Offline Help Files

6.04.05.01 JScreen

The JScreen object is used to create a new Offline screen object. Screen objects are used to represent Offline screens. The syntax to create a new screen is as follows:

```
objScreen = new JScreen( );
```

The object takes several methods, which are listed below.

SetCaption

The SetCaption, method applies a caption to the screen. The syntax is as follows:

```
void JScreen.SetCaption(strCaption,strDynProName,strDynProNumber);
```

An example is shown below:

```
objScreen.SetCaption("Create Sales Order","SAPMV45A","0100");
```

SetLanguage

The SetLanguage method specifies the default language to be used by the screen. The syntax is as follows:

```
void JScreen.SetLanguage(strLanguage);
```

An example is shown below:

```
objScreen.SetLanguage("en");
```

SetWindowPosSize

The SetWindowPosSize method specifies the screen's window size and position. The syntax is as follows:

```
void JScreen.SetWindowPosSize(iTop,iLeft,iBottom,iRight);
```


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An example is shown below:

```
objScreen.SetWindowPosSize(1,0,50,80);
```

GetWindowPosSize

The GetWindowPosSize method captures the window size and position of a screen object. The syntax is as follows:

```
void JScreen.GetWindowPosSize( );
```

An example is shown below:

```
objScreen.GetWindowPosSize( );
the format of strPosition is "top,left,bottom,right"
```

CreateLabel

The CreateLabel method creates a label control on the screen. The syntax is as follows:

```
void JScreen.CreateLabel(iType,strLabel,iRow,iCol,strFieldName);
```

An example is shown below:

```
objScreen.CreateLabel(1,"label",10,13,"field name");
```

CreateEdit

The CreateEdit method creates a new edit control on a screen. The syntax is as follows:

```
void JScreen.CreateEdit(iType,strLabel,iLabelRow,iLabelCol,iEditRow,iE
ditCol,iEditWidth,strFieldName);
```

An example is shown below:

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```
objScreen.CreateEdit(1,"label",3,13,3,20,8,"field_name");
```

CreatePushButton

The CreatePushButton method, as one would suspect, creates pushbuttons on a screen. The syntax is as follows:

```
void JScreen.CreatePushButton(iType,strLabel,iRow,iCol,iEditRow,iWidth
,iHeight,strFieldName,strCode);
void JScreen.CreatePushButton(iType,strLabel,iRow,iCol,iEditRow,iWidth
,iHeight,strFieldName,strCode);
```

An example is shown below:

```
objScreen.CreatePushButton(1,"label",3,13,3,20,"field_name","=COMMAND"
),
```

CreateCheckbox

The CreateCheckbox method creates checkboxes on a screen. The syntax is as follows:

```
void JScreen.CreateCheckbox(iType,strLabel,iRow,iCol,iEditRow,iWidth,i
Height,strFieldName,strDefault,strFcode);
```

An example is shown below:

```
objScreen.CreateCheckbox(1,"label",3,13,3,20,"field_name","X","=COMMAN
D"),
```

CreateRadioButton

The CreateRadioButton method creates radio buttons on a screen. The syntax is as follows:

```
void JScreen.CreateGroupBox(iType,strLabel,iRow,iCol,iWidth,iHeight,st
rFieldName);
```


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An example is shown below:

```
objScreen.CreateRadioButton(1,"label",3,13,3,20,"field_name","X","=COM
MAND"),
```

CreateGroupBox

This method creates a new group box control on the screen. The syntax is as follows:

```
void JScreen.CreateGroupBox(iType,strLabel,iRow,iCol,iWidth,iHeight,st
rFieldName);
```

An example is shown below:

```
 objScreen.CreateGroupBox(1,"label",3,13,3,20,"field_name");
```

CreateTableControl

This method creates a new table control on the screen. The syntax is as follows:

```
void JScreen.CreateTableControl(objListControl,bIsTble);
```

An example is shown below:

```
objScreen.CreateTableControl(objListControl,true);
```

AddFunctionKey

This method adds a system function key into the screen. The syntax is as follows:

```
void JScreen.AddFunctionKey(iKeyID,strToolTip);
```

An example is shown below:

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```
objScreen.AddFunctionKey(1,"tool tip");
```

AddApplicationKey

This method adds an application key into the screen. The syntax is as follows:

```
void JScreen.AddApplicationKey(iKeyID,strLabel,strToolTip);
```

An example is shown below:

```
objScreen.AddApplicationKey(1,"label","tool tip");
```

Send

This method sends a screen. The syntax is as follows:

```
void JScreen.Send(strMessage,iBeepType);
```

An example is shown below:

```
objScreen.Send("message",1);
```

SendLogOffPackage

This method sends the logoff package. The syntax is as follows:

```
void JScreen.SendLogOffPackage( );
```

An example is shown below:

```
objScreen.SendLogOffPackage( );
```

SetElementValue

This method sets a value for a given screen element. The syntax is as follows:

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```
void JScreen.SetElementValue(strFieldName,iType,strValue);
```

An example is shown below:

```
objScreen.SetElementValue("field",2,"value");
```

GetElementValue

This method returns the value of a given screen element. The syntax is as follows:

```
void JScreen.GetElementValue(strFieldName,iType,strValue);
```

An example is shown below:

```
strValue = objScreen.GetElementValue("field",2);
```

FindTableListControl

This method is used to find a table or a list control in a given screen. The syntax is as follows:

```
JScreen.FindTableListControl(iTop,iLeft);
```

An example is shown as follows:

```
objTableControl = objScreen.FindTableListControl(1,2);
```

FindFocusedControl

This method is used to find a focused control on a given screen. The syntax is as follows:

```
JScreen.FindFocusedControl( );
```


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An example is shown below:

```
objControl = objScreen.FindFocusedControl( );
```

GetTCode

This is used to find the transaction code of a given screen. The syntax is as follows:

```
JScreen.GetTCode( );
```

An example is shown below:

```
strTCode = objScreen.GetTCode( );
```

GetEventType

This method is used to get the event type in a returned screen. The syntax is shown below:

```
JScreen.GetEventType( );
```

An example is as follows:

```
strEventType = objScreen.GetEventType( );
```

GetEventCode

This method is used to get the event code in a returned screen,. The syntax is as follows:

```
JScreen.GetEventType( );
```

An example is shown below:

```
strEventType = objScreen.GetEventCode( );
```


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CleanContents

This method is used to clean the contents of a given screen. The syntax is as follows:

```
JScreen.CleanContents( );
```

An example is shown below:

```
objScreen.CleanContents( );
```

GetVScrollPos

This method gets the vertical scroll positions of a table or list control on a given screen. The syntax is as follows:

```
 JScreen.GetVScrollPos( );
```

An example is shown below:

```
objScreen.GetVScrollPos( );
```

MergeInputStream

This method merges the incoming input stream into the system main modal. The syntax is as follows:

```
JScreen.MergeInputStream( );
```

An example is shown below:

```
objScreen.MergeInputStream( );
```


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AddScreen

This method adds a screen object on top of the current screen. The syntax is as follows:

```
JScreen.AddScreen( );
```

An example is shown below:

```
objScreen.AddScreen( );
```

RemoveTopScreen

This method removes the top screen object added by the AddScreen method. The syntax is as follows:

```
JScreen.RemoveTopScreen( );
```

An example is shown below:

```
objScreen.RemoveTopScreen( );
```

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