

Script Editor Tool

From ADempiere ERP Wiki

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The **Script Editor Tool** provides a way to test simple scripts while the application is running.

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Access

Icon:



Menu: **Tools → Script**

Short Cut: none

Restrictions

To access the Script Editor Tool, you must be logged in as an administrator.

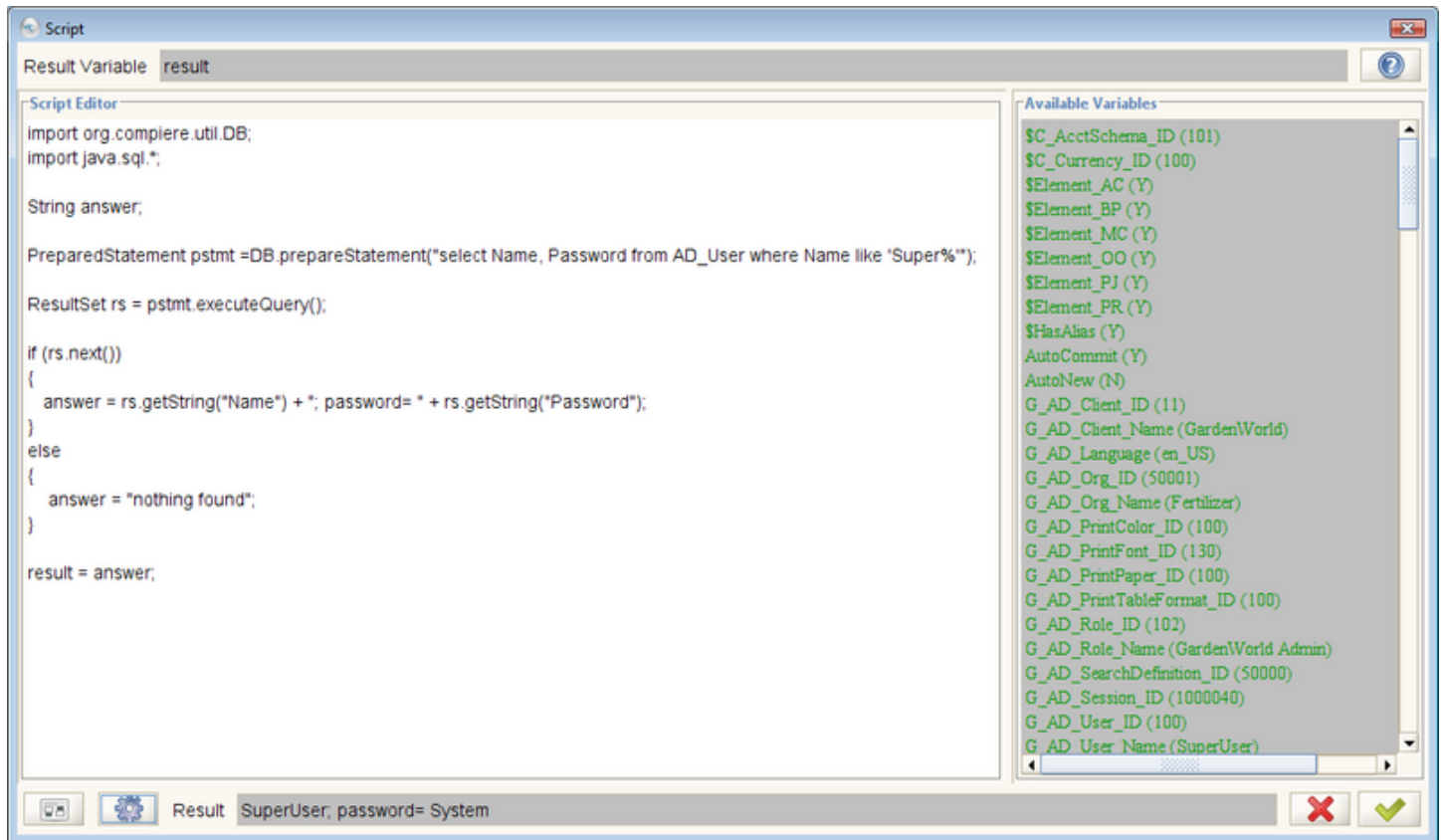
The tool is very simple in function.

Only Beanshell & Groovy scripts are supported.

Description

When logged in as a user with Administrator rights, you can access the Script Editor Tool through the menu as described above or also by a pop-up menu (right click of the mouse) when you are in a Memo Field or Text Field of a column named "Script". See the ***Rule Window***.

The Script Editor Tool opens with a screen similar to the one below.



At the bottom of the screen are buttons to validate (floppy disk icon), execute (gear icon), cancel or confirm and a text box which shows the value of the "result" variable converted to a string. If the script was opened from a Memo field, clicking the confirm button will save the changes in the field, otherwise, all changes will be lost.

Note:



It bears repeating. If you open the script from the menu, any changes you make will be LOST when you confirm or exit the tool. There is no provision to save scripts to a file. To save the script you have to be using the tool from a Memo field with the name **Script**. Otherwise, remember to copy the script text to the clipboard before you close the editor and paste the clipboard somewhere safe.

In developing the script the context variables below can be accessed directly. You can also use the Env class to access the system context. For example:

```
import org.compiere.util.Env;
result = Env.getContextAsInt(Env.getCtx(), "#AD_User_ID");
```

is the same as

```
result = G_AD_User_ID;
```

From a callout, you can use the context variables passed in to access other elements of the context in the following manner.

```
import org.compiere.util.Env;
result = Env.getContext(A_Ctx, A_WindowNo, "WindowName");
```

Context Variables

Window context variables start with a W_ prefix. (Note that these do appear to work while editing the script.)

Login context variables start with G_ prefix.

Event Variables

Note:

Event variables are only available to the script during the event process. You won't be able to test them with the editor.

Callout:

- A_WindowNo
- A_Tab
- A_Field
- A_Value
- A_OldValue
- A_Ctx

Process:

- Process Parameters for the process start with P_ prefix, for example P_Name. If the parameter is a range then the parameters will be P_Name1 and P_Name2
- A_Ctx - the context
- A_Trx - the transaction
- A_TrxName
- A_Record_ID
- A_AD_Client_ID
- A_AD_User_ID
- A_AD_PInstance_ID
- A_Table_ID

Login validator:

- A_Ctx
- A_AD_Client_ID
- A_AD_Org_ID
- A_AD_Role_ID
- A_AD_User_ID

Table and document model validator:

- A_Ctx
- A_PO
- A_Type
- A_Event

See Also

- Callout
- Script_Callout
- Script Process
- Script ModelValidatorLogin
- Script ModelValidator
- Java Scripting (<http://scripting.dev.java.net/>)

For Developers

The software that displays this window can be found in:

- client/src
 - org.compiere.apps.BeanShellEditor.java
 - org.compiere.apps.GroovyEditor.java
 - org.compiere.apps.ScriptEditor.java
 - org.compiere.grid.ed.VMemo.java

Retrieved from "http://www.adempiere.com/Script_Editor_Tool"

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