

Macro Dialog feature

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Overview

- Run VBA
- Javascript Dialog





Running Macros

- UNO Command ".uno:RunMacro"
- Macro Selector Dialog
- Run Script "SfxObjectShell::CallXScript"





UNO Command ".uno:RunMacro"

sfx2/source/appl/appserv.cxx

```
case SID_RUNMACRO:
    SfxAbstractDialogFactory* pFact = SfxAbstractDialogFactory::Create();
    SAL_INFO("sfx.appl", "SfxApplication::OfaExec_Impl: case ScriptOrg");
    Reference <XFrame> xFrame(GetRequestFrame(rReq));
    if (!xFrame.is())
        const SfxViewFrame* pViewFrame = SfxViewFrame::Current();
        if ( pViewFrame )
            xFrame = pViewFrame->GetFrame().GetFrameInterface();
```



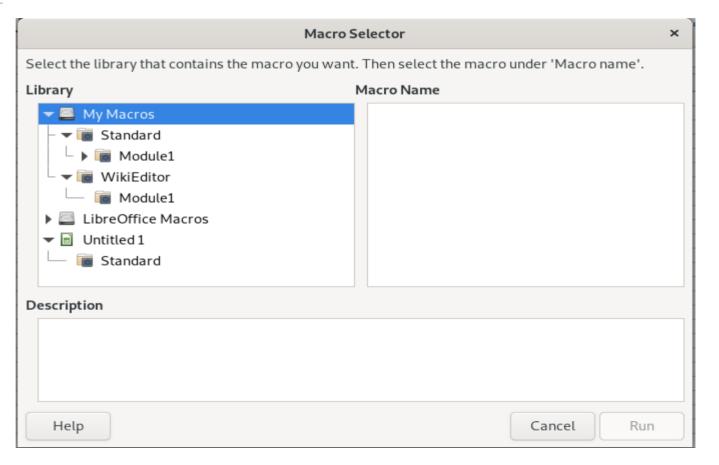


sfx2/source/appl/appserv.cxx

```
// artificial loop for flow control
{
                       VclPtr<AbstractScriptSelectorDialog> pDlg(
                                                pFact->CreateScriptSelectorDialog(
                                                                      lcl_getDialogParent(xFrame), xFrame));
                       OSL_ENSURE( pDlg, "SfxApplication::OfaExec_Impl( SID_RUNMACRO ): no of the control of the contro
                       if (!pDlg )
                                               break;
                       pDlg->SetRunLabel();
                       pDlg->StartExecuteAsync([pDlg, xFrame](sal_Int32 nDialogResult) {
                                                 if (!nDialogResult)
                                                                         pDlg->disposeOnce();
                                                                          return;
```







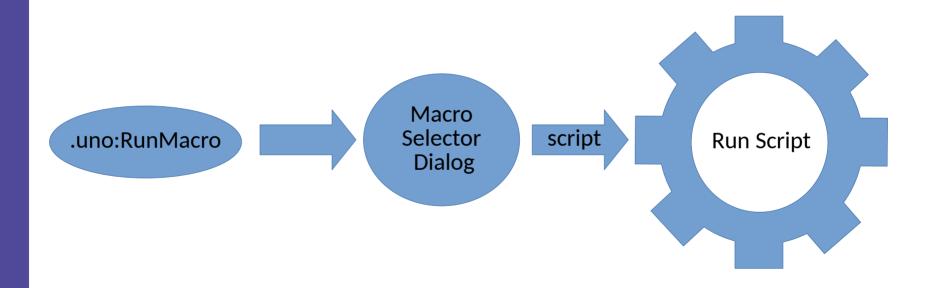




sfx2/source/appl/appserv.cxx

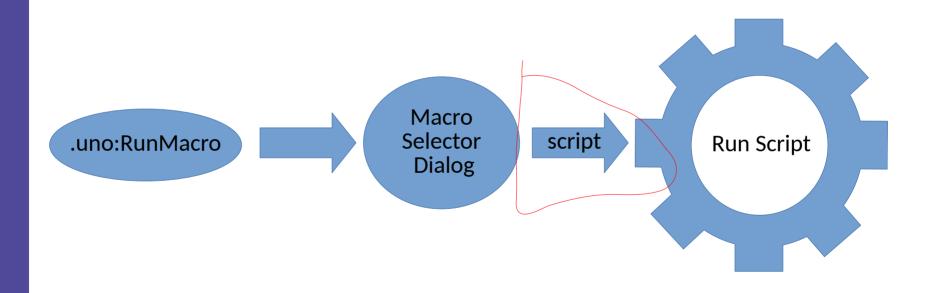






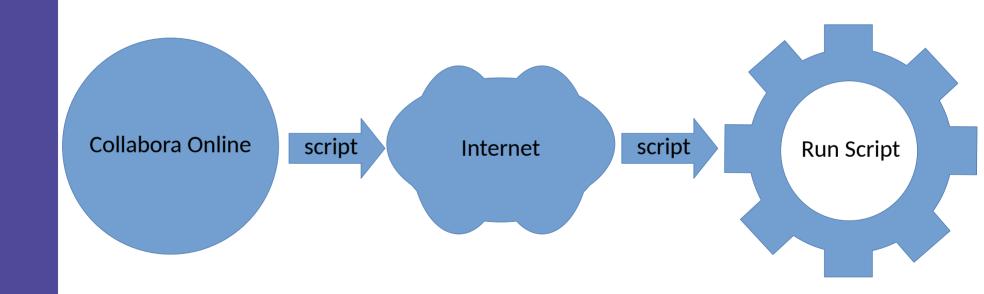






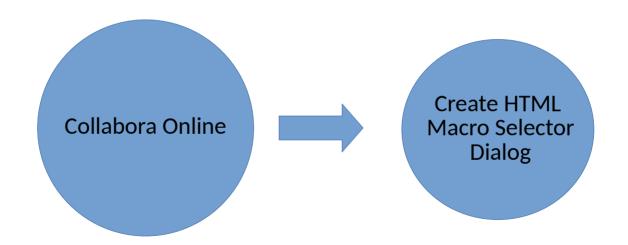
















- Static Dialogs
- Tunneling Dialogs
- Dynamic Javascript Dialogs





- Static Dialogs
- Tunneling Dialogs
- Dynamic Javascript Dialogs





cui/source/customize/cfgutil.cxx

```
* Implementation of SvxScriptSelectorDialog
 * This dialog is used for selecting Slot API commands
 * and Scripting Framework Scripts.
SvxScriptSelectorDialog::SvxScriptSelectorDialog(
       weld::Window* pParent, const css::uno::Reference< css::frame:
       : GenericDialogController(pParent, "cui/ui/macroselectordialogController(pParent, "cui/ui/macroselectordialogController(pParent)")
       , m_xDialogDescription(m_xBuilder->weld_label("helpmacro"))
       , m_xCategories(new CuiConfigGroupListBox(m_xBuilder->weld_tr
          m_xCommands(new CuiConfigFunctionListBox(m_xBuilder->weld_t
       , m_xLibraryFT(m_xBuilder->weld_label("libraryft"))
       , m_xMacronameFT(m_xBuilder->weld_label("macronameft"))
           m vOKButton(m vBuilden->weld button("ok"))
```



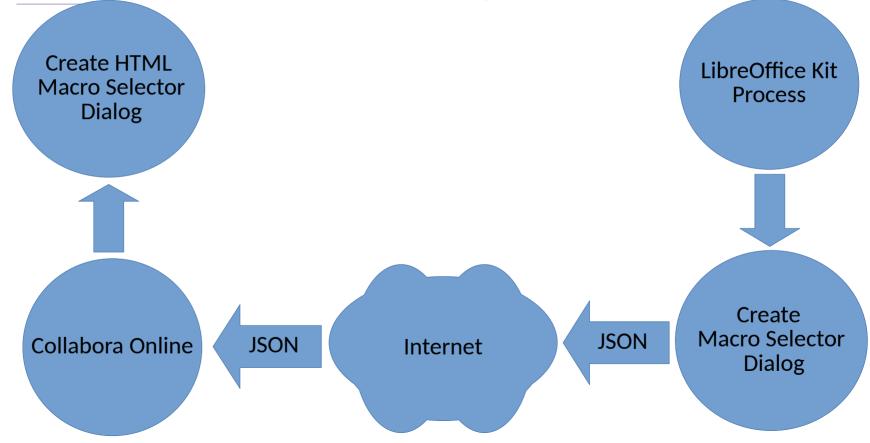


vcl/source/window/dialog.cxx

```
void Dialog::DumpAsPropertyTree(tools::JsonWriter& rJsonWriter)
   SystemWindow::DumpAsPropertyTree(rJsonWriter);
   rJsonWriter.put("title", GetText());
   if (vcl::Window* pActionArea = get_action_area())
        if (!pActionArea->IsVisible())
            rJsonWriter.put("collapsed", "true");
   OUString sDialogId = OStringToOUString(GetHelpId(), RTL_TEXTER
   sal_Int32 nStartPos = sDialogId.lastIndexOf('/');
   nStartPos = nStartPos >= 0 ? nStartPos + 1 : 0;
   rJsonWriter.put("dialogid", sDialogId.copy(nStartPos));
```











loleaflet/src/control/Control.JSDialog.js

```
onJSDialog: function(e) {
       var that = this;
        var posX = 0;
        var posY = 0;
        var data = e.data;
        var callback = e.callback;
        var isSnackbar = data.type === 'snackbar';
        var isModalPopup = data.type === 'modalpopup' || isSnackbar;
        if (data.action === 'fadeout')
                if (data.id && this.dialogs[data.id]) {
                        var container = this.dialogs[data.id].container;
                        L.DomUtil.addClass(container, 'fadeout');
                        container.onanimationend = function() { that.close
                           be sure it will be removed
```



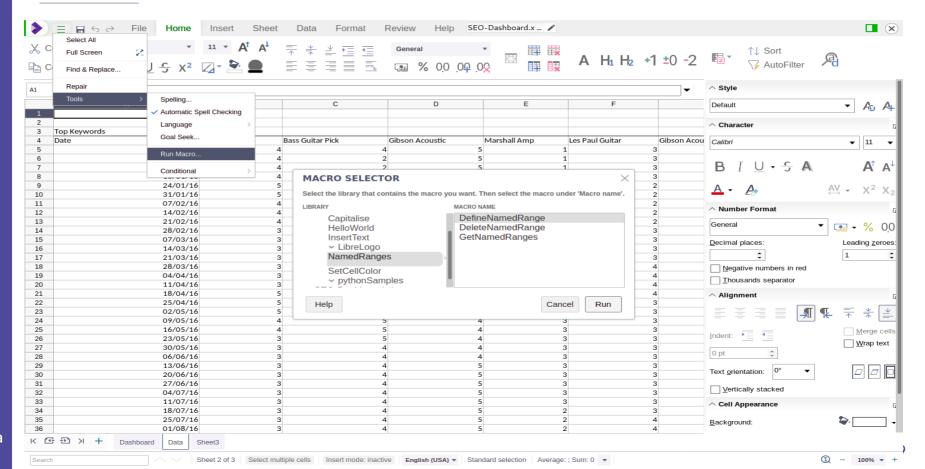


loleaflet/src/control/Control.JSDialog.js

```
var content = L.DomUtil.create('div', 'lokdialog ui-dialog-content ui-)
        var builder = new L.control.jsDialogBuilder({windowId: data.id, mobile)
isdialog', callback: callback});
        if (isModalPopup && !isSnackbar) {
                var overlay = L.DomUtil.create('div', builder.options.cssClass
ble ? 'cancellable' : ''), document.body);
                overlay.id = data.id + '-overlay';
                if (data.cancellable)
                        overlay.onclick = function () { that.closePopover(data
        builder.build(content, [data]);
```











- Re-creation for each user interaction
- Improve only partial update
- more improves?





loleaflet/src/control/Control.JSDialog.js

```
onJSUpdate: function (e) {
        var data = e.data;
        if (data.jsontype !== 'dialog')
                return;
        var dialog = this.dialogs[data.id] ? this.dialogs[data.id].cor
        if (!dialog)
                return;
        var control = dialog.guerySelector('[id=\'' + data.control.id
        if (!control) {
                console.warn('jsdialogupdate: not found control with :
                return;
```

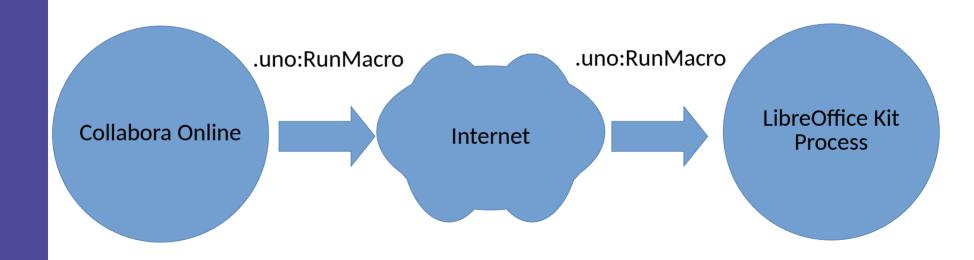




loleaflet/src/control/Control.JSDialog.js

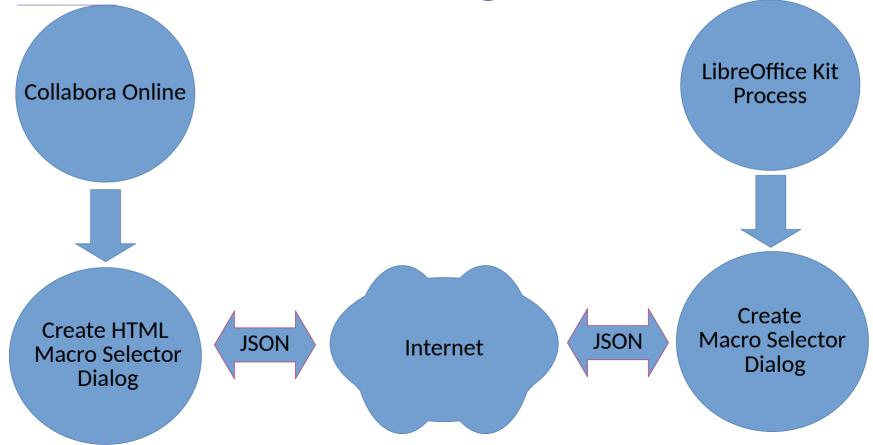






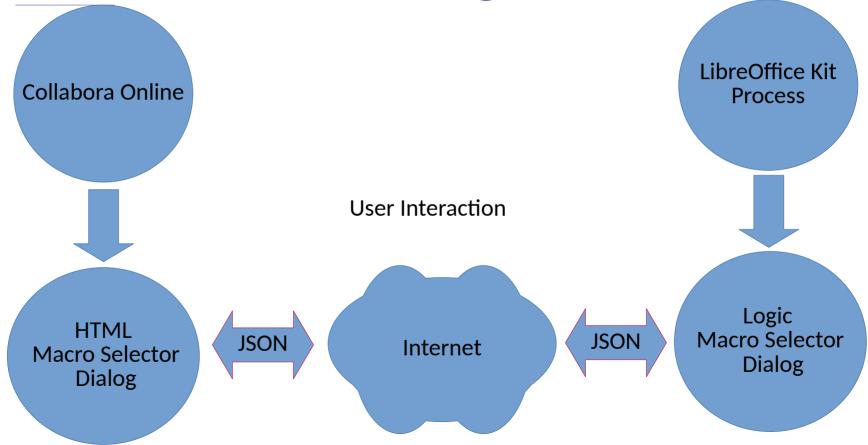






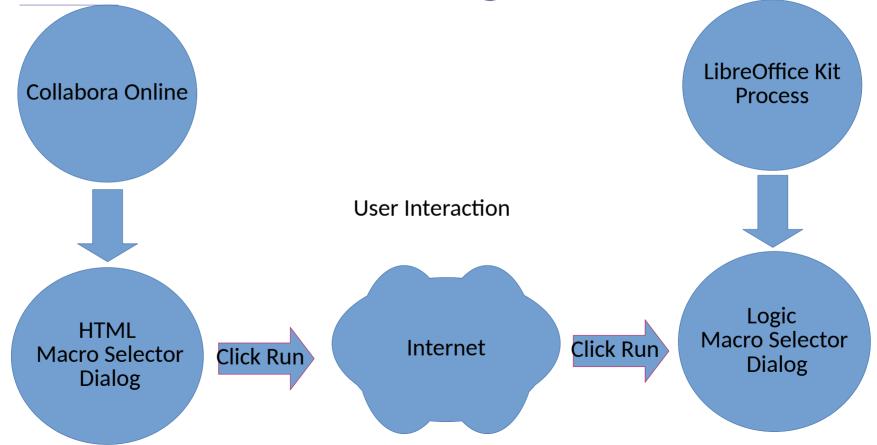






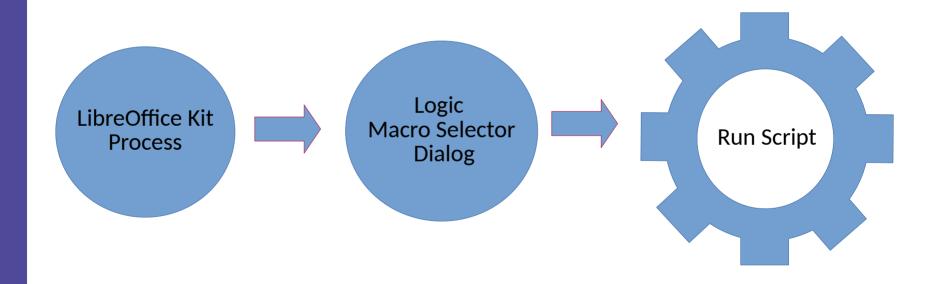


















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