

Model's reference

October 19, 2024

Contents

1 Any Not-referenced

1.1 Diagram



1.2 Description

Name: Any
No information
No parents.
No information

2 FglAbstractArray Not-referenced

2.1 Diagram



2.2 Description

Name: FglAbstractArray
Represents a generic 4GL sub-dialog interaction control block for INPUT ARRAY and DISPLAY ARRAY.
Parent: FglAbstractContainer - Represent an abstract container object in the 4GL interaction model, such as DIALOG, INPUT, INPUT ARRAY, CONSTRUCT, DISPLAY ARRAY, ROW.
Represents a generic 4GL sub-dialog interaction control block for INPUT ARRAY and DISPLAY ARRAY.

2.3 Children

- FglDisplayArray - Represents a concrete 4GL sub-dialog interaction control block, DISPLAY ARRAY.
- FglInputArray - Represents a concrete 4GL sub-dialog interaction control block, INPUT ARRAY.

2.4 Fields

Name	Type	Description
isGrid	Bool	No information
isTreeTable	Bool	No information
abstractUiElement	AumElement	No information
var	RTType	No information
attrVar	RTType	No information
rowPrototype	FieldList	No information
maxCount	optional Int	No information
count	Int	No information
virtualMaxCount	optional Int	No information
currentRowAttributes	XString	No information
currentRowAttrRestoring	AttrRestoring	No information
hasCurrentRowAttributes	Bool	No information
firstRowNum	Int	No information
vScrollBar	ScrollBar	No information
recordDepth	Int	No information
aggregateFunctionsMap	AggregateFunctionsMap	No information
treeColumnId	optional Int	No information
treeColumnParentId	optional Int	No information
treeColumnExpanded	optional Int	No information
treeColumnIsNode	optional Int	No information
treeColumnImage	optional Int	No information
treeColumnEdit	optional Int	No information

selectedRows	list of FglInputRowPtr	No information
shiftStartRow	FglInputRowWeak	No information
lastFocusedRow	FglInputRowWeak	No information
allowAutoAppendRow	Bool	No information
allowAppendRow	Bool	No information
allowInsertRow	Bool	No information
allowDeleteRow	Bool	No information
isPaged	Bool	No information
visibleRows	list of FglInputRowWeak	No information
originalCodeMap	PCodeModuleMap	No information
currentRow	FglInputRowWeak	No information
keepCurrentRow	Bool	No information
rowShouldBeInited	Bool	No information
findValue	optional String	No information
findColumn	optional String	No information
findIgnoreCase	Bool	No information
findWrapAround	Bool	No information
fieldDict	FieldDictT	No information
sortedColumn	optional Int	No information
prepareFieldEvents	Bool	No information
actionListPool	ActionList	No information
isDynamic	Bool	No information

2.5 Interface

2.5.1 before

Description: Execute the business logic before this 4GL object has a focus.

Return value: The error code or executed statement code. If BEOFRE control block throw an error, it returns FGL_ERROR and sets the error information appropriately. If BEFORE control block executed EXIT statement, it returns FGL_EXIT. If BEFORE control block executed NEXT FIELD statement, it returns FGL_NEXT_FIELD and sets the target 4GL field information appropriately. Otherwise it returns FGL_SUCESS.

Parameters: None.

2.5.2 initAbstractArray

Description: No information

Return value: None.

Parameters:

Name	Type	Description
controlsList	FieldList	The list of filed.
variables	RTType	The list of variabels which should be binded to fields.
attrStr	XString	The string which is contained list of attributes. Attribute delimiter is ',' and value delimiter is ':'
currentRowAttrStr	XString	The string which is contained list of attributes for Current Row. Attribute delimiter is ',' and value delimiter is ':'
parentContainer	ParentContainer	The parent container (Table for Grid/CoordPanel for Screen Array).
events	PCodeModuleMap	The map of binded events.
exec	PCodeExecutor	The reference to PCode Executor.
ctx	PCodeProcessContext	The reference to PCode module.
withoutDef	Bool	Indecates whether or not to display on the screen the current values.
helpNumber	OptInt	The number of help message.
fglType	XString	
arrName	optional XString	Name of Screen Array record.
isDynamic	Bool	

2.5.3 makeTable

Description: Creates table with defined page of incoming data.

Return value: None.

Parameters: None.

2.5.4 activeField

Description: Active each 4GL form field manipulated by this sub dialog so that user can interact.

Return value: None.

Parameters:

Name	Type	Description
doActivate	Bool	Indicates what action should be done activation or deactivation.

2.5.5 shiftPage

Description: Shift page on 'PageNum'.

Return value: None.

Parameters:

Name	Type	Description
pageNum	Int	The number of page which should be shifted. If number is negative then shift up.

2.5.6 updateView

Description: Update the current view of screen array.

Return value: None.

Parameters:

Name	Type	Description
val	Int	The number of row which should be the first in view.
forced	Bool	Indicates do updating in anyway or not.

2.5.7 cbScrollView

Description: Call back which handles scrolling of vertical scroll bar of Screen Array.

Return value: None.

Parameters: None.

2.5.8 fillBuffer

Description: Calls ON FILL BUFFER action and fills array if it needs.

Return value: None.

Parameters:

Name	Type	Description
position	Int	The index of row from which should be loaded buffer.

2.5.9 displayValue

Description: Display values to each 4GL form field.

Return value: None.

Parameters:

Name	Type	Description
forced	Bool	Indicates do updating in anyway or not.

2.5.10 aggregate

Description: Aggregate all columns if it needs.

Return value: None.

Parameters: None.

2.5.11 bindPredefinedEvents

Description: Bind 4GL pre-defined events.

Return value: None.

Parameters: None.

2.5.12 collectFieldOrder

Description: No information

Return value: None.

Parameters:

Name	Type	Description
fieldOrderMap	FieldOrderMap	

2.5.13 cbDragStart

Description: Executes the ON DRAG_START block when the end user has begun the drag operation.

Return value: None.

Parameters:

Name	Type	Description
eventInfo	EventInfo	

2.5.14 cbDragFinished

Description: Executes the ON DRAG_FINISHED block for notifying the dialog where the drag started that the drop operation has been completed or terminated.

Return value: None.

Parameters:

Name	Type	Description
eventInfo	EventInfo	

2.5.15 cbDragEnter

Description: Executes the ON DRAG_ENTER block when the mouse cursor enters the visual boundaries of the drop target dialog.

Return value: None.

Parameters:

Name	Type	Description
eventInfo	EventInfo	

2.5.16 cbDragOver

Description: Executes the ON DRAG_OVER block when the mouse cursor is moving over the drop target, or when the Drag & Drop operation has changed.

Return value: None.

Parameters:

Name	Type	Description
eventInfo	EventInfo	

2.5.17 cbDrop

Description: Executes the ON DROP block after the end user has released the mouse button to drop the dragged object.

Return value: None.

Parameters:

Name	Type	Description
eventInfo	EventInfo	

2.5.18 findObjectByName

Description: No information

Return value: None.

Parameters:

Name	Type	Description
objName	XString	The name of a child 4GL object.
downSearch	Bool	Indecates do just down search or not.
inputFieldOnly	Bool	Indecates do just down search or not.

2.5.19 doNextFieldImpl

Description: No information

Return value: None.

Parameters:

Name	Type	Description
breakNextActions	Bool	
executeAfterBlock	Bool	.

2.5.20 doPreviousFieldImpl

Description: No information

Return value: None.

Parameters:

Name	Type	Description
breakNextActions	Bool	
executeAfterBlock	Bool	.

2.5.21 goToFieldImpl

Description: No information

Return value: None.

Parameters:

Name	Type	Description
fieldName	XString	The field name.
breakNextActions	Bool	
executeAfterBlock	Bool	.

2.5.22 displayValueImpl

Description: No information

Return value: None.

Parameters:

Name	Type	Description
forced	Bool	Indicates do updating in anyway or not.
doAggregate	Bool	
doFillBuffer	Bool	

2.5.23 getCurrentUiElement

Description: No information

Return value: None.

Parameters: None.

2.5.24 showRealValue

Description: Display to field programm variable's value.

Return value: None.

Parameters: None.

2.5.25 getVar

Description: Returns binded variable.

Return value: None.

Parameters: None.

2.5.26 clearField

Description: Clear the string value of each 4GL form field.

Return value: None.

Parameters:

Name	Type	Description
withoutDefaults	Bool	Indicates should be restored to default value or just clear it.
clearProgramVar	Bool	Indicates should be restored binded program variable.

2.5.27 setFocus

Description: Set focus into field.

Return value: None.

Parameters:

Name	Type	Description
byForce	Bool	Indicates should task SetFocus be sent in any way.

2.5.28 getChildAt

Description: Get the child object at the given position.

Return value: None.

Parameters:

Name	Type	Description
index	Int	The index of a child 4GL object.

2.5.29 prepareActionList

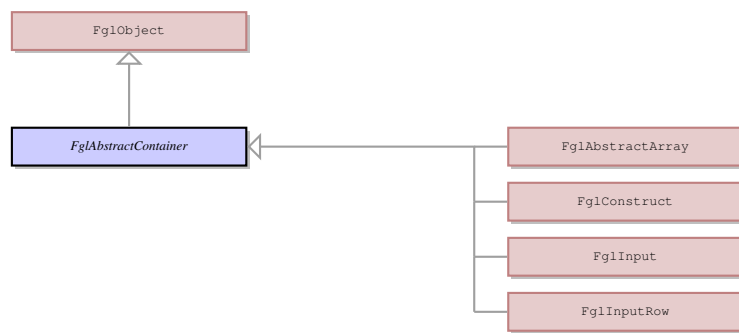
Description: Checks and prepares action list.

Return value: None.

Parameters: None.

3 FglAbstractContainer Not-referenced

3.1 Diagram



3.2 Description

Name: FglAbstractContainer

Represent an abstract container object in the 4GL interaction model, such as DIALOG, INPUT, INPUT ARRAY, CONSTRUCT, DISPLAY ARRAY, ROW.

Parent: FglObject - The root of the class hierarchy for this 4GL interaction model.

Represent an abstract container object in the 4GL interaction model, such as DIALOG, INPUT, INPUT ARRAY, CONSTRUCT, DISPLAY ARRAY, ROW.

3.3 Children

- FglAbstractArray - Represents a generic 4GL sub-dialog interaction control block for INPUT ARRAY and DISPLAY ARRAY.
- FglConstruct - Represents a concrete 4GL sub-dialog interaction control block, CONSTRUCT.
- FglInput - Represents a concrete 4GL sub-dialog interaction control block, INPUT.
- FglInputRow - Represent a 4GL input row in the INPUT ARRAY control block.

3.4 Fields

Name	Type	Description
childrenStore	optional FglObjects	No information
withoutDefaults	Bool	No information

3.5 Interface

3.5.1 before

Description: Execute the business logic before this 4GL object has a focus.

Return value: The error code or executed statement code. If BEOFRE control block throw an error, it returns FGL_ERROR and

sets the error information appropriately. If BEFORE control block executed EXIT statement, it returns FGL_EXIT. If BEFORE control block executed NEXT FIELD statement, it returns FGL_NEXT_FIELD and sets the target 4GL field information appropriately. Otherwise it returns FGL_SUCESS.

Parameters: None.

3.5.2 isContainer

Description: Indicate if this object is container object or not.

Return value: Indicator if this object is container object or not.

Parameters: None.

3.5.3 indexOf

Description: Get the index of the given object within the child collection.

Return value: None.

Parameters:

Name	Type	Description
obj	link to FglObject	Child 4GL object whose index will be returned..

3.5.4 getChildAt

Description: Get the child object at the given position.

Return value: None.

Parameters:

Name	Type	Description
index	Int	The index of a child 4GL object.

3.5.5 prepareEvents

Description: Bind all needed events to window and fields.

Return value: None.

Parameters: None.

3.5.6 bindPredefinedEvents

Description: Bind 4GL pre-defined events.

Return value: None.

Parameters: None.

3.5.7 clearField

Description: Clear the string value of each 4GL form field.

Return value: None.

Parameters:

Name	Type	Description
withoutDefaults	Bool	Indicates should be restored to default value or just clear it.
clearProgramVar	Bool	Indicates should be restored binded program variable.

3.5.8 activeField

Description: Active each 4GL form field manipulated by this sub dialog so that user can interact.

Return value: None.

Parameters:

Name	Type	Description
doActivate	Bool	Indicates what action should be done activation or deactivation.

3.5.9 displayValue

Description: Display values to each 4GL form field.

Return value: None.

Parameters:

Name	Type	Description
forced	Bool	Indicates do updating in anyway or not.

3.5.10 setFocus

Description: Set focus into field.

Return value: None.

Parameters:

Name	Type	Description
byForce	Bool	Indicates should task SetFocus be sent in any way.

3.5.11 bindData

Description: Bind the string value of the 4GL field node to the corresponding 4GL programming variable.

Return value: None.

Parameters: None.

3.5.12 setUnbuffered

Description: No information

Return value: None.

Parameters:

Name	Type	Description
unbuffered	Bool	

3.5.13 children

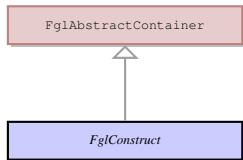
Description: Returns childrenStore and initialize it if it is not init yet.

Return value: None.

Parameters: None.

4 FglConstruct Not-referenced

4.1 Diagram



4.2 Description

Name: FglConstruct

Represents a concrete 4GL sub-dialog interaction control block, CONSTRUCT.

Parent: FglAbstractContainer - Represent an abstract container object in the 4GL interaction model, such as DIALOG, INPUT, INPUT ARRAY, CONSTRUCT, DISPLAY ARRAY, ROW.

Represents a concrete 4GL sub-dialog interaction control block, CONSTRUCT.

4.3 Fields

Name	Type	Description
var	RTType	No information
columns	ColumnVarsRef	No information
interrupted	Bool	No information
finalized	Bool	No information
isDynamic	Bool	No information

4.4 Interface

4.4.1 initConstruct

Description: No information

Return value: None.

Parameters:

Name	Type	Description
controlsList	FieldList	The list of fields.
variables	RTType	The list of variables which should be binded to fields.
attrStr	XString	The string which is contained list of attributes. Attribute delimiter is ',' and value delimiter is ':'
events	PCodeModuleMap	The map of binded events.
exec	PCodeExecutor	The reference to PCode Executor.
ctx	PCodeProcessContext	The reference to PCode module.
columns	ColumnVarsRef	The list of pair column and its optional type of CONSTRUCT statement.
helpNumber	OptInt	The number of help message.
isDynamic	Bool	

4.4.2 bindData

Description: Bind the string value of the 4GL field node to the corresponding 4GL programming variable.

Return value: None.

Parameters: None.

4.4.3 applyAttributes

Description: Applies color attributes of this object.

Return value: None.

Parameters:

Name	Type	Description
doReset	Bool	Indicates should this object reset all previous color attributes if there is no attribute.

4.4.4 after

Description: Execute the business logic before this 4GL object loses a focus. This interaction model first should bind the string value for this input field node to the corresponding 4GL programming variable. If the string value is invalid, this 4GL interaction model will prompt the end user to re-enter a valid value. That means that the cursor cannot leave this form filed node.

Return value: The error code or executed statement code. If AFTER control block throw an error, it returns FGL_ERROR and sets the error information appropriately. If AFTER control block executed EXIT statement, it returns FGL_EXIT. If AFTER control block executed NEXT FIELD statement, it returns FGL_NEXT_FIELD and sets the target 4GL field information appropriately. Otherwise it returns FGL_SUCESS.

Parameters: None.

4.4.5 showRealValue

Description: Display to field programm variable's value.

Return value: None.

Parameters: None.

4.4.6 getVar

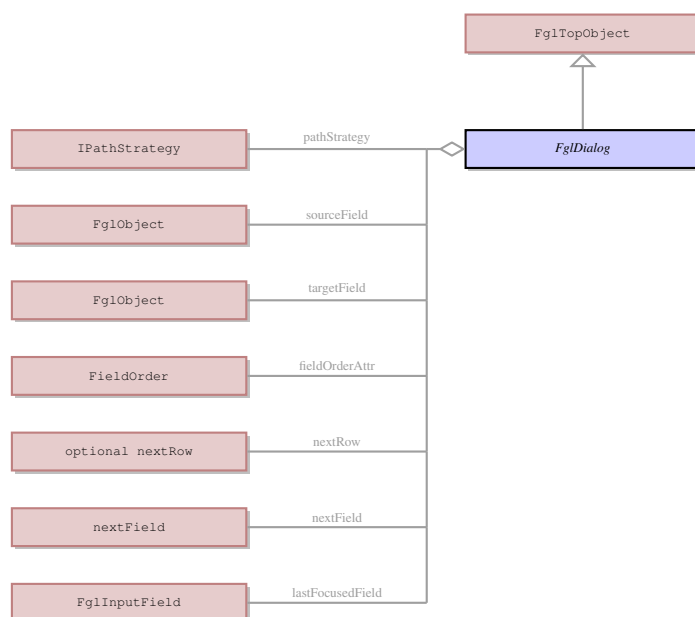
Description: Returns binded variable.

Return value: None.

Parameters: None.

5 FglDialog Not-referenced

5.1 Diagram



5.2 Description

Name: FglDialog

Represents a 4GL DIALOG interaction control block.

Parent: FglTopObject - No information

Represents a 4GL DIALOG interaction control block.

5.3 Fields

Name	Type	Description
pathStrategy	IPathStrategy	No information
sourceField	FglObject	No information
targetField	FglObject	No information
eventSource	AumElement	No information
executingAction	XString	No information
dialogInner	RtDialogInner	No information
fieldOrderAttr	FieldOrder	No information
fieldOrderMap	FieldOrderMap	No information
nextRow	optional nextRow	No information
isImplicit	Bool	No information
nextField	nextField	No information
actionValidate	Bool	No information
isBufferTouched	Bool	No information
childrenStore	optional FglObjects	No information
withoutDefaults	Bool	No information
lastFocusedField	FglInputField	No information
dialogActiveFieldsMap	XStringBoolMap	No information
isDynamic	Bool	No information

5.4 Interface

5.4.1 before

Description: Execute the business logic before this 4GL object has a focus.

Return value: The error code or executed statement code. If BEOFRE control block throw an error, it returns FGL_ERROR and sets the error information appropriately. If BEFORE control block executed EXIT statement, it returns FGL_EXIT. If BEFORE control block executed NEXT FIELD statement, it returns FGL_NEXT_FIELD and sets the target 4GL field information appropriately. Otherwise it returns FGL_SUCESS.

Parameters: None.

5.4.2 after

Description: Execute the business logic before this 4GL object loses a focus. This interaction model first should bind the string value for this input field node to the corresponding 4GL programming variable. If the string value is invalid, this 4GL interaction model will prompt the end user to re-enter a valid value. That means that the cursor cannot leave this form filed node.

Return value: The error code or executed statement code. If AFTER control block throw an error, it returns FGL_ERROR and sets the error information appropriately. If AFTER control block executed EXIT statement, it returns FGL_EXIT. If AFTER control block executed NEXT FIELD statement, it returns FGL_NEXT_FIELD and sets the target 4GL field information appropriately. Otherwise it returns FGL_SUCESS.

Parameters: None.

5.4.3 accept

Description: This defines the default application logic to handle 4GL ACCPET event. If 4GL user does not define ON KEY(ACCPET) at field level, sub-dialog level and dialog level, this method will be invoked to handle ACCEPT event when end user triggers ACCEPT event.

Return value: None.

Parameters: None.

5.4.4 cancel

Description: terminate the dialog in a function, outside the context of a dialog block, where control instructions cannot be used. When calling the cancel() method, the *int flag is set to TRUE, the AFTERINPUT, AFTERDISPLAY or AFTERCONSTRUCT block of the*

Returnvalue : None.

Parameters : None.

5.4.5 interrupt

Description: This defines the default business logic to handle system signal SIGINT. If 4GL user does not define ON KEY(INTERRUPT) at field level, sub-dialog level and dialog level, this method will be invoked to handle system signal SIGINT when system signal SIGINT is raised and 4GL has executed DEFER INTERRUPT.

Return value: None.

Parameters: None.

5.4.6 quit

Description: This defines the business logic to handle 4GL QUIT event.

Return value: None.

Parameters: None.

5.4.7 help

Description: The application logic to show help message for the given 4GL object.

Return value: None.

Parameters: None.

5.4.8 moveTo

Description: This defines the business logic to handle the cursor movement event. 4GL event can be categorized into three categories, 4GL event defined in ON KEY or ON ACTION, system event (ACCEPT, QUIT, INTERRUPT), the event to move the cursor from one 4GL object to another object. Here this method is to handle the cursor movement event.

Return value: None.

Parameters:

Name	Type	Description
isNextField	Bool	Indicate whether the cursor movement is triggered by NEXT FIELD statement. The Boolean value of TRUE means that it is triggered by NEXT FIELD.
makeIntermediate	Bool	Enables or disables of doIntermediate in particular finding if doIntermediate of this strategy is enabled already.
executeAfterBlock	Bool	.
moveFocus	Bool	.

5.4.9 execute

Description: Execute the DIALOG statement.

Return value: None.

Parameters: None.

5.4.10 bindPredefinedEvents

Description: Bind 4GL pre-defined events.

Return value: None.

Parameters: None.

5.4.11 setFieldOrder

Description: No information

Return value: None.

Parameters:

Name	Type	Description
fieldOrder	FieldOrder	

5.4.12 postBefore

Description:

Return value: None.

Parameters: None.

5.4.13 setFieldValue

Description: Sets value of current field.

Return value: None.

Parameters:

Name	Type	Description
value	XString	

5.4.14 onFglActionEvent

Description: Handle a given 4GL action event.

Return value: None.

Parameters:

Name	Type	Description
actionEvent	XString	4GL action event raised by the end users or internally.

5.4.15 checkForEnteredField

Description: Checks if there is even one field for enetering other words field without attribute NoEntry.

Return value: None.

Parameters: None.

5.4.16 clear

Description: Do destruction routine for this object. Do not use this method.

Return value: None.

Parameters: None.

5.4.17 getCurrentUiElement

Description: No information

Return value: None.

Parameters: None.

5.4.18 children

Description: Returns childrenStore and initialize it if it is not initied yet.

Return value: None.

Parameters: None.

5.4.19 isContainer

Description: Indicate if this object is container object or not.

Return value: Indicator if this object is container object or not.

Parameters: None.

5.4.20 prepareEvents

Description: Bind all needed events to window and fields.

Return value: None.

Parameters: None.

5.4.21 clearField

Description: Clear the string value of each 4GL form field.

Return value: None.

Parameters:

Name	Type	Description
withoutDefaults	Bool	Indicates should be restored to default value or just clear it.
clearProgramVar	Bool	Indicates should be restored binded program variable.

5.4.22 activeField

Description: Active each 4GL form field manipulated by this sub dialog so that user can interact.

Return value: None.

Parameters:

Name	Type	Description
doActivate	Bool	Indicates what action should be done activation or deactivation.

5.4.23 displayValue

Description: Display values to each 4GL form field.

Return value: None.

Parameters:

Name	Type	Description
forced	Bool	Indicates do updating in anyway or not.

5.4.24 setFocus

Description: Set focus into field.

Return value: None.

Parameters:

Name	Type	Description
byForce	Bool	Indicates should task SetFocus be sent in any way.

5.4.25 bindData

Description: Bind the string value of the 4GL field node to the corresponding 4GL programming variable.

Return value: None.

Parameters: None.

5.4.26 setUnbuffered

Description: No information

Return value: None.

Parameters:

Name	Type	Description
unbuffered	Bool	

5.4.27 showWindow

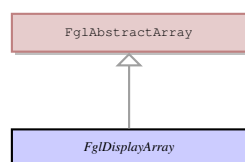
Description: Shows assigned window if it is required.

Return value: None.

Parameters: None.

6 FglDisplayArray Not-referenced

6.1 Diagram



6.2 Description

Name: FglDisplayArray

Represents a concrete 4GL sub-dialog interaction control block, DISPLAY ARRAY.

Parent: FglAbstractArray - Represents a generic 4GL sub-dialog interaction control block for INPUT ARRAY and DISPLAY ARRAY.

Represents a concrete 4GL sub-dialog interaction control block, DISPLAY ARRAY.

6.3 Fields

Name	Type	Description
withoutScroll	Bool	No information
doubleClick	optional String	No information

6.4 Interface

6.4.1 before

Description: Execute the business logic before this 4GL object has a focus.

Return value: The error code or executed statement code. If BEOFRE control block throw an error, it returns FGL_ERROR and sets the error information appropriately. If BEFORE control block executed EXIT statement, it returns FGL_EXIT. If BEFORE control block executed NEXT FIELD statement, it returns FGL_NEXT_FIELD and sets the target 4GL field information appropriately. Otherwise it returns FGL_SUCESS.

Parameters: None.

6.4.2 initDisplayArray

Description: No information

Return value: None.

Parameters:

Name	Type	Description
controlsList	FieldList	The list of fields.
variables	RTType	The list of variables which should be binded to fields.
attrStr	XString	The string which is contained list of attributes. Attribute delimiter is ',' and value delimiter is ':'
currentRowAttrStr	XString	The string which is contained list of attributes for Current Row. Attribute delimiter is ',' and value delimiter is ':'
parentContainer	ParentContainer	The parent container (Table for Grid/CoordPanel for Screen Array).
events	PCodeModuleMap	The map of binded events.
exec	PCodeExecutor	The reference to PCode Executor.
ctx	PCodeProcessContext	The reference to PCode module.
withoutDef	Bool	Indicates whether or not to display on the screen the current values.
helpNumber	OptInt	The number of help message.
arrName	optional XString	Name of Screen Array record.
isDynamic	Bool	

6.4.3 bindData

Description: Bind the string value of the 4GL field node to the corresponding 4GL programming variable.

Return value: None.

Parameters: None.

6.4.4 bindPredefinedEvents

Description: Bind 4GL pre-defined events.

Return value: None.

Parameters: None.

6.4.5 isWithoutScroll

Description: Just DISPLAY ARRAY statement with WITHOUT SCROLL returns true otherwise it returns false.

Return value: None.

Parameters: None.

6.4.6 onFglActionEvent

Description: Handle a given 4GL action event.

Return value: None.

Parameters:

Name	Type	Description
actionEvent	XString	4GL action event raised by the end users or internally.

6.4.7 doInsert

Description: Execute the business logic when insert action is raised.

Return value: None.

Parameters:

Name	Type	Description
pushBack	Bool	Indicates where should be inserted new row to the back or not.

6.4.8 doDelete

Description: Execute the business logic when delete action is raised.

Return value: None.

Parameters: None.

6.4.9 doUpdate

Description: Executes the business logic when update action is raised.

Return value: None.

Parameters: None.

6.4.10 applyAttributes

Description: Applies color attributes of this object.

Return value: None.

Parameters:

Name	Type	Description
doReset	Bool	Indicates should this object reset all previous color attributes if there is no attribute.

6.4.11 doNextField

Description: Call back function for pcode module when executed NEXT FIELD NEXT statement.

Return value: None.

Parameters:

Name	Type	Description
breakNextActions	Bool	

6.4.12 doPreviousField

Description: Call back function for pcode module when executed NEXT FIELD PREVIOUS statement.

Return value: None.

Parameters:

Name	Type	Description
breakNextActions	Bool	

6.4.13 goToField

Description: Call back function for pcode module when executed NEXT FIELD fieldname statement.

Return value: None.

Parameters:

Name	Type	Description
fieldName	XString	The field name.
breakNextActions	Bool	

6.4.14 goToFieldImpl

Description: No information

Return value: None.

Parameters:

Name	Type	Description
fieldName	XString	The field name.
breakNextActions	Bool	
executeAfterBlock	Bool	.

6.4.15 getFieldNamesList

Description: No information

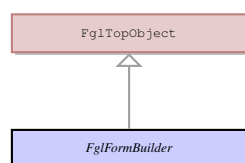
Return value: None.

Parameters:

Name	Type	Description
outFieldList	XStringList	
skipNoEntry	Bool	

7 FglFormBuilder Not-referenced

7.1 Diagram



7.2 Description

Name: FglFormBuilder

Represent a concrete 4GL interaction control block, ws_want_call.

Parent: FglTopObject - No information

Represent a concrete 4GL interaction control block, ws_want_call.

7.3 Fields

Name	Type	Description
form	RTForm	No information

7.4 Interface

7.4.1 setFocus

Description: Set focus into field.

Return value: None.

Parameters:

Name	Type	Description
byForce	Bool	Indicates should task SetFocus be sent in any way.

7.4.2 execute

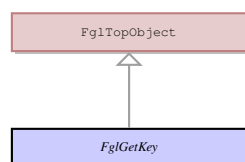
Description: Execute the DIALOG statement.

Return value: None.

Parameters: None.

8 FglGetKey Not-referenced

8.1 Diagram



8.2 Description

Name: FglGetKey

Represent a concrete 4GL interaction control block, fgl_getkey.

Parent: FglTopObject - No information

Represent a concrete 4GL interaction control block, fgl_getkey.

8.3 Fields

Name	Type	Description
KeyCode	Int	No information

8.4 Interface

8.4.1 before

Description: Execute the business logic before this 4GL object has a focus.

Return value: The error code or executed statement code. If BEOFRE control block throw an error, it returns FGL_ERROR and sets the error information appropriately. If BEFORE control block executed EXIT statement, it returns FGL_EXIT. If BEFORE control block executed NEXT FIELD statement, it returns FGL_NEXT_FIELD and sets the target 4GL field information appropriately. Otherwise it returns FGL_SUCESS.

Parameters: None.

8.4.2 after

Description: Execute the business logic before this 4GL object loses a focus. This interaction model first should bind the string value for this input field node to the corresponding 4GL programming variable. If the string value is invalid, this 4GL interaction model will prompt the end user to re-enter a valid value. That means that the cursor cannot leave this form filed node.

Return value: The error code or executed statement code. If AFTER control block throw an error, it returns FGL_ERROR and sets the error information appropriately. If AFTER control block executed EXIT statement, it returns FGL_EXIT. If AFTER control block executed NEXT FIELD statement, it returns FGL_NEXT_FIELD and sets the target 4GL field information appropriately. Otherwise it returns FGL_SUCESS.

Parameters: None.

8.4.3 onFglActionEvent

Description: Handle a given 4GL action event.

Return value: None.

Parameters:

Name	Type	Description
actionEvent	XString	4GL action event raised by the end users or internally.

8.4.4 prepareEvents

Description: Bind all needed events to window and fields.

Return value: None.

Parameters: None.

8.4.5 cbEvent

Description: Call back which handles ON KEY event.

Return value: None.

Parameters:

Name	Type	Description
actionEvent	XString	4GL action event raised by the end users or internally.
trace	Bool	Does interceptor trace.

8.4.6 clearField

Description: Clear the string value of each 4GL form field.

Return value: None.

Parameters:

Name	Type	Description
withoutDefaults	Bool	Indicates should be restored to default value or just clear it.
clearProgramVar	Bool	Indicates should be restored binded program variable.

8.4.7 activeField

Description: Active each 4GL form field manipulated by this sub dialog so that user can interact.

Return value: None.

Parameters:

Name	Type	Description
doActivate	Bool	Indicates what action should be done activation or deactivation.

8.4.8 displayValue

Description: Display values to each 4GL form field.

Return value: None.

Parameters:

Name	Type	Description
forced	Bool	Indicates do updating in anyway or not.

8.4.9 setFocus

Description: Set focus into field.

Return value: None.

Parameters:

Name	Type	Description
byForce	Bool	Indicates should task SetFocus be sent in any way.

8.4.10 bindData

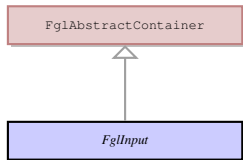
Description: Bind the string value of the 4GL field node to the corresponding 4GL programming variable.

Return value: None.

Parameters: None.

9 FglInput Not-referenced

9.1 Diagram



9.2 Description

Name: FglInput

Represents a concrete 4GL sub-dialog interaction control block, INPUT.

Parent: FglAbstractContainer - Represent an abstract container object in the 4GL interaction model, such as DIALOG, INPUT, INPUT ARRAY, CONSTRUCT, DISPLAY ARRAY, ROW.

Represents a concrete 4GL sub-dialog interaction control block, INPUT.

9.3 Fields

Name	Type	Description
isDynamic	Bool	No information

9.4 Interface

9.4.1 after

Description: Execute the business logic before this 4GL object loses a focus. This interaction model first should bind the string value for this input field node to the corresponding 4GL programming variable. If the string value is invalid, this 4GL interaction model will prompt the end user to re-enter a valid value. That means that the cursor cannot leave this form filed node.

Return value: The error code or executed statement code. If AFTER control block throw an error, it returns FGL_ERROR and sets the error information appropriately. If AFTER control block executed EXIT statement, it returns FGL_EXIT. If AFTER control block executed NEXT FIELD statement, it returns FGL_NEXT_FIELD and sets the target 4GL field information appropriately. Otherwise it returns FGL_SUCESS.

Parameters: None.

9.4.2 initInput

Description: No information

Return value: None.

Parameters:

Name	Type	Description
controlsList	FieldList	The list of filed.
variables	RTTypeListRef	The list of variabels which should be binded to fields.
attrStr	XString	The string which is contained list of attributes. Attribute delimiter is ',' and value delimiter is ':'
events	PCodeModuleMap	The map of binded events.
exec	PCodeExecutor	The reference to PCode Executor.
ctx	PCodeProcessContext	The reference to PCode module.
withoutDef	Bool	Indecates whether or not to display on the screen the current values.
helpNumber	OptInt	The number of help message.
isDynamic	Bool	

9.4.3 verify

Description: Checks the object is fine.

Return value: None.

Parameters:

Name	Type	Description
checkRequired	Bool	
handleException	Bool	

9.4.4 checkForEnteredField

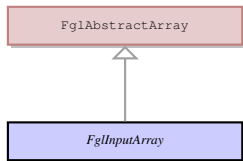
Description: Checks if there is even one field for enetering other words field without attribute NoEntry.

Return value: None.

Parameters: None.

10 FglInputArray Not-referenced

10.1 Diagram



10.2 Description

Name: FglInputArray

Represents a concrete 4GL sub-dialog interaction control block, INPUT ARRAY.

Parent: FglAbstractArray - Represents a generic 4GL sub-dialog interaction control block for INPUT ARRAY and DISPLAY ARRAY.

Represents a concrete 4GL sub-dialog interaction control block, INPUT ARRAY.

10.3 Fields

Name	Type	Description
inited	Bool	No information

10.4 Interface

10.4.1 initInputArray

Description: No information

Return value: None.

Parameters:

Name	Type	Description
controlsList	FieldList	The list of fileds.
variables	RTType	The list of variabels which should be binded to fields.
attrStr	XString	The string which is contained list of attributes. Attribute delimiter is ',' and value delimiter is ':'
currentRowAttrStr	XString	The string which is contained list of attributes for Current Row. Attribute delimiter is ',' and value delimiter is ':'
parentContainer	ParentContainer	The parent container (Table for Grid/CoordPanel for Screen Array).
events	PCodeModuleMap	The map of binded events.
exec	PCodeExecutor	The reference to PCode Executor.
ctx	PCodeProcessContext	The reference to PCode module.
withoutDef	Bool	Indecates whether or not to display on the screen the current values.
helpNumber	OptInt	The number of help message.
arrName	optional XString	Name of Screen Array record.
isDynamic	Bool	

10.4.2 doInsert

Description: Execute the business logic when insert action is raised.

Return value: None.

Parameters:

Name	Type	Description
pushBack	Bool	Indecates where should be inserted new row to the back or not.

10.4.3 doDelete

Description: Execute the business logic when delete action is raised.

Return value: None.

Parameters: None.

10.4.4 bindPredefinedEvents

Description: Bind 4GL pre-defined events.

Return value: None.

Parameters: None.

10.4.5 cbInsertDelete

Description: Call back which handles INSERT and DELETE events.

Return value: None.

Parameters:

Name	Type	Description
action	XString	Indecate what action should be done INSERT or DELETE.

10.4.6 before

Description: Execute the business logic before this 4GL object has a focus.

Return value: The error code or executed statement code. If BEOFRE control block throw an error, it returns FGL_ERROR and sets the error information appropriately. If BEFORE control block executed EXIT statement, it returns FGL_EXIT. If BEFORE control block executed NEXT FIELD statement, it returns FGL_NEXT_FIELD and sets the target 4GL field information appropriately. Otherwise it returns FGL_SUCESS.

Parameters: None.

10.4.7 after

Description: Execute the business logic before this 4GL object loses a focus. This interaction model first should bind the string value for this input field node to the corresponding 4GL programming variable. If the string value is invalid, this 4GL interaction model will prompt the end user to re-enter a valid value. That means that the cursor cannot leave this form filed node.

Return value: The error code or executed statement code. If AFTER control block throw an error, it returns FGL_ERROR and sets the error information appropriately. If AFTER control block executed EXIT statement, it returns FGL_EXIT. If AFTER control block executed NEXT FIELD statement, it returns FGL_NEXT_FIELD and sets the target 4GL field information appropriately. Otherwise it returns FGL_SUCESS.

Parameters: None.

10.4.8 onFglActionEvent

Description: Handle a given 4GL action event.

Return value: None.

Parameters:

Name	Type	Description
actionEvent	XString	4GL action event raised by the end users or internally.

10.4.9 checkForEnteredField

Description: Checks if there is even one field for enetering other words field without attribute NoEntry.

Return value: None.

Parameters: None.

10.4.10 doNextField

Description: Call back function for pcode module when executed NEXT FIELD NEXT statement.

Return value: None.

Parameters:

Name	Type	Description
breakNextActions	Bool	

10.4.11 doPreviousField

Description: Call back function for pcode module when executed NEXT FIELD PREVIOUS statement.

Return value: None.

Parameters:

Name	Type	Description
breakNextActions	Bool	

10.4.12 goToField

Description: Call back function for pcode module when executed NEXT FIELD fieldname statement.

Return value: None.

Parameters:

Name	Type	Description
fieldName	XString	The field name.
breakNextActions	Bool	

10.4.13 goToFieldImpl

Description: No information

Return value: None.

Parameters:

Name	Type	Description
fieldName	XString	The field name.
breakNextActions	Bool	
executeAfterBlock	Bool	.

10.4.14 getFieldNamesList

Description: No information

Return value: None.

Parameters:

Name	Type	Description
outFieldList	XStringList	
skipNoEntry	Bool	

11 FglInputField Not-referenced

11.1 Diagram



11.2 Description

Name: FglInputField

Represent one input 4GL field node, which INPUT or CONSTRUCT control block can manipulate.

Parent: FglObject - The root of the class hierarchy for this 4GL interaction model.

Represent one input 4GL field node, which INPUT or CONSTRUCT control block can manipulate.

11.3 Fields

Name	Type	Description
formField	Field	No information

11.4 Interface

11.4.1 before

Description: Execute the business logic before this 4GL object has a focus.

Return value: The error code or executed statement code. If BEOFRE control block throw an error, it returns FGL_ERROR and sets the error information appropriately. If BEFORE control block executed EXIT statement, it returns FGL_EXIT. If BEFORE control block executed NEXT FIELD statement, it returns FGL_NEXT_FIELD and sets the target 4GL field information appropriately. Otherwise it returns FGL_SUCESS.

Parameters: None.

11.4.2 after

Description: Execute the business logic before this 4GL object loses a focus. This interaction model first should bind the string value for this input field node to the corresponding 4GL programming variable. If the string value is invalid, this 4GL interaction model will prompt the end user to re-enter a valid value. That means that the cursor cannot leave this form filed node.

Return value: The error code or executed statement code. If AFTER control block throw an error, it returns FGL_ERROR and sets the error information appropriately. If AFTER control block executed EXIT statement, it returns FGL_EXIT. If AFTER control block executed NEXT FIELD statement, it returns FGL_NEXT_FIELD and sets the target 4GL field information appropriately. Otherwise it returns FGL_SUCESS.

Parameters: None.

11.4.3 displayValue

Description: Display values to each 4GL form field.

Return value: None.

Parameters:

Name	Type	Description
forced	Bool	Indicates do updating in anyway or not.

11.4.4 bindData

Description: Bind the string value of the 4GL field node to the corresponding 4GL programming variable.

Return value: None.

Parameters: None.

11.4.5 prepareEvents

Description: Bind all needed events to window and fields.

Return value: None.

Parameters: None.

11.4.6 clearField

Description: Clear the string value of each 4GL form field.

Return value: None.

Parameters:

Name	Type	Description
withoutDefaults	Bool	Indicates should be restored to default value or just clear it.
clearProgramVar	Bool	Indicates should be restored binded program variable.

11.4.7 activeField

Description: Active each 4GL form field manipulated by this sub dialog so that user can interact.

Return value: None.

Parameters:

Name	Type	Description
doActivate	Bool	Indicates what action should be done activation or deactivation.

11.4.8 setFocus

Description: Set focus into field.

Return value: None.

Parameters:

Name	Type	Description
byForce	Bool	Indicates should task SetFocus be sent in any way.

11.4.9 markIsTouched

Description: Marks field as touched.

Return value: None.

Parameters:

Name	Type	Description
validate	Bool	

11.4.10 verify

Description: Checks the object is fine.

Return value: None.

Parameters:

Name	Type	Description
checkRequired	Bool	
handleException	Bool	

11.4.11 setUnbuffered

Description: No information

Return value: None.

Parameters:

Name	Type	Description
unbuffered	Bool	

11.4.12 collectFieldOrder

Description: No information

Return value: None.

Parameters:

Name	Type	Description
fieldOrderMap	FieldOrderMap	

11.4.13 doNextField

Description: Call back function for pcode module when executed NEXT FIELD NEXT statement.

Return value: None.

Parameters:

Name	Type	Description
breakNextActions	Bool	

11.4.14 doNextFieldImpl

Description: No information

Return value: None.

Parameters:

Name	Type	Description
breakNextActions	Bool	
executeAfterBlock	Bool	.

11.4.15 doPreviousField

Description: Call back function for pcode module when executed NEXT FIELD PREVIOUS statement.

Return value: None.

Parameters:

Name	Type	Description
breakNextActions	Bool	

11.4.16 doPreviousFieldImpl

Description: No information

Return value: None.

Parameters:

Name	Type	Description
breakNextActions	Bool	
executeAfterBlock	Bool	.

11.4.17 goToField

Description: Call back function for pcode module when executed NEXT FIELD fieldname statement.

Return value: None.

Parameters:

Name	Type	Description
fieldName	XString	The field name.
breakNextActions	Bool	

11.4.18 goToFieldImpl

Description: No information

Return value: None.

Parameters:

Name	Type	Description
fieldName	XString	The field name.
breakNextActions	Bool	
executeAfterBlock	Bool	.

11.4.19 applyAttributes

Description: Applies color attributes of this object.

Return value: None.

Parameters:

Name	Type	Description
doReset	Bool	Indicates should this object reset all previous color attributes if there is no attribute.

11.4.20 findObjectByName

Description: No information

Return value: None.

Parameters:

Name	Type	Description
objName	XString	The name of a child 4GL object.
downSearch	Bool	Indicates do just down search or not.
inputFieldOnly	Bool	Indicates do just down search or not.

11.4.21 showRealValue

Description: Display to field programm variable's value.

Return value: None.

Parameters: None.

11.4.22 resetTouchedFlag

Description: Sets touched flag of current field.

Return value: None.

Parameters:

Name	Type	Description
value	Bool	

11.4.23 setColorAttributes

Description: Sets color attributes.

Return value: None.

Parameters:

Name	Type	Description
value	XString	

11.4.24 setHasColorAttributes

Description: Sets indicator of having color attributes.

Return value: None.

Parameters:

Name	Type	Description
value	Bool	

11.4.25 getCurrentUiElement

Description: No information

Return value: None.

Parameters: None.

11.4.26 getName

Description: No information

Return value: None.

Parameters: None.

11.4.27 getFieldNamesList

Description: No information

Return value: None.

Parameters:

Name	Type	Description
outFieldList	XStringList	
skipNoEntry	Bool	

11.4.28 actionList

Description: No information

Return value: None.

Parameters: None.

11.4.29 actionListConst

Description: No information

Return value: None.

Parameters: None.

11.4.30 getVar

Description: Returns binded variable.

Return value: None.

Parameters: None.

12 FglInputRow Not-referenced

12.1 Diagram



12.2 Description

Name: FglInputRow

Represent a 4GL input row in the INPUT ARRAY control block.

Parent: FglAbstractContainer - Represent an abstract container object in the 4GL interaction model, such as DIALOG, INPUT, INPUT ARRAY, CONSTRUCT, DISPLAY ARRAY, ROW.

Represent a 4GL input row in the INPUT ARRAY control block.

12.3 Fields

Name	Type	Description
isFirstTime	Bool	No information
isTouched	Bool	No information
isFilled	Bool	No information
isSelected	Bool	No information
var	RTType	No information
TreeLocation	optional TreeLocation	No information
attrVar	RTType	No information

12.4 Interface

12.4.1 before

Description: Execute the business logic before this 4GL object has a focus.

Return value: The error code or executed statement code. If BEOFRE control block throw an error, it returns FGL_ERROR and sets the error information appropriately. If BEFORE control block executed EXIT statement, it returns FGL_EXIT. If BEFORE control block executed NEXT FIELD statement, it returns FGL_NEXT_FIELD and sets the target 4GL field information appropriately. Otherwise it returns FGL_SUCESS.

Parameters: None.

12.4.2 after

Description: Execute the business logic before this 4GL object loses a focus. This interaction model first should bind the string value for this input field node to the corresponding 4GL programming variable. If the string value is invalid, this 4GL interaction model will prompt the end user to re-enter a valid value. That means that the cursor cannot leave this form field node.

Return value: The error code or executed statement code. If AFTER control block throw an error, it returns FGL_ERROR and sets the error information appropriately. If AFTER control block executed EXIT statement, it returns FGL_EXIT. If AFTER control block executed NEXT FIELD statement, it returns FGL_NEXT_FIELD and sets the target 4GL field information appropriately. Otherwise it returns FGL_SUCCESS.

Parameters: None.

12.4.3 isEmpty

Description: This function indicates whether this 4GL input row is created without any initial values for form field. This will determine whether BEFORE INSERT control block should be executed after BEFORE ROW or not when the cursor is moving to this 4GL row. The BEFORE INSERT will be executed after BEFORE ROW when this row is empty. This also will be used to determine whether AFTER INSERT should be executed before AFTER ROW when this 4GL row is losing the focus. The AFTER INSERT will be executed before AFTER ROW when this row is NOT empty and this row is a new row. When any of its child 4GL fields has a value, this 4GL row is not empty any more. This means that the value isEmpty will be the Boolean value of FALSE.

Return value: None.

Parameters: None.

12.4.4 setSelection

Description: Set selection of this row.

Return value: None.

Parameters:

Name	Type	Description
select	Bool	

12.4.5 verify

Description: Checks the object is fine.

Return value: None.

Parameters:

Name	Type	Description
checkRequired	Bool	
handleException	Bool	

12.4.6 doPreviousField

Description: Call back function for pcode module when executed NEXT FIELD PREVIOUS statement.

Return value: None.

Parameters:

Name	Type	Description
breakNextActions	Bool	

12.4.7 doPreviousFieldImpl

Description: No information

Return value: None.

Parameters:

Name	Type	Description
breakNextActions	Bool	
executeAfterBlock	Bool	.

12.4.8 setFocus

Description: Set focus into field.

Return value: None.

Parameters:

Name	Type	Description
byForce	Bool	Indicates should task SetFocus be sent in any way.

12.4.9 children

Description: Returns childrenStore and initialize it if it is not initied yet.

Return value: None.

Parameters: None.

12.4.10 applyAttributes

Description: Applies color attributes of this object.

Return value: None.

Parameters:

Name	Type	Description
doReset	Bool	Indecates should this object reset all previous color attributes if there is no attribute.

12.4.11 resetTouchedFlag

Description: Sets touched flag of current field.

Return value: None.

Parameters:

Name	Type	Description
value	Bool	

12.4.12 getVar

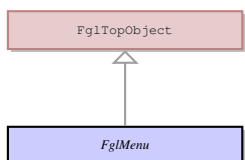
Description: Returns binded variable.

Return value: None.

Parameters: None.

13 FglMenu Not-referenced

13.1 Diagram



13.2 Description

Name: FglMenu

Represent a concrete 4GL interaction control block, MENU.

Parent: FglTopObject - No information

Represent a concrete 4GL interaction control block, MENU.

13.3 Fields

Name	Type	Description
RingMenuInner	RtRingMenuInner	No information

13.4 Interface

13.4.1 before

Description: Execute the business logic before this 4GL object has a focus.

Return value: The error code or executed statement code. If BEOFRE control block throw an error, it returns FGL_ERROR and sets the error information appropriately. If BEFORE control block executed EXIT statement, it returns FGL_EXIT. If BEFORE control block executed NEXT FIELD statement, it returns FGL_NEXT_FIELD and sets the target 4GL field information appropriately. Otherwise it returns FGL_SUCESS.

Parameters: None.

13.4.2 after

Description: Execute the business logic before this 4GL object loses a focus. This interaction model first should bind the string value for this input field node to the corresponding 4GL programming variable. If the string value is invalid, this 4GL interaction model will prompt the end user to re-enter a valid value. That means that the cursor cannot leave this form filed node.

Return value: The error code or executed statement code. If AFTER control block throw an error, it returns FGL_ERROR and sets the error information appropriately. If AFTER control block executed EXIT statement, it returns FGL_EXIT. If AFTER control block executed NEXT FIELD statement, it returns FGL_NEXT_FIELD and sets the target 4GL field information appropriately. Otherwise it returns FGL_SUCESS.

Parameters: None.

13.4.3 onFglActionEvent

Description: Handle a given 4GL action event.

Return value: None.

Parameters:

Name	Type	Description
actionEvent	XString	4GL action event raised by the end users or internally.

13.4.4 prepareEvents

Description: Bind all needed events to window and fields.

Return value: None.

Parameters: None.

13.4.5 cbEvent

Description: Call back which handles ON KEY event.

Return value: None.

Parameters:

Name	Type	Description
actionEvent	XString	4GL action event raised by the end users or internally.
trace	Bool	Does interceptor trace.

13.4.6 clearField

Description: Clear the string value of each 4GL form field.

Return value: None.

Parameters:

Name	Type	Description
withoutDefaults	Bool	Indicates should be restored to default value or just clear it.
clearProgramVar	Bool	Indicates should be restored binded program variable.

13.4.7 activeField

Description: Active each 4GL form field manipulated by this sub dialog so that user can interact.

Return value: None.

Parameters:

Name	Type	Description
doActivate	Bool	Indicates what action should be done activation or deactivation.

13.4.8 displayValue

Description: Display values to each 4GL form field.

Return value: None.

Parameters:

Name	Type	Description
forced	Bool	Indicates do updating in anyway or not.

13.4.9 setFocus

Description: Set focus into field.

Return value: None.

Parameters:

Name	Type	Description
byForce	Bool	Indicates should task SetFocus be sent in any way.

13.4.10 bindData

Description: Bind the string value of the 4GL field node to the corresponding 4GL programming variable.

Return value: None.

Parameters: None.

13.4.11 isUserActionExists

Description: No information

Return value: None.

Parameters:

Name	Type	Description
actionEvent	XString	4GL action event raised by the end users or internally.

13.4.12 executeMenu

Description: Execute the MENU statement.

Return value: None.

Parameters: None.

13.4.13 clear

Description: Do destruction routine for this object. Do not use this method.

Return value: None.

Parameters: None.

13.4.14 getCurrentUiElement

Description: No information

Return value: None.

Parameters: None.

13.4.15 showWindow

Description: Shows assigned window if it is required.

Return value: None.

Parameters: None.

13.4.16 setFglActionActive

Description: Enable or disable the given 4GL action or 4GL key event.

Return value: None.

Parameters:

Name	Type	Description
action	XString	The name of a 4GL action or 4GL key event.
active	Bool	Indicate whether the given 4GL action or 4GL key event is enabled or not. The Boolean value of TRUE means that the action is enabled.

13.4.17 setFglActionVisible

Description: Visible or hide the given 4GL action or 4GL key event.

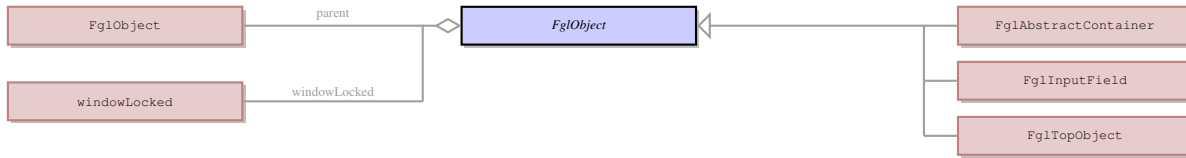
Return value: None.

Parameters:

Name	Type	Description
action	XString	The name of a 4GL action or 4GL key event.
visible	Bool	Indicate whether the given 4GL action or 4GL key event is visible or not. The Boolean value of TRUE means that the action is visible.

14 FglObject Not-referenced

14.1 Diagram



14.2 Description

Name: FglObject

The root of the class hierarchy for this 4GL interaction model.

No parents.

The root of the class hierarchy for this 4GL interaction model.

14.3 Children

- FglAbstractContainer - Represent an abstract container object in the 4GL interaction model, such as DIALOG, INPUT, INPUT ARRAY, CONSTRUCT, DISPLAY ARRAY, ROW.
- FglInputField - Represent one input 4GL field node, which INPUT or CONSTRUCT control block can manipulate.
- FglTopObject - No information

14.4 Fields

Name	Type	Description
name	optional XString	No information
fglType	XString	No information
parent	FglObject	No information
executor	PCodeExecutor	No information
context	PCodeProcessContext	No information
colorAttributes	XString	No information
hasColorAttributes	Bool	No information
helpNumber	optional Int	No information
isChanged	Bool	No information
unbuffered	optional Bool	No information
defaultToolbar	FmToolbar	No information
currentFglState	optional EventCallback	No information
cancelInsertAction	VoidFunc	No information
cancelDeleteAction	VoidFunc	No information
actionListStore	optional ActionList	No information
window	RTWindowInner	No information
cleared	Bool	No information
windowLocked	windowLocked	No information
pollObjects	PollObjects	No information
attribStr	optional XString	No information

14.5 Interface

14.5.1 before

Description: Execute the business logic before this 4GL object has a focus.

Return value: The error code or executed statement code. If BEOFRE control block throw an error, it returns FGL_ERROR and sets the error information appropriately. If BEFORE control block executed EXIT statement, it returns FGL_EXIT. If BEFORE control block executed NEXT FIELD statement, it returns FGL_NEXT_FIELD and sets the target 4GL field information appropriately. Otherwise it returns FGL_SUCESS.

Parameters: None.

14.5.2 after

Description: Execute the business logic before this 4GL object loses a focus. This interaction model first should bind the string value for this input field node to the corresponding 4GL programming variable. If the string value is invalid, this 4GL interaction model will prompt the end user to re-enter a valid value. That means that the cursor cannot leave this form field node.

Return value: The error code or executed statement code. If AFTER control block throw an error, it returns FGL_ERROR and sets the error information appropriately. If AFTER control block executed EXIT statement, it returns FGL_EXIT. If AFTER control block executed NEXT FIELD statement, it returns FGL_NEXT_FIELD and sets the target 4GL field information appropriately. Otherwise it returns FGL_SUCCESS.

Parameters: None.

14.5.3 onFglActionEvent

Description: Handle a given 4GL action event.

Return value: None.

Parameters:

Name	Type	Description
actionEvent	XString	4GL action event raised by the end users or internally.

14.5.4 setFglActionActive

Description: Enable or disable the given 4GL action or 4GL key event.

Return value: None.

Parameters:

Name	Type	Description
action	XString	The name of a 4GL action or 4GL key event.
active	Bool	Indicate whether the given 4GL action or 4GL key event is enabled or not. The Boolean value of TRUE means that the action is enabled.

14.5.5 setFglActionVisible

Description: Visible or hide the given 4GL action or 4GL key event.

Return value: None.

Parameters:

Name	Type	Description
action	XString	The name of a 4GL action or 4GL key event.
visible	Bool	Indicate whether the given 4GL action or 4GL key event is visible or not. The Boolean value of TRUE means that the action is visible.

14.5.6 actionIsActive

Description: Get if the given fgl action is active or not.

Return value: None.

Parameters:

Name	Type	Description
action	XString	The name of a 4GL action or 4GL key event.

14.5.7 actionIsVisible

Description: Get if the given fgl action is visible or not.

Return value: None.

Parameters:

Name	Type	Description
action	XString	The name of a 4GL action or 4GL key event.

14.5.8 getNameOfPCodeModule

Description: Get the name of PCode module for the given control block associated with this 4GL object.

Return value: None.

Parameters:

Name	Type	Description
nameOfControlBlock	XString	

14.5.9 getNameOfPCodeModuleStartWith

Description: Get the name of PCode module for the given control block associated with this 4GL object.

Return value: None.

Parameters:

Name	Type	Description
nameOfControlBlock	XString	

14.5.10 isContainer

Description: Indicate if this object is container object or not.

Return value: Indicator if this object is container object or not.

Parameters: None.

14.5.11 isSiblingOf

Description: Determine whether the given object is sibling of the current object.

Return value: None.

Parameters:

Name	Type	Description
obj	link to FglObject	The FGL Object.

14.5.12 isAncestorOf

Description: Determine whether the current object is the ancestor of the given object.

Return value: None.

Parameters:

Name	Type	Description
obj	link to FglObject	The FGL Object.

14.5.13 isDescendantOf

Description: Determine whether the current object is the decendant of the given object.

Return value: None.

Parameters:

Name	Type	Description
obj	link to FglObject	The FGL Object.

14.5.14 doNextField

Description: Call back function for pcode module when executed NEXT FIELD NEXT statement.

Return value: None.

Parameters:

Name	Type	Description
breakNextActions	Bool	

14.5.15 doNextFieldImpl

Description: No information

Return value: None.

Parameters:

Name	Type	Description
breakNextActions	Bool	
executeAfterBlock	Bool	.

14.5.16 doPreviousField

Description: Call back function for pcode module when executed NEXT FIELD PREVIOUS statement.

Return value: None.

Parameters:

Name	Type	Description
breakNextActions	Bool	

14.5.17 doPreviousFieldImpl

Description: No information

Return value: None.

Parameters:

Name	Type	Description
breakNextActions	Bool	
executeAfterBlock	Bool	.

14.5.18 goToField

Description: Call back function for pcode module when executed NEXT FIELD fieldname statement.

Return value: None.

Parameters:

Name	Type	Description
fieldName	XString	The field name.
breakNextActions	Bool	

14.5.19 goToFieldImpl

Description: No information

Return value: None.

Parameters:

Name	Type	Description
fieldName	XString	The field name.
breakNextActions	Bool	
executeAfterBlock	Bool	.

14.5.20 getLevel

Description: Get the level of this 4GL object in the tree.

Return value: The level of this 4GL object in the tree.

Parameters: None.

14.5.21 prepareEvents

Description: Bind all needed events to window and fields.

Return value: None.

Parameters: None.

14.5.22 cbEvent

Description: Call back which handles ON KEY event.

Return value: None.

Parameters:

Name	Type	Description
actionEvent	XString	4GL action event raised by the end users or internally.
trace	Bool	Does interceptor trace.

14.5.23 clearField

Description: Clear the string value of each 4GL form field.

Return value: None.

Parameters:

Name	Type	Description
withoutDefaults	Bool	Indicates should be restored to default value or just clear it.
clearProgramVar	Bool	Indicates should be restored binded program variable.

14.5.24 activeField

Description: Active each 4GL form field manipulated by this sub dialog so that user can interact.

Return value: None.

Parameters:

Name	Type	Description
doActivate	Bool	Indicates what action should be done activation or deactivation.

14.5.25 displayValue

Description: Display values to each 4GL form field.

Return value: None.

Parameters:

Name	Type	Description
forced	Bool	Indicates do updating in anyway or not.

14.5.26 setFocus

Description: Set focus into field.

Return value: None.

Parameters:

Name	Type	Description
byForce	Bool	Indicates should task SetFocus be sent in any way.

14.5.27 bindData

Description: Bind the string value of the 4GL field node to the corresponding 4GL programming variable.

Return value: None.

Parameters: None.

14.5.28 markIsTouched

Description: Marks field as touched.

Return value: None.

Parameters:

Name	Type	Description
validate	Bool	

14.5.29 getHelpNumber

Description: Find help number which is valid for this object.

Return value: None.

Parameters: None.

14.5.30 registerEvent

Description: No information

Return value: None.

Parameters: None.

14.5.31 verify

Description: Checks the object is fine.

Return value: None.

Parameters:

Name	Type	Description
checkRequired	Bool	
handleException	Bool	

14.5.32 isWithoutScroll

Description: Just DISPLAY ARRAY statement with WITHOUT SCROLL returns true otherwise it returns false.

Return value: None.

Parameters: None.

14.5.33 isUserActionExists

Description: No information

Return value: None.

Parameters:

Name	Type	Description
actionEvent	XString	4GL action event raised by the end users or internally.

14.5.34 isUnbuffered

Description: No information

Return value: None.

Parameters: None.

14.5.35 setUnbuffered

Description: No information

Return value: None.

Parameters:

Name	Type	Description
unbuffered	Bool	

14.5.36 collectFieldOrder

Description: No information

Return value: None.

Parameters:

Name	Type	Description
fieldOrderMap	FieldOrderMap	

14.5.37 applyAttributes

Description: Applies color attributes of this object.

Return value: None.

Parameters:

Name	Type	Description
doReset	Bool	Indecates should this object reset all previous color attributes if there is no attribute.

14.5.38 findObjectByName

Description: No information

Return value: None.

Parameters:

Name	Type	Description
objName	XString	The name of a child 4GL object.
downSearch	Bool	Indecates do just down search or not.
inputFieldOnly	Bool	Indecates do just down search or not.

14.5.39 showRealValue

Description: Display to field programm variable's value.

Return value: None.

Parameters: None.

14.5.40 setFieldValue

Description: Sets value of current field.

Return value: None.

Parameters:

Name	Type	Description
value	XString	

14.5.41 clearWindowEvents

Description: Clear window's events.

Return value: None.

Parameters: None.

14.5.42 resetTouchedFlag

Description: Sets touched flag of current field.

Return value: None.

Parameters:

Name	Type	Description
value	Bool	

14.5.43 checkForEnteredField

Description: Checks if there is even one field for enetering other words field without attribute NoEntry.

Return value: None.

Parameters: None.

14.5.44 clear

Description: Do destruction routine for this object. Do not use this method.

Return value: None.

Parameters: None.

14.5.45 setColorAttributes

Description: Sets color attributes.

Return value: None.

Parameters:

Name	Type	Description
value	XString	

14.5.46 setHasColorAttributes

Description: Sets indicator of having color attributes.

Return value: None.

Parameters:

Name	Type	Description
value	Bool	

14.5.47 executeFunction

Description: No information

Return value: None.

Parameters:

Name	Type	Description
n	XString	
p	RTVector	
r	RTVector	

14.5.48 clearActionList

Description: Releases toolbarItem and menuItem which are associated with actionView in list.

Return value: None.

Parameters:

Name	Type	Description
window	RTWindowInner	
actionList	ActionList	

14.5.49 getCurrentUiElement

Description: No information

Return value: None.

Parameters: None.

14.5.50 getName

Description: No information

Return value: None.

Parameters: None.

14.5.51 getFieldNameList

Description: No information

Return value: None.

Parameters:

Name	Type	Description
outFieldList	XStringList	
skipNoEntry	Bool	

14.5.52 children

Description: Returns childrenStore and initialize it if it is not initd yet.

Return value: None.

Parameters: None.

14.5.53 `actionList`

Description: No information

Return value: None.

Parameters: None.

14.5.54 `actionListConst`

Description: No information

Return value: None.

Parameters: None.

14.5.55 `getVar`

Description: Returns binded variable.

Return value: None.

Parameters: None.

14.5.56 `prepareActionList`

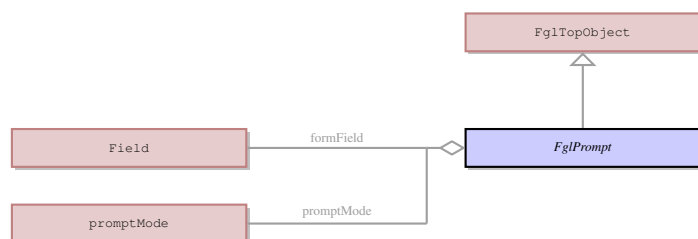
Description: Checks and prepares action list.

Return value: None.

Parameters: None.

15 `FglPrompt` Not-referenced

15.1 Diagram



15.2 Description

Name: `FglPrompt`

Represent a concrete 4GL interaction control block, PROMPT.

Parent: `FglTopObject` - No information

Represent a concrete 4GL interaction control block, PROMPT.

15.3 Fields

Name	Type	Description
<code>promptPanel</code>	<code>PromptPanel</code>	No information
<code>formField</code>	<code>Field</code>	No information
<code>forChar</code>	<code>Bool</code>	No information
<code>promptMessage</code>	<code>XString</code>	No information
<code>promptAttrIn</code>	<code>XString</code>	No information
<code>withoutDefaults</code>	<code>Bool</code>	No information

promptMode	promptMode	No information
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15.4 Interface

15.4.1 help

Description: The application logic to show help message for the given 4GL object.

Return value: None.

Parameters: None.

15.4.2 onFglActionEvent

Description: Handle a given 4GL action event.

Return value: None.

Parameters:

Name	Type	Description
actionEvent	XString	4GL action event raised by the end users or internally.

15.4.3 prepareEvents

Description: Bind all needed events to window and fields.

Return value: None.

Parameters: None.

15.4.4 bindPredefinedEvents

Description: Bind 4GL pre-defined events.

Return value: None.

Parameters: None.

15.4.5 bindData

Description: Bind the string value of the 4GL field node to the corresponding 4GL programming variable.

Return value: None.

Parameters: None.

15.4.6 setFocus

Description: Set focus into field.

Return value: None.

Parameters:

Name	Type	Description
byForce	Bool	Indicates should task SetFocus be sent in any way.

15.4.7 clearField

Description: Clear the string value of each 4GL form field.

Return value: None.

Parameters:

Name	Type	Description
withoutDefaults	Bool	Indicates should be restored to default value or just clear it.
clearProgramVar	Bool	Indicates should be restored binded program variable.

15.4.8 activeField

Description: Active each 4GL form field manipulated by this sub dialog so that user can interact.

Return value: None.

Parameters:

Name	Type	Description
doActivate	Bool	Indicates what action should be done activation or deactivation.

15.4.9 displayValue

Description: Display values to each 4GL form field.

Return value: None.

Parameters:

Name	Type	Description
forced	Bool	Indicates do updating in anyway or not.

15.4.10 executePrompt

Description: Execute the PROMPT statement.

Return value: None.

Parameters: None.

15.4.11 markIsTouched

Description: Marks field as touched.

Return value: None.

Parameters:

Name	Type	Description
validate	Bool	

15.4.12 cbEvent

Description: Call back which handles ON KEY event.

Return value: None.

Parameters:

Name	Type	Description
actionEvent	XString	4GL action event raised by the end users or internally.
trace	Bool	Does interceptor trace.

15.4.13 exit

Description: No information

Return value: None.

Parameters: None.

15.4.14 setFieldValue

Description: Sets value of current field.

Return value: None.

Parameters:

Name	Type	Description
value	XString	

15.4.15 clear

Description: Do destruction routine for this object. Do not use this method.

Return value: None.

Parameters: None.

15.4.16 getCurrentUiElement

Description: No information

Return value: None.

Parameters: None.

15.4.17 showWindow

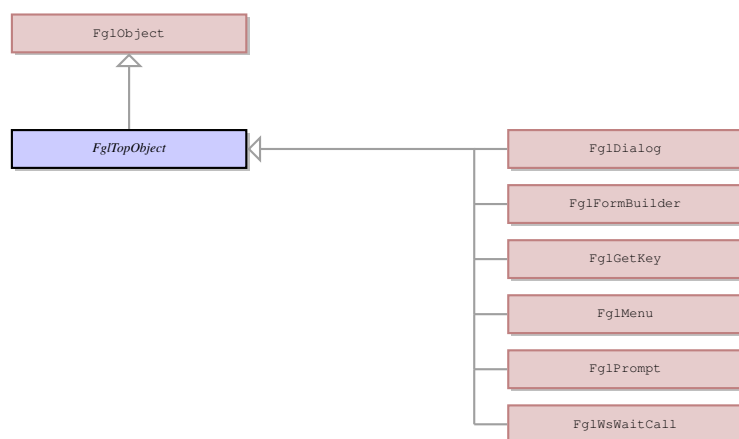
Description: Shows assigned window if it is required.

Return value: None.

Parameters: None.

16 FglTopObject Not-referenced

16.1 Diagram



16.2 Description

Name: FglTopObject

No information

Parent: FglObject - The root of the class hierarchy for this 4GL interaction model.

No information

16.3 Children

- FglDialog - Represents a 4GL DIALOG interaction control block.
- FglFormBuilder - Represent a concrete 4GL interaction control block, ws_want_call.

- FglGetKey - Represent a concrete 4GL interaction control block, fgl.getkey.
- FglMenu - Represent a concrete 4GL interaction control block, MENU.
- FglPrompt - Represent a concrete 4GL interaction control block, PROMPT.
- FglWsWaitCall - Represent a concrete 4GL interaction control block, ws.want.call.

16.4 Fields

Name	Type	Description
afterActions	list of VoidFunc	No information
actionListScoped	ActionList	No information
attrRestoring	AttrRestoring	No information
queueAction	optional XString	No information

16.5 Interface

16.5.1 prepareEvents

Description: Bind all needed events to window and fields.

Return value: None.

Parameters: None.

16.5.2 clearField

Description: Clear the string value of each 4GL form field.

Return value: None.

Parameters:

Name	Type	Description
withoutDefaults	Bool	Indicates should be restored to default value or just clear it.
clearProgramVar	Bool	Indicates should be restored binded program variable.

16.5.3 displayValue

Description: Display values to each 4GL form field.

Return value: None.

Parameters:

Name	Type	Description
forced	Bool	Indicates do updating in anyway or not.

16.5.4 setFocus

Description: Set focus into field.

Return value: None.

Parameters:

Name	Type	Description
byForce	Bool	Indicates should task SetFocus be sent in any way.

16.5.5 bindData

Description: Bind the string value of the 4GL field node to the corresponding 4GL programming variable.

Return value: None.

Parameters: None.

16.5.6 showWindow

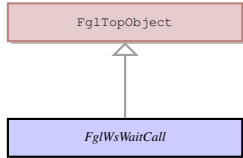
Description: Shows assigned window if it is required.

Return value: None.

Parameters: None.

17 FglWsWaitCall Not-referenced

17.1 Diagram



17.2 Description

Name: FglWsWaitCall

Represent a concrete 4GL interaction control block, ws_want_call.

Parent: FglTopObject - No information

Represent a concrete 4GL interaction control block, ws_want_call.

17.3 Interface

17.3.1 before

Description: Execute the business logic before this 4GL object has a focus.

Return value: The error code or executed statement code. If BEOFRE control block throw an error, it returns FGL_ERROR and sets the error information appropriately. If BEFORE control block executed EXIT statement, it returns FGL_EXIT. If BEFORE control block executed NEXT FIELD statement, it returns FGL_NEXT_FIELD and sets the target 4GL field information appropriately. Otherwise it returns FGL_SUCESS.

Parameters: None.

17.3.2 after

Description: Execute the business logic before this 4GL object loses a focus. This interaction model first should bind the string value for this input field node to the corresponding 4GL programming variable. If the string value is invalid, this 4GL interaction model will prompt the end user to re-enter a valid value. That means that the cursor cannot leave this form filed node.

Return value: The error code or executed statement code. If AFTER control block throw an error, it returns FGL_ERROR and sets the error information appropriately. If AFTER control block executed EXIT statement, it returns FGL_EXIT. If AFTER control block executed NEXT FIELD statement, it returns FGL_NEXT_FIELD and sets the target 4GL field information appropriately. Otherwise it returns FGL_SUCESS.

Parameters: None.

17.3.3 onFglActionEvent

Description: Handle a given 4GL action event.

Return value: None.

Parameters:

Name	Type	Description
actionEvent	XString	4GL action event raised by the end users or internally.

17.3.4 prepareEvents

Description: Bind all needed events to window and fields.

Return value: None.

Parameters: None.

17.3.5 cbEvent

Description: Call back which handles ON KEY event.

Return value: None.

Parameters:

Name	Type	Description
actionEvent	XString	4GL action event raised by the end users or internally.
trace	Bool	Does interceptor trace.

17.3.6 clearField

Description: Clear the string value of each 4GL form field.

Return value: None.

Parameters:

Name	Type	Description
withoutDefaults	Bool	Indicates should be restored to default value or just clear it.
clearProgramVar	Bool	Indicates should be restored binded program variable.

17.3.7 activeField

Description: Active each 4GL form field manipulated by this sub dialog so that user can interact.

Return value: None.

Parameters:

Name	Type	Description
doActivate	Bool	Indicates what action should be done activation or deactivation.

17.3.8 displayValue

Description: Display values to each 4GL form field.

Return value: None.

Parameters:

Name	Type	Description
forced	Bool	Indicates do updating in anyway or not.

17.3.9 setFocus

Description: Set focus into field.

Return value: None.

Parameters:

Name	Type	Description
byForce	Bool	Indicates should task SetFocus be sent in any way.

17.3.10 bindData

Description: Bind the string value of the 4GL field node to the corresponding 4GL programming variable.

Return value: None.

Parameters: None.

17.3.11 executeFunction

Description: No information

Return value: None.

Parameters:

Name	Type	Description
n	XString	
p	RTVector	
r	RTVector	

18 Field Not-referenced

18.1 Diagram



18.2 Description

Name: Field

Represent a concrete 4GL Field.

No parents.

Represent a concrete 4GL Field.

18.3 Fields

Name	Type	Description
fieldIdent	optional FieldIdent	No information
var	RTType	No information
varBuff	RTType	No information
attrVar	RTType	No information
formItem	FmUiElement	No information
abstractUiElement	AumElement	No information
editAbstractUiElement	AumElement	No information
tmpAbstractUiElement	AumElement	No information
isTouched	Bool	No information
unbuffered	optional Bool	No information
colorAttributes	XString	No information
hasColorAttributes	Bool	No information
constructColumnName	XString	No information
needBindData	Bool	No information
rowPos	Int	No information
rowPosTable	optional Int	No information
fieldProto	FieldProto	No information
actionListStore	optional ActionList	No information

18.4 Interface

18.4.1 displayFieldValue

Description: Display values to form field.

Return value: None.

Parameters:

Name	Type	Description
forced	Bool	Indicates do updating in anyway or not.
parent	FglInputFieldPtr	

18.4.2 bindData

Description: Bind the string value of the 4GL field node to the corresponding 4GL programming variable.

Return value: None.

Parameters: None.

18.4.3 isUnbuffered

Description: No information

Return value: None.

Parameters: None.

18.4.4 clearData

Description: Clear value in field with default values if it is not WithoutDefaults.

Return value: None.

Parameters:

Name	Type	Description
withoutDefaults	Bool	Indicates should be restored to default value or just clear it.

18.4.5 getFieldIdent

Description: No information

Return value: None.

Parameters: None.

18.4.6 actionList

Description: No information

Return value: None.

Parameters: None.

18.4.7 actionListConst

Description: No information

Return value: None.

Parameters: None.

19 FieldIdent Not-referenced

19.1 Diagram



19.2 Description

Name: FieldIdent
No information
No parents.
No information

19.3 Fields

Name	Type	Description
fieldColumn	XString	No information
fieldTable	XString	No information
recordName	optional XString	No information
fullTableIdent	optional XString	No information
fullRecordIdent	optional XString	No information

19.4 Interface

19.4.1 matchIdentifier

Description: Return true if identifier matches to input identifier.

Return value: None.

Parameters:

Name	Type	Description
val	optional XString	Name of Screen Array record.

19.4.2 makeFullIdentifier

Description: Return full name of field in format ;table;.;Column;

Return value: None.

Parameters: None.

20 FieldOrder Not-referenced

20.1 Diagram



20.2 Description

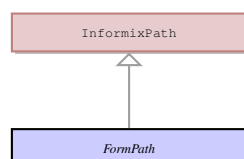
Name: FieldOrder
No information
No parents.
No information

20.3 Options

Name	Description
UnConstrained	
Constrained	
Form	

21 FormPath Not-referenced

21.1 Diagram



21.2 Description

Name: FormPath

Represents a Form tabbing strategy.

Parent: InformixPath - Represents an Informix strategy.

Represents a Form tabbing strategy.

21.3 Interface

21.3.1 findPath

Description: Find a path to move the cursor from one 4GL object to another 4GL object.

Return value: None.

Parameters:

Name	Type	Description
source	link to FglObject	The reference to the source object of the path.
taget	link to FglObject	The reference to the target object of the path.
isNextField	Bool	Indicate whether the cursor movement is triggered by NEXT FIELD statement. The Boolean value of TRUE means that it is trigged by NEXT FIELD.
path	FglObjectVector	The storage for the nodes in the path from source to target.
makeIntermediate	Bool	Enables or disables of doIntermediate in particular finding if doIntermediate of this stragty is enabled already.

21.3.2 addIntermediateNodeIntoPath

Description: Transverse intermediates node between source and target.

Return value: None.

Parameters:

Name	Type	Description
source	link to FglObject	The reference to the source object of the path.
taget	link to FglObject	The reference to the target object of the path.
path	FglObjectVector	The storage for the nodes in the path from source to target.

22 IPathStrategy Not-referenced

22.1 Diagram



22.2 Description

Name: IPathStrategy

Represents a strategy for moving cursor from one field to another field.

No parents.

Represents a strategy for moving cursor from one field to another field.

22.3 Children

- InformixPath - Represents an Informix strategy.

22.4 Interface

22.4.1 findPath

Description: Find a path to move the cursor from one 4GL object to another 4GL object.

Return value: None.

Parameters:

Name	Type	Description
source	link to FglObject	The reference to the source object of the path.
taget	link to FglObject	The reference to the target object of the path.
isNextField	Bool	Indicate whether the cursor movement is triggered by NEXT FIELD statement. The Boolean value of TRUE means that it is trigged by NEXT FIELD.
path	FglObjectVector	The storage for the nodes in the path from source to target.
makeIntermediate	Bool	Enables or disables of doIntermediate in particular finding if doIntermediate of this strategy is enabled already.

23 InformixPath Not-referenced

23.1 Diagram



23.2 Description

Name: InformixPath

Represents an Informix strategy.

Parent: IPathStrategy - Represents a strategy for moving cursor from one field to another field.

Represents an Informix strategy.

23.3 Children

- FormPath - Represents a Form tabbing strategy.
- QuerixPath - Represents a Querix strategy.

23.4 Interface

23.4.1 findPath

Description: Find a path to move the cursor from one 4GL object to another 4GL object.

Return value: None.

Parameters:

Name	Type	Description
source	link to FglObject	The reference to the source object of the path.
taget	link to FglObject	The reference to the target object of the path.
isNextField	Bool	Indicate whether the cursor movement is triggered by NEXT FIELD statement. The Boolean value of TRUE means that it is trigged by NEXT FIELD.
path	FglObjectVector	The storage for the nodes in the path from source to target.
makeIntermediate	Bool	Enables or disables of doIntermediate in particular finding if doIntermediate of this strategy is enabled already.

23.4.2 pathInCharacterMode

Description: Tthe path in character mode is as follows:

- 1)from source to lca by moving up
- 2)from lca to target by moving down

Return value: None.

Parameters:

Name	Type	Description
source	link to FglObject	The reference to the source object of the path.
taget	link to FglObject	The reference to the target object of the path.
path	FglObjectVector	The storage for the nodes in the path from source to target.

23.4.3 addIntermediateNodeIntoPath

Description: Transverse intermediates node between source and target.

Return value: None.

Parameters:

Name	Type	Description
source	link to FglObject	The reference to the source object of the path.
taget	link to FglObject	The reference to the target object of the path.
path	FglObjectVector	The storage for the nodes in the path from source to target.

23.4.4 getPathToRoot

Description: Make the path from source to root FglDialog.

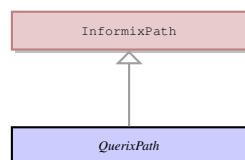
Return value: None.

Parameters:

Name	Type	Description
source	link to FglObject	The reference to the source object of the path.
path	FglObjectVector	The storage for the nodes in the path from source to target.

24 QuerixPath Not-referenced

24.1 Diagram



24.2 Description

Name: QuerixPath

Represents a Querix strategy.

Parent: InformixPath - Represents an Informix strategy.

Represents a Querix strategy.

24.3 Interface

24.3.1 findPath

Description: Find a path to move the cursor from one 4GL object to another 4GL object.

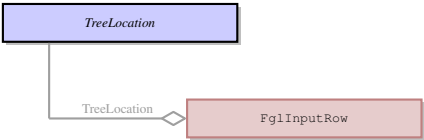
Return value: None.

Parameters:

Name	Type	Description
source	link to FglObject	The reference to the source object of the path.
taget	link to FglObject	The reference to the target object of the path.
isNextField	Bool	Indicate whether the cursor movement is triggered by NEXT FIELD statement. The Boolean value of TRUE means that it is trigged by NEXT FIELD.
path	FglObjectVector	The storage for the nodes in the path from source to target.
makeIntermediate	Bool	Enables or disables of doIntermediate in particular finding if doIntermediate of this stratagy is enabled already.

25 TreeLocation

25.1 Diagram



25.2 Description

Name: TreeLocation
 No information
 No parents.
 No information

25.3 Fields

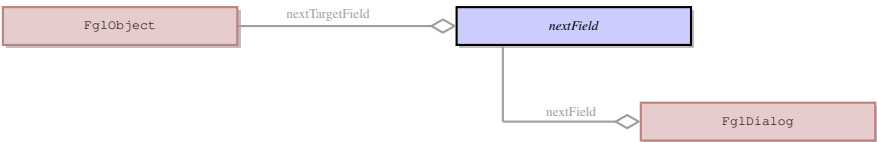
Name	Type	Description
indent	Int	No information
isExpanded	Bool	No information
isNode	Bool	No information
image	optional String	No information
treeParentRow	FglInputRowWeak	No information

25.4 Referenced in

- TreeLocation field in FglInputRow - No information

26 nextField

26.1 Diagram



26.2 Description

Name: nextField
 No information
 No parents.
 No information

26.3 Fields

Name	Type	Description
restricted	Bool	No information
nextTargetField	FglObject	No information

26.4 Interface

26.4.1 set

Description: No information

Return value: None.

Parameters: None.

26.4.2 reset

Description: No information

Return value: None.

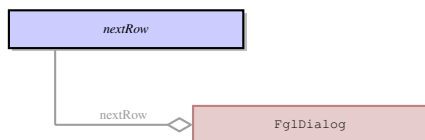
Parameters: None.

26.5 Referenced in

- nextField field in FglDialog - No information

27 nextRow

27.1 Diagram



27.2 Description

Name: nextRow

No information

No parents.

No information

27.3 Fields

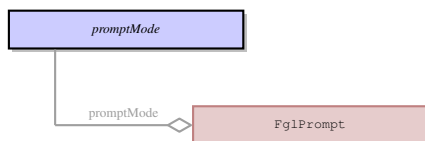
Name	Type	Description
nextRowIndex	Int	No information
nextRowIsNextField	Bool	No information
firstRowIndex	optional Int	No information

27.4 Referenced in

- nextRow field in FglDialog - No information

28 promptMode

28.1 Diagram



28.2 Description

Name: promptMode

No information

No parents.

No information

28.3 Options

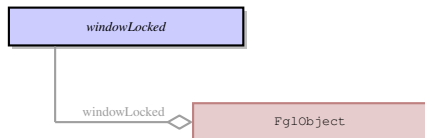
Name	Description
PromptLine	
StatusBar	
WindowPrompt	

28.4 Referenced in

- promptMode field in FglPrompt - No information

29 windowLocked

29.1 Diagram



29.2 Description

Name: windowLocked

Lock the parent window for closing or clearing or never.

No parents.

Lock the parent window for closing or clearing or never.

29.3 Options

Name	Description
CloseAndClear	
Close	
No	

29.4 Referenced in

- windowLocked field in FglObject - Lock the parent window for closing or clearing or never.