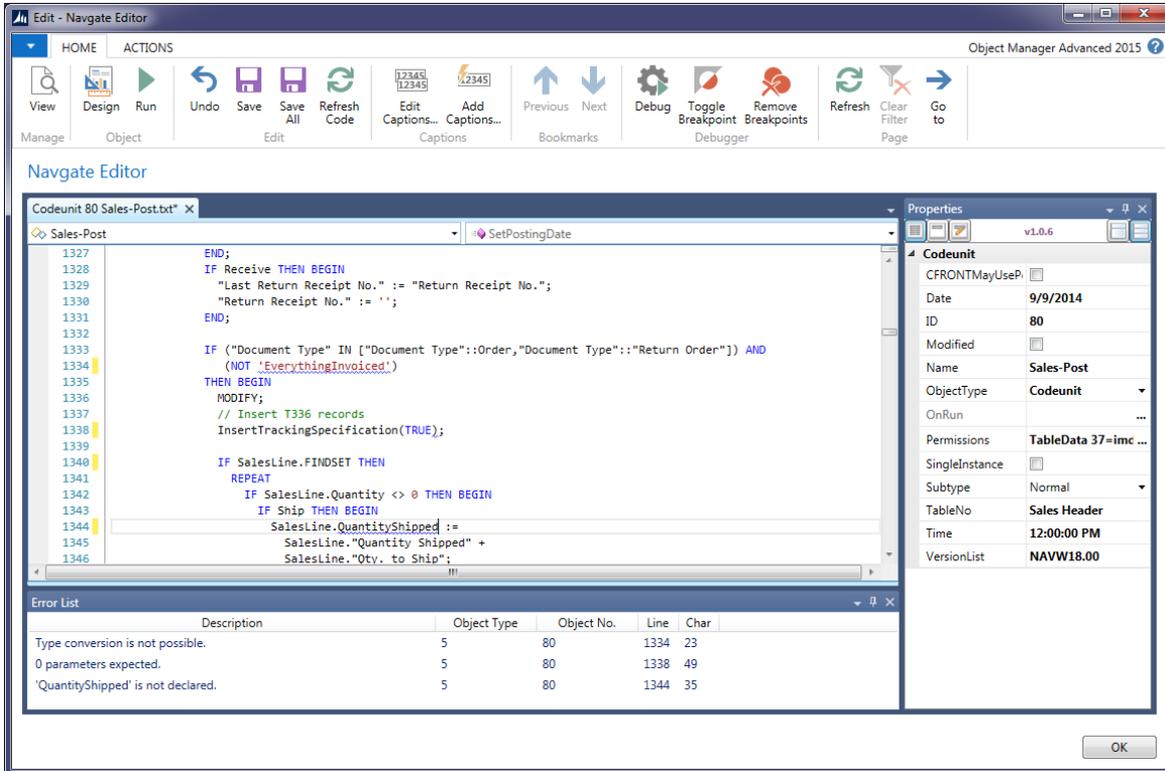


Figure 9-1: Errors Shown in the Error List

### 9.1 UNKNOWN DECLARATIONS

If a word is not recognized by **Navigate**, it is placed in the **Error List**. In the above screen shot you can see that **QuantityShipped** is not a member of **SalesLine**.

## 9.2 TYPE CONVERSION ERRORS

All type conversion errors are traced. It is for example not possible to add an integer with a text variable. Or if you use an integer as a parameter where a code field is expected. See the following screen shot for some examples.

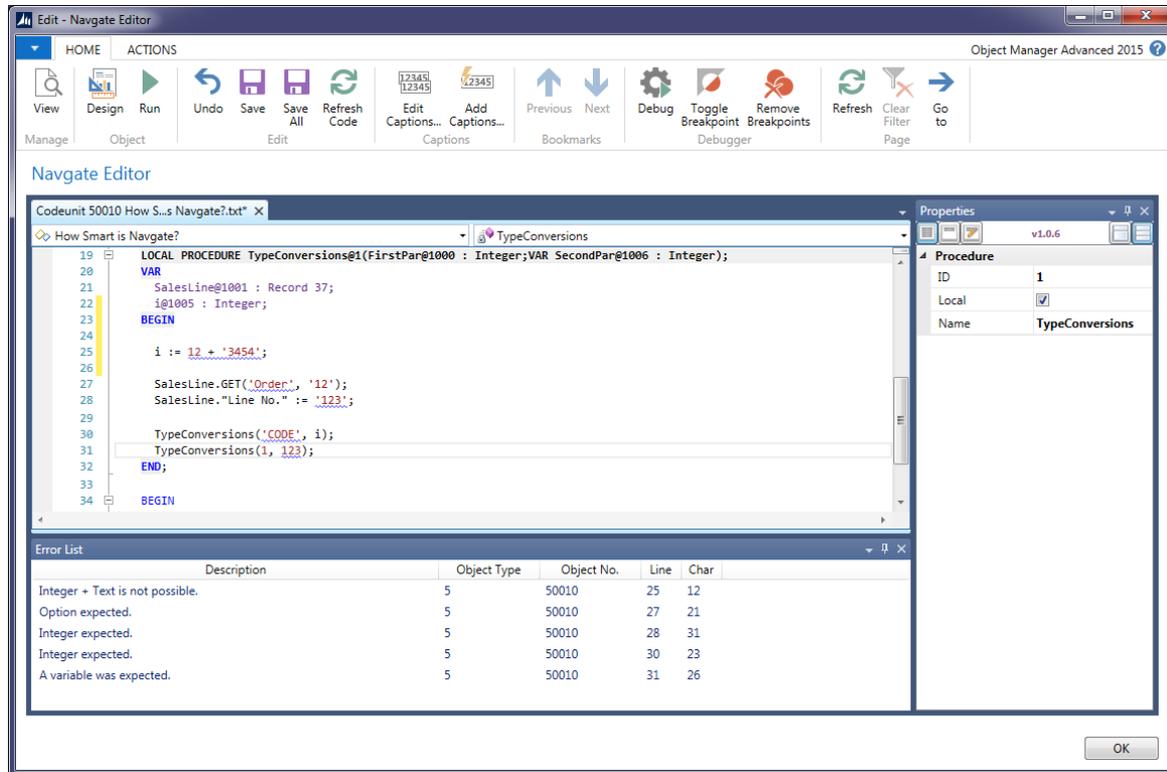


Figure 9-2: Type Conversion Errors

### 9.3 OVERFLOW ERRORS

Overflow errors are traced. If you try to assign a **TextConst** or text string with length **21** to a field with length **20** you get an error in the **Error List**. **Navigate** even knows when strings are concatenated as you can see in the following screen shot.

It is also not possible to use an array outside its borders.

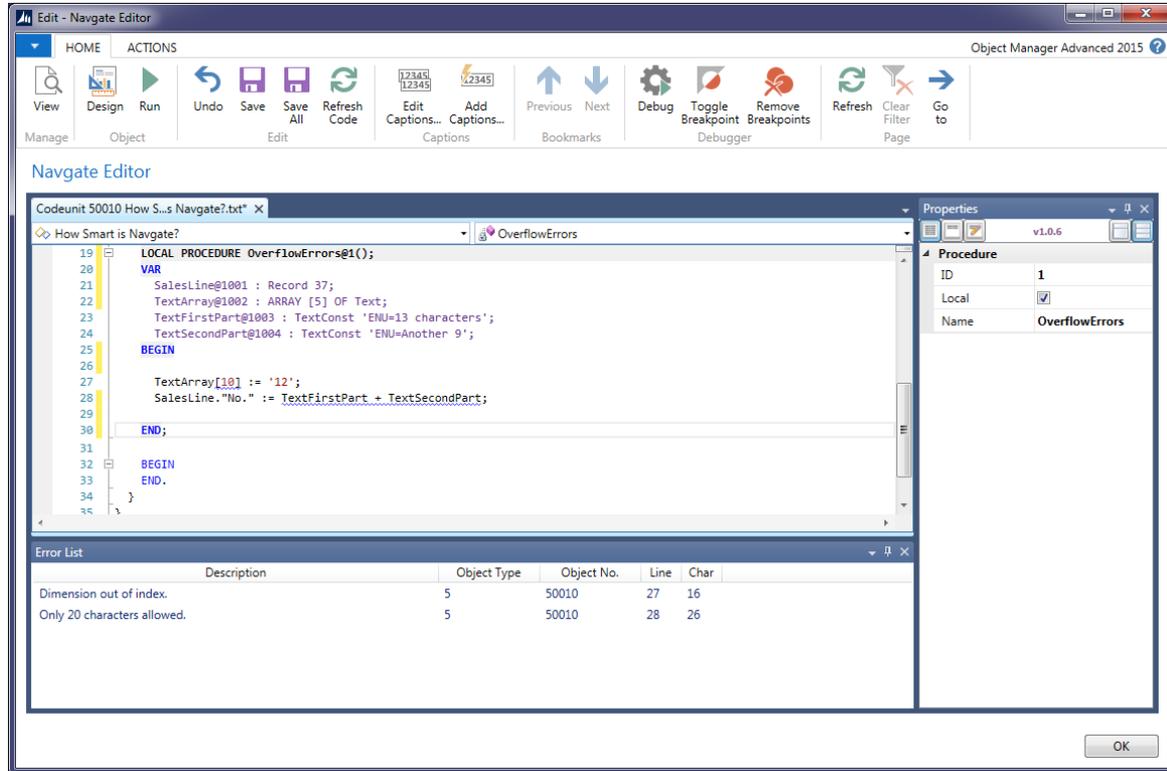


Figure 9-3: Overflow Errors

### 9.4 PROPERTY ERRORS

Not only code segments are parsed and checked for errors but also all elements and properties. If a property is not known or not in the right context it gets flagged as an error. See the following screen shot for some examples.

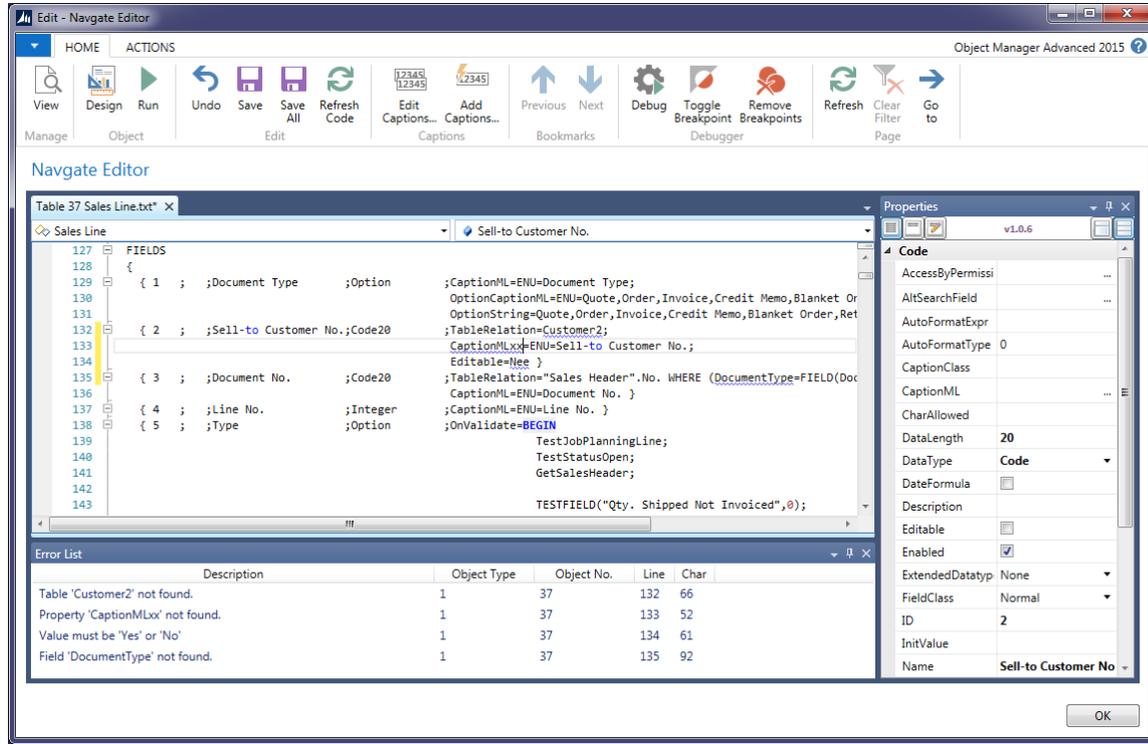


Figure 9-4: Property Errors

# 10 ADD ELEMENTS

The grammar of **C/AL** objects is at some places very difficult to write. Adding a variable for example must be done in a very precise way, otherwise the **NAV Compiler** will result with an error. You can use the **Add Element** functionality to help you create code that **NAV** can understand.

Open the context menu with available elements by pressing **Ctrl+N**.

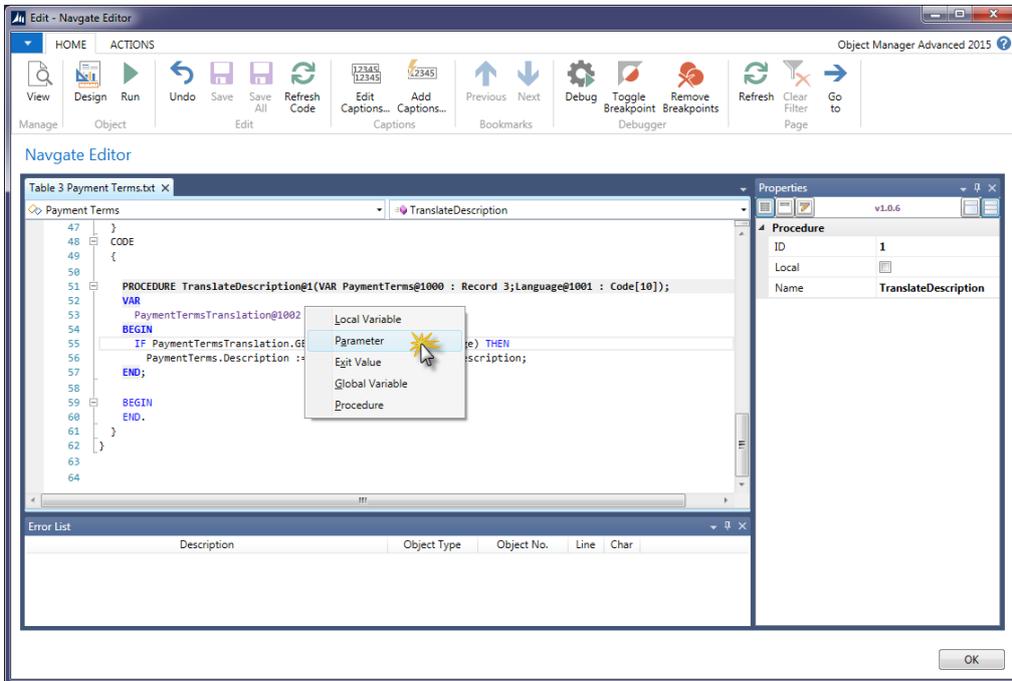


Figure 10-1: Add Elements

Depending on the location of your cursor **Navgate** populates this context menu with different elements.

After selecting the element, the cursor jumps right to the added position and the **Properties Window** is updated with the newly added element where you can specify all the necessary properties.

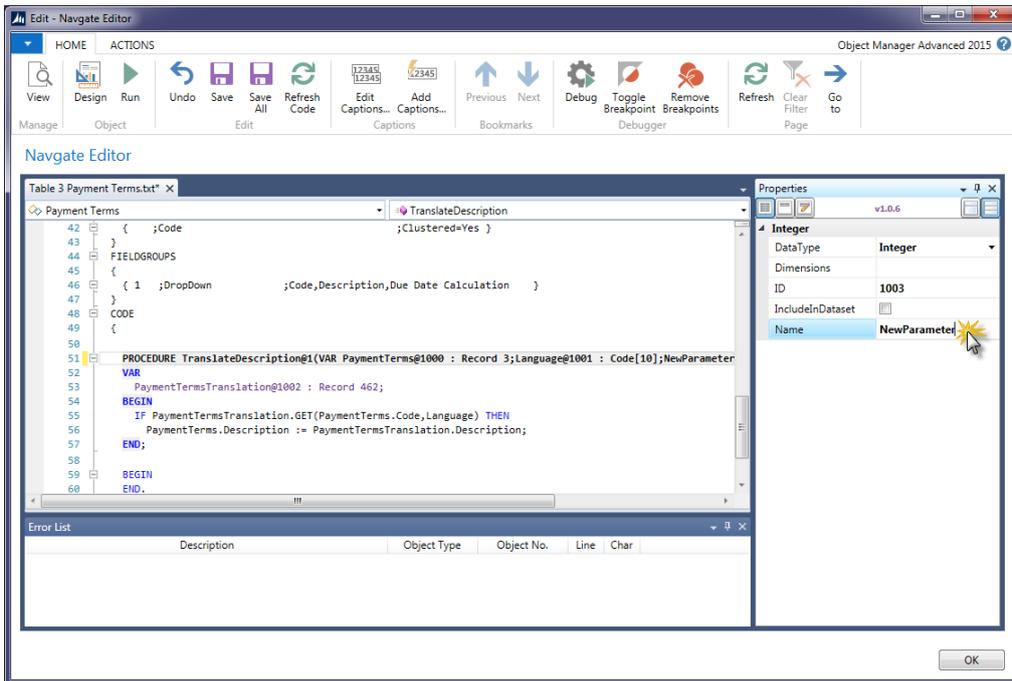


Figure 10-2: Parameter Added to the Procedure

**Navigate** gives your new element a **Name** and **ID**. This new **ID** is created with the **UidOffset** which is specified in your database, the **Object Manager Setup** or the **Project Type** of the project you are currently working on.

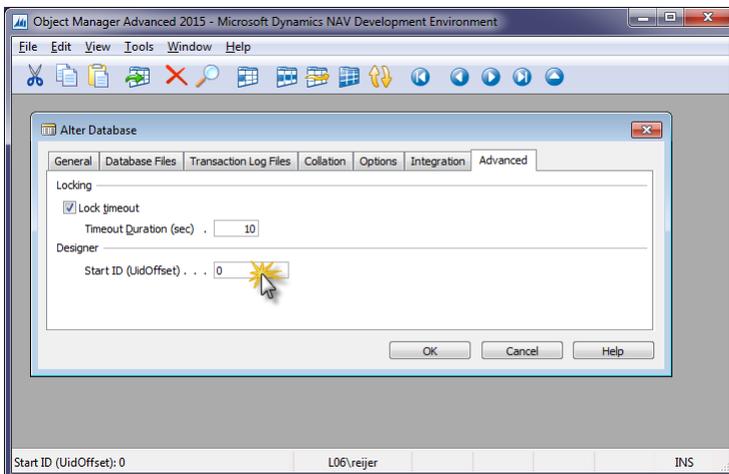


Figure 10-3: UidOffset in the Database

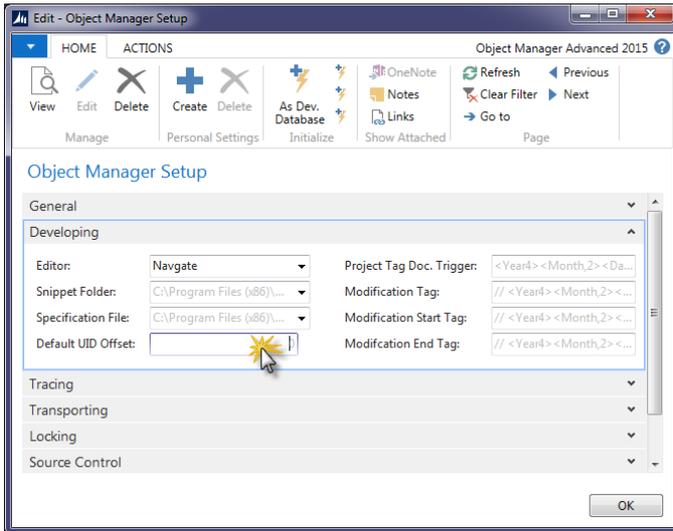


Figure 10-4: UID Offset in the Object Manager Setup

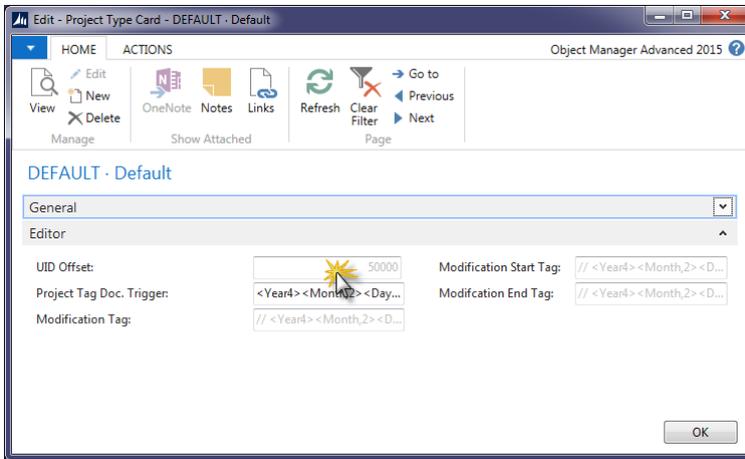


Figure 10-5: UID Offset on the Project Type

# 11 COMMENTING

Every modification that you make on **NAV** objects must be tagged so other developers can see what is changed. **Navgate** has several commenting templates that you can use to speed up such tagging of modifications. These templates can be setup in the **Object Manager Setup** or on the **Project Type** that you are currently working on.

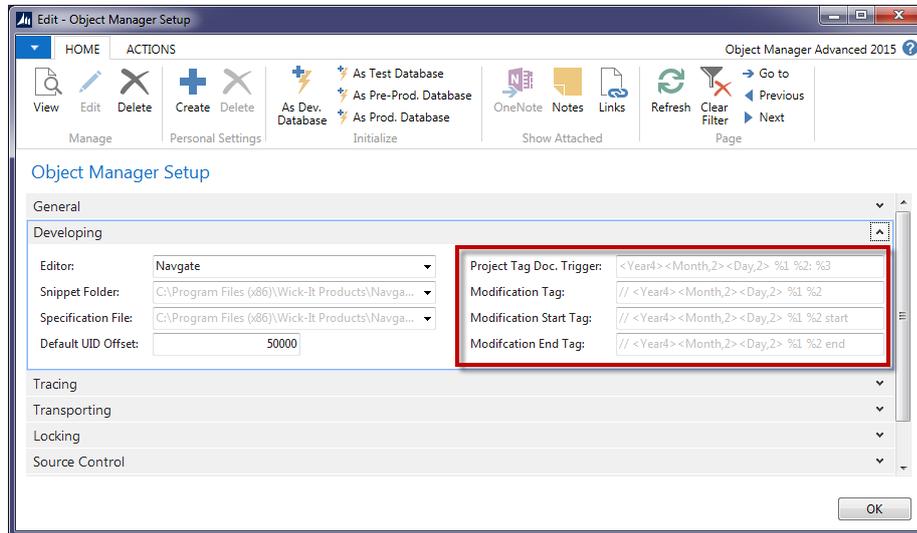


Figure 11-1: Comment Tags in the Object Manager Setup

In the templates you can use date expressions and the following placeholders:

- **%1** for the project number
- **%2** for the active user’s initials
- **%3** for the description of the modification. This setting is not applicable for **Navgate**. This is used if you assign a modification to a project in the **Object Manager**.

All commenting functions are listed in the context menu.

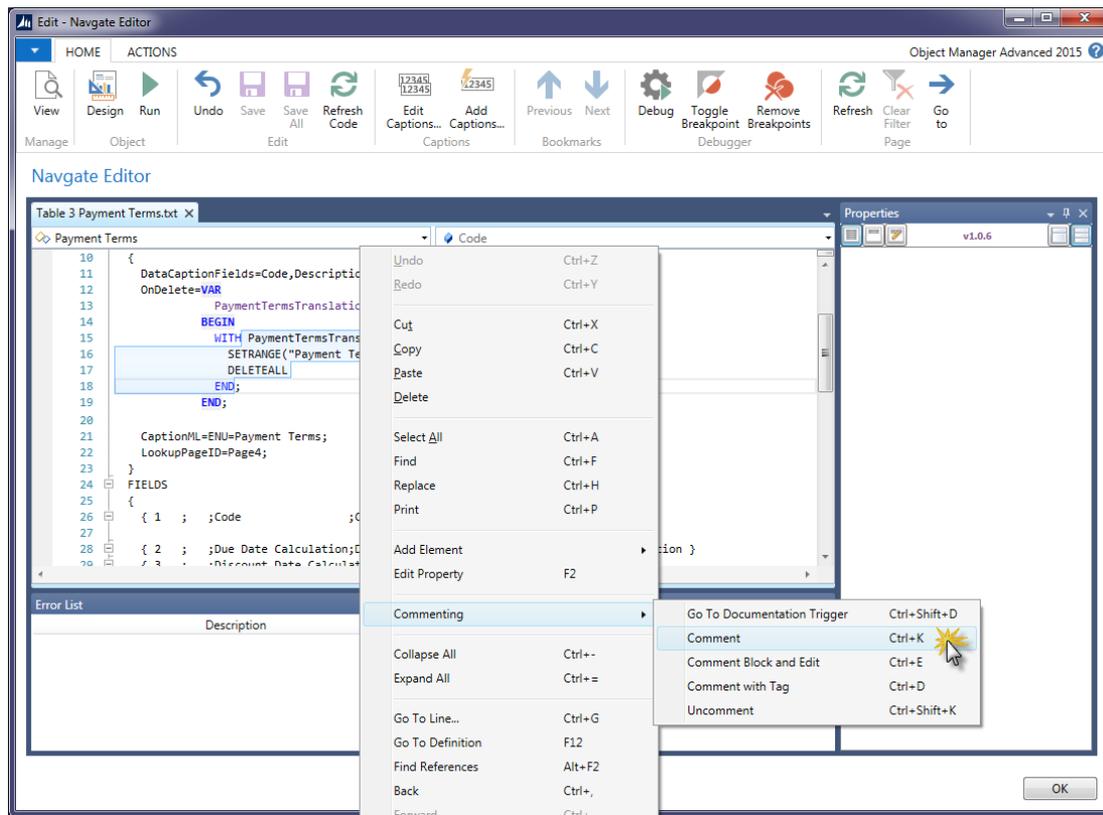


Figure 11-2: Comment Functions in Context Menu

### 11.1 COMMENT

The **Comment** option is the simplest one. It just adds // at the beginning of the code lines like this:

```
OnDelete=VAR
    PaymentTermsTranslation@1000 : Record 462;
    BEGIN
        // WITH PaymentTermsTranslation DO BEGIN
        //   SETRANGE("Payment Term",Code);
        //   DELETEALL
        // END;
    END;
```

### 11.2 COMMENT BLOCK AND EDIT

If you want to keep the original code to let other developers know what you have modified you can use the **Comment Block and Edit** option. It will comment the original code and makes a copy where you can do your modifications.

```
OnDelete=VAR
    PaymentTermsTranslation@1000 : Record 462;
    BEGIN
        // 20141103 RMD start
        // WITH PaymentTermsTranslation DO BEGIN
        //   SETRANGE("Payment Term",Code);
        //   DELETEALL
        // END;
        WITH PaymentTermsTranslation DO BEGIN
            SETRANGE("Payment Term",Code);
            DELETEALL
        END;
        // 20141103 RMD end
    END;
```

If you use this option on an empty line it will surround your code with an opening and closing tag.

```
OnDelete=VAR
  PaymentTermsTranslation@1000 : Record 462;
  BEGIN
    // 20141103 RMO start
    // 20141103 RMO end
    WITH PaymentTermsTranslation DO BEGIN
      SETRANGE("Payment Term",Code);
      DELETEALL
    END;
  END;
```

### 11.3 COMMENT WITH TAG

To disable code and leave a tag you can use the **Comment with Tag** option. Applying this on a single line results in the following:

```
OnDelete=VAR
  PaymentTermsTranslation@1000 : Record 462;
  BEGIN
    WITH PaymentTermsTranslation DO BEGIN
      SETRANGE("Payment Term",Code);
      // DELETEALL // 20141103 RMO
    END;
  END;
```

Applying on a selection of code gives you the following result:

```
OnDelete=VAR
  PaymentTermsTranslation@1000 : Record 462;
  BEGIN
    // 20141103 RMO start
    // WITH PaymentTermsTranslation DO BEGIN
    //   SETRANGE("Payment Term",Code);
    //   DELETEALL
    // END;
    // 20141103 RMO end
  END;
```

### 11.4 ADD COMMENT TO DOCUMENT TRIGGER

It is also good practice to leave a comment in the documentation trigger describing what you have changed in the object. You can jump to the documentation trigger with the shortcut **Ctrl+Shift+D**. Adding a comment can be done with shortcut **Ctrl+D**.

```
52 | □ | PROCEDURE TranslateDescription@1(VAR PaymentTerms@1000 : Record 3;Langua
53 | VAR
54 |   PaymentTermsTranslation@1002 : Record 462;
55 |   BEGIN
56 |     IF PaymentTermsTranslation.GET(PaymentTerms.Code,Language) THEN
57 |       PaymentTerms.Description := PaymentTermsTranslation.Description;
58 |     END;
59 |
60 | □ | BEGIN
61 |   {
62 |     20141103 RMO: Deleting of translations disabled
63 |   }
64 | END.
65 | }
66 | }
```

## 12 CODE SNIPPETS

Code snippets are predefined lines of code that can be inserted in the text editor. They are used to automate repetitive typing. You can create your own code snippets or use the snippets that are installed with **Navigate** by default in the following folder:

**C:\Program Files (x86)\Wick-It Products\Navigate\CALSnippets**

A code snippet can be inserted by typing its shortcut followed by the **TAB** key. Each snippet has its own shortcut defined in the xml of the snippet.

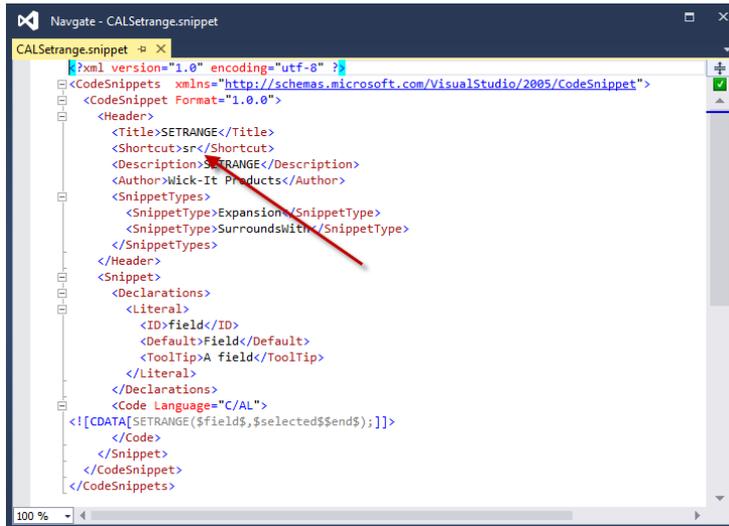


Figure 12-1: Setrange Code Snippet

More information about creating code snippets can be found on MSDN:

<http://msdn.microsoft.com/en-us/library/ms165394.aspx>

# 13 WHERE USED

The **Where Used** tool of **Object Manager** is used to see where objects, fields, triggers, etc. are used. For more information about how to use the **Where Used** functionality see the '**User Guide of Object Manager Advanced**'.

It is possible to show the where used entries in **Navigate** in two ways:

- Open **Navigate** from the **Where Used** tool.
- Place your cursor on a keyword in **Navigate** and invoking the where used function by pressing **Ctrl+Alt+F2**.

## 13.1 OPEN NAVGATE FROM WHERE USED

Example of use: As a developer you would like to know where the field **Description** of **Table Payment Terms** is used through the database, to do this, open the **Where Used** tool of **Object Manager** and open all where used entries.

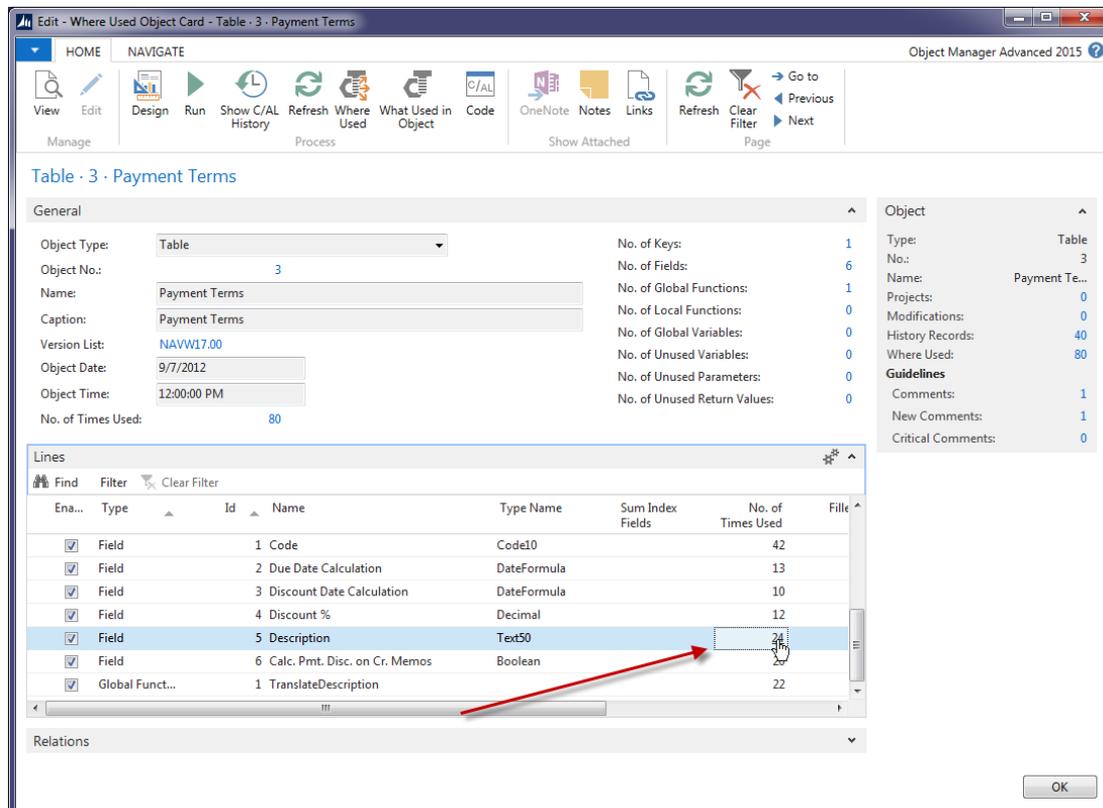


Figure 13-1: Where Used Card of Payment Terms

Select all entries and click the **Code** button to open **Navigate**.

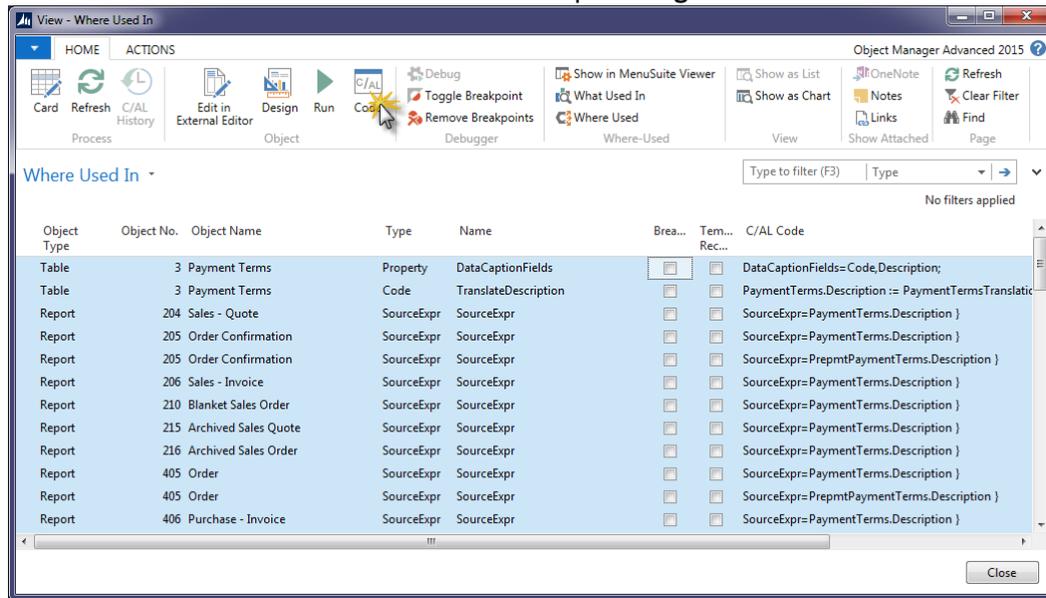


Figure 13-2: Where Used Entries of Field Description

All the objects where the field **Description** is used are opened in **Navigate** and bookmarks are placed in the selection margin. Scrolling through all bookmarks is done with shortcuts **F3** and **Shift+F3** or the bookmark buttons on the ribbon.

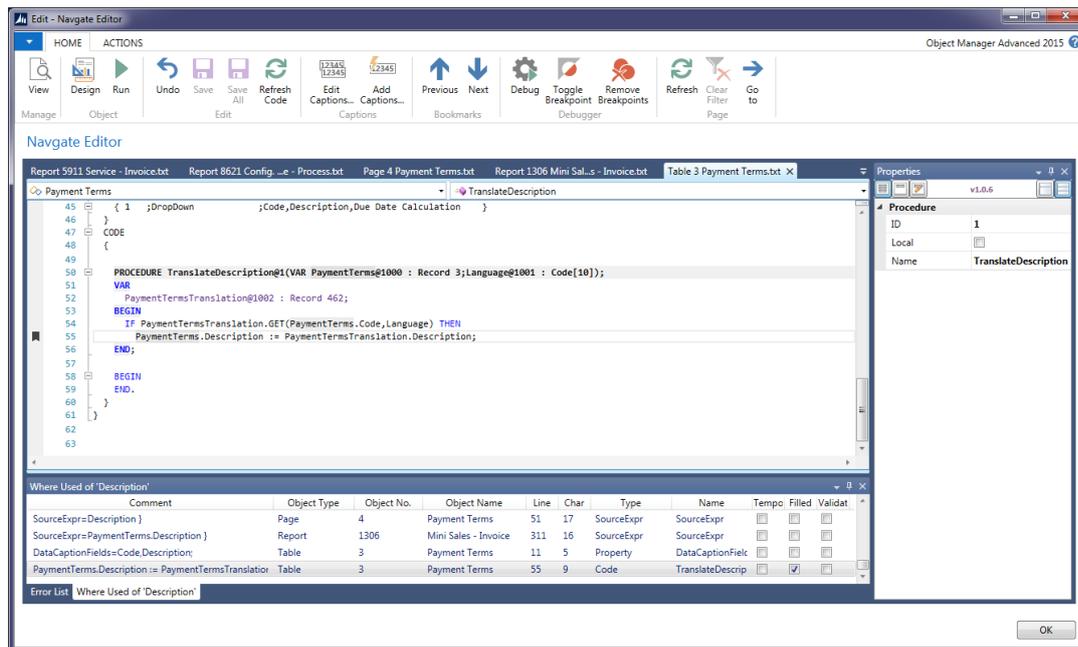


Figure 13-3: Where Used Entries in Navigate

Information about the field use is placed in a new tool window. It contains information like if the field was part of a temporary table and if it was filled and/or validated. If you double click on an entry in the tool window the cursor will move to the right location.

### 13.2 USE WHERE USED BASE IN NAVGATE

Another way to show the where used entries is to invoke it from **Navigate**. You just have to place your cursor on a keyword and press **Ctrl+Alt+F2** or click the button on the ribbon.

## 14 CHECK GUIDELINES

Writing code in a way that it's easy to read by other developers is very important. The **Check Guidelines** of **Object Manager** can help you with doing that. It tracks down many flaws and mistakes and can even correct a lot of them. You can read more about the **Check Guidelines** tool in the '**User Guide of Object Manager Advanced**'.

The **Check Guidelines** can be invoked in two ways: from the **Check Guidelines** tool of **Object Manager** or from **Navigate**.

### 14.1 OPEN NAVGATE FROM CHECK GUIDELINES TOOL

Example of use: As a developer you want to improve the quality of **Codeunit 8: AccSchedManagement** we open the **Check Guidelines** tool, add the object and press **F9** to analyze the object.

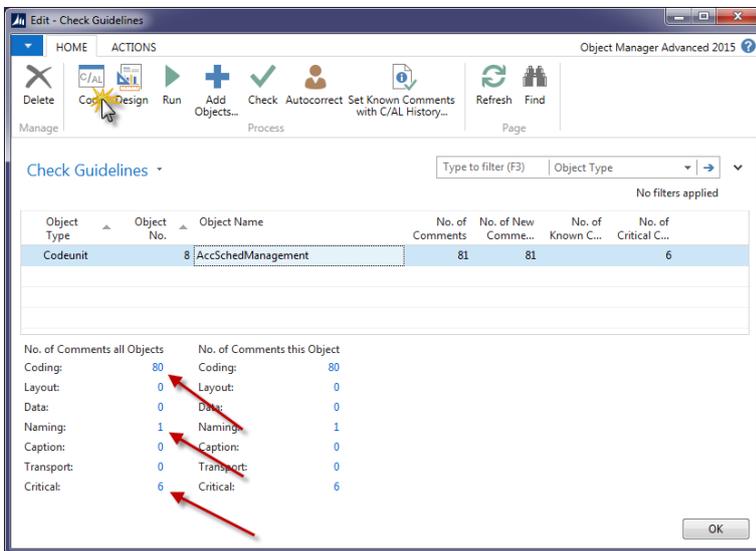


Figure 14-1: Check Guidelines Comments of Codeunit 8: AccSchedManagement

There are 80 possible code improvements, 1 naming problem and 6 critical problems. To see the comments in **Navigate** press the **Code** button.

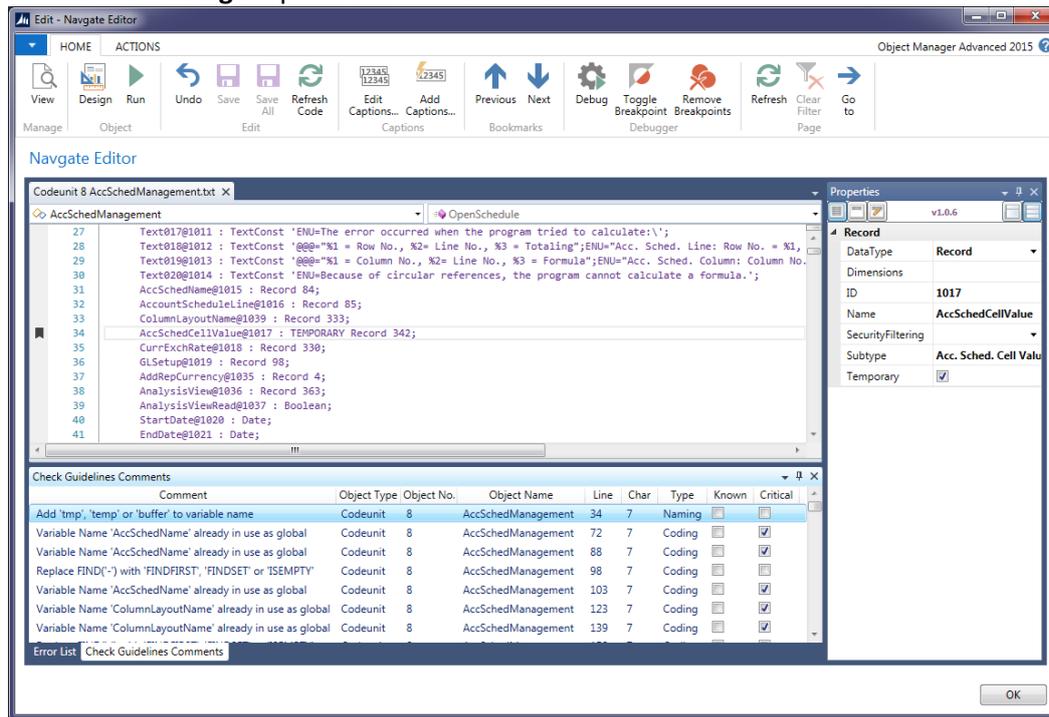


Figure 14-2: Check Guidelines Comments in Navigate

A tool window is opened in the bottom of **Navigate** where you can see all comments. If you double click on an entry you jump right to the code line in the text editor.

## 14.2 ANALYZE CODE IN NAVGATE

It is also possible to check the object you are working on by clicking the **Check Guidelines** button on the ribbon.

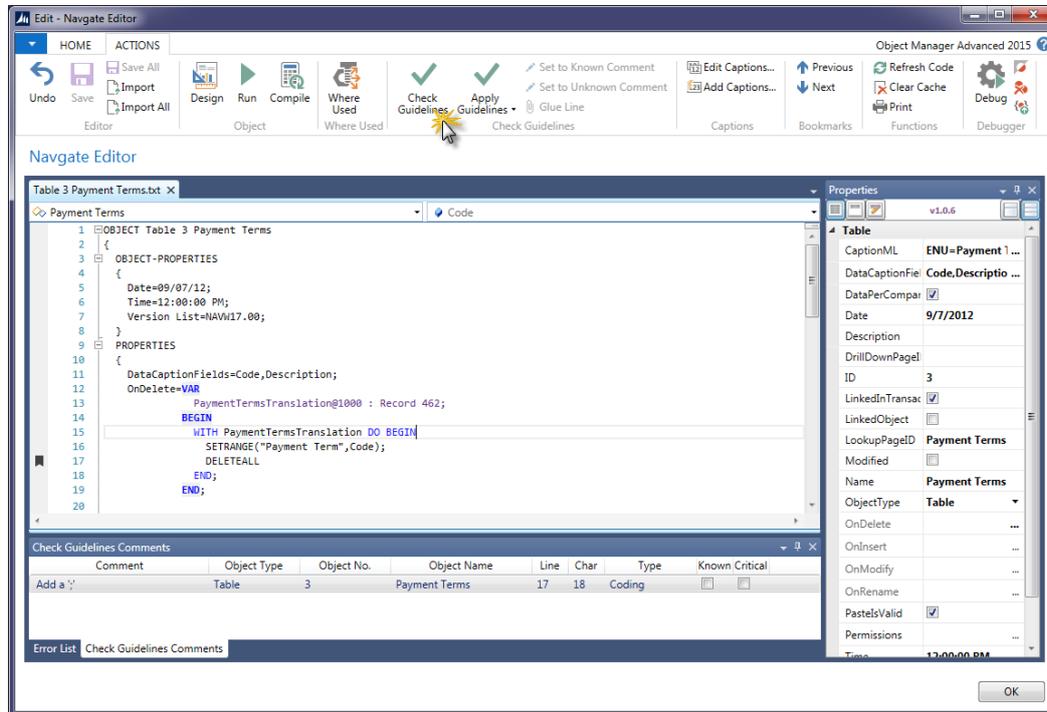


Figure 14-3: Analyze Code in Navigate

## 14.3 AUTO APPLY GUIDELINES

To let **Object Manager** auto correct the object press the **Apply Guidelines** button. All comments that can be corrected will be applied. In the above example the semicolon will be added to the **DELETEALL** statement.

# 15 EDIT CAPTIONS

The translation tool of **Object Manager** can be used if you want to add or edit your captions. The languages that can be edited are set in the **Object Manager Setup**.

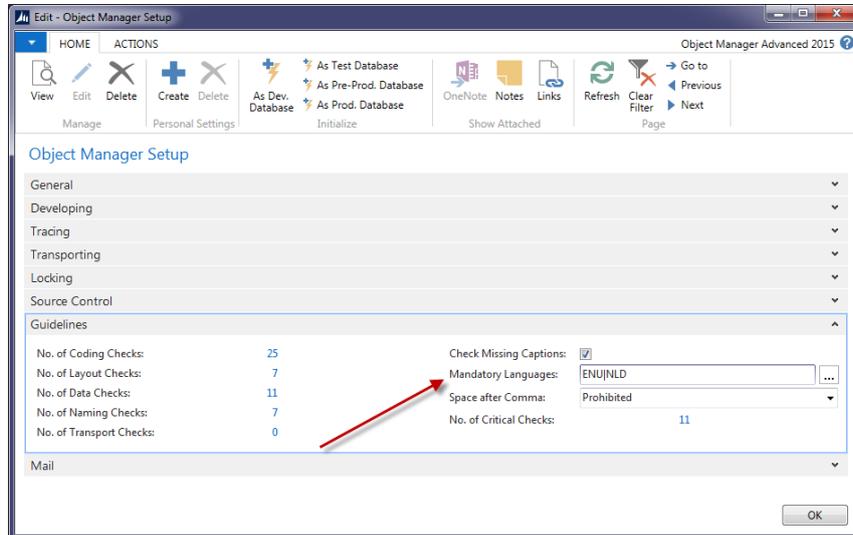


Figure 15-1: Mandatory Languages in Object Manager Setup

Press the **Edit Captions** button on the ribbon. If the **Translation Tool** has rules about a translation you see the result in the **Calculated Caption** and it can be inserted with the **With Calculated Caption** on the ribbon.

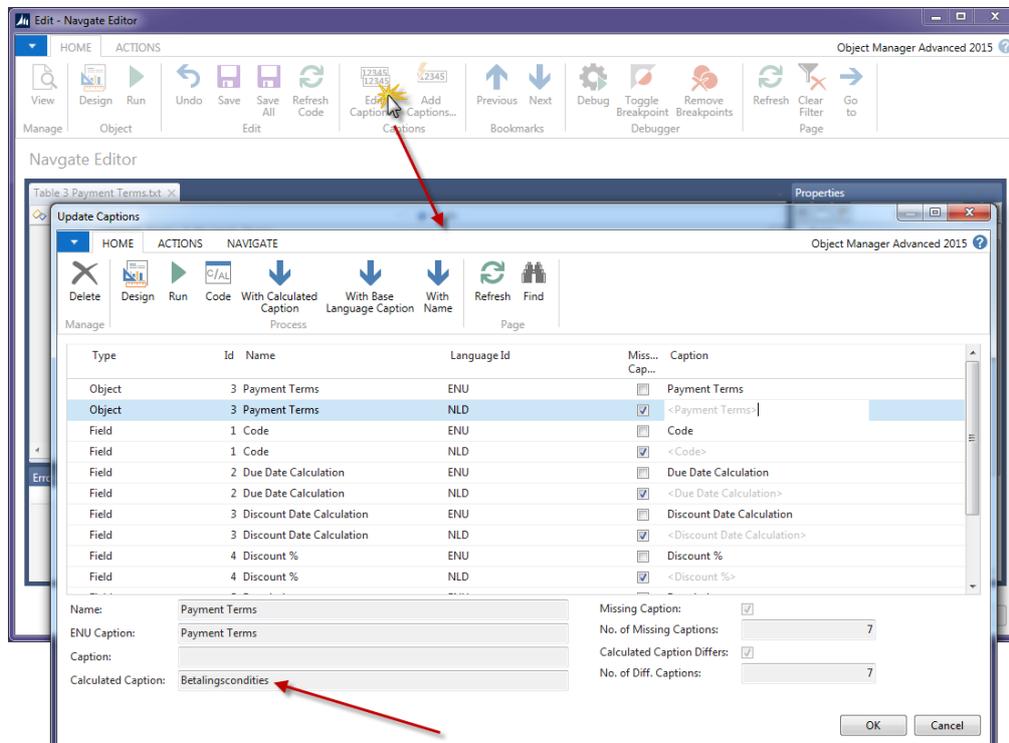


Figure 15-2: Edit Captions

# 16 DEBUGGING

All the debugging functions can be used in **Navigate**. Click in the selection margin of the text editor to add or remove a breakpoint. The same happens if you press **F9** or click the **Toggle Breakpoint** button on the ribbon.

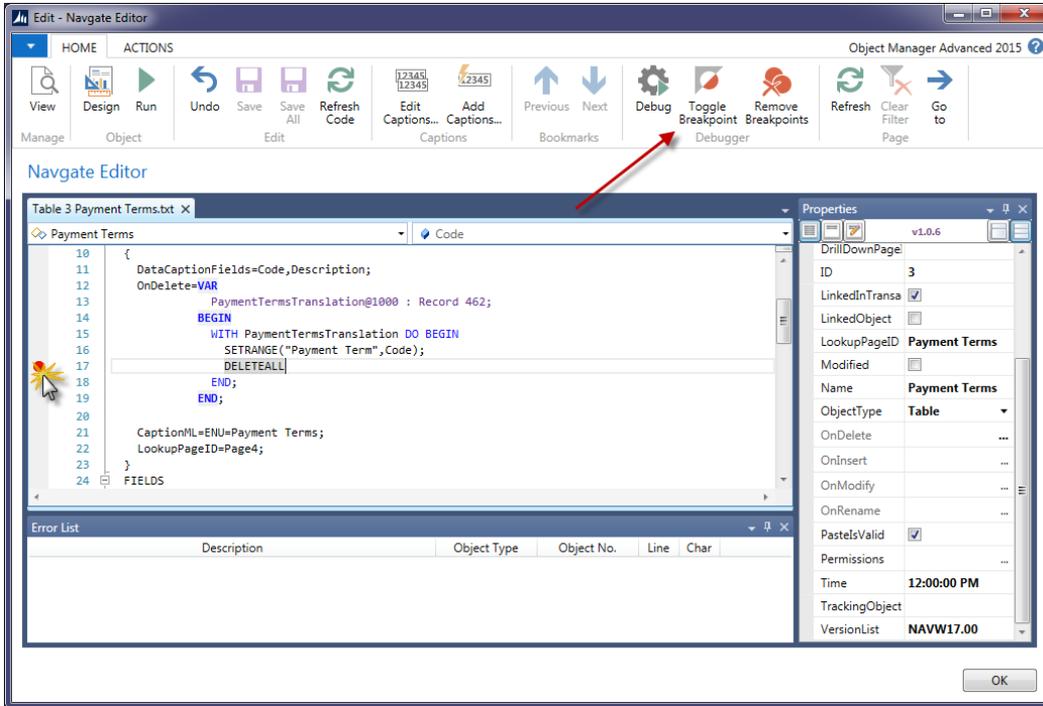


Figure 16-1: Settings a Breakpoint

The **Debug** button opens the debugger **Session List**.

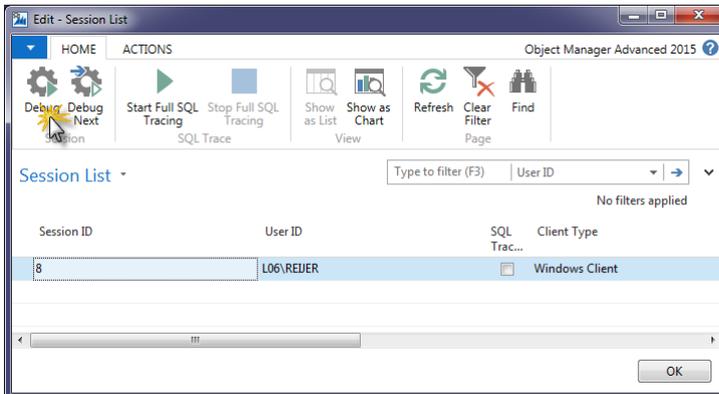


Figure 16-2: Session List

## 17 SHORTCUTS

<b>Object</b>	
Ctrl + S	Save
Ctrl + Shift + S	Save All
Ctrl + M	Import
Ctrl + Shift + M	Import All
Ctrl + F2	Design Object
Ctrl + R	Run Object
<b>Debugger</b>	
F9	Toggle Breakpoint
Ctrl + Shift + F9	Remove all Breakpoints
<b>Commenting</b>	
Ctrl + K	Comment
Ctrl + E	Comment Block and Edit
Ctrl + D	Comment with Tag
Ctrl + Shift + K	Uncomment
<b>Clipboard/Undo</b>	
Ctrl + C	Copy to Clipboard
Ctrl + Ins	Copy to Clipboard
Ctrl + X	Cut to Clipboard
Shift + Del	Cut to Clipboard
Ctrl + L	Cut Line to Clipboard
Ctrl + V	Paste from Clipboard
Shift + Ins	Paste from Clipboard
Ctrl + Y	Redo
Ctrl + Shift + Z	Redo
Ctrl + Z	Undo
<b>Deletion</b>	
Backspace	Backspace
Shift + Backspace	Backspace
Ctrl + Backspace	Backspace to Previous Word
Del	Delete
Ctrl + Shift + L	Delete Line
Ctrl + Del	Delete to Next Word
<b>Insertion</b>	
Enter	Insert Line Break
Shift + Enter	Insert Line Break

Ctrl + Enter	Open Line Above
Ctrl + Shift + Enter	Open Line Below
<b>IntelliPrompt</b>	
Ctrl + Space	Auto Complete
Ctrl + Shift + Space	Parameter Info
<b>Miscellaneous</b>	
Ctrl + F	Find
Ctrl + H	Replace
Ctrl + P	Print
Ctrl + N	Add Element
F4	Properties
F2	Edit Property
Ctrl + -	Collapse All
Ctrl + =	Expand All
Alt + F2	Find References
Ctrl + Shift + F2	Where Used
Ctrl + Shift + F5	Reset Windows Positions
F1	Help
Ctrl + Q	Edit Captions
Ctrl + Shift + Q	Add Captions
Ctrl + F3	Insert Snippet
Tab	Insert Tab Stop or Indent
Ctrl + U	Make Lowercase
Ctrl + Shift + U	Make Uppercase
Shift + Tab	Remove Tab Stop or Outdent
Insert	Toggle Overwrite Mode
Ctrl + T	Transpose Characters
Ctrl + Shift + T	Transpose Words
Shift + Alt + T	Transpose Lines
<b>Movement</b>	
Down	Move Down
Up	Move Up
Left	Move Left
Right	Move Right
Ctrl + Left	Move to Previous Word
Ctrl + Right	Move to Next Word
Home	Move to Line Start
End	Move to Line End
Ctrl + Home	Move to Document Start
Ctrl + End	Move to Document End
Page Up	Move Page Up

Page Down	Move Page Down
Ctrl + Page Up	Move to Visible Top
Ctrl + Page Down	Move to Visible Bottom
Ctrl + ]	Move to Matching Bracket
Ctrl + ,	Back in Navigation Log
Ctrl + .	Forward in Navigation Log
Ctrl + Shift + D	Go to Documentation Trigger
Ctrl + G	Go To Line
F12	Go To Definition
Shift F3	Previous Bookmark
F3	Next Bookmark
<b>Scroll</b>	
Ctrl + Down	Scroll Down
Ctrl + Up	Scroll Up
<b>Selection</b>	
Shift + Down	Select Down
Shift + Up	Select Up
Shift + Left	Select Left
Shift + Right	Select Right
Ctrl + Shift + Left	Select to Previous Word
Ctrl + Shift + Right	Select Block to Next Word
Shift + Home	Select to Line Start
Shift + End	Select to Line End
Ctrl + Shift + Home	Select to Document Start
Ctrl + Shift + End	Select to Document End
Shift + Page Up	Select Page Up
Shift + Page Down	Select Page Down
Ctrl + Shift + Page Up	Select to Visible Top
Ctrl + Shift + Page Down	Select to Visible Bottom
Ctrl + A	Select All
Ctrl + Shift + W	Select Word
Ctrl + Shift + ]	Select to Matching Bracket
Shift + Alt + Down	Select Block Down
Shift + Alt + Up	Select Block Up
Shift + Alt + Left	Select Block Left
Shift + Alt + Right	Select Block Right
Ctrl + Shift + Alt + Left	Select Block to Previous Word
Ctrl + Shift + Alt + Right	Select Block to Next Word