



PowerScript® Reference

PowerBuilder® Classic

12.5

DOCUMENT ID: DC37781-01-1250-02

LAST REVISED: January 2012

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About This Book

Audience	This book is for programmers who will use PowerBuilder® to build client/server or multitier applications.
How to use this book	This book describes syntax and usage information for the PowerScript® language including variables, expressions, statements, events, and functions.
Related documents	For a complete list of PowerBuilder documentation, see the preface of the PowerBuilder <i>Getting Started</i> book.
Other sources of information	<p>Use the Sybase® Getting Started CD and the Sybase Product Documentation Web site to learn more about your product:</p> <ul style="list-style-type: none">• The Getting Started CD contains release bulletins and installation guides in PDF format. It is included with your software. To read or print documents on the Getting Started CD, you need Adobe Acrobat Reader, which you can download at no charge from the Adobe Web site using a link provided on the CD.• The Sybase Product Documentation Web site is accessible using a standard Web browser. In addition to product documentation, you will find links to EBFs/Maintenance, Technical Documents, Case Management, Solved Cases, newsgroups, and the Sybase Developer Network. <p>To access the Sybase Product Documentation Web site, go to Product Documentation at http://www.sybase.com/support/manuals/.</p>
Conventions	The formatting conventions used in this manual are:
Formatting example	Indicates
Retrieve and Update	<p>When used in descriptive text, this font indicates:</p> <ul style="list-style-type: none">• Command, function, and method names• Keywords such as true, false, and null• Datatypes such as integer and char• Database column names such as emp_id and f_name• User-defined objects such as dw_emp or w_main

Formatting example	Indicates
<i>variable or file name</i>	<p>When used in descriptive text and syntax descriptions, oblique font indicates:</p> <ul style="list-style-type: none"> Variables, such as <i>myCounter</i> Parts of input text that must be substituted, such as <i>pblname.pbd</i> File and path names
File>Save	<p>Menu names and menu items are displayed in plain text. The greater than symbol (>) shows you how to navigate menu selections. For example, File>Save indicates “select Save from the File menu.”</p>
<code>dw_1.Update()</code>	<p>Monospace font indicates:</p> <ul style="list-style-type: none"> Information that you enter in a dialog box or on a command line Sample script fragments Sample output fragments

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P A R T 1

PowerScript Topics

This part describes the basics of using the PowerScript language.

About this chapter

This chapter describes general elements and conventions of PowerScript.

Contents

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Comments

Description

You can use comments to document your scripts and prevent statements within a script from executing. There are two methods.

Syntax

Double-slash method

Code // Comment

Slash-and-asterisk method

/ Comment */*

Usage

The following table shows how to use each method.

Table 1-1: Methods for adding comments in scripts

Method	Marker	Can use to	Note
Double slash	//	Designate all text on the line to the right of the marker as a comment	<i>Cannot</i> extend to multiple lines
Slash and asterisk	/*...*/	Designate the text between the markers as a comment Nest comments	<ul style="list-style-type: none"> • Can extend over multiple lines (multiline comments do not require a continuation character) • Can be nested

Adding comment markers

In Script views and the Function painter, you can use the Comment Selection button (or select Edit>Comment Selection from the menu bar) to comment out the line containing the cursor or a selected group of lines.

For information about adding comments to objects and library entries, see the *PowerBuilder Users Guide*.

Examples**Double-slash method**

```
// This entire line is a comment.
// This entire line is another comment.
amt = qty * cost // Rest of the line is comment.

// The following statement was commented out so that it
// would not execute.
// SetNull(amt)
```

Slash-and-asterisk method

```
/* This is a single-line comment. */

/* This comment starts here,
continues to this line,
and finally ends here. */

A = B + C /* This comment starts here.
/* This is the start of a nested comment.
The nested comment ends here. */
The first comment ends here. */ + D + E + F
```

Identifier names

Description	You use identifiers to name variables, labels, functions, windows, controls, menus, and anything else you refer to in scripts.
Syntax	<p>Rules for identifiers:</p> <ul style="list-style-type: none">• Must start with a letter or an _ (underscore)• Cannot be reserved words (see “Reserved words” on page 10)• Can have up to 40 characters but no spaces• Are not case sensitive (PART, Part, and part are identical)• Can include any combination of letters, numbers, and these special characters:<ul style="list-style-type: none">- Dash_ Underscore\$ Dollar sign# Number sign% Percent sign
Usage	<p>By default, PowerBuilder allows you to use dashes in all identifiers, including in variable names in a script. However, this means that when you use the subtraction operator or the -- operator in a script, you must surround it with spaces. If you do not, PowerBuilder interprets the expression as an identifier name.</p> <p>If you want to disallow dashes in variable names in scripts, you can change the setting of the Allow Dashes in Identifiers option in the script editor’s property sheet. As a result, you do not have to surround the subtraction operator and the decrement assignment shortcut (--) with spaces.</p>
	<p>Be careful If you disallow dashes and have previously used dashes in variable names, you will get errors the next time you compile.</p>
Examples	<p>Valid identifiers</p> <pre>ABC_Code Child-Id FirstButton response35 pay-before%deductions\$ ORDER_DATE</pre>

```
Actual-$-amount  
Part#
```

Invalid identifiers

```
2nd-quantity // Does not start with a letter  
ABC Code     // Contains a space  
Child'sId     // Contains invalid special character
```

Labels

Description	You can include labels in scripts for use with GOTO statements.
Syntax	<i>Identifier</i> :
Usage	A label can be any valid identifier. You can enter it on a line by itself above the statement or at the start of the line before the statement.
Examples	For information about the GOTO statement, see GOTO on page 136. For information about valid identifiers, see “Identifier names” on page 5.

On a line by itself above the statement

```
FindCity:  
IF city=cityname[1] THEN ...
```

At the start of the line before the statement

```
FindCity: IF city=cityname[1] THEN ...
```

Special ASCII characters

Description	You can include special ASCII characters in strings. For example, you might want to include a tab in a string to ensure proper spacing or a bullet to indicate a list item. The tilde character (~) introduces special characters. The tab is one of the common ASCII characters that can be entered by typing a tilde followed by a single keystroke. The bullet must be entered by typing a tilde followed by the decimal, hexadecimal, or octal ASCII value that represents it.
-------------	--

Syntax

Follow the guidelines in the following table.

Table 1-2: Using special ASCII characters in strings

In this category	To specify this	Enter this	More information
Common ASCII characters	Newline	~n	
	Tab	~t	
	Vertical tab	~v	
	Carriage return	~r	
	Form feed	~f	
	Backspace	~b	
	Double quote	~"	
	Single quote	~'	
Any ASCII character	Decimal	~###	### = a 3-digit number from 000 to 255
	Hexadecimal	~h##	## = a 2-digit hexadecimal number from 01 to FF
	Octal	~o###	### = a 3-digit octal number from 000 to 377

Examples

Entering ASCII characters Here is how to use special characters in strings:

String	Description
"dog~n"	A string containing the word <i>dog</i> followed by a newline character
"dog~tcat~ttiger"	A string containing the word <i>dog</i> , a tab character, the word <i>cat</i> , another tab character, and the word <i>tiger</i>

Using decimal, hexadecimal, and octal values Here is how to indicate a bullet (•) in a string by using the decimal, hexadecimal, and octal ASCII values:

Value	Description
"~249"	The ASCII character with decimal value 249
"~hF9"	The ASCII character with hexadecimal value F9
"~o371"	The ASCII character with octal value 371

NULL values

Description

Null means *undefined* or *unknown*. It is not the same as an empty string or zero or a date of 0000-00-00. For example, null is neither 0 nor not 0.

Typically, you work with null values only with respect to database values.

Usage

Initial values for variables Although PowerBuilder supports null values for all variable datatypes, it does *not* initialize variables to null. Instead, when a variable is not set to a specific value when it is declared, PowerBuilder sets it to the default initial value for the datatype—for example, zero for a numeric value, false for boolean, and the empty string ("") for a string.

Null variables A variable can become null if one of the following occurs:

- A null value is read into it from the database. If your database supports null, and a SQL INSERT or UPDATE statement sends a null to the database, it is written to the database as null and can be read into a variable by a SELECT or FETCH statement.

Null in a variable

When a null value is read into a variable, the variable remains null unless it is changed in a script.

- The SetNull function is used in a script to set the variable explicitly to null. For example:

```
string city      // city is an empty string.  
SetNull(city)    // city is set to NULL.
```

Nulls in functions and expressions Most functions that have a null value for *any* argument return null. Any expression that has a variable with a null value results in null.

A boolean expression that is null is considered undefined and therefore false.

Testing for null To test whether a variable or expression is null, use the IsNull function. You *cannot* use an equal sign (=) to test for null.

Valid This statement shows the correct way to test for null:

```
IF IsNull(a) THEN      . . .
```

Invalid This statement shows the incorrect way to test for null:

```
IF a = NULL THEN      . . .
```

Examples

Example 1 None of the following statements make the computer beep (the variable *nbr* is set to null, so each statement evaluates to false):

```
int      Nbr
// Set Nbr to NULL.
SetNull(Nbr)
IF Nbr = 1 THEN Beep(1)
IF Nbr <> 1 THEN Beep(1)
IF NOT (Nbr = 1) THEN Beep(1)
```

Example 2 In this IF...THEN statement, the boolean expression evaluates to false, so the ELSE is executed:

```
int      a
SetNull(a)
IF a = 1 THEN
    MessageBox("Value", "a = 1")
ELSE
    MessageBox("Value", "a = NULL")
END IF
```

Example 3 This example is a more useful application of a null boolean expression than Example 2. It displays a message if no control has focus. When no control has focus, GetFocus returns a null object reference, the boolean expression evaluates to false, and the ELSE is executed:

```
IF GetFocus( ) THEN
    . . . // Some processing
ELSE
    MessageBox("Important", "Specify an option!")
END IF
```

Reserved words

The words PowerBuilder uses internally are called reserved words and *cannot be used as identifiers*. If you use a reserved word as an identifier, you get a compiler warning. Reserved words that are marked with an asterisk (*) can be used as function names.

Table 1-3: PowerScript reserved words

alias	execute	not	step
and	exit	of	subroutine
autoinstantiate	external	on	super
call	false	open*	system
case	fetch	or	systemread
catch	finally	parent	systemwrite
choose	first	post*	then
close*	for	prepare	this
commit	forward	prior	throw
connect	from	private	throws
constant	function	privateread	to
continue	global	privatewrite	trigger
create*	goto	procedure	true
cursor	halt	protected	try
declare	if	protectedread	type
delete	immediate	protectedwrite	until
describe*	indirect	prototypes	update*
descriptor	insert	public	updateblob
destroy	into	readonly	using
disconnect	intrinsic	ref	variables
do	is	return	while
dynamic	last	rollback	with
else	library	rpcfunc	within
elseif	loop	select	xor
end	namespace	selectblob	_debug
enumerated	native	shared	
event	next	static	

The PowerBuilder system class also includes private variables that you cannot use as identifiers. If you use a private variable as an identifier, you get an informational message and should rename your identifier.

If you are deploying a DataWindow® to the Web, you cannot use JavaScript reserved words to name fields or bands in the DataWindow object. The list of reserved words is available on the Sun Microsystems Web site at <http://docs.sun.com/source/816-6410-10/keywords.htm>.

Pronouns

Description	PowerScript has pronouns that allow you to make a general reference to an object or control. When you use a pronoun, the reference remains correct even if the name of the object or control changes.
Usage	<p>You can use pronouns in function and event scripts wherever you would use an object's name. For example, you can use a pronoun to:</p> <ul style="list-style-type: none"> • Cause an event in an object or control • Manipulate or change an object or control • Obtain or change the setting of a property

The following table lists the PowerScript pronouns and summarizes their use.

Table 1-4: PowerScript pronouns

This pronoun	In a script for a	Refers to the
This	Window, custom user object, menu, application object, or control	Object or control itself
Parent	Control in a window	Window containing the control
	Control in a custom user object	Custom user object containing the control
	Menu	Item in the menu on the level above the current menu
Super	Descendent object or control	Parent
	Descendent window or user object	Immediate ancestor of the window or user object
	Control in a descendent window or user object	Immediate ancestor of the control's parent window or user object

ParentWindow property You can use the ParentWindow property of the Menu object like a pronoun in Menu scripts. It identifies the window that the menu is associated with when your program is running. For more information, see the PowerBuilder *Users Guide*.

The rest of this section describes the individual pronouns in detail.

Parent pronoun

Description Parent in a PowerBuilder script refers to the object that contains the current object.

Usage You can use the pronoun Parent in scripts for:

- Controls in windows
- Custom user objects
- Menus

Where you use Parent determines what it references:

Window controls When you use Parent in a script for a control (such as a CommandButton), Parent refers to the window that contains the control.

User object controls When you use Parent in a script for a control in a custom user object, Parent refers to the user object.

Menus When you use Parent in a menu script, Parent refers to the menu item on the level above the menu the script is for.

Examples **Window controls** If you include this statement in the script for the Clicked event in a CommandButton within a window, clicking the button closes the window containing the button:

```
Close (Parent)
```

If you include this statement in the script for the CommandButton, clicking the button displays a horizontal scroll bar within the window (sets the HScrollBar property of the window to true):

```
Parent.HScrollBar = TRUE
```

User object controls If you include this statement in a script for the Clicked event for a CheckBox in a user object, clicking the check box hides the user object:

```
Parent.Hide( )
```

If you include this statement in the script for the CheckBox, clicking the check box disables the user object (sets the Enabled property of the user object to false):

```
Parent.Enabled = FALSE
```

Menus If you include this statement in the script for the Clicked event in the menu item Select All under the menu item Select, clicking Select All disables the menu item Select:

```
Parent.Disable( )
```

If you include this statement in the script for the Clicked event in the menu item Select All, clicking Select All checks the menu item Select:

```
Parent.Checked = TRUE
```

This pronoun

Description	The pronoun This in a PowerBuilder script refers to the window, user object, menu, application object, or control that owns the current script.
Usage	Why include This Using This allows you to make ownership explicit. The following statement refers to the current object's X property:

```
This.X = This.X + 50
```

When optional but helpful In the script for an object or control, you can refer to the properties of the object or control without qualification, but it is good programming practice to include This to make the script clear and easy to read.

When required There are some circumstances when you *must* use This. When a global or local variable has the same name as an instance variable, PowerBuilder finds the global or local variable first. Qualifying the variable with This allows you to refer to the instance variable instead of the global variable.

EAServer restriction

You cannot use This to pass arguments in EAServer components.

Examples	Example 1 This statement in a script for a menu places a check mark next to the menu selection:
----------	--

```
This.Check( )
```

Example 2 In this function call, This passes a reference to the object containing the script:

```
ReCalc(This)
```

Example 3 If you omit This, “x” in the following statement refers to a local variable x if there is one defined (the script adds 50 to the variable x, not to the X property of the control). It refers to the object's X property if there is no local variable:

```
x = x + 50
```

Example 4 Use This to ensure that you refer to the property. For example, in the following statement in the script for the Clicked event for a CommandButton, clicking the button changes the horizontal position of the button (changes the button's X property):

```
This.x = This.x + 50
```

Super pronoun

Description

When you write a PowerBuilder script for a descendant object or control, you can call scripts written for any ancestor. You can directly name the ancestor in the call, or you can use the reserved word Super to refer to the immediate ancestor.

Usage

Whether to use Super If you are calling an ancestor function, you only need to use Super if the descendant has a function with the same name and the same arguments as the ancestor function. Otherwise, you would simply call the function with no qualifiers.

Restrictions for Super You cannot use Super to call scripts associated with controls in the ancestor window. You can only use Super in an event or function associated with a direct descendant of the ancestor whose function is being called. Otherwise, the compiler returns a syntax error.

To call scripts associated with controls, use the CALL statement.

See the discussion of CALL on page 123.

Examples

Example 1 This example calls the ancestor function wf_myfunc (presumably the descendant also has a function called wf_myfunc):

```
Super::wf_myfunc (myarg1, myarg2)
```

This example must be part of a script or function in the descendent window, not one of the window's controls. For example, if it is in the Clicked event of a button on the descendent window, you get a syntax error when the script is compiled.

Supplying arguments

Be certain to supply the correct number of arguments for the ancestor function.

Example 2 This example in a CommandButton script calls the Clicked script for the CommandButton in the immediate ancestor window or user object:

```
Super::EVENT Clicked()
```

Statement continuation

Description	Although you typically put one statement on each line, you occasionally need to continue a statement to more than one line. The statement continuation character is the ampersand (&). (For the use of the ampersand character in accelerator keys, see the PowerBuilder <i>Users Guide</i> .)
Syntax	<i>Start of statement & more statement & end of statement</i>
	The ampersand must be the last nonwhite character on the line or the compiler considers it part of the statement.
	For information about white space, see “White space” on page 17.
Usage	You do not use a continuation character for: <ul style="list-style-type: none">• Continuing comments Do <i>not</i> use a continuation character to continue a comment. The continuation character is considered part of the comment and is ignored by the compiler.• Continuing SQL statements You <i>do not</i> need a continuation character to continue a SQL statement. In PowerBuilder, SQL statements always end with a semicolon (;), and the compiler considers everything from the start of a SQL statement to a semicolon to be part of the SQL statement. A continuation character in a SQL statement is considered part of the statement and usually causes an error.
Examples	Continuing a quoted string <p><i>One way</i> Place an ampersand in the middle of the string and continue the string on the next line:</p> <pre>IF Employee_District = "Eastern United States and& Eastern Canada" THEN ...</pre> <p>Note that any white space (such as tabs and spaces) before the ampersand and at the beginning of the continued line is part of the string.</p> <p><i>A problem</i> The following statement uses only the ampersand to continue the quoted string in the IF...THEN statement to another line; for readability, a tab has been added to indent the second line. The compiler includes the tab in the string, which might result in an error:</p> <pre>IF Employee_District = "Eastern United States and& Eastern Canada" THEN ...</pre>

A better way A better way to continue a quoted string is to enter a quotation mark before the continuation character (' & or "&, depending on whether the string is delimited by single or double quotation marks) at the end of the first line of the string and a plus sign and a quotation mark (+' or +"') at the start of the next line. This way, you do not inadvertently include unwanted characters (such as tabs or spaces) in the string literal:

```
IF Employee_District = "Eastern United States and "&
+" Eastern Canada" THEN ...
```

The examples in the PowerBuilder documentation use this method to continue quoted strings.

Continuing a variable name *Do not* split a line by inserting the continuation character within a variable name. This causes an error and the statement fails, because the continuation character splits the variable name “Quantity”:

```
Total-Cost = Price * Quan&
tity + (Tax + Shipping)
```

Statement separation

Description

Although you typically put one statement on each line, you occasionally want to combine multiple statements on a single line. The statement separation character is the semicolon (;).

Syntax

Statement1; statement2

Examples

The following line contains three short statements:

```
A = B + C; D = E + F; Count = Count + 1
```

White space

Description	Blanks, tabs, form feeds, and comments are forms of white space. The compiler treats white space as a delimiter and does not consider the number of white space characters.
Usage	White space in string literals The number of white space characters is preserved when they are part of a string literal (enclosed in single or double quotation marks). Dashes in identifiers Unless you have prohibited the use of dashes in identifiers (see “Identifier names” on page 5), you must surround a dash used as a minus sign with spaces. Otherwise, PowerBuilder considers the dash as part of a variable name: <code>Order - Balance // Subtracts Balance from Order Order-Balance // A variable named Order-Balance</code>
Examples	Example 1 Here the spaces and the comment are white space, so the compiler ignores them: <code>A + B /*Adjustment factor */+C</code> Example 2 Here the spaces are within a string literal, so the compiler does not ignore them: <code>"The value of A + B is:"</code>

Conditional compilation

Description The use of conditional compilation directives causes the PowerBuilder preprocessor to parse blocks of code before they are passed to the compiler.

Syntax

```
#IF { NOT } DEFINED predefined_symbols THEN
    action1
{ #ELSEIF DEFINED predefined_symbols THEN
    action2
{ #ELSE
    action3
#END IF
```

Parameter	Description
<i>predefined_symbols</i>	A predefined identifier or a combination of predefined identifiers separated by AND or OR operators. In the current release, you cannot use a user-defined identifier.
<i>action1, action2, action3</i>	The action you want performed if the condition in the previous statement was met.

Usage Conditional compilation enables you to include PowerScript code for a specific target type or set of target types in an application. You can also include debug code in your application and specify in the Project painter whether it will be included in your application's executable file.

The preprocessor substitutes blank lines for statements with a leading number (#) sign character. It passes the code in the *action* statements to the compiler or converts it to blank lines depending on whether the condition in the previous preprocessor directive was met.

The following table displays the predefined symbols, the project types to which they correspond, and their effects on the code passed to the compiler.

Table 1-5: Predefined symbols for conditional compilation

Predefined symbols	Target type	Code in this processing block
PBNATIVE	Standard PowerBuilder client-server or distributed applications	Fully parsed for the standard application and converted to blank lines for .NET targets.
PBWEBFORM	.NET Web Forms applications	Fully parsed for .NET Web Forms targets and converted to blank lines for all other targets.
PBWINFORM	.NET Windows Forms applications	Fully parsed for .NET Windows Forms targets and converted to blank lines for all other targets.

Predefined symbols	Target type	Code in this processing block
PBWEBSERVICE	.NET Web Service component targets	Fully parsed for .NET Web Service targets and converted to blank lines for all other targets.
PBDOTNET	.NET Web Forms and Windows Forms applications, and .NET Assembly and .NET Web Service components	Fully parsed for all .NET targets and converted to blank lines for all other targets.
DEBUG	All PowerBuilder standard and .NET targets	When a project's Enable DEBUG Symbol check box is selected, code is fully parsed by the compiler and included in the deployed application. The code is converted to blank lines when the check box is cleared. The DEBUG symbol is always defined in the development environment.

You can use the NOT operator to include code for all target types that are not of the type that you specify, and you can use AND and OR operators to combine symbols. For example, code that follows this statement will be parsed for all targets except standard PowerBuilder applications and .NET Windows Forms targets:

```
#if NOT defined PBNATIVE OR PBWINFORM then
```

Comments can be added to conditional code blocks if they are preceded by double slash marks (//) in the same line of code. You cannot use the PowerScript line continuation character (&) in a conditional code statement. You must use it in code that you embed in the conditional block when you use more than one line for a single line of code.

Limitations and error messages Conditional compilation is not supported in DataWindow syntax, or in structure or menu objects. You cannot edit the source code for an object to include conditional compilation blocks that span function, event, or variable definition boundaries.

You must rebuild your application after you add a DEBUG conditional block.

The following table shows the types of error messages displayed for incorrect conditional compilation code.

Table 1-6: Types of error messages returned by the preprocessor

Error message	Description
Invalid if statement	#if statement without a defined symbol, with an incorrectly defined symbol, or without a then clause
#end if directive expected	#if statement without an #end if statement
Unexpected preprocessor directive	Caused by an #else, #elseif, or #end if statement when not preceded by an #if statement
Preprocessor syntax error	Caused by including text after an #else or #end if statement when the text is not preceded by comment characters (//)

Examples

When you run or debug the application in the development environment, the following code is always parsed and you always see the message box. When you run the executable file, the code is parsed only if the DEBUG symbol is enabled on the General page in the Project painter:

```
#if defined DEBUG then
    MessageBox("Debugging", "Ctr value is " + string(i))
#endif if
```

For examples of using conditional compilation in .NET targets, see the section on conditional compilation in *Deploying Applications and Components to .NET*.

About this chapter

This chapter describes the PowerScript datatypes.

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Standard datatypes

The datatypes

The standard datatypes in PowerBuilder are the familiar datatypes that are used in many programming languages, including char, integer, decimal, long, and string. In PowerScript, you use these datatypes to declare variables or arrays.

These are the standard PowerScript datatypes, followed by a description of each:

Blob	Integer or Int
Boolean	LongLong
Byte	Long
Char or character	Real
Date	String
DateTime	Time
Decimal or Dec	UnsignedInteger, UnsignedInt, or UInt
Double	UnsignedLong or ULong

Blob

Binary large object. Used to store an unbounded amount of data (for example, generic binary, image, or large text such as a word-processing document).

Boolean

Contains true or false.

Byte	8-bit unsigned integers, from 0 to +255.
	Using literals To assign a literal value, use any whole positive number in the range 0 to 255. The leading plus sign is not required (18 and +18 are the same). For example:
	1 123 200 +55 +200
Char or character	A single Unicode character.
	If you have character-based data that you will want to parse in an application, you might want to define it as an array of type char. Parsing a char array is easier and faster than parsing strings. If you will be passing character-based data to external functions, you might want to use char arrays instead of strings.
	For more information about passing character-based data to external functions, see <i>Application Techniques</i> . For information about datatype conversion when assigning strings to chars and vice versa, see “String and char datatypes in PowerBuilder” on page 78.
	Using literals To assign a literal value, enclose the character in either single or double quotation marks. For example:
	char c c = 'T' c = "T"
Date	The date, including the full year (1000 to 3000), the number of the month (01 to 12), and the day (01 to 31).
	Using literals To assign a literal value, separate the year, month, and day with hyphens. For example:
	2001-12-25 // December 25, 2001 2003-02-06 // February 6, 2003
DateTime	The date and time in a single datatype, used only for reading and writing DateTime values from and to a database. To convert DateTime values to datatypes that you can use in PowerBuilder, use:
	<ul style="list-style-type: none">• The <code>Date(datetime)</code> function to convert a DateTime value to a PowerBuilder date value after reading from a database• The <code>Time(datetime)</code> function to convert a DateTime value to a PowerBuilder time value after reading from a database• The <code>DateTime(date, time)</code> function to convert a date and (optional) time to a DateTime before writing to a DateTime column in a database.
	PowerBuilder supports microseconds in the database interface for any DBMS that supports microseconds.

Decimal or Dec	Signed decimal numbers, positive or negative, with up to 28 digits. You can place the decimal point anywhere within the 28 digits—for example, 123.456, 0.00000000000000000000000001 or 12345678901234.5678901234.
	Using literals To assign a literal value, use any number with a decimal point and no exponent. The plus sign is optional (95 and +95 are the same). For numbers between zero and one, the zero to the left of the decimal point is optional (for example, 0.1 and .1 are the same). For whole numbers, zeros to the right of the decimal point are optional (32.00, 32.0, and 32. are all the same). For example:
	12.34 0.005 14.0 -6500 +3.5555
Double	A signed floating-point number with 15 digits of precision and a range from 2.2250738585073E-308 to 1.79769313486231E+308, and -2.2250738585073E-308 to -1.79769313486231E+308.
Integer or Int	16-bit signed integers, from -32768 to +32767.
	Using literals To assign a literal value, use any whole number (positive, negative, or zero). The leading plus sign is optional (18 and +18 are the same). For example:
	1 123 1200 +55 -32
Long	32-bit signed integers, from -2147483648 to +2147483647.
	Using literals Use literals as for integers, but longer numbers are permitted.
LongLong	64-bit signed integers, from -9223372036854775808 to 9223372036854775807.
	Using literals Use literals as for integers, but longer numbers are permitted.
Real	A signed floating-point number with six digits of precision and a range from 3.402822E-38 to 3.402822E+38, and -3.402822E-38 to -3.402822E+38.
	Using literals To assign a literal value, use a decimal value, followed by E, followed by an integer; no spaces are allowed. The decimal number before the E follows all the conventions specified above for decimal literals. The leading plus sign in the exponent (the integer following the E) is optional (3E5 and 3E+5 are the same). For example:
	2E4 2.5E38 +6.02E3 -4.1E-2 -7.45E16 7.7E+8 3.2E-38
String	Any string of Unicode characters with variable length (0 to 1073741823).

Most of the character-based data in your application, such as names, addresses, and so on, will be defined as strings. PowerScript provides many functions that you can use to manipulate strings, such as a function to convert characters in a string to uppercase and functions to remove leading and trailing blanks.

For more information about passing character-based data to external functions, see *Application Techniques*. For information about datatype conversion when assigning strings to chars and vice versa, see “String and char datatypes in PowerBuilder” on page 78.

Using literals To assign a literal value, enclose as many as 1024 characters in either single or double quotes, including a string of zero length or an empty string. For example:

```
string s1
s1 = 'This is a string'
s1 = "This is a string"
```

You can embed a quotation mark in a string literal if you enclose the literal with the other quotation mark. For example, the following statements result in the string `Here's a string`:

```
string s1
s1 = "Here's a string."
```

You can also use a tilde (~) to embed a quotation mark in a string literal. For example:

```
string s1 = 'He said, "It~'s good!"'
```

Complex nesting When you nest a string within a string that is nested in another string, you can use tildes to tell the parser how to interpret the quotation marks. Each pass through the parser strips away the outermost quotes and interprets the character after each tilde as a literal. Two tildes become one tilde, and tilde-quote becomes the quote alone.

Example 1 This string has two levels of nesting:

```
"He said ~"she said ~~~"Hi ~~~" ~" "
```

The first pass results in:

```
He said "she said ~"Hi ~" "
```

The second pass results in:

```
she said "Hi"
```

The third pass results in:

```
Hi
```

Example 2 A more probable example is a string for the Modify function that sets a DataWindow® property. The argument string often requires complex quotation marks (because you must specify one or more levels of nested strings). To understand the quotation marks, consider how PowerBuilder will parse the string. The following string is a possible argument for the Modify function; it mixes single and double quotes to reduce the number of tildes:

```
"bitmap_1.Invert='0~tIf(empstatus=~~'A~~',0,1)'"
```

The double quotes tell PowerBuilder to interpret the argument as a string. It contains the expression being assigned to the Invert property, which is also a string, so it must be quoted. The expression itself includes a nested string, the quoted A. First, PowerBuilder evaluates the argument for Modify and assigns the single-quoted string to the Invert property. In this pass through the string, it converts two tildes to one. The string assigned to Invert becomes:

```
'0 [tab] If(empstatus=~'A~,0,1)'
```

Finally, PowerBuilder evaluates the property's expression, converting tilde-quote to quote, and sets the bitmap's colors accordingly.

Example 3 There are many ways to specify quotation marks for a particular set of nested strings. The following expressions for the Modify function all have the same end result:

```
"emp.Color = ~"0~tIf(stat=~~~"a~~~",255,16711680)~""  
"emp.Color = ~"0~tIf(stat=~~'a~~',255,16711680)~""  
"emp.Color = '0~tIf(stat=~~'a~~',255,16711680)'"  
"emp.Color = ~"0~tIf(stat='a',255,16711680)~""
```

Rules for quotation marks and tildes When nesting quoted strings, the following rules of thumb might help:

- A tilde tells the parser that the next character should be taken as a literal, not a string terminator
- Pairs of single quotes (') can be used in place of pairs of tilde double quotes (~")
- Pairs of tilde tilde single quotes (~~') can be used in place of pairs of triple tilde double quotes (~~~")

Time

The time in 24-hour format, including the hour (00 to 23), minute (00 to 59), second (00 to 59), and fraction of second (up to six digits), with a range from 00:00:00 to 23:59:59.999999.

PowerBuilder supports microseconds in the database interface for any DBMS that supports microseconds.

Using literals The time in 24-hour format, including the hour (00 to 23), minute (00 to 59), second (00 to 59), and fraction of second (up to six digits), with a range from 00:00:00 to 23:59:59.999999. You separate parts of the time with colons—except for the fractions of seconds, which should be separated by a decimal point. For example:

```
21:09:15      // 15 seconds after 9:09 pm  
06:00:00      // Exactly 6 am  
10:29:59      // 1 second before 10:30 am  
10:29:59.9    // 1/10 sec before 10:30 am
```

`UnsignedInteger`,
`UnsignedInt`, or `UInt`

16-bit unsigned integers, from 0 to 65535.

`UnsignedLong` or
`ULong`

32-bit unsigned integers, from 0 to 4294967295.

The Any datatype

General information

PowerBuilder also supports the Any datatype, which can hold any kind of value, including standard datatypes, objects, structures, and arrays. A variable whose type is Any is a chameleon datatype—it takes the datatype of the value assigned to it.

Do not use Any in EA Server component definition

The Any datatype is specific to PowerScript and is not supported in the IDL of an EA Server component. CORBA has a datatype called Any that can assume any legal IDL type at runtime, but it is not semantically equivalent to the PowerBuilder Any type. You must exclude the PowerBuilder Any datatype from the component interface definition, but you can use it within the component.

Declarations and assignments

You declare Any variables just as you do any other variable. You can also declare an array of Any variables, where each element of the array can have a different datatype.

You assign data to Any variables with standard assignment statements. You can assign an array to a simple Any variable.

After you assign a value to an Any variable, you can test the variable with the ClassName function and find out the actual datatype:

```
any la_spreadsheetdata
la_spreadsheetdata = ole_1.Object.cells(1,1).value
CHOOSE CASE ClassName(la_spreadsheetdata)
    CASE "integer"
        ...
    CASE "string"
        ...
END CHOOSE
```

These rules apply to Any assignments:

- You can assign anything into an Any variable.
- You must know the content of an Any variable to make assignments from the Any variable to a compatible datatype.

Restrictions

If the value of a simple Any variable is an array, you cannot access the elements of the array until you assign the value to an array variable of the appropriate datatype. This restriction does not apply to the opposite case of an array of Any variables—you can access each Any variable in the array.

If the value of an Any variable is a structure, you cannot use dot notation to access the elements of the structure until you assign the value to a structure of the appropriate datatype.

After a value has been assigned to an Any variable, it cannot be converted back to a generic Any variable without a datatype. Even if you set it to NULL, it retains the datatype of the assigned value until you assign another value.

Operations and expressions

You can perform operations on Any variables as long as the datatype of the data in the Any variable is appropriate to the operator. If the datatype is not appropriate to the operator, an execution error occurs.

For example, if instance variables *ia_1* and *ia_2* contain numeric data, this statement is valid:

```
any la_3
la_3 = ia_1 - ia_2
```

If *ia_1* and *ia_2* contain strings, you can use the concatenation operator:

```
any la_3
la_3 = ia_1 + ia_2
```

However, if *ia_1* contained a number and *ia_2* contained a string, you would get an execution error.

Datatype conversion functions PowerScript datatype conversion functions accept Any variables as arguments. When you call the function, the Any variable must contain data that can be converted to the specified type.

For example, if *ia_any* contains a string, you can assign it to a string variable:

```
ls_string = ia_any
```

If *ia_any* contains a number that you want to convert to a string, you can call the String function:

```
ls_string = String(ia_any)
```

Other functions If a function's prototype does not allow Any as a datatype for an argument, you cannot use an Any variable without a conversion function, even if it contains a value of the correct datatype. When you compile the script, you get compiler errors such as Unknown function or Function not found.

For example, the argument for the Len function refers to a string column in a DataWindow, but the expression itself has a type of Any:

```
IF Len(dw_notes.Object.Notes[1]) > 0 THEN // Invalid
```

This works because the string value of the Any expression is explicitly converted to a string:

```
IF Len(String(dw_notes.Object.Notes[1])) > 0 THEN
```

Expressions whose datatype is Any Expressions that access data whose type is unknown when the script is compiled have a datatype of Any. These expressions include expressions or functions that access data in an OLE object or a DataWindow object:

```
myoleobject.application.cells(1,1).value  
dw_1.Object.Data[1,1]  
dw_1.Object.Data.empid[99]
```

The objects these expressions point to can change so that the type of data being accessed also changes.

Expressions that refer to DataWindow data can return arrays and structures and arrays of structures as Any variables. For best performance, assign the DataWindow expression to the appropriate array or structure without using an intermediate Any variable.

Overusing the Any datatype	<p>Do not use Any variables as a substitute for selecting the correct datatype in your scripts. There are two reasons for this:</p> <ul style="list-style-type: none">• At execution time, using Any variables is slow PowerBuilder must do much more processing to determine datatypes before it can make an assignment or perform an operation involving Any variables. In particular, an operation performed many times in a loop will suffer greatly if you use Any variables instead of variables of the appropriate type.• At compile time, using Any variables removes a layer of error checking from your programming The PowerBuilder compiler makes sure datatypes are correct before code gets executed. With Any variables, some of the errors that can be caught by the compiler are not found until the code is run.
----------------------------	---

System object datatypes

Objects as datatypes	<p>System object datatypes are specific to PowerScript. You view a list of all the system objects by selecting the System tab in the Browser.</p> <p>In building PowerBuilder applications, you manipulate objects such as windows, menus, CommandButtons, ListBoxes, and graphs. Internally, PowerBuilder defines each of these kinds of objects as a datatype. Usually you do not need to concern yourself with these objects as datatypes—you simply define the objects in a PowerBuilder painter and use them.</p> <p>However, sometimes you need to understand how PowerBuilder maintains its system objects in a hierarchy of datatypes. For example, when you need to define instances of a window, you define variables whose datatype is window. When you need to create an instance of a menu to pop up in a window, you define a variable whose datatype is menu.</p> <p>PowerBuilder maintains its system objects in a class hierarchy. Each type of object is a class. The classes form an inheritance hierarchy of ancestors and descendants.</p>
Examples	<p>All the classes shown in the Browser are actually datatypes that you can use in your applications. You can define variables whose type is any class.</p> <p>For example, the following code defines window and menu variables:</p>

```
window mywin  
menu mymenu
```

If you have a series of buttons in a window and need to keep track of one of them (such as the last one clicked), you can declare a variable of type CommandButton and assign it the appropriate button in the window:

```
// Instance variable in a window  
commandbutton LastClicked  
// In Clicked event for a button in the window.  
// Indicates that the button was the last one  
// clicked by the user.  
LastClicked = This
```

Because it is a CommandButton, the LastClicked variable has all the properties of a CommandButton. After the last assignment above, LastClicked's properties have the same values as the most recently clicked button in the window.

To learn more about working with instances of objects through datatypes, see “About objects” on page 80.

Enumerated datatypes

About enumerated datatypes

Like the system object datatypes, enumerated datatypes are specific to PowerScript. Enumerated datatypes are used in two ways:

- As arguments in functions
- To specify the properties of an object or control

You can list all the enumerated datatypes and their values by selecting the Enumerated tab in the Browser.

You cannot create your own enumerated datatypes. As an alternative, you can declare a set of constant variables and assign them initial values. See “Declaring constants” on page 47.

A variable of one of the enumerated datatypes can be assigned a fixed set of values. Values of enumerated datatypes always end with an exclamation point (!). For example, the enumerated datatype Alignment, which specifies the alignment of text, can be assigned one of the following three values: Center!, Left!, and Right!:

```
mle_edit.Alignment=Right!
```

Incorrect syntax

Do not enclose an enumerated datatype value in quotation marks. If you do, you receive a compiler error.

Advantages of enumerated types

Enumerated datatypes have an advantage over standard datatypes. When an enumerated datatype is required, the compiler checks the data and makes sure it is the correct type. For example, if you set an enumerated datatype variable to any other datatype or to an incorrect value, the compiler does not allow it.

PowerBuilder datatypes in EAServer

Prior to EAServer 6.0, all EAServer component interfaces were defined in standard CORBA IDL. The following table lists the predefined datatypes used in EAServer Manager, the equivalent CORBA IDL types, and the PowerBuilder datatypes that they map to.

For information about datatype mapping in EAServer 6.0, see the PowerBuilder components chapter in the *CORBA Components Guide* on the Sybase Product Documents Web site.

Table 2-1: PowerBuilder datatypes in EAServer

EAServer Manager	CORBA IDL	PowerBuilder
Integer (16-bit)	Short	Integer
Integer (32-bit)	Long	Long
Integer (64-bit)	Long long	LongLong
Boolean	Boolean	Boolean
Float	Float	Real
Double	Double	Double
String	String	String
Binary	BCD::Binary	Blob
Decimal	BCD::Decimal	Decimal
Money	BCD::Money	Decimal
Date	MJD::Date	Date
Time	MJD::Time	Time
Timestamp	MJD::Timestamp	DateTime
ResultSet	TabularResults::ResultSet	ResultSet
ResultSets	TabularResults::ResultSets	ResultSets
Void	Void	None

About this chapter

This chapter explains how to declare variables, constants, and arrays and refer to them in scripts, and how to declare remote procedure calls (RPCs) and external functions that reside in dynamic link libraries (DLLs).

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Declaring variables

General information

Before you use a variable in a PowerBuilder script, you must declare it (give it a datatype and a name).

A variable can be a standard datatype, a structure, or an object. Object datatypes can be system objects as displayed in the Browser or they can be objects you have defined by deriving them from those system object types. For most variables, you can assign it a value when you declare it. You can always assign it a value within a script.

Where to declare variables

Scope You determine the scope of a PowerScript variable by selecting where you declare it. Instance variables have additional access keywords that restrict specific scripts from accessing the variable.

The following table shows the four scopes of variables.

Table 3-1: PowerScript variable scopes

Scope	Description
Global	Accessible anywhere in the application. It is independent of any object definition.
Instance	Belongs to an object and is associated with an instance of that object (you can think of it as a property of the object). Instance variables have access keywords that determine whether scripts of other objects can access them. They can belong to the application object, a window, a user object, or a menu.
Shared	Belongs to an object definition and exists across all instances of the object. Shared variables retain their value when an object is closed and opened again. Shared variables are always private. They are accessible only in scripts for the object and for controls associated with the object. They can belong to the application object, a window, a user object, or a menu.
Local	A temporary variable that is accessible only in the script in which you define it. When the script has finished executing, the variable constant ceases to exist.

Global, instance, and shared declarations

Global, instance, and shared variables can be defined in the Script view of the Application, Window, User Object, or Menu painters. Global variables can also be defined in the Function painter:

- 1 Select Declare from the first drop-down list in the Script view.
- 2 Select the type of variable you want to declare in the second drop-down list of the Script view.
- 3 Type the declaration in the scripting area of the Script view.

Local declarations

You declare local variables for an object or control in the script for that object or control.

Declaring SQL cursors

You can also declare SQL cursors that are global, shared, instance, or local. Open a specific script or select a variable declaration scope in the Script view and type the DECLARE SQL statement or select Paste SQL from the PainterBar or pop-up menu.

About using variables

General information	To use or set a variable's value in a PowerBuilder script, you name the variable. The variable must be known to the compiler—in other words, it must be in scope. You can use a variable anywhere you need its value—for example, as a function argument or in an assignment statement.
How PowerBuilder looks for variables	When PowerBuilder executes a script and finds an unqualified reference to a variable, it searches for the variable in the following order: <ol style="list-style-type: none">1 A local variable2 A shared variable3 A global variable4 An instance variable As soon as PowerBuilder finds a variable with the specified name, it uses the variable's value.
Referring to global variables	To refer to a global variable, you specify its name in a script. However, if the global variable has the same name as a local or shared variable, the local or shared variable will be found first. To refer to a global variable that is masked by a local or shared variable of the same name, use the global scope operator (::) before the name: <code>::globalname</code>
	For example, this statement compares the value of local and global variables, both named total: <code>IF total < ::total THEN ...</code>
Referring to instance variables	You can refer to an instance variable in a script if there is an instance of the object open in the application. Depending on the situation, you might need to qualify the name of the instance variable with the name of the object defining it.
	Using unqualified names You can refer to instance variables without qualifying them with the object name in the following cases: <ul style="list-style-type: none">• For application-level variables, in scripts for the application object• For window-level variables, in scripts for the window itself and in scripts for controls in that window

- For user-object-level variables, in scripts for the user object itself and in scripts for controls in that user object
- For menu-level variables, in scripts for a menu object, either the highest-level menu or scripts for the menu objects included as items on the menu

For example, if `w_emp` has an instance variable `EmpID`, then you can reference `EmpID` without qualification in any script for `w_emp` or its controls as follows:

```
sle_id.Text = EmpID
```

Using qualified names In all other cases, you need to qualify the name of the instance variable with the name of the object using dot notation:

```
object.instancevariable
```

This requirement applies only to Public instance variables. You cannot reference Private instance variables outside the object at all, qualified or not.

For example, to refer to the `w_emp` instance variable `EmpID` from a script outside the window, you need to qualify the variable with the window name:

```
sle_ID.Text = w_emp.EmpID
```

There is another situation in which references must be qualified. Suppose that `w_emp` has an instance variable `EmpID` and that in `w_emp` there is a CommandButton that declares a local variable `EmpID` in its Clicked script. In that script, you must qualify all references to the instance variable:

```
Parent.EmpID
```

Using pronouns as name qualifiers

To avoid ambiguity when referring to variables, you might decide to always use qualified names for object variables. Qualified names leave no doubt about whether a variable is local, instance, or shared.

To write generic code but still use qualified names, you can use the pronouns This and Parent to refer to objects. Pronouns keep a script general by allowing you to refer to the object without naming it specifically.

Window variables in window scripts In a window script, use the pronoun This to qualify the name of a window instance variable. For example, if a window has an instance variable called `index`, then the following statements are equivalent in a script for that window, as long as there is no local or global variable named `index`:

```
index = 5  
This.index = 5
```

Window variables in control scripts In a script for a control in a window, use the pronoun Parent to qualify the name of a window instance variable—the window is the parent of the control. In this example, the two statements are equivalent in a script for a control in that window, as long as there is no local or global variable named “index”:

```
index = 5
Parent.index = 5
```

Naming errors If a local or global variable exists with the name “index,” then the unqualified name refers to the local or global variable. It is a programming error if you meant to refer to the object variable. You get an informational message from the compiler if you use the same name for instance and global variables.

Syntax of a variable declaration

Simple syntax

In its simplest form, a PowerScript variable declaration requires only two parts: the datatype and the variable name. For example:

datatype *variablename*

Full syntax

The full syntax allows you to specify access and an initial value. Arrays and some datatypes, such as blobs and decimals, accept additional information:

{ access } datatype { { size } } { { precision } } variablename { = value }
{, variablename2 { = value2 } }

Table 3-2: Variable declaration parameters

Parameter	Description
<i>access</i> (optional)	(For instance variables only) Keywords specifying the access for the variable. For information, see “Access for instance variables” on page 43.
<i>datatype</i>	The datatype of the variable. You can specify a standard datatype, a system object, or a previously defined structure. For blobs and decimals, you can specify the size or precision of the data by including an optional value in brackets.
<i>{ size }</i> (optional)	(For blobs only) A number, enclosed in braces, specifying the size in bytes of the blob. If <i>{ size }</i> is omitted, the blob has an initial size of zero and PowerBuilder adjusts its size each time it is used at runtime. If you enter a size that exceeds the declared length in a script, PowerBuilder truncates the blob data.

Parameter	Description
{ precision } (optional)	(For decimals only) A number, enclosed in braces, specifying the number of digits after the decimal point. If you do not specify a precision, the variable takes the precision assigned to it in the script.
variablename	The name of the variable (must be a valid PowerScript identifier, as described in “Identifier names” on page 5). You can define additional variables with the same datatype by naming additional variable names, separated by commas; each variable can have a value.
value (optional)	A literal or expression of the appropriate datatype that will be the initial value of the variable. Blobs cannot be initialized with a value. For information, see “Initial values for variables” on page 40.

Examples**Declaring instance variables**

```
integer ii_total = 100 // Total shares
date id_date // Date shares were bought
```

Declaring a global variable

```
string gs_name
```

Declaring shared variables

```
time st_process_start
string ss_process_name
```

Declaring local variables

```
string ls_city = "Boston"
integer li_count
```

Declaring blobs This statement declares *ib_Emp_Picture* a blob with an initial length of zero. The length is adjusted when data is assigned to it:

```
blob ib_Emp_Picture
```

This statement declares *ib_Emp_Picture* a blob with a fixed length of 100 bytes:

```
blob{100} ib_Emp_Picture
```

Declaring decimals These statements declare shared variables *sc_Amount* and *sc_dollars_accumulated* as decimal numbers with two digits after the decimal point:

```
decimal{2} sc_Amount
decimal{2} sc_dollars_accumulated
```

This statement declares *lc_Rate1* and *lc_Rate2* as decimal numbers with four digits after the decimal point:

```
dec{4} lc_Rate1, lc_Rate2
```

This statement declares *lc_Balance* as a decimal with zero digits after the decimal point:

```
decimal{0} lc_Balance
```

This statement does not specify the number of decimal places for *lc_Result*. After the product of *lc_Op1* and *lc_Op2* is assigned to it, *lc_Result* has four decimal places:

```
dec lc_Result  
dec{2} lc_Op1, lc_Op2  
lc_Result = lc_Op1 * lc_Op2
```

Datatype of a variable

A PowerScript variable can be declared as one of the following datatypes:

- A standard datatype (such as an integer or string).
- An object or control (such as a window or CommandButton).
- An object or structure that you have defined (such as a window called *mywindow*). An object you have defined must be in a library on the application's library search path when the script is compiled.

Variable names

In a well-planned application, standards determine how you name your PowerScript variables. Naming conventions make scripts easy to understand and help you avoid name conflicts. A typical approach is to include a prefix that identifies the scope and the datatype of the variable. For example, a prefix for an instance variable's name typically begins with *i* (such as *ii_count* or *is_empname*), a local integer variable's name would be *li_total* and a global integer variable's name would be *gi_total*. For information about naming conventions, see the *PowerBuilder Users Guide*.

X and Y as variable names

Although you might think of *x* and *y* as typical variable names, in PowerBuilder they are also properties that specify an object's onscreen coordinates. If you use them as variables and forget to declare them, you do *not* get a compiler error. Instead, PowerBuilder assumes you want to move the object, which might lead to unexpected results in your application.

Initial values for variables

When you declare a PowerScript variable, you can accept the default initial value or specify an initial value in the declaration.

Default values for variables

If you do not initialize a variable when you declare it, PowerBuilder sets the variable to the default value for its datatype as shown in the following table.

Table 3-3: Default initial values for variables

For this variable datatype	PowerBuilder sets this default value
Blob	A blob of 0 length; an empty blob
Char (or character)	ASCII value 0
Boolean	false
Date	1900-01-01 (January 1, 1900)
DateTime	1900-01-01 00:00:00
Numeric (byte, integer, long, longlong, decimal, real, double, UnsignedInteger, and UnsignedLong)	0
String	Empty string ("")
Time	00:00:00 (midnight)

Specifying a literal as a initial value

To initialize a variable when you declare it, place an equal sign (=) and a literal appropriate for that variable datatype after the variable. For information about literals for specific datatypes, see “Standard datatypes” on page 21.

Do not use a function’s return value

You should not initialize a variable by assigning it the return value of a global user defined function, because it might not compile correctly, or because it could lead to confusion about the value assigned. For example, do not use:

```
integer i = f_return_one()
```

Although you can use global system functions or expressions to initialize variables with compile time values in a variable declaration statement, for runtime value assignments, you must also declare variables and assign their values in separate statements.

This example declares *li_count* as an integer whose value is 5:

```
integer li_count=5
```

This example declares *li_a* and *li_b* as integers and initializes *li_a* to 5 and *li_b* to 10:

```
integer li_a=5, li_b=10
```

This example initializes *ls_method* with the string "UPS":

```
string ls_method="UPS"
```

This example initializes *ls_headers* to three words separated by tabs:

```
string ls_headers = "Name~tAddress~tCity"
```

This example initializes *li_a* to 1 and *li_c* to 100, leaving *li_b* set to its default value of zero:

```
integer li_a=1, li_b, li_c=100
```

This example declares *ld_StartDate* as a date and initializes it with the date February 1, 2004:

```
date ld_StartDate = 2004-02-01
```

Specifying an expression as an initial value

You can initialize a variable with the value of an existing variable or expression, such as:

```
integer i = 100  
integer j = i
```

When you do this, the second variable is initialized with the value of the expression when the script is compiled. The initialization is not reevaluated at runtime.

If the expression's value changes Because the expression's value is set to the variable when the script is compiled (not at runtime) make sure the expression is not one whose value is based on current conditions. If you want to specify an expression whose value will be different when the application is executed, do not initialize the variable in the declaration. For such values, declare the variable and assign the value in separate statements.

In this declaration, the value of *d_date* is the date *the script is compiled*:

```
date d_date = Today( )
```

In contrast, these statements result in *d_date* being set to the date *the application is run*:

```
date d_date  
d_date = Today( )
```

How shared variables are initialized

When you use a shared variable in a script, the variable is initialized when the first instance of the object is opened. When the object is closed, the shared variable continues to exist until you exit the application. If you open the object again without exiting the application, the shared variable will have the value it had when you closed the object.

For example, if you set the shared variable *Count* to 20 in the script for a window, then close the window, and then reopen the window without exiting the application, *Count* will be equal to 20.

When using multiple instances of windows

If you have multiple instances of the window in the example above, *Count* will be equal to 20 in each instance. Since shared variables are shared among all instances of the window, changing *Count* in any instance of the window changes it for all instances.

How instance variables are initialized

When you define an instance variable for a window, menu, or application object, the instance variable is initialized when the object is opened. Its initial value is the default value for its datatype or the value specified in the variable declarations.

When you close the object, the instance variable ceases to exist. If you open the object again, the instance variable is initialized again.

When to use multiple instances of windows When you build a script for one of multiple instances of a window, instance variables can have a different value in each instance of the window. For example, to set a flag based on the contents of the instance of a window, you would use an instance variable.

When to use shared variables instead Use a shared variable instead of an instance variable if you need a variable that:

- Keeps the same value over multiple instances of an object
- Continues to exist after the object is closed

Access for instance variables

Description	The general syntax for declaring PowerScript variables (see “Syntax of a variable declaration” on page 37) showed that you can specify access keywords in a declaration for an instance variable. This section describes those keywords.
	<p>When you specify an access right for a variable, you are controlling the visibility of the variable or its visibility access. Access determines which scripts recognize the variable’s name.</p> <p>For a specified access right, you can control operational access with modifier keywords. The modifiers specify which scripts can read the variable’s value and which scripts can change it.</p>

Syntax `{ access-right } { readaccess } { writeaccess } datatype variablename`

The following table describes the parameters you can use to specify access rights for instance variables.

Table 3-4: Instance variable declaration parameters for access rights

Parameter	Description
<i>access-right</i> (optional)	<p>A keyword specifying where the variable’s name will be recognized. Values are:</p> <ul style="list-style-type: none"> • PUBLIC – (Default) Any script in the application can refer to the variable. In another object’s script, you use dot notation to qualify the variable name and identify the object it belongs to. • PROTECTED – Scripts for the object for which the variable is declared and its descendants can refer to the variable. • PRIVATE – Scripts for the object for which the variable is declared can refer to the variable. You cannot refer to the variable in descendants of the object.
<i>readaccess</i> (optional)	<p>A keyword restricting the ability of scripts to read the variable’s value. Values are:</p> <ul style="list-style-type: none"> • PROTECTEDREAD – Only scripts for the object and its descendants can read the variable. • PRIVATEREAD – Only scripts for the object can read the variable. <p>When <i>access-right</i> is PUBLIC, you can specify either keyword. When <i>access-right</i> is PROTECTED, you can specify only PRIVATEREAD. You cannot specify a modifier for PRIVATE access, because PRIVATE is already fully restricted.</p> <p>If <i>readaccess</i> is omitted, any script can read the variable.</p>

Parameter	Description
<i>writemodifier</i> (optional)	<p>A keyword restricting the ability of scripts to change the variable's value. Values are:</p> <ul style="list-style-type: none"> • PROTECTEDWRITE – Only scripts for the object and its descendants can change the variable. • PRIVATEWRITE – Only scripts for the object can change the variable.
	<p>When <i>access-right</i> is PUBLIC, you can specify either keyword. When <i>access-right</i> is PROTECTED, you can specify only PRIVATEWRITE. You cannot specify a modifier for PRIVATE access, because PRIVATE is already fully restricted.</p> <p>If <i>writemodifier</i> is omitted, any script can change the variable.</p>
<i>datatype</i>	<p>A valid datatype. See "Syntax of a variable declaration" on page 37.</p>
<i>variablename</i>	<p>A valid identifier. See "Syntax of a variable declaration" on page 37.</p>

Usage

Access modifiers give you more control over which objects have access to a particular object's variables. A typical use is to declare a public variable but only allow the owner object to modify it:

```
public protectedwrite integer ii_count
```

You can also group declarations that have the same access by specifying the access-right keyword as a label (see "Another format for access-right keywords" next).

When you look at exported object syntax, you might see the access modifiers SYSTEMREAD and SYSTEMWRITE. Only PowerBuilder can access variables with these modifiers. You cannot refer to variables with these modifiers in your scripts and functions and you cannot use these modifiers in your own definitions.

Examples

To declare these variables, select Declare>Instance Variables in the appropriate painter.

These declarations use access keywords to control the scripts that have access to the variables:

```
private integer ii_a, ii_n
public integer ii_Subtotal
protected integer ii_WinCount
```

This protected variable can only be changed by scripts of the owner object; descendants of the owner can read it:

```
protected privatewrite string is_label
```

These declarations have public access (the default) but can only be changed by scripts in the object itself:

```
privatewrite real ir_accum, ir_current_data
```

This declaration defines an integer that only the owner objects can write or read but whose name is reserved at the public level:

```
public privateread privatewrite integer ii_reserved
```

Private variable not recognized outside its object Suppose you have defined a window w_emp with a private integer variable *ii_int*:

```
private integer ii_int
```

In a script you declare an instance of the window called w_myemp. If you refer to the private variable *ii_int*, you get a compiler warning that the variable is not defined (because the variable is private and is not recognized in scripts outside the window itself):

```
w_emp w_myemp
w_myemp.ii_int = 1 // Variable not defined
```

Public variable with restricted access Suppose you have defined a window w_emp with a public integer variable *ii_int* with write access restricted to private:

```
public privatewrite integer ii_int
```

If you write the same script as above, the compiler warning will say that you cannot write to the variable (the name is recognized because it is public, but write access is not allowed):

```
w_emp w_myemp
w_myemp.ii_int = 1 // Cannot write to variable
```

Another format for access-right keywords

Description

You can also group declarations of PowerScript variables according to access by specifying the access-right keyword as a label. It appears on its own line, followed by a colon (:).

Syntax

```
access-right:  
  { readaccess } { writeaccess } datatype variblename  
  { access-right } { readaccess } { writeaccess } datatype variblename  
  { readaccess } { writeaccess } datatype variblename
```

Within a labeled group of declarations, you can override the access on a single line by specifying another access-right keyword with the declaration. The labeled access takes effect again on the following lines.

Examples

In these declarations, the instance variables have the access specified by the label that precedes them. Another private variable is defined at the end, where private overrides the public label:

```
Private:  
  integer ii_a=10, ii_b=24  
  string  is_Name, is_Address1  
Protected:  
  integer ii_Units  
  double  idb_Results  
  string  is_Lname  
Public:  
  integer ii_Weight  
  string  is_Location="Home"  
  private integer ii_test
```

Some of these protected declarations have restricted write access:

```
Protected:  
  integer ii_Units  
  privatewrite double  idb_Results  
  privatewrite string  is_Lname
```

Declaring constants

Description Any PowerScript variable declaration of a standard datatype that can be assigned an initial value can be a constant instead of a variable. To make it a constant, include the keyword CONSTANT in the declaration and assign it an initial value.

Syntax

```
CONSTANT { access } datatype constname = value
```

The following table shows the parameters used to declare constants.

Table 3-5: Constant variable declaration parameters

Parameter	Description
CONSTANT	Declares a constant instead of a variable. The CONSTANT keyword can be before or after the <i>access</i> keywords.
<i>access</i> (optional)	(For instance variables only) Keywords specifying the access for the constant. For information, see “Access for instance variables” on page 43.
<i>datatype</i>	A standard datatype for the constant. For decimals, you can include an optional value in brackets to specify the precision of the data. Blobs cannot be constants. For information about PowerBuilder datatypes, see “Standard datatypes” on page 21.
<i>constname</i>	The name of the constant (must be a valid PowerScript identifier, as described in “Identifier names” on page 5).
<i>value</i>	A literal or expression of the appropriate datatype that will be the value of the constant. The value is required. For information, see “Initial values for variables” on page 40.

Usage

When declaring a constant, an initial value is required. Otherwise, a compiler error occurs. Assigning a value to a constant after it is declared (that is, redefining a constant in a descendant object) also causes a compiler error.

Examples

Although PowerScript is not case sensitive, these examples of local constants use a convention of capitalizing constant names:

```
constant string LS_HOME CITY = "Boston"
constant real LR_PI = 3.14159265
```

Declaring arrays

Description

An array is an indexed collection of elements of a single datatype. In PowerBuilder, an array can have one or more dimensions. One-dimensional arrays can have a fixed or variable size; multidimensional arrays always have a fixed size. Each dimension of an array can have 2,147,483,647 bytes of elements.

Any simple variable declaration becomes an array when you specify brackets after the variable name. For fixed-size arrays, you specify the sizes of the dimensions inside those brackets.

Syntax

`{ access } datatype variablename { d1, ..., dn } { = { valuelist } }`

The following table describes the parameters used to declare array variables.

Table 3-6: Array variable declaration parameters

Parameter	Description
<i>access</i> (optional)	(For instance variables only) Keywords specifying the access for the variable. For information, see “Access for instance variables” on page 43.
<i>datatype</i>	The datatype of the variable. You can specify a standard datatype, a system object, or a previously defined structure. For decimals, you can specify the precision of the data by including an optional value in brackets after <i>datatype</i> (see “Syntax of a variable declaration” on page 37): <code>decimal {2} variablename []</code> For blobs, fixed-length blobs within an array are not supported. If you specify a size after <i>datatype</i> , it is ignored.
<i>variablename</i>	The name of the variable (name must be a valid PowerScript identifier, as described in “Identifier names” on page 5). You can define additional arrays with the same datatype by naming additional variable names with brackets and optional value lists, separated by commas.

Parameter	Description
$[\{ d1, \dots, dn \}]$	<p>Brackets and (for fixed-size arrays) one or more integer values ($d1$ through dn, one for each dimension) specifying the sizes of the dimensions.</p> <p>For a variable-size array, which is always one-dimensional, specify brackets only.</p> <p>For more information on how variable-size arrays change size, see “Size of variable-size arrays” on page 53.</p> <p>For a fixed-size array, the number of dimensions is determined by the number of integers you specify and is limited only by the amount of available memory.</p> <p>For fixed-size arrays, you can use TO to specify a range of element numbers (instead of a dimension size) for one or more of the dimensions. Specifying TO allows you to change the lower bound of the dimension (<i>upperbound</i> must be greater than <i>lowbound</i>):</p> <pre data-bbox="674 710 1058 825"> [d1lowbound TO d1upperbound {, ..., dnlowbound TO dnupperbound}]</pre>
$\{ valuelist \}$ (optional)	<p>A list of initial values for each position of the array. The values are separated by commas and the whole list is enclosed in braces. The number of values cannot be greater than the number of positions in the array. The datatype of the values must match <i>datatype</i>.</p>

Examples

These declarations create variable-size arrays:

```

integer li_stats[ ]           // Array of integers.
decimal {2} ld_prices[ ]     // Array of decimals with
                            // 2 places of precision.
blob lb_data[ ]              // Array of variable-size
                            // blobs.
date ld_birthdays[ ]         // Array of dates.
string ls_city[ ]            // Array of strings.
                            // Each string can be
                            // any length.
```

This statement declares a variable-size array of decimal number (the declaration does not specify a precision, so each element in the array takes the precision of the value assigned to it):

```
dec lc_limit[ ]
```

Fixed arrays These declarations create fixed-size, one-dimensional arrays:

```
integer li_TaxCode[3]      // Array of 3 integers.  
string ls_day[7]          // Array of 7 strings.  
blob ib_image[10]         // Array of 10  
                          // variable-size blobs.  
dec{2} lc_Cost[10]        // Array of 10 decimal  
                          // numbers.  
                          // Each value has 2 digits  
                          // following the decimal  
                          // point.  
decimal lc_price[20]       // Array of 20 decimal  
                          // numbers.  
                          // Each takes the precision  
                          // of the value assigned.
```

Using TO to change array index values These fixed-size arrays use TO to change the range of index values for the array:

```
real lr_Rate[2 to 5]        // Array of 4 real numbers:  
                          // Rate[2] through Rate[5]  
integer li_Qty[0 to 2]       // Array of 3 integers  
string ls_Test[-2 to 2]      // Array of 5 strings  
integer li_year[76 to 96]    // Array of 21 integers  
string ls_name[-10 to 15]    // Array of 26 strings
```

Incorrect declarations using TO In an array dimension, the second number must be greater than the first. These declarations are invalid:

```
integer li_count[10 to 5]     // INVALID: 10 is  
                          // greater than 5  
integer li_price[-10 to -20] // INVALID: -10  
                          // is greater than -20
```

Arrays with two or more dimensions This declaration creates a six-element, two-dimensional integer array. The individual elements are *li_score[1,1]*, *li_score[1,2]*, *li_score[1,3]*, *li_score[2,1]*, *li_score[2,2]*, and *li_score[2,3]*:

```
integer li_score[2,3]
```

This declaration specifies that the indexes for the dimensions are 1 to 5 and 10 to 25:

```
integer li_RunRate[1 to 5, 10 to 25]
```

This declaration creates a 3-dimensional 45,000-element array:

```
long ll_days[3, 300, 50]
```

This declaration changes the subscript range for the second and third dimension:

```
integer li_staff[100, 0 to 20, -5 to 5]
```

More declarations of multidimensional arrays:

```
string ls_plant[3,10]      // two-dimensional array
                           // of 30 strings
dec{2} lc_rate[3,4]        // two-dimensional array of 12
                           // decimals with 2 digits
                           // after the decimal point
```

This declaration creates three decimal arrays:

```
decimal{3} lc_first[10],lc_second[15,5],lc_third[ ]
```

Values for array elements

General information

PowerBuilder initializes each element of an array to the same default value as its underlying datatype. For example, in a newly declared integer array:

```
integer li_TaxCode[3]
```

the elements *li_TaxCode[1]*, *li_TaxCode[2]*, and *li_TaxCode[3]* are all initialized to zero.

For information about default values for basic datatypes, see “Initial values for variables” on page 40.

Simple array

In a simple array, you can override the default values by initializing the elements of the array when you declare the array. You specify the values in a comma-separated list of values enclosed in braces. You do not have to initialize all the elements of the array, but you cannot initialize values in the middle or end without initializing the first elements.

Multidimensional array

In a multidimensional array, you still provide the values in a simple, comma-separated list. When the values are assigned to array positions, the first dimension is the fastest-varying dimension, and the last dimension is the slowest-varying. In other words, the values are assigned to array positions by looping over all the values of the first dimension for each value of the second dimension, then looping over all the values of the second dimension for each value of the third, and so on.

Assigning values

You can assign values to an array after declaring it using the same syntax of a list of values within braces:

```
integer li_Arr[]  
Li_Arr = {1, 2, 3, 4}
```

Examples

Example 1 This statement declares an initialized one-dimensional array of three variables:

```
real lr_Rate[3]={1.20, 2.40, 4.80}
```

Example 2 This statement initializes a two-dimensional array:

```
integer li_units[3,4] = {1,2,3, 1,2,3, 1,2,3, 1,2,3}
```

As a result:

Li_units[1,1], [1,2], [1,3], and [1,4] are all 1
Li_units[2,1], [2,2], [2,3], and [2,4] are all 2
Li_units[3,1], [3,2], [3,3], and [3,4] are all 3

Example 3 This statement initializes the first half of a 3-dimensional array:

```
integer li_units[3,4,2] = &  
{1,2,3, 1,2,3, 1,2,3, 1,2,3}
```

As a result:

Li_units[1,1,1], [1,2,1], [1,3,1], and [1,4,1] are all 1
Li_units[2,1,1], [2,2,1], [2,3,1], and [2,4,1] are all 2
Li_units[3,1,1], [3,2,1], [3,3,1], and [3,4,1] are all 3
Li_units[1,1,2], [1,2,2], [1,3,2], and [1,4,2] are all 0
Li_units[2,1,2], [2,2,2], [2,3,2], and [2,4,2] are all 0
Li_units[3,1,2], [3,2,2], [3,3,2], and [3,4,2] are all 0

Size of variable-size arrays

General information

A variable-size array consists of a variable name followed by square brackets but no number. PowerBuilder defines the array elements *by use* at execution time (subject only to memory constraints). Only one-dimensional arrays can be variable-size arrays.

Because you do not declare the size, you cannot use the TO notation to change the lower bound of the array, so the lower bound of a variable-size array is always 1.

Using arrays with a TO clause in EAServer components

When you generate a proxy for an EAServer component deployed from PowerBuilder that contains an array that uses a TO clause, the proxy object represents the range as a single value because CORBA IDL does not support the TO clause. For example, `Int ar1[5 TO 10]` is represented as `Int ar1[6]`, with [6] representing the number of array elements. Client applications must declare the array using a single value instead of a range.

How memory is allocated

Initializing elements of a variable-size array allocates memory for those elements. You specify initial values just as you do for fixed-size arrays, by listing the values in braces. The following statement sets `code[1]` equal to 11, `code[2]` equal to 242, and `code[3]` equal to 27. The array has a size of 3 initially, but the size will change if you assign values to higher positions:

```
integer li_code[ ]={11,242,27}
```

For example, these statements declare a variable-size array and assigns values to three array elements:

```
long ll_price[ ]
ll_price[100] = 2000
ll_price[50] = 3000
ll_price[110] = 5000
```

When these statements first execute, they allocate memory as follows:

- The statement `ll_price[100]=2000` will allocate memory for 100 long numbers `ll_price[1]` to `ll_price[100]`, then assign 0 (the default for numbers) to `ll_price[1]` through `ll_price[99]` and assign 2000 to `ll_price[100]`.
- The statement `ll_price[50]=3000` will not allocate more memory but will assign the value 3000 to the 50th element of the `ll_price` array.

- The statement `ll_price[110]=5000` will allocate memory for 10 more long numbers named `ll_price[101]` to `ll_price[110]` and then assign 0 (the default for numbers) to `ll_price[101]` through `ll_price[109]` and assign 5000 to `ll_price[110]`.

More about arrays

This section provides technical details about:

- Assigning one array to another
- Using arraylists to assign values to an array
- Errors that occur when addressing arrays

Assigning one array to another

General information

When you assign one array to another, PowerBuilder uses the following rules to map the values of one onto the other.

One-dimensional arrays

To an unbounded array The target array is the same as the source:

```
integer a[], b[]  
a = {1,2,3,4}  
b = a
```

To a bounded array If the source array is smaller, values from the source array are copied to the target array and extra values are set to zero. In this example, `b[5]` and `b[6]` are set to 0:

```
integer a[], b[6]  
a = {1,2,3,4}  
b = a
```

If the source array is larger, values from the source array are copied to the target array until it is full (and extra values from the source array are ignored). In this example, the array `b` has only the first three elements of `a`:

```
integer a[], b[3]  
a = {1,2,3,4}  
b = a
```

Multidimensional arrays

PowerBuilder stores multidimensional arrays in column major order, meaning the first subscript is the fastest varying—[1,1], [2,1], [3,1]).

When you assign one array to another, PowerBuilder linearizes the source array in column major order, making it a one-dimensional array. PowerBuilder then uses the rules for one-dimensional arrays (described above) to assign the array to the target.

Not all array assignments are allowed, as described in the following rules.

One multidimensional array to another If the dimensions of the two arrays match, the target array becomes an exact copy of the source:

```
integer a[2,10], b[2,10]
a = b
```

If both source and target are multidimensional but do not have matching dimensions, the assignment is not allowed and the compiler reports an error:

```
integer a[2,10], b[4,10]
a = b // Compiler error
```

One-dimensional array to a multidimensional array A one-dimensional array can be assigned to a multidimensional array. The values are mapped onto the multidimensional array in column major order:

```
integer a[ ], b[2,2]
b = a
```

Multidimensional array to a one-dimensional array A multidimensional array can also be assigned to a one-dimensional array. The source is linearized in column major order and assigned to the target:

```
integer a[ ], b[2,2]
a = b
```

Examples

Suppose you declare three arrays (*a*, *b*, and *c*). One (*c*) is unbounded and one-dimensional; the other two (*a* and *b*) are multidimensional with different dimensions:

```
integer c[ ], a[2,2], b[3,3] = {1,2,3,4,5,6,7,8,9}
```

Array *b* is laid out like this:

1 for b[1,1]	4 for b[1,2]	7 for b[1,3]
2 for b[2,1]	5 for b[2,2]	8 for b[2,3]
3 for b[3,1]	6 for b[3,2]	9 for b[3,3]

This statement causes a compiler error, because *a* and *b* have different dimensions:

```
a = b // Compiler error
```

This statement explicitly linearizes *b* into *c*:

```
c = b
```

You can then assign the linearized version of the array to *a*:

```
a = c
```

The values in array *a* are laid out like this:

1 for a[1,1]		3 for a[1,2]
2 for a[2,1]		4 for a[2,2]

Initializing *a* with an arraylist produces the same result:

```
integer a[2,2] = {1,2,3,4}
```

The following section describes arraylists.

Using arraylists to assign values to an array

General information

In PowerBuilder, an arraylist is a list of values enclosed in braces used to initialize arrays. An arraylist represents a one-dimensional array, and its values are assigned to the target array using the rules for assigning arrays described in “Assigning one array to another” on page 54.

Examples

In this declaration, a variable-size array is initialized with four values:

```
integer a[] = {1,2,3,4}
```

In this declaration, a fixed-size array is initialized with four values (the rest of its values are zeros):

```
integer a[10] = {1,2,3,4}
```

In this declaration, a fixed-size array is initialized with four values. Because the array’s size is set at 4, the rest of the values in the arraylist are ignored:

```
integer a[4] = {1,2,3,4,5,6,7,8}
```

In this declaration, values 1, 2, and 3 are assigned to the first column and the rest to the second column:

```
integer a[3,2] = {1,2,3,4,5,6}
```

1		4
2		5
3		6

If you think of a three-dimensional array as having pages of rows and columns, then the first column of the first page has the values 1 and 2, the second column on the first page has 3 and 4, and the first column on the second page has 5 and 6.

The second column on the second page has zeros:

integer a[2,2,2] = {1,2,3,4,5,6}				
1	3		5	0
2	4		6	0

Errors that occur when addressing arrays

Fixed-size arrays

In PowerBuilder, referring to array elements outside the declared size causes an error at runtime; for example:

```
int test[10]
test[11]=50      // This causes an execution error.
test[0]=50      // This causes an execution error.
int trial[5,10]
trial [6,2]=75   // This causes an execution error.
trial [4,11]=75 // This causes an execution error.
```

Variable-size arrays

Assigning a value to an element of a variable-size array that is outside its current values increases the array's size. However, accessing a variable-size array above its largest assigned value or below its lower bound causes an error at runtime:

```
integer li_stock[ ]
li_stock[50]=200
                  // Establish array size 50 elements.
IF li_stock[51]=0 then Beep(1)
                  // This causes an execution error.
IF li_stock[0]=0 then Beep(1)
                  // This causes an execution error.
```

Declaring external functions

Description

External functions are functions written in languages other than PowerScript and stored in dynamic link libraries. On Windows, dynamic libraries have the extension *DLL*. If you deploy a component written in PowerBuilder to a UNIX server, the dynamic libraries it calls have the extension *.so*, *.sl*, or *.a*, depending on the UNIX operating system. You can use external functions that are written in any language that supports dynamic libraries.

Before you can use an external function in a script, you must declare it as one of two types:

- **Global external functions** These are available anywhere in the application.
- **Local external functions** These are defined for a particular type of window, menu, user object, or user-defined function. These functions are part of the object's definition and can always be used in scripts for the object itself. You can also choose to make these functions accessible to other scripts.

To understand how to declare and call an external function, see the documentation from the developer of the external function library.

Syntax

External function syntax Use the following syntax to declare an external function:

```
{ access } FUNCTION returndatatype name ( { { REF } datatype1 arg1,  
..., { REF } datatypen argn } ) LIBRARY "libname"  
ALIAS FOR "extname(;ansi)"
```

External subroutine syntax To declare external subroutines (which are the same as external functions except that they do not return a value), use this syntax:

```
{ access } SUBROUTINE name ( { { REF } datatype1 arg1, ...,  
{ REF } datatypen argn } ) LIBRARY "libname"  
ALIAS FOR "extname(;ansi)"
```

The following table describes the parameters used to declare external functions and subroutines:

Table 3-7: External function or subroutine declaration parameters

Parameter	Description
<i>access</i> (optional)	(Local external functions only) Public, Protected, or Private specifies the access level of a local external function. The default is Public. For more information, see the section about specifying access of local functions in "Usage" next.

Parameter	Description
FUNCTION or SUBROUTINE	A keyword specifying the type of call, which determines the way return values are handled. If there is a return value, declare it as a FUNCTION; if it returns nothing or returns VOID, specify SUBROUTINE.
<i>returndatatype</i>	The datatype of the value returned by the function.
<i>name</i>	The name of a function or subroutine that resides in a DLL. Function names cannot contain special characters, such as the @ character, because they cause a compiler error. Use the ALIAS FOR clause described later in this table if the function name in the DLL contains special characters.
REF	A keyword that specifies that you are passing by reference the argument that follows REF. The function can store a value in <i>arg</i> that will be accessible to the rest of the PowerBuilder script.
<i>datatype arg</i>	The datatype and name of the arguments for the function or subroutine. The list must match the definition of the function in the DLL. Each <i>datatype arg</i> pair can be preceded by REF. For more information on passing arguments, see <i>Application Techniques</i> .
LIBRARY " <i>libname</i> "	A keyword followed by a string containing the name of the dynamic library in which the function or subroutine is stored. <i>libname</i> is a dynamic link library, which is a file that usually has the extension <i>DLL</i> on Windows. For components deployed to EA Server on UNIX, the file has an extension of <i>.so</i> , <i>.sl</i> , or <i>.a</i> , depending on the operating system.
ALIAS FOR " <i>extname</i> " (optional)	Keywords followed by a string giving the name of the function as defined in the dynamic library. If the name in the dynamic library is not the name you want to use in your script, or if the name in the database is not a legal PowerScript name, you must specify ALIAS FOR " <i>extname</i> " to establish the association between the PowerScript name and the external name.
;ansi	Required if the function passes a string as an argument or returns a string that uses ANSI encoding. Even if you use the default name for an ANSI function, you must always use the ALIAS keyword if you want to specify that the string uses ANSI encoding, because you must qualify the ALIAS with the ansi keyword.

Usage

Specifying access of local functions When declaring a local external function, you can specify its access level—which scripts have access to the function.

The following table describes where local external functions can be used when they are declared with a given access level:

Table 3-8: Access levels for local external functions

Access level	Where you can use the local external function
Public	Any script in the application.
Private	Scripts for events in the object for which the function is declared. You cannot use the function in descendants of the object.
Protected	Scripts for the object for which the function is declared and its descendants.

Use of the access keyword with local external functions works the same as the access-right keywords for instance variables.

Availability of the dynamic library at runtime

To be available to a PowerBuilder application running on any Windows platform, the DLL must be in one of the following directories:

- The current directory
- The Windows directory
- The Windows System subdirectory
- Directories on the DOS path

If you are deploying a PowerBuilder custom class user object as an EA Server component, you must make sure any dynamic library it references is available on the server. If you do not specify the location of the library when you declare it, make sure it is installed in an accessible location:

- On a Windows server, the DLL must be in the application path of the server's executable file.
- On a UNIX server, the location of the shared library must be listed in the server's library path environment variable (for example, `LD_LIBRARY_PATH` on Solaris) or the library must be in the `lib` directory of the EA Server installation.

Examples

In the examples application that comes with PowerBuilder, external functions are declared as local external functions in a user object called `u_external_function_win32`. The scripts that call the functions are user object functions, but because they are part of the same user object, you do not need to use object notation to call them.

Example 1 These declarations allow PowerBuilder to call the functions required for playing a sound in the *WINMM.DLL*:

```
//playsound
FUNCTION boolean sndPlaySoundA (string SoundName,
    uint Flags) LIBRARY "WINMM.DLL" ALIAS FOR
    "sndPlaySoundA;ansi"
FUNCTION uint waveOutGetNumDevs () LIBRARY "WINMM.DLL"
```

A function called *uf_playsound* in the examples application provided with PowerBuilder calls the external functions. *Uf_playsound* is called with two arguments (*as_filename* and *ai_option*) that are passed through to *sndPlaySoundA*.

Values for *ai_option* are as defined in the Windows documentation, as commented here:

```
//Options as defined in mmystem.h.
//These may be or'd together.
#define SND_SYNC 0x0000
//play synchronously (default)
#define SND_ASYNC 0x0001
//play asynchronously
#define SND_NODEFAULT 0x0002
//do not use default sound
#define SND_MEMORY 0x0004
//lpszSoundName points to a memory file
#define SND_LOOP 0x0008
//loop the sound until next sndPlaySound
#define SND_NOSTOP 0x0010
//do not stop any currently playing sound

uint lui_numdevs

lui_numdevs = WaveOutGetNumDevs()
IF lui_numdevs > 0 THEN
    sndPlaySoundA(as_filename,ai_option)
    RETURN 1
ELSE
    RETURN -1
END IF
```

Example 2 This is the declaration for the Windows GetSysColor function:

```
FUNCTION ulong GetSysColor (int index) LIBRARY
"USER32.DLL"
```

This statement calls the external function. The meanings of the index argument and the return value are specified in the Windows documentation:

```
RETURN GetSysColor (ai_index)
```

Example 3 This is the declaration for the Windows GetSysColor function:

```
FUNCTION int GetSystemMetrics (int index) LIBRARY  
"USER32.DLL"
```

These statements call the external function to get the screen height and width:

```
RETURN GetSystemMetrics(1)  
RETURN GetSystemMetrics(0)
```

Datatypes for external function arguments

When you declare an external function in PowerBuilder, the datatypes of the arguments must correspond with the datatypes as declared in the function's source definition. This section documents the correspondence between datatypes in external functions and datatypes in PowerBuilder. It also includes information on byte alignment when passing structures by value.

Use the tables to find out what PowerBuilder datatype to use in an external function declaration. The PowerBuilder datatype you select depends on the datatype in the source code for the function. The first column lists datatypes in source code. The second column describes the datatype so you know exactly what it is. The third column lists the PowerBuilder datatype you should use in the external function declaration.

Boolean

BOOL and Boolean on Windows are 16-bit, signed. Both are declared in PowerBuilder as boolean.

Pointers

Table 3-9: PowerBuilder datatypes for pointers

Datatype in source code	Size, sign, precision	PowerBuilder datatype
* (any pointer)	32-bit pointer	Long
char *	Array of bytes of variable length	Blob

Windows 32-bit FAR pointers, such as LPBYTE, LPDWORD, LPINT, LPLONG, LPVOID, and LPWORD, are declared in PowerBuilder as long datatypes. HANDLE is defined as 32 bits unsigned and is declared in PowerBuilder as an UnsignedLong.

Near-pointer datatypes (such as PSTR and NPSTR) are not supported in PowerBuilder.

Characters and strings

Table 3-10: PowerBuilder datatypes for characters and strings

Datatype in source code	Size, sign, precision	PowerBuilder datatype
char	8 bits, signed	Char
string	32-bit pointer to a null-terminated array of bytes of variable length	String

The Windows 32-bit FAR pointer LPSTR is declared in PowerBuilder as string.

Reference arguments

When you pass a string to an external function by reference, all memory management is done in PowerBuilder. The string variable must be long enough to hold the returned value. To ensure that this is true, first declare the string variable, and then use the Space function to fill the variable with blanks equal to the maximum number of characters that you expect the function to return.

Fixed-point values

Table 3-11: PowerBuilder datatypes for fixed-point values

Datatype in source code	Size, sign, precision	PowerBuilder datatype
byte	8 bits, unsigned	Byte
short	16 bits, signed	Integer
unsigned short	16 bits, unsigned	UnsignedInteger
int	32 bits, signed	Long
unsigned int	32 bits, unsigned	UnsignedLong
long	32 bits, signed	Long
unsigned long	32 bits, unsigned	UnsignedLong
longlong	64 bits, signed	LongLong

The Windows definition WORD is declared in PowerBuilder as UnsignedInteger and the Windows definition DWORD is declared as an UnsignedLong. You cannot call external functions with return values or arguments of type short.

Floating-point values

Table 3-12: PowerBuilder datatypes for floating-point values

Datatype in source code	Size, sign, precision	PowerBuilder datatype
float	32 bits, single precision	Real
double	64 bits, double precision	Double

PowerBuilder does not support 80-bit doubles on Windows.

Date and time	The PowerBuilder datatypes Date, DateTime, and Time are structures and have no direct equivalent for external functions in C.
Passing structures by value	You can pass PowerBuilder structures to external C functions if they have the same definitions and alignment as the structure's components. The DLL or shared library must be compiled using byte alignment; no padding is added to align fields within the structure.

Calling external functions

Global external functions	In PowerBuilder, you call global external functions using the same syntax as for calling user-defined global and system functions. As with other global functions, global external functions can be triggered or posted but not called dynamically.
Local external functions	Call local functions using the same syntax as for calling object functions. They can be triggered or posted and called dynamically.
For information	For information, see “Syntax for calling PowerBuilder functions and events” on page 111.

Defining source for external functions

You can use external functions written in any language that supports the standard calling sequence for 32-bit platforms. If you are calling functions on Windows in libraries that you have written yourself, remember that you need to export the functions. Depending on your compiler, you can do this in the function prototype or in a linker definition (.DEF) file. For more information about using external functions, see *Application Techniques*.

Use `_stdcall` convention

C and C++ compilers typically support several calling conventions, including `_cdecl` (the default calling convention for C programs), `_stdcall` (the standard convention for Windows API calls), `_fastcall`, and `thiscall`. PowerBuilder, like many other Windows development tools, requires external functions to be exported using the WINAPI (`_stdcall`) format. Attempting to use a different calling convention can cause an application crash.

When you create your own C or C++ DLLs containing functions to be used in PowerBuilder, make sure that they use the standard convention for Windows API calls.

For example, if you are using a DEF file to export function definitions, you can declare the function like this:

```
LONG WINAPI myFunc()
{
...
};
```

Declaring DBMS stored procedures as remote procedure calls

Description	In PowerBuilder, you can use dot notation for calling non-result-set stored procedures as remote procedure calls (RPCs): <i>object.function</i>
	You can call database procedures in Sybase, Oracle, Informix, and other ODBC databases with stored procedures.
	RPCs provide support for Oracle PL/SQL tables and parameters that are defined as both input and output. You can call overloaded procedures.

Applies to Transaction object

Syntax

```
FUNCTION rtndatatype functionname ( { { REF } datatype1 arg1,...
{ REF } datatypen argn } ) RPCFUNC { ALIAS FOR "spname" }

SUBROUTINE functionname ( { { REF } datatype1 arg1 , ...,
{ REF } datatypen argn } ) RPCFUNC { ALIAS FOR "spname" }
```

Table 3-13: RPC declaration parameters

Argument	Description
FUNCTION or SUBROUTINE	A keyword specifying the type of call, which determines the way return values are handled. If there is a return value, declare it as a FUNCTION. If it returns nothing or returns VOID, specify SUBROUTINE.
<i>rtndatatype</i>	In a FUNCTION declaration, the datatype of the value returned by the function.
<i>functionname</i>	The name of the database procedure as you will call it in PowerBuilder. If the name in the DBMS is different, use ALIAS FOR to associate the DBMS name with the PowerBuilder name.

Argument	Description
REF	<p>Specifies that you are passing by reference the argument that follows REF. The stored procedure can store a value in <i>arg</i> that will be accessible to the rest of the PowerBuilder script.</p> <p>When you pass a string by reference, all memory management is done in PowerBuilder. The string variable must be long enough to hold the returned value. To ensure that this is true, first declare the string variable, and then use the Space function to fill the variable with blanks equal to the maximum number of characters that you expect the function to return.</p>
<i>datatype arg</i>	The datatype and name of the arguments for the stored procedure. The list must match the definition of the stored procedure in the database. Each <i>datatype arg</i> pair can be preceded by REF.
RPCFUNC	A keyword indicating that this declaration is for a stored procedure in a DBMS, not an external function in a DLL. For information on declaring external functions, see “Declaring external functions” on page 58.
ALIAS FOR “ <i>spname</i> ” (optional)	Keywords followed by a string naming the procedure in the database. If the name in the database is not the name you want to use in your script or if the name in the database is not a legal PowerScript name, you must specify ALIAS FOR “ <i>spname</i> ” to establish the association between the PowerScript name and the database name.

Usage

If a function does not return a value (for example, it returns Void), specify the declaration as a subroutine instead of a function.

RPC declarations are always associated with a transaction object. You declare them as local external functions. The Declare Local External Functions dialog box has a Procedures button (if the connected database supports stored procedures), which gives you access to a list of stored procedures in the database.

For more information, see *Application Techniques*.

Examples

Example 1 This declaration of the GIVE_RAISE_PROC stored procedure is declared in the User Object painter for a transaction object (the declaration appears on one line):

```
FUNCTION double GIVE_RAISE(ref double SALARY) RPCFUNC  
ALIAS FOR "GIVE_RAISE_PROC"
```

This code calls the function in a script:

```
double val = 20000
double rv
rv = SQLCA.give_raise(val)
```

Example 2 This declaration for the stored procedure SPM8 does not need an ALIAS FOR phrase, because the PowerBuilder and DBMS names are the same:

```
FUNCTION integer SPM8(integer value) RPCFUNC
```

This code calls the SPM8 stored procedure:

```
int myresult
myresult = SQLCA.spm8(myresult)
IF SQLCA.sqlcode <> 0 THEN
    messagebox("Error", SQLCA.sqlerrtext)
END IF
```


Operators and Expressions

About this chapter

This chapter describes the operators supported in PowerScript and how to use them in expressions.

Contents

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Operators in PowerBuilder

General information

Operators perform arithmetic calculations; compare numbers, text, and boolean values; execute relational operations on boolean values; and concatenate strings and blobs.

Three types

PowerScript supports three types of operators:

- Arithmetic operators for numeric datatypes
- Relational operators for all datatypes
- Concatenation operator for string datatypes

Operators used in DataWindow objects

The documentation for DataWindows describes how operators are used in DataWindow expressions.

Arithmetic operators in PowerBuilder

Description

The following table lists the arithmetic operators used in PowerBuilder.

Table 4-1: PowerBuilder arithmetic operators

Operator	Meaning	Example
+	Addition	Total=SubTotal+Tax
-	Subtraction	Price=Price-Discount Unless you have prohibited the use of dashes in identifier names, you must surround the minus sign with spaces.
*	Multiplication	Total=Quantity*Price
/	Division	Factor=Discount/Price
^	Exponentiation	Rank=Rating^2.5

Usage

Operator shortcuts for assignments For information about shortcuts that combine arithmetic operators with assignments (such as `++` and `+=`), see Assignment on page 120.

Subtraction If the option Allow Dashes in Identifiers is checked on the Script tab in the Options dialog box, you must always surround the subtraction operator and the `--` operator with spaces. Otherwise, PowerBuilder interprets the expression as an identifier.

For information about dashes in identifiers, see “Identifier names” on page 5.

Multiplication and division Multiplication and division are carried out to full precision (16–28 digits). Decimal numbers are rounded (not truncated) on assignment.

Calculation with NULL When you form an arithmetic expression that contains a `NULL` value, the expression’s value is `null`. Thinking of `null` as *undefined* makes this easier to understand.

For more information about `null` values, see “`NULL` values” on page 8.

Errors and overflows The following problems can occur when using arithmetic operators:

- Division by zero, exponentiation of negative values, and so on cause errors at runtime.
- Overflow of real, double, and decimal values causes errors at runtime.

- Overflow of signed or unsigned integers and longs causes results to wrap. However, because integers are promoted to longs in calculations, wrapping does not occur until the result is explicitly assigned to an integer variable.

For more information about type promotion, see “Datatype of PowerBuilder expressions” on page 75.

Examples

Subtraction This statement always means subtract B from A:

A - B

If DashesInIdentifiers is set to 1, the following statement means a variable named A-B, but if DashesInIdentifiers is set to 0, it means subtract B from A:

A-B

Precision for division These examples show the values that result from various operations on decimal values:

```
decimal {4} a,b,d,e,f
decimal {3} c
a = 20.0/3           // a contains 6.6667
b = 3 * a           // b contains 20.0001
c = 3 * a           // c contains 20.000
d = 3 * (20.0/3)    // d contains 20.0000
e = Truncate(20.0/3, 4) // e contains 6.6666
f = Truncate(20.0/3, 5) // f contains 6.6667
```

Calculations with null When the value of variable *c* is null, the following assignment statements all set the variable *a* to null:

```
integer a, b=100, c

SetNULL(c)

a = b+c      // all statements set a to NULL
a = b - c
a = b*c
a = b/c
```

Overflow This example illustrates the value of the variable *i* after overflow occurs:

```
integer i
i = 32767
i = i + 1      // i is now -32768
```

Relational operators in PowerBuilder

Description

PowerBuilder uses relational operators in boolean expressions to evaluate two or more operands. Logical operators can join relational expressions to form more complex boolean expressions.

The result of evaluating a boolean expression is always true or false.

The following table lists relational and logical operators.

Table 4-2: PowerBuilder relational and logical operators

Operator	Meaning	Example
=	Equals	if Price=100 then Rate=.05
>	Greater than	if Price>100 then Rate=.05
<	Less than	if Price<100 then Rate=.05
<>	Not equal	if Price<>100 then Rate=.05
>=	Greater than or equal	if Price>=100 then Rate=.05
<=	Less than or equal	if Price<=100 then Rate=.05
NOT	Logical negation	if NOT Price=100 then Rate=.05
AND	Logical and	if Tax>3 AND Ship <5 then Rate=.05
OR	Logical or	if Tax>3 OR Ship<5 then Rate=.05

Usage

Comparing strings When PowerBuilder compares strings, the comparison is case sensitive. Trailing blanks are significant.

For information on comparing strings regardless of case, see the functions [Upper](#) on page 1196 and [Lower](#) on page 750.

To remove trailing blanks, use the [RightTrim](#) function. To remove leading blanks, use the [LeftTrim](#) function. To remove leading and trailing blanks, use the [Trim](#) function. For information about these functions, see [RightTrim](#) on page 952, [LeftTrim](#) on page 718, and [Trim](#) on page 1185.

Decimal operands Relational operators that operate on numeric values (including =, >, <, <>, >=, and <=) can take decimal operands. The precision of the decimal operand is maintained in comparisons.

Null value evaluations When you form a boolean expression that contains a null value, the AND and OR operators behave differently. Thinking of null as *undefined* (neither true nor false) makes the results easier to calculate.

For more information about null values, see “NULL values” on page 8.

Examples

Case-sensitive comparisons If you compare two strings with the same text but different case, the comparison fails. But if you use the Upper or Lower function, you can ensure that the case of both strings are the same so that only the content affects the comparison:

```
City1 = "Austin"
City2 = "AUSTIN"
IF City1 = City2 ... // Returns FALSE
```

```
City1 = "Austin"
City2 = "AUSTIN"
IF Upper(City1) = Upper(City2) ... // Returns TRUE
```

Trailing blanks in comparisons In this example, trailing blanks in one string cause the comparison to fail:

```
City1 = "Austin"
City2 = "Austin      "
IF City1 = City2 ... // Returns FALSE
```

Logical expressions with null values In this example, the expressions involving the variable *f*, which has been set to null, have null values:

```
boolean d, e = TRUE, f
SetNull(f)
d = e and f // d is NULL
d = e or f // d is TRUE
```

Concatenation operator in PowerBuilder

Description

The PowerBuilder concatenation operator joins the contents of two variables of the same type to form a longer value. You can concatenate strings and blobs.

The following table shows the concatenation operator.

Table 4-3: PowerBuilder concatenation operator

Operator	Meaning	Example
+	Concatenate	"cat " + "dog"

Examples

Example 1 These examples concatenate several strings:

```
string Test
Test = "over" + "stock" // Test contains "overstock"
string Lname, Fname, FullName
FullName = Lname + ', ' + Fname
// FullName contains last name and first name,
// separated by a comma and space.
```

Example 2 This example shows how a blob can act as an accumulator when reading data from a file:

```
integer i, fnum, loops  
blob tot_b, b  
. . .  
FOR i = 1 to loops  
    bytes_read = FileRead(fnum, b)  
    tot_b = tot_b + b  
NEXT
```

Operator precedence in PowerBuilder expressions

Order of precedence

To ensure predictable results, all operators in a PowerBuilder expression are evaluated in a specific order of precedence. When the operators have the same precedence, PowerBuilder evaluates them left to right.

These are the operators in descending order of precedence:

Table 4-4: Order of precedence of operators

Operator	Purpose
()	Grouping (see note below on overriding)
+, -	Unary plus and unary minus (indicates positive or negative number)
^	Exponentiation
*, /	Multiplication and division
+, -	Addition and subtraction; string concatenation
=, >, <, <=, >=, <>	Relational operators
NOT	Negation
AND	Logical and
OR	Logical or

How to override

To override the order, enclose expressions in parentheses. This identifies the group and order in which PowerBuilder will evaluate the expressions. When there are nested groups, the groups are evaluated from the inside out.

For example, in the expression `(x+(y*(a+b)))`, $a+b$ is evaluated first. The sum of a and b is then multiplied by y , and this product is added to x .

Datatype of PowerBuilder expressions

General information

The datatype of an expression is important when it is the argument for a function or event. The expression's datatype must be compatible with the argument's definition. If a function is overloaded, the datatype of the argument determines which version of the function to call.

There are three types: numeric, string, and char datatypes.

Numeric datatypes in PowerBuilder

General information

All numeric datatypes are compatible with each other.

What PowerBuilder does

PowerBuilder converts datatypes as needed to perform calculations and make assignments. When PowerBuilder evaluates a numeric expression, it converts the datatypes of operands to datatypes of higher precedence according to the operators and the datatypes of other values in the expression.

Datatype promotion when evaluating numeric expressions

Order of precedence

The PowerBuilder numeric datatypes are listed here in order of highest to lowest precedence (the order is based on the range of values for each datatype):

- Double
- Real
- Decimal
- LongLong
- UnsignedLong
- Long
- UnsignedInteger
- Integer
- Byte

Rules for type promotion

Datatypes of operands If operands in an expression have different datatypes, the value whose type has lower precedence is converted to the datatype with higher precedence.

Unsigned versus signed Unsigned has precedence over signed, so if one operand is signed and the other is unsigned, both are promoted to the unsigned version of the higher type. For example, if one operator is a long and another UnsignedInteger, both are promoted to UnsignedLong.

Operators The effects of operators on an expression's datatype are:

- **+, -, *** The minimum precision for addition, subtraction, and multiplication calculations is long. Integer types are promoted to long types before doing the calculation and the expression's resulting datatype is, at a minimum, long. When operands have datatypes of higher precedence, other operands are promoted to match based on the *Datatypes of operands* rule above.
- **/ and ^** The minimum precision for division and exponentiation is double. All types are promoted to double before doing the calculation, and the expression's resulting datatype is double.
- **Relational** Relational operators do not cause promotion of numeric types.

Datatypes of literals

When a literal is an operand in an expression, its datatype is determined by the literal's value. The datatype of a literal affects the type promotion of the literal and other operands in an expression.

Table 4-5: Datatypes of literal operands in an expression

Literal	Datatype
Integer literals (no decimal point or exponent) within the range of Long	Long
Integer literals beyond the range of Long and within the range of UnsignedLong	UnsignedLong
Integer literals beyond the range of UnsignedLong and within the range of LongLong	LongLong
Numeric literals with a decimal point (but no exponent)	Decimal
Numeric literals with a decimal point and explicit exponent	Double

Out of range

Integer literals beyond the range of LongLong cause compiler errors.

Assignment and datatypes

General information

Assignment is not part of expression evaluation. In an assignment statement, the value of an expression is converted to the datatype of the left-hand variable. In the expression

```
c = a + b
```

the datatype of `a+b` is determined by the datatypes of `a` and `b`. Then, the result is converted to the datatype of `c`.

Overflow on assignment

Even when PowerBuilder performs a calculation at high enough precision to handle the results, assignment to a lower precision variable can cause overflow, producing the wrong result.

Example 1 Consider this code:

```
integer a = 32000, b = 1000  
long d  
d = a + b
```

The final value of `d` is 33000. The calculation proceeds like this:

- Convert integer `a` to long
- Convert integer `b` to long
- Add the longs `a` and `b`
- Assign the result to the long `d`

Because the variable `d` is a long, the value 33000 does not cause overflow.

Example 2 In contrast, consider this code with an assignment to an integer variable:

```
integer a = 32000, b = 1000, c  
long e  
c = a + b  
e = c
```

The resulting value of `c` and `e` is -32536. The calculation proceeds like this:

- Add the integers `a` and `b`
- Assign the result to `c`
- Convert integer `c` to long and assign the result to `e`

The assignment to the integer variable `c` causes the long result of the addition to be truncated, causing overflow and wrapping. Assigning `c` to `e` cannot restore the lost information.

String and char datatypes in PowerBuilder

General information

There is no explicit char literal type.

String literals convert to type char using the following rules:

- When a string literal is assigned to a char variable, the first character of the string literal is assigned to the variable. For example:

```
char c = "xyz"
```

results in the character *x* being assigned to the char variable *c*.

- Special characters (such as newline, formfeed, octal, hex, and so on) can be assigned to char variables using string conversion, such as:

```
char c = "~n"
```

String variables assigned to char variables also convert using these rules. A char variable assigned to a string variable results in a one-character string.

Assigning strings to char arrays

As with other datatypes, you can use arrays of chars. Assigning strings to char arrays follows these rules:

- If the char array is unbounded (defined as a variable-size array), the contents of the string are copied directly into the char array.
- If the char array is bounded and its length is less than or equal to the length of the string, the string is truncated in the array.
- If the char array is bounded and its length is greater than the length of the string, the entire string is copied into the array along with its zero terminator. Remaining characters in the array are undetermined.

Assigning char arrays to strings

When a char array is assigned to a string variable, the contents of the array are copied into the string up to a zero terminator, if found, in the char array.

Using both strings and chars in an expression

Expressions using both strings and char arrays promote the chars to strings before evaluation. For example, the following promotes the contents of *c* to a string before comparison with the string “x”:

```
char c  
.  
.  
if (c = "x") then
```

Using chars in PowerScript functions

All PowerScript functions that take strings also take chars and char arrays, subject to the conversion rules described above.

Structures and Objects

About this chapter

This chapter describes basic concepts for structures and objects and how you define, declare, and use them in PowerScript.

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About structures

General information

A structure is a collection of one or more variables (sometimes called elements) that you want to group together under a single name. The variables can have any datatype, including standard and object datatypes and other structures.

Defining structures

When you define a structure in the Structure painter or an object painter (such as Window, Menu, or User Object), you are creating a structure definition. To use the structure, you must declare it. When you declare it, an instance of it is automatically created for you. When it goes out of scope, the structure is destroyed.

For details about defining structures, see the *PowerBuilder Users Guide*.

Declaring structures

If you have defined a global structure in the Structure painter called str_emp_data, you can declare an instance of the structure in a script or in an object's instance variables. If you define the structure in an object painter, you can only declare instances of the structure in the object's instance variables and scripts.

This declaration declares two instances of the structure str_emp_data:

```
str_emp_data str_emp1, str_emp2
```

Referring to structure variables

In scripts, you refer to the structure's variables using dot notation:

structurename.variable

These statements assign values to the variables in str_emp_data:

```
str_emp1.emp_id = 100  
str_emp1.emp_lname = "Jones"  
str_emp1.emp_salary = 200
```

```
str_emp2.emp_id = 101  
str_emp2.emp_salary = str_emp1.salary * 1.05
```

Using structures as instance variables

If the structure is declared as part of an object, you can qualify the structure name using dot notation:

objectname.structurename.variable

Suppose that this declaration is an instance variable of the window w_customer:

```
str_cust_data str_cust1
```

The following statement in a script for the object refers to a variable of str_cust_data. The pronoun This is optional, because the structure declaration is part of the object:

```
This.str_cust1.name
```

The following statement in a script for some other object qualifies the structure with the window name:

```
w_customer.str_cust1.name
```

About objects

What an object is

In object-oriented programming, an object is a self-contained module containing state information and associated methods. Most entities in PowerBuilder are objects: visual objects such as windows and controls on windows, nonvisual objects such as transaction and error objects, and user objects that you design yourself.

An object class is a definition of an object. You create an object's definition in the appropriate painter: Window, Menu, Application, Structure, or User Object painter. In the painter, you add controls to be part of the object, specify initial values for the object's properties, define its instance variables and functions, and write scripts for its events and functions.

An object instance is an occurrence of the object created during the execution of your application. Your code instantiates an object when it allocates memory for the object and defines the object based on the definition in the object class.

An object reference is your handle to the object instance. To interact with an object, you need its object reference. You can assign an object reference to a variable of the appropriate type.

System objects versus user objects

There are two categories of objects supported by PowerBuilder: system objects (also referred to as system classes) defined by PowerBuilder and user objects you define in painters.

System objects The PowerBuilder system objects or classes are inherited from the base class PowerObject. The system classes are the ancestors of all the objects you define. To see the system class hierarchy, select the System tab in the Browser, select PowerObject, and select Show Hierarchy and Expand All from the pop-up menu.

User objects You can create user object class definitions in several painters: Window, Menu, Application, Structure, and User Object painters. The objects you define are inherited from one of the system classes or another of your classes.

Some painters use many classes. In the Window and User Object painters, the main definition is inherited from the window or user object class. The controls you use are also inherited from the system class for that control.

About user objects

Two types

There are two major types of user objects: visual and class.

Visual user objects

A visual user object is a reusable control or set of controls that has a certain behavior. There are three types—standard, custom, and external.

Table 5-1: Visual user object types

Visual user objects	Description
Standard	<p>Inherited from a specific visual control. You can set properties and write scripts so that the control is ready for use.</p> <p>It has the same events and properties as the control it is inherited from plus any that you add.</p>
Custom	<p>Inherited from the UserObject system class. You can include many controls in the user object and write scripts for their events.</p> <p>Each control in the user object has the same events and properties as the controls from which they are inherited plus any that you add.</p>
External	<p>A user object that displays a visual control defined in a DLL. The control is not part of the PowerBuilder object hierarchy. The DLL developer provides information for setting style bits that control its presentation.</p> <p>Its events, functions, and properties are specified by the developer of the DLL.</p> <p>An external user object is not the same as an OCX, which you can put in an OLE control.</p>

Class user objects

Class user objects consist of properties, functions, and sometimes events. They have no visual component. There are two types—standard and custom.

Table 5-2: Class user object types

Class user objects	Description
Standard	<p>Inherits its definition from a nonvisual PowerBuilder object, such as the Transaction or Error object. You can add instance variables and functions.</p> <p>A few nonvisual objects have events—to write scripts for these events, you have to define a class user object.</p>
Custom	An object of your own design for which you define instance variables, events, and functions in order to encapsulate application-specific programming in an object.

For information on defining and using user objects, see the PowerBuilder *Users Guide*.

Instantiating objects

Classes versus instances

Because of the way PowerBuilder object classes and instances are named, it is easy to think they are the same thing. For example, when you define a window in the Window painter, you are defining an object class.

One instance

When you open a window with the simplest format of the Open function, you are instantiating an object instance. Both the class definition and the instance have the same name. In your application, `w_main` is a global variable of type `w_main`:

```
Open(w_main)
```

When you open a window this way, you can only open one instance of the object.

Several instances

If you want to open more than one instance of a window class, you need to define a variable to hold each object reference:

```
w_main w_1, w_2  
Open(w_1)  
Open(w_2)
```

You can also open windows by specifying the class in the Open function:

```
window w_1, w_2  
Open(w_1, "w_main")  
Open(w_2, "w_main")
```

For class user objects, you always define a variable to hold the object reference and then instantiate the object with the CREATE statement:

```
uo_emp_data uo_1, uo_2  
uo_1 = CREATE uo_emp_data  
uo_2 = CREATE uo_emp_data
```

You can have more than one reference to an object. You might assign an object reference to a variable of the appropriate type, or you might pass an object reference to another object so that it can change or get information from the object.

For more information about object variables and assignment, see “User objects that behave like structures” on page 85.

Using ancestors and descendants

Descendent objects

In PowerBuilder, an object class can be inherited from another class. The inherited or descendant object has all the instance variables, events, and functions of the ancestor. You can augment the descendant by adding more variables, events, and functions. If you change the ancestor, even after editing the descendant, the descendant incorporates the changes.

Instantiating

When you instantiate a descendent object, PowerBuilder also instantiates all its ancestor classes. You do not have programmatic access to these ancestor instances, except in a few limited ways, such as when you use the scope operator to access an ancestor version of a function or event script.

Garbage collection

What garbage collection does

The PowerBuilder garbage collection mechanism checks memory automatically for unreferenced and orphaned objects and removes any it finds, thus taking care of most memory leaks. You can use garbage collection to destroy objects instead of explicitly destroying them using the DESTROY statement. This lets you avoid runtime errors that occur when you destroy an object that was being used by another process or had been passed by reference to a posted event or function.

When garbage collection occurs

Garbage collection occurs:

- **When a reference is removed from an object** A reference to an object is any variable whose value is the object. When the variable goes out of scope, or when it is assigned a different value, PowerBuilder removes a reference to the object, counts the remaining references, and destroys the object if no references remain.
- **When the garbage collection interval is exceeded** When PowerBuilder completes the execution of a system-triggered event, it makes a garbage collection pass if the set interval between garbage collection passes has been exceeded. The default interval is 0.5 seconds. The garbage collection pass removes any objects and classes that cannot be referenced, including those containing circular references (otherwise unreferenced objects that reference each other).

When you post an event or function and pass an object reference, PowerBuilder adds an internal reference to the object to prevent it from being collected between the time of the post and the actual execution of the event or function. This reference is removed when the event or function is executed.

Exceptions to garbage collection	<p>There are a few objects that are prevented from being collected:</p> <ul style="list-style-type: none">• Visual objects Any object that is visible on your screen is not collected because when the object is created and displayed on your screen, an internal reference is added to the object. When any visual object is closed it is explicitly destroyed.• Timing objects Any Timing object that is currently running is not collected because the Start function for a Timing object adds an internal reference. The Stop function removes the reference.• Shared objects Registered shared objects are not collected because the SharedObjectRegister function adds an internal reference. SharedObjectUnregister removes the internal reference.
Controlling when garbage collection occurs	<p>Garbage collection occurs automatically in PowerBuilder, but you can use the functions GarbageCollect, GarbageCollectGetTimeLimit, and GarbageCollectSetTimeLimit to force immediate garbage collection or to change the interval between reference count checks. By setting the interval between garbage collection passes to a very large number, you can effectively turn off garbage collection.</p>

User objects that behave like structures

Advantages of user objects	<p>In PowerBuilder, a nonvisual user object can provide functionality similar to that of a structure. Its instance variables form a collection similar to the variables for the structure. In scripts, you use dot notation to refer to the user object's instance variables, just as you do for structure variables.</p>
Memory allocation differences	<p>The user object can include functions and its own structure definitions, and it allows you to inherit from an ancestor class. None of this is possible with a structure definition.</p>
Autoinstantiated objects	<p>Memory allocation is different for user objects and structures. An object variable is a reference to the object. Declaring the variable does not allocate memory for the object. After you declare it, you must instantiate it with a CREATE statement. Assignment for a user object is also different (described in "Assignment for objects and structures" next).</p>
	<p>If you want a user object that has methods and inheritance but want the memory allocation of a structure, you can define an autoinstantiated object.</p>

You do not have to create and destroy autoinstantiated objects. Like structures, they are created when they are declared and destroyed when they go out of scope. However, because assignment for autoinstantiated objects behaves like structures, the copies made of the object can be a drawback.

To make a custom class user object autoinstantiated, select the Autoinstantiate check box on the user object's property sheet.

Assignment for objects and structures

In PowerBuilder, assignment for objects is different from assignment for structures or autoinstantiated objects:

- When you assign one structure to another, the whole structure is copied so that there are two copies of the structure.
- When you assign one object variable to another, the object reference is copied so that both variables point to the same object. There is only one copy of the object.

Events

Assignment for structures

Declaring a structure variable creates an instance of that structure:

```
str_emp_data str_emp1, str_emp2 // Two structure  
                           // instances
```

When you assign a structure to another structure, the whole structure is copied and a second copy of the structure data exists:

```
str_emp1 = str_emp2
```

The assignment copies the whole structure from one structure variable to the other. Each variable is a separate instance of the structure str_emp_data.

Restriction on assignment

If the structures have different definitions, you cannot assign one to another, even if they have the same set of variable definitions.

For example, this assignment is not allowed:

```
str_emp str_person1  
str_cust str_person2  
str_person2 = str_person1 // Not allowed
```

For information about passing structures as function arguments, see “Passing arguments to functions and events” on page 106.

Assignment for objects

Declaring an object variable declares an object reference:

```
uo_emp_data uo_emp1, uo_emp2 // Two object references
```

Using the CREATE statement creates an instance of the object:

```
uo_emp1 = CREATE uo_emp_data
```

When you assign one object variable to another, a reference to the object instance is copied. Only one copy of the object exists:

```
uo_emp2 = uo_emp1 // Both point to same object instance
```

Ancestor and descendent objects

Assignments between ancestor and descendent objects occur in the same way, with an object reference being copied to the target object.

Suppose that *uo_emp_data* is an ancestor user object of *uo_emp_active* and *uo_emp_inactive*.

Declare variables of the ancestor type:

```
uo_emp_data uo_emp1, uo_emp2
```

Create an instance of the descendant and store the reference in the ancestor variable:

```
uo_emp1 = CREATE USING "uo_emp_active"
```

Assigning *uo_emp1* to *uo_emp2* makes both variables refer to one object that is an instance of the descendant *uo_emp_active*:

```
uo_emp2 = uo_emp1
```

For information about passing objects as function arguments, see “Passing arguments to functions and events” on page 106.

Assignment for autoinstantiated user objects

Declaring an autoinstantiated user object creates an instance of that object (just like a structure). The CREATE statement is not allowed for objects with the Autoinstantiate setting. In the following example, `uo_emp_data` has the Autoinstantiate setting:

```
uo_emp_data uo_emp1, uo_emp2 // Two object instances
```

When you assign an autoinstantiated object to another autoinstantiated object, the *whole object* is copied to the second variable:

```
uo_emp1 = uo_emp2
```

You never have multiple references to an autoinstantiated user object.

Passing to a function

When you pass an autoinstantiated user object to a function, it behaves like a structure:

- Passing by value passes a copy of the object.
- Passing by reference passes a pointer to the object variable, just as for any standard datatype.
- Passing as read-only passes a copy of the object but that copy cannot be modified.

Restrictions for copying

Assignments are allowed between autoinstantiated user objects only if the object types match or if the target is a nonautoinstantiated ancestor.

Rule 1 If you assign one autoinstantiated object to another, they must be of the same type.

Rule 2 If you assign an autoinstantiated descendent object to an ancestor variable, the ancestor *cannot* have the Autoinstantiate setting. The ancestor variable will contain a reference to a copy of its descendant.

Rule 3 If you assign an ancestor object to a descendent variable, the ancestor must contain an instance of the descendant or an execution error occurs.

Examples

To illustrate, suppose you have these declarations. `Uo_emp_active` and `uo_emp_inactive` are autoinstantiated objects that are descendants of non-autoinstantiated `uo_emp_data`:

```
uo_emp_data uo_emp1 // Ancestor  
uo_emp_active uo_empa, uo.empb // Descendants  
uo_emp_inactive uo.empi // Another descendant
```

Example of rule 1 When assigning one instance to another from the user objects declared above, some assignments are not allowed by the compiler:

```
uo.empb = uo.empa // Allowed, same type  
uo.empa = uo.emp1 // Not allowed, different types
```

Example of rule 2 After this assignment, *uo.emp1* contains a copy of the descendent object *uo.empa*. *Uo.emp_data* (the type for *uo.emp1*) must not be autoinstantiated. Otherwise, the assignment violates rule 1. If *uo.emp1* is autoinstantiated, a compiler error occurs:

```
uo.emp1 = uo.empa
```

Example of rule 3 This assignment is only allowed if *uo.emp1* contains an instance of its descendant *uo.empa*, which it would if the previous assignment had occurred before this one:

```
uo.empa = uo.emp1
```

If it did not contain an instance of target descendent type, an execution error would occur.

For more information about passing arguments to functions and events, see “Passing arguments to functions and events” on page 106.

Calling Functions and Events

About this chapter

This chapter provides background information that will help you understand the different ways you can use functions and events. It then provides the syntax for calling functions and events.

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About functions and events

Importance of functions and events

Much of the power of the PowerScript language resides in the built-in PowerScript functions that you can use in expressions and assignment statements.

Types of functions and events

PowerBuilder objects have built-in events and functions. You can enhance objects with your own user-defined functions and events, and you can declare local external functions for an object. The PowerScript language also has system functions that are not associated with any object. You can define your own global functions and declare external functions and remote procedure calls.

The following table shows the different types of functions and events.

Table 6-1: Types of functions and events

Category	Item	Definition
Events	Event	An action in an object or control that can start the execution of a script. A user can initiate an event by an action such as clicking an object or entering data, or a statement in another script can initiate the event.
	User event	An event you define to add functionality to an object. You specify the arguments, return value, and whether the event is mapped to a system message. For information about defining user events, see the PowerBuilder <i>Users Guide</i> .
	System or built-in event	An event that is part of an object's PowerBuilder definition. System events are usually triggered by user actions or system messages. PowerBuilder passes a predefined set of arguments for use in the event's script. System events either return a long or do not have a return value.
Functions	Function	A program or routine that performs specific processing.
	System function	A built-in PowerScript function that is not associated with an object.
	Object function	A function that is part of an object's definition. PowerBuilder has many predefined object functions and you can define your own.
	User-defined function	A function you define. You define global functions in the Function painter and object functions in other painters with Script views.
	Global function	A function you define that can be called from any script. PowerScript's system functions are globally accessible, but they have a different place in the search order.
	Local external function	An external function that belongs to an object. You declare it in the Window or User Object painter. Its definition is in another library.
	Global external function	An external function that you declare in any painter, making it globally accessible. Its definition is in another library.
	Remote procedure call (RPC)	A stored procedure in a database that you can call from a script. The declaration for an RPC can be global or local (belonging to an object). The definition for the procedure is in the database.

Comparing functions and events

Functions and events have the following similarities:

- Both functions and events have arguments and return values.
- You can call object functions and events dynamically or statically. Global or system functions cannot be called dynamically.
- You can post or trigger a function or event call.

Functions and events have the following differences:

- Functions can be global or part of an object's definition. Events are associated only with objects.
- PowerBuilder uses different search orders when looking for events and functions.
- A call to an undefined function triggers an error. A call to an undefined event does not trigger an error.
- Object-level functions can be overloaded. Events (and global functions) cannot be overloaded.
- When you define a function, you can restrict access to it. You cannot add scope restrictions when you define events.
- When functions are inherited, you can extend the ancestor function by calling it in the descendant's script. You can also override the function definition. When events are inherited, the scripts for those events are extended by default. You can choose to extend or override the script.

Which to use

Whether you write most of your code in user-defined functions or in event scripts is one of the design decisions you must make. Because there is no performance difference, the decision is based on how you prefer to interact with PowerBuilder: whether you prefer the interface for defining user events or that for defining functions, how you want to handle errors, and whether your design includes overloading.

It is unlikely that you will use either events or functions exclusively, but for ease of maintenance, you might want to choose one approach for handling most situations.

Finding and executing functions and events

PowerBuilder looks for a matching function or event based on its name and its argument list. PowerBuilder can make a match between compatible datatypes (such as all the numeric types). The match does not have to be exact. PowerBuilder ranks compatible datatypes to quantify how closely one datatype matches another.

A major difference between functions and events is how PowerBuilder looks for them.

Finding functions

When calling a function, PowerBuilder searches until it finds a matching function and executes it—the search ends. Using functions with the same name but different arguments is called function overloading. For more information, see “Overloading, overriding, and extending functions and events” on page 104.

Unqualified function names

If you do not qualify a function name with an object, PowerBuilder searches for the function and executes the first one it finds that matches the name and arguments. It searches for a match in the following order:

- 1 A global external function.
- 2 A global function.
- 3 An object function and local external function. If the object is a descendant, PowerBuilder searches upward through the ancestor hierarchy to find a match for the function prototype.
- 4 A system function.

DataWindow expression functions

The functions that you use in the DataWindow painter in expressions for computed fields, filters, validation rules, and graphed data cannot be overridden. For example, if you create a global function called Today, it is used instead of the PowerScript system function Today, but it is *not* used instead of the DataWindow expression function Today.

Qualified function names

You can qualify an object function using dot notation to ensure that the object function is found, not a global function of the same name. With a qualified name, the search for a matching function involves the ancestor hierarchy only (item 3 in the search list above), as shown in the following examples of function calls:

```
dw_1.Update()
w_employee.uf_process_list()
This.uf_process_list()
```

When PowerBuilder searches the ancestor hierarchy for a function, you can specify that you want to call an ancestor function instead of a matching descendant function.

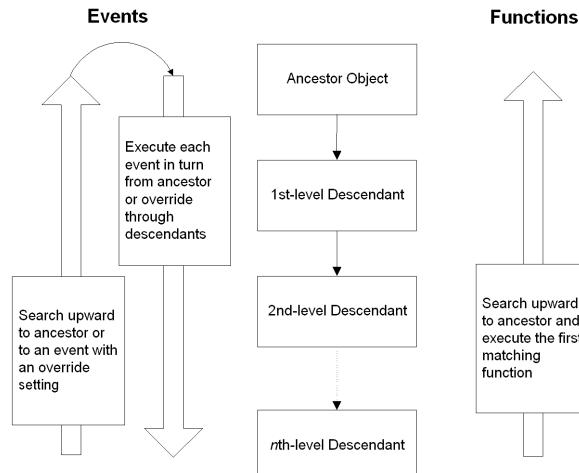
For the syntax for calling ancestor functions, see “Calling functions and events in an object’s ancestor” on page 114.

Finding events

PowerBuilder events in descendent objects are, by default, extensions of ancestor events. PowerBuilder searches for events in the object’s ancestor hierarchy until it gets to the top ancestor or finds an event that overrides its ancestor. Then it begins executing the events, from the ancestor event down to the descendent event.

Finding functions versus events

The following illustration shows the difference between searching for events and searching for functions:



Triggering versus posting functions and events

Triggering

In PowerBuilder, when you trigger a function or event, it is called immediately. Its return value is available for use in the script.

Posting

When you post a function or event, it is added to the object's queue and executed in its turn. In most cases, it is executed when the current script is finished; however, if other system events have occurred in the meantime, its position in the queue might be after other scripts. Its return value is not available to the calling script.

Because POST makes the return value unavailable to the caller, you can think of it as turning the function or event call into a statement.

Use posting when activities need to be finished before the code checks state information or does further processing (see Example 2 below).

PowerBuilder messages processed first

All events posted by PowerBuilder are processed by a separate queue from the Windows system queue. PowerBuilder posted messages are processed before Windows posted messages, so PowerBuilder events that are posted in an event that posts a Windows message are processed before the Windows message.

For example, when a character is typed into an EditMask control, the PowerBuilder pdm_keydown event posts the Windows message WM_CHAR to enter the character. If you want to copy the characters as they are entered from the EditMask control to another control, do not place the code in an event posted in the pdm_keydown event. The processing must take place in an event that occurs after the WM_CHAR message is processed, such as in an event mapped to pdm_keyup.

Restrictions for POST

Because no value is returned, you:

- Cannot use a posted function or event as an operand in an expression
- Cannot use a posted function or event as the argument for another function
- Can only use POST on the last call in a cascaded sequence of calls

These statements cause a compiler error. Both uses require a return value:

```
IF POST IsNull( ) THEN ...
w_1.uf_getresult(dw_1.POST GetBorderStyle(2))
```

Asynchronous processing in EAServer

Using POST is *not* supported in the context of calls to EAServer components. For how to simulate asynchronous processing by posting a call to a shared object on an EAServer client, see the SharedObjectGet function in the online Help. For information about asynchronous processing in EAServer, see the EAServer documentation for the ThreadManager and MessageService modules.

***TriggerEvent* and *PostEvent* functions**

For backward compatibility, the TriggerEvent and PostEvent functions are still available, but you cannot pass arguments to the called event. You must pass data to the event in PowerBuilder's Message object.

Examples of posting

The following examples illustrate how to post events.

Example 1 In a sample application, the Open event of the w_activity_manager window calls the functions uf_setup and uf_set_tabpgsystem. (The functions belong to the user object u_app_actman.) Because the functions are posted, the Open event is allowed to finish before the functions are called. The result is that the window is visible while setup processing takes place, giving the user something to look at:

```
guo_global_vars.iuo_app_actman.POST uf_setup()  
guo_global_vars.iuo_com_actman.POST  
uf_set_tabpgsystem(0)
```

Example 2 In a sample application, the DoubleClicked event of the tv_roadmap TreeView control in the u_tabpg_amroadmap user object posts a function that processes the TreeView item. If the event is not posted, the code that checks whether to change the item's picture runs before the item's expanded flag is set:

```
parent.POST uf_process_item ()
```

Static versus dynamic calls

Calling functions and events

PowerBuilder calls functions and events in three ways, depending on the type of function or event and the lookup method defined.

Table 6-2: How PowerBuilder calls functions and events

Type of function	Compiler typing	Comments
Global and system functions	Strongly typed. The function <i>must</i> exist when the script is compiled.	These functions must exist and are called directly. They are not polymorphic, and no substitution is ever made at execution time.
Object functions with STATIC lookup	Strongly typed. The function <i>must</i> exist when the script is compiled.	The functions are polymorphic. They must exist when you compile, but if another class is instantiated at execution time, its function is called instead.
Object functions with DYNAMIC lookup	Weakly typed. The function does <i>not</i> have to exist when the script is compiled.	The functions are polymorphic. The actual function called is determined at execution time.

Specifying static or dynamic lookup

For object functions and events, you can choose when PowerBuilder looks for them by specifying static or dynamic lookup. You specify static or dynamic lookup using the STATIC or DYNAMIC keywords. The DYNAMIC keyword applies only to functions that are associated with an object. You cannot call global or system functions dynamically.

Static calls

By default, PowerBuilder makes static lookups for functions and events. This means that it identifies the function or event by matching the name and argument types when it compiles the code. A matching function or event must exist in the object at compile time.

Results of static calls

Static calls do not guarantee that the function or event identified at compile time is the one that is executed. Suppose that you define a variable of an ancestor type and it has a particular function definition. If you assign an instance of a descendant object to the variable and the descendant has a function that overrides the ancestor's function (the one found at compile time), the function in the descendant is executed.

Dynamic calls

When you specify a dynamic call in PowerBuilder, the function or event does not have to exist when you compile the code. You are indicating to the compiler that there will be a suitable function or event available at execution time.

For a dynamic call, PowerBuilder waits until it is time to execute the function or event to look for it. This gives you flexibility and allows you to call functions or events in descendants that do not exist in the ancestor.

Results of dynamic calls

To illustrate the results of dynamic calls, consider these objects:

- Ancestor window `w_a` with a function `Set(integer)`.
- Descendent window `w_a_desc` with two functions: `Set(integer)` overrides the ancestor function, and `Set(string)` is an overload of the function.

Situation 1 Suppose you open the window `mywindow` of the ancestor window class `w_a`:

```
w_a mywindow
Open (mywindow)
```

This is what happens when you call the `Set` function statically or dynamically:

This statement	Has this result
<code>mywindow.Set(1)</code>	Compiles correctly because function is found in the ancestor <code>w_a</code> . At runtime, <code>Set(integer)</code> in the <i>ancestor</i> is executed.
<code>mywindow.Set("hello")</code>	Fails to compile; no function prototype in <code>w_a</code> matches the call.
<code>mywindow.DYNAMIC Set("hello")</code>	Compiles successfully because of the <code>DYNAMIC</code> keyword. An error occurs at runtime because no matching function is found.

Situation 2 Now suppose you open `mywindow` as the descendant window class `w_a_desc`:

```
w_a mywindow
Open (mywindow, "w_a_desc")
```

This is what happens when you call the Set function statically or dynamically in the descendant window class:

This statement	Has this result
mywindow.Set(1)	Compiles correctly because function is found in the ancestor w_a. At runtime, Set(<i>integer</i>) in the <i>descendant</i> is executed.
mywindow.Set("hello")	Fails to compile; no function prototype in the ancestor matches the call.
mywindow.DYNAMIC Set("hello")	Compiles successfully because of the DYNAMIC keyword. At runtime, Set(<i>string</i>) in the <i>descendant</i> is executed.

Disadvantages of dynamic calls

Slower performance Because dynamic calls are resolved at runtime, they are slower than static calls. If you need the fastest performance, design your application to avoid dynamic calls.

Less error checking When you use dynamic calls, you are foregoing error checking provided by the compiler. Your application is more open to application errors, because functions that are called dynamically might be unavailable at execution time. Do not use a dynamic call when a static call will suffice.

Example using dynamic call

A sample application has an ancestor window w_datareview_frame that defines several functions called by the menu items of m_datareview_framemenu. They are empty stubs with empty scripts so that static calls to the functions will compile. Other windows that are descendants of w_datareview_frame have scripts for these functions, overriding the ancestor version.

The wf_print function is one of these—it has an empty script in the ancestor and appropriate code in each descendent window:

```
guo_global_vars.ish_currentsheet.wf_print ()
```

The wf_export function called by the m_export item on the m_file menu does not have a stubbed-out version in the ancestor window. This code for m_export uses the DYNAMIC keyword to call wf_export. When the program runs, the value of variable ish_currentsheet is a descendent window that does have a definition for wf_export:

```
guo_global_vars.ish_currentsheet.DYNAMIC wf_export()
```

Errors when calling functions and events dynamically

If you call a function or event dynamically, different conditions create different results, from no effect to an execution error. The tables in this section illustrate this.

Functions

The rules for functions are similar to those for events, except functions must exist: if a function is not found, an error always occurs. Although events can exist without a script, if a function is defined it has to have code. Consider the following statements:

- 1 This statement calls a function without looking for a return value:

```
object.DYNAMIC funcname( )
```

- 2 This statement looks for an integer return value:

```
int li_int
li_int = object.DYNAMIC funcname( )
```

- 3 This statement looks for an Any return value:

```
any la_any
la_any = object.DYNAMIC funcname( )
```

The following table uses these statements as examples.

Table 6-3: Dynamic function calling errors

Condition 1	Condition 2	Result	Example
The function does not exist.	None.	Execution error 65: Dynamic function not found.	All the statements cause error 65.
The function is found and executed but is not defined with a return value.	The code is looking for a return value.	Execution error 63: Function/event with no return value used in expression.	Statements 2 and 3 cause error 63.

Events

Consider these statements:

- 1 This statement calls an event without looking for a return value:

```
object.EVENT DYNAMIC eventname( )
```

- 2 This example looks for an integer return value:

```
int li_int
li_int = object.EVENT DYNAMIC eventname( )
```

3 This example looks for an Any return value:

```
any la_any  
la_any = object.EVENT DYNAMIC eventname( )
```

The following table uses these statements as examples.

Table 6-4: Dynamic event calling errors

Condition 1	Condition 2	Result	Example
The event does not exist.	The code <i>is not</i> looking for a return value.	Nothing; the call fails silently.	Statement 1 fails but does not cause an error.
	The code <i>is</i> looking for a return value.	A null of the Any datatype is returned.	<i>La_any</i> is set to null in statement 3.
		If the expected datatype is not Any, execution error 19 occurs: Cannot convert Any in Any variable to datatype.	The assignment to <i>li_int</i> causes execution error 19 in statement 2.
The event is found but is not implemented (there is no script).	The event <i>has</i> a defined return value.	A null of the defined datatype is returned.	If <i>eventname</i> is defined to return integer, <i>li_int</i> is set to null in statement 2.
	The event <i>does not have</i> a defined return value.	A null of the Any datatype is returned.	<i>La_any</i> is set to null in statement 3.
		If the expected datatype is not Any, execution error 19 occurs: Cannot convert Any in Any variable to datatype.	The assignment to <i>li_int</i> causes execution error 19 in statement 2.
The event is found and executed but is not defined with a return value.	The code is looking for a return value.	Execution error 63: Function/event with no return value used in expression.	Statements 2 and 3 cause error 63.

When an error occurs	You can surround a dynamic function call in a try-catch block to prevent the application from terminating when an execution error occurs. Although you can also handle the error in the SystemError event, you should not allow the application to continue once the SystemError event is invoked—the SystemError event should only clean up and halt the application. For information on using try-catch blocks, see the chapter on exception handling in <i>Application Techniques</i> .
If the arguments do not match	Function arguments are part of the function's definition. Therefore, if the arguments do not match (a compatible match, not an exact match), it is essentially a different function. The result is the same as if the function did not exist. If you call an event dynamically and the arguments do not match, the call fails and control returns to the calling script. There is no error.
Error-proofing your code	Calling functions and events dynamically opens up your application to potential errors. The surest way to avoid these errors is to always make static calls to functions and events. When that is not possible, your design and testing can ensure that there is always an appropriate function or event with the correct return datatype. One type of error you can check for and avoid is data conversion errors. The preceding tables illustrated that a function or event can return a null value either as an Any variable or as a variable of the expected datatype when a function or event definition exists but is not implemented. If you always assign return values to Any variables for dynamic calls, you can test for null (which indicates failure) before using the value in code. This example illustrates the technique of checking for null before using the return value.

```
any la_any
integer li_gotvalue
la_any = object.DYNAMIC uf_getaninteger( )
IF IsNull(la_any) THEN
    ... // Error handling
ELSE
    li_gotvalue = la_any
END IF
```

Overloading, overriding, and extending functions and events

In PowerBuilder, when functions are inherited, you can choose to overload or override the function definition, described in “Overloading and overriding functions” next.

When events are inherited, the scripts for those events are extended by default. You can choose to extend or override the script, described in “Extending and overriding events” on page 106.

Overloading and overriding functions

To create an overloaded function, you declare the function as you would any function using Insert>Function.

Overriding means defining a function in a descendent object that has the same name and argument list as a function in the ancestor object. In the descendent object, the function in the descendant is always called instead of the one in the ancestor—unless you use the scope resolution operator (::).

To override a function, open the descendent object in the painter, select the function in the Script view, and code the new script. The icon that indicates that there is a script for a function is half shaded when the function is inherited from an ancestor.

You can overload or override object functions only—you cannot overload global functions.

Type promotion when matching arguments for overloaded functions

When you have overloaded a function so that one version handles numeric values and another version handles strings, it is clear to the programmer what arguments to provide to call each version of the function. Overloading with unrelated datatypes is a good idea and can provide needed functionality for your application.

Problematic overloading	<p>If different versions of a function have arguments of related datatypes (different numeric types or strings and chars), you must consider how PowerBuilder promotes datatypes in determining which function is called. This kind of overloading is undesirable because of potential confusion in determining which function is called.</p> <p>When you call a function with an <i>expression</i> as an argument, the datatype of the expression might not be obvious. However, the datatype is important in determining what version of an overloaded function is called.</p> <p>Because of the intricacies of type promotion for numeric datatypes, you might decide that you should not define overloaded functions with different numeric datatypes. Changes someone makes later can affect the application more drastically than expected if the change causes a different function to be called.</p>
How type promotion works	<p>When PowerBuilder evaluates an expression, it converts the datatypes of constants and variables so that it can process or combine them correctly.</p> <p>Numbers When PowerBuilder evaluates numeric expressions, it promotes the datatypes of values according to the operators and the datatypes of the other operands. For example, the datatype of the expression $n/2$ is double because it involves division—the datatype of n does not matter.</p> <p>Strings When evaluating an expression that involves chars and strings, PowerBuilder promotes chars to strings.</p> <p>For more information on type promotion, see “Datatype of PowerBuilder expressions” on page 75.</p>
Using conversion functions	<p>You can take control over the datatypes of expressions by calling a conversion function. The conversion function ensures that the datatype of the expression matches the function prototype you want to call.</p> <p>For example, because the expression $n/2$ involves division, the datatype is double. However, if the function you want to call expects a long, you can use the Long function to ensure that the function call matches the prototype:</p>

```
CalculateHalf(Long(n/2))
```

Extending and overriding events

In PowerBuilder, when you write event scripts in a descendent object, you can extend or override scripts that have been written in the ancestor. Extending (the default) means executing the ancestor's script first, then executing code in the descendant's event script.

Overriding means ignoring the ancestor's script and only executing the script in the descendant.

No overloaded events

You cannot overload an event by defining an event with the same name but different arguments. Event names must be unique.

To select extending or overriding, open the script in the Script view and check or clear the Extend Ancestor Script item in the Edit or pop-up menu.

Passing arguments to functions and events

In PowerBuilder, arguments for built-in or user-defined functions and events can be passed three ways:

Table 6-5: Passing arguments to functions and events

Method of passing	Description
By value	A copy of the variable is available in the function or event script. Any changes to its value affect the copy only. The original variable in the calling script is not affected.
By reference	A pointer to the variable is passed to the function or event script. Changes affect the original variable in the calling script.
Read-only	The variable is available in the function or event. Its value is treated as a constant—changes to the variable are not allowed and cause a compiler error. Read-only provides a performance advantage for some datatypes because it does not create a copy of the data, as with by value. Datatypes for which read-only provides a performance advantage are string, blob, date, time, and DateTime. For other datatypes, read-only provides documentation for other developers by indicating something about the purpose of the argument.

Passing objects

When you pass an object to a function or event, the object must exist when you refer to its properties and functions. If you call the function but the object has been destroyed, you get the execution error for a null object reference. This is true whether you pass by reference, by value, or read-only.

To illustrate, suppose you have a window with a SingleLineEdit. If you post a function in the window's Close event and pass the SingleLineEdit, the object does not exist when the function executes. To use information from the SingleLineEdit, you must pass the information itself, such as the object's text, rather than the object. When passing an object, you never get another copy of the object. By reference and by value affect the object reference, not the object itself.

Objects passed by value

When you pass an object by value, you pass a copy of the reference to the object. That reference is still pointing to the original object. If you change properties of the object, you are changing the original object. However, you can change the value of the variable so that it points to another object without affecting the original variable.

Objects passed by reference

When you pass an object by reference, you pass a pointer to the original reference to the object. Again, if you change properties of the object, you are changing the original object. You can change the value of the variable that was passed, but the result is different—the original reference now points to the new object.

Objects passed as read-only

When you pass an object as read-only, you get a copy of the reference to the object. You cannot change the reference to point to a new object (because read-only is equivalent to a CONSTANT declaration), but you *can* change properties of the object.

Passing structures

Structures as arguments behave like simple variables, not like objects.

Structures passed by value

When you pass a structure by value, PowerBuilder passes a copy of the structure. You can modify the copy without affecting the original.

Structures passed by reference

When you pass a structure by reference, PowerBuilder passes a reference to the structure. When you changes values in the structure, you are modifying the original. You will not get a null object reference, because structures always exist until they go out of scope.

Structures passed as read-only

When you pass a structure as read-only, PowerBuilder passes a copy of the structure. You cannot modify any members of the structure.

Passing arrays

Variable-size array as an argument

When an argument is an array, you specify brackets as part of the argument name in the declaration for the function or event.

For example, suppose a function named `uf_convertarray` accepts a variable-size array of integers. If the argument's name is `intarray`, then for Name enter `intarray[]` and for Type enter `integer`.

In the script that calls the function, you either declare an array variable or use an instance variable or value that has been passed to you. The declaration of that variable, wherever it is, looks like this:

```
integer a[]
```

When you call the function, omit the brackets, because you are passing the whole array. If you specified brackets, you would be passing one value from the array:

```
uf_convertarray(a)
```

Fixed-size array as an argument

For comparison, suppose the `uf_convertarray` function accepts a fixed-size array of integers of 10 elements instead. If the argument's name is `intarray`, then for Name enter `intarray[10]`, and for Type enter `integer`.

The declaration of the variable to be passed looks like this:

```
integer a[10]
```

You call the function the same way, without brackets:

```
uf_convertarray(a)
```

If the array dimensions do not match

If the dimensions of the array variable passed do not match the dimensions declared for the array argument, then array-to-array assignment rules apply. For more information, see “Declaring arrays” on page 48.

Using return values

You can use return values of functions and events.

Functions

All built-in PowerScript functions return a value. You can use the return value or ignore it. User-defined functions and external functions might or might not return a value.

To use a return value, assign it to a variable of the appropriate datatype or call the function wherever you can use a value of that datatype.

Posting a function

If you post a function, you cannot use its return value.

Examples

The built-in Asc function takes a string as an argument and returns the Unicode code point value of the string's first character:

```
string S1 = "Carton"
long Test
Test=32+Asc(S1)    // Test now contains the value 99
                    // (the code point value of "C" is 67).
```

The SelectRow function expects a row number as the first argument. The return value of the GetRow function supplies the row number:

```
dw_1.SelectRow(dw_1.GetRow(), true)
```

To ignore a return value, call the function as a single statement:

```
Beep(4)          // This returns a value, but it is
                  // rarely needed.
```

Events

Most system events return a value. The return value is a long—numeric codes have specific meanings for each event. You specify the event's return code with a RETURN statement in the event script.

When the event is triggered by user actions or system messages, the value is returned to the system, not to a script you write.

When you trigger a system or user-defined event, the return value is returned to your script and you can use the value as appropriate. If you post an event, you cannot use its return value.

Using cascaded calling and return values

PowerBuilder dot notation allows you to chain together several object function or event calls. The return value of the function or event becomes the object for the following call.

This syntax shows the relationship between the return values of three cascaded function calls:

```
func1returnsobject( ).func2returnsobject( ).func3returnsanything( )
```

Disadvantage of cascaded calls

When you call several functions in a cascade, you cannot check their return values and make sure they succeeded. If you want to check return values (and checking is always a good idea), call each function separately and assign the return values to variables. Then you can use the verified variables in dot notation before the final function name.

Dynamic calls

If you use the DYNAMIC keyword in a chain of cascaded calls, it carries over to all function calls that follow.

In this example, both func1 and func2 are called dynamically:

```
object1.DYNAMIC func1().func2()
```

The compiler reports an error if you use DYNAMIC more than once in a cascaded call. This example would cause an error:

```
object1.DYNAMIC func1().DYNAMIC func2() // error
```

Posted functions and events

Posted functions and events do not return a value to the calling scripts. Therefore, you can only use POST for the last function or event in a cascaded call. Calls before the last must return a valid object that can be used by the following call.

System events

System events can only be last in a cascaded list of calls, because their return value is a long (or they have no return value). They do not return an object that can be used by the next call.

An event you have defined can have a return value whose datatype is an object. You can include such events in a cascaded call.

Syntax for calling PowerBuilder functions and events

Description This syntax is used to call all PowerBuilder functions and events. Depending on the keywords used, this syntax can be used to call system, global, object, user-defined, and external functions as well as system and user-defined events.

Syntax

{ *objectname*.} { *type* } { *calltype* } { *when* } *name* ({ *argumentlist* })

The following table describes the arguments used in function and event calls.

Table 6-6: Arguments for calling functions and events

Argument	Description
<i>objectname</i> (optional)	The name of the object where the function or event is defined followed by a period or the descendant of that object/the name of the ancestor class followed by two colons. If a function name is not qualified, PowerBuilder uses the rules for finding functions and executes the first matching function it finds. For system or global functions, omit <i>objectname</i> . For the rules PowerBuilder uses to find unqualified function names, see “Finding and executing functions and events” on page 94.
<i>type</i> (optional)	A keyword specifying whether you are calling a function or event. Values are: <ul style="list-style-type: none">• FUNCTION (Default)• EVENT
<i>calltype</i> (optional)	A keyword specifying when PowerBuilder looks for the function or event. Values are: <ul style="list-style-type: none">• STATIC (Default)• DYNAMIC For more information about static versus dynamic calls, see “Static versus dynamic calls” on page 98. For more information on dynamic calls, see “Dynamic calls” on page 99.
<i>when</i> (optional)	A keyword specifying whether the function or event should execute immediately or after the current script is finished. Values are: <ul style="list-style-type: none">• TRIGGER – (Default) Execute it immediately.• POST – Put it in the object’s queue and execute it in its turn, after other pending messages have been handled. For more about triggering and posting, see “Triggering versus posting functions and events” on page 96.
<i>name</i>	The name of the function or event you want to call.
<i>argumentlist</i> (optional)	The values you want to pass to <i>name</i> . Each value in the list must have a datatype that corresponds to the declared datatype in the function or event definition or declaration.

Usage

Function and event names are not case sensitive. For example, the following three statements are equivalent:

```
Clipboard("PowerBuilder")
clipboard("PowerBuilder")
CLIPBOARD("PowerBuilder")
```

Calling arguments The type, calltype, and when keywords can be in any order after *objectname*.

Not all options in the syntax apply to all types. For example, there is no point in calling a system PowerScript object function dynamically. It always exists, and the dynamic call incurs extra overhead. However, if you had a user-defined function of the same name that applied to a different object, you might call that function dynamically.

User-defined global functions and system functions can be triggered or posted but they cannot be called dynamically.

Finding functions If a global function does not exist with the given name, PowerBuilder will look for an object function that matches the name and argument list before it looks for a PowerBuilder system function.

Calling functions and events in the ancestor If you want to circumvent the usual search order and force PowerBuilder to find a function or event in an ancestor object, bypassing it in the descendant, use the ancestor operator (::).

For more information about the scope operator for ancestors, see “Calling functions and events in an object’s ancestor” on page 114.

Cascaded calls Calls can be cascaded using dot notation. Each function or event call must return an object type that is the appropriate object for the following call.

For more information about cascaded calls, see “Using cascaded calling and return values” on page 110.

Using return values If the function has a return value, you can call the function on the right side of an assignment statement, as an argument for another function, or as an operand in an expression.

External functions Before you can call an external function, you must declare it. For information about declaring external functions, see “Declaring external functions” on page 58.

Examples

Example 1 The following statements show various function calls using the most simple construction of the function call syntax.

This statement calls the system function Asc:

```
charnum = Asc("x")
```

This statement calls the DataWindow function in a script that belongs to the DataWindow:

```
Update()
```

This statement calls the global user-defined function gf_setup_appl:

```
gf_setup_appl(24, "Window1")
```

This statement calls the system function PrintRect:

```
PrintRect(job, 250, 250, 7500, 1000, 50)
```

Example 2 The following statements show calls to global and system functions.

This statement posts the global user-defined function gf_setup_appl. The function is executed when the calling script finishes:

```
POST gf_setup_appl(24, "Window1")
```

This statement posts the system function PrintRect. It is executed when the calling script finishes. The print job specified in job must still be open:

```
POST PrintRect(job, 250, 250, 7500, 1000, 50)
```

Example 3 In a script for a control, these statements call a user-defined function defined in the parent window. The statements are equivalent, because FUNCTION, STATIC, and TRIGGER are the defaults:

```
Parent.FUNCTION STATIC TRIGGER wf_process()
Parent.wf_process()
```

Example 4 This statement in a DataWindow control's Clicked script calls the DoubleClicked event for the same control. The arguments the system passed to Clicked are passed on to DoubleClicked. When triggered by the system, PowerBuilder passes DoubleClicked those same arguments:

```
This.EVENT DoubleClicked(xpos, ypos, row, dwo)
```

This statement posts the same event:

```
This.EVENT POST DoubleClicked(xpos, ypos, row, dwo)
```

Example 5 The variable *iw_a* is an instance variable of an ancestor window type *w_ancestorsheet*:

```
w_ancestorsheet iw_a
```

A menu has a script that calls the *wf_export* function, but that function is not defined in the ancestor. The **DYNAMIC** keyword is required so that the script compiles:

```
iw_a.DYNAMIC wf_export( )
```

At execution time, the window that is opened is a descendant with a definition of *wf_export*. That window is assigned to the variable *iw_a* and the call to *wf_export* succeeds.

Calling functions and events in an object's ancestor

Description

In PowerBuilder, when an object is instantiated with a descendant object, even if its class is the ancestor and that descendant has a function or event script that overrides the ancestor's, the descendant's version is the one that is executed. If you specifically want to execute the ancestor's version of a function or event, you can use the ancestor operator (::) to call the ancestor's version explicitly.

Syntax

```
{ objectname. } ancestorclass ::{ type } { when } name ( { argumentlist } )
```

The following table describes the arguments used to call functions and events in an object's ancestor.

Table 6-7: Arguments for calling ancestor functions and events

Argument	Description
<i>objectname</i> (optional)	The name of the object whose ancestor contains the function you want to execute.
<i>ancestorclass</i>	The name of the ancestor class whose function or event you want to execute. The pronoun Super provides the appropriate reference when <i>ancestorobject</i> is the immediate ancestor of the current object.
<i>type</i> (optional)	A keyword specifying whether you are calling a function or event. Values are: <ul style="list-style-type: none">• (Default) FUNCTION• EVENT

Argument	Description
<i>when</i> (optional)	A keyword specifying whether the function or event should execute immediately or after the current script is finished. Values are: <ul style="list-style-type: none"> • TRIGGER – (Default) Execute it immediately • POST – Put it in the object's queue and execute it in its turn, after other pending messages have been handled
<i>name</i>	The name of the object function or event you want to call.
<i>argumentlist</i> (optional)	The values you want to pass to <i>name</i> . Each value in the list must have a datatype that corresponds to the declared datatype in the function definition.

Usage

The AncestorReturnValue variable When you extend an event script in a descendent object, the compiler automatically generates a local variable called AncestorReturnValue that you can use if you need to know the return value of the ancestor event script. The variable is also generated if you override the ancestor script and use the CALL syntax to call the ancestor event script.

The datatype of the AncestorReturnValue variable is always the same as the datatype defined for the return value of the event. The arguments passed to the call come from the arguments that are passed to the event in the descendent object.

Extending event scripts The AncestorReturnValue variable is always available in extended event scripts. When you extend an event script, PowerBuilder generates the following syntax and inserts it at the beginning of the event script:

```
CALL SUPER::event_name
```

You only see the statement if you export the syntax of the object or look at it in the Source editor.

The following example illustrates the code you can put in an extended event script:

```
If AncestorReturnValue = 1 THEN
  // execute some code
ELSE
  // execute some other code
END IF
```

Overriding event scripts The AncestorReturnValue variable is only available when you override an event script after you call the ancestor event using either of these versions of the CALL syntax:

```
CALL SUPER::event_name
```

```
CALL ancestor_name::event_name
```

The compiler cannot differentiate between the keyword SUPER and the name of the ancestor. The keyword is replaced with the name of the ancestor before the script is compiled.

The AncestorReturnValue variable is only declared and a value assigned when you use the CALL event syntax. It is not declared if you use the new event syntax:

```
ancestor_name::EVENT event_name( )
```

You can use the same code in a script that overrides its ancestor event script, but you must insert a CALL statement before you use the AncestorReturnValue variable.

```
// execute code that does some preliminary processing
CALL SUPER::uo_myevent
IF AncestorReturnValue = 1 THEN
    ...
    ...
```

For information about CALL, see CALL on page 123.

Examples

Example 1 Suppose a window w_ancestor has an event ue_process. A descendant window has a script for the same event.

This statement in a script in the descendant searches the event chain and calls all appropriate events. If the descendant extends the ancestor script, it calls a script for each ancestor in turn followed by the descendant script. If the descendant overrides the ancestor, it calls the descendant script only:

```
EVENT ue_process( )
```

This statement calls the ancestor event only (this script works if the calling script belongs to another object or the descendant window):

```
w_ancestor::EVENT ue_process( )
```

Example 2 You can use the pronoun Super to refer to the ancestor. This statement in a descendant window script or in a script for a control on that window calls the Clicked script in the immediate ancestor of that window.

```
Super::EVENT Clicked(0, x, y)
```

Example 3 These statements call a function wf_myfunc in the ancestor window (presumably, the descendant also has a function called wf_myfunc):

```
Super::wf_myfunc( )
Super::POST wf_myfunc( )
```

P A R T 2

Statements, Events, and Functions

This part provides reference information about each of the components of the PowerScript language.

PowerScript Statements

About this chapter

This chapter describes the PowerScript statements and how to use them in scripts.

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Assignment

Description Assigns values to variables or object properties or object references to object variables.

Syntax `variablename = expression`

Argument	Description
<code>variablename</code>	The name of the variable or object property to which you want to assign a value. <i>Variablename</i> can include dot notation to qualify the variable with one or more object names.
<code>expression</code>	An expression whose datatype is compatible with <i>variablename</i> .

Usage Use assignment statements to assign values to variables. To assign a value to a variable anywhere in a script, use the equal sign (=). For example:

```
String1 = "Part is out of stock"  
TaxRate = .05
```

No multiple assignments Since the equal sign is also a logical operator, you cannot assign more than one variable in a single statement. For example, the following statement does not assign the value 0 to A and B:

```
A=B=0 // This will not assign 0 to A and B.
```

This statement first evaluates `B=0` to true or FALSE and then tries to assign this boolean value to A. When A is not a boolean variable, this line produces an error when compiled.

Assigning array values You can assign multiple array values with one statement, such as:

```
int Arr []  
Arr = {1, 2, 3, 4}
```

You can also copy array contents. For example, this statement copies the contents of *Arr2* into array *Arr1*:

```
Arr1 = Arr2
```

Operator shortcuts The PowerScript shortcuts for assigning values to variables in the following table have slight performance advantages over their equivalents.

Table 7-1: Shortcuts for assigning values

Assignment	Example	Equivalent to
<code>++</code>	<code>i ++</code>	<code>i = i + 1</code>
<code>--</code>	<code>i --</code>	<code>i = i - 1</code>
<code>+=</code>	<code>i += 3</code>	<code>i = i + 3</code>
<code>-=</code>	<code>i -= 3</code>	<code>i = i - 3</code>
<code>*=</code>	<code>i *= 3</code>	<code>i = i * 3</code>
<code>/=</code>	<code>i /= 3</code>	<code>i = i / 3</code>
<code>^=</code>	<code>i ^= 3</code>	<code>i = i ^ 3</code>

Unless you have prohibited the use of dashes in variable names, you must leave a space before `--` and `-`. If you do not, PowerScript reads the minus sign as part of a variable name. For more information, see “Identifier names” on page 5.

Examples

Example 1 These statements each assign a value to the variable `ld_date`:

```
date ld_date
ld_date = Today( )
ld_date = 2006-01-01
ld_date = Date("January 1, 2006")
```

Example 2 These statements assign the parent of the current control to a window variable:

```
window lw_current_window
lw_current_window = Parent
```

Example 3 This statement makes a CheckBox invisible:

```
cbk_on.Visible = FALSE
```

Example 4 This statement is not an assignment—it tests the value of the string in the SingleLineEdit `sle_emp`:

```
IF sle_emp.Text = "N" THEN Open(win_1)
```

Example 5 These statements concatenate two strings and assign the value to the string *Text1*:

```
string Text1  
Text1 = sle_emp.Text+".DAT"
```

Example 6 These assignments use operator shortcuts:

```
int i = 4  
i ++      // i is now 5.  
i --      // i is 4 again.  
i += 10    // i is now 14.  
i /= 2     // i is now 7.
```

These shortcuts can be used only in pure assignment statements. They cannot be used with other operators in a statement. For example, the following is invalid:

```
int i, j  
i = 12  
j = i ++      // INVALID
```

The following is valid, because `++` is used by itself in the assignment:

```
int i, j  
i = 12  
i ++  
j = i
```

CALL

Description	Calls an ancestor script from a script for a descendant object. You can call scripts for events in an ancestor of the user object, menu, or window. You can also call scripts for events for controls in an ancestor of the user object or window. When you use the CALL statement to call an ancestor event script, the AncestorReturnValue variable is generated. For more information on the AncestorReturnValue variable, see “About events” on page 183.								
Syntax	<code>CALL <i>ancestorobject</i> {<i>controlname</i>}::<i>event</i></code>								
	<table border="1"> <thead> <tr> <th>Parameter</th><th>Description</th></tr> </thead> <tbody> <tr> <td><i>ancestorobject</i></td><td>An ancestor of the descendant object</td></tr> <tr> <td><i>controlname</i> (optional)</td><td>The name of a control in an ancestor window or custom user object</td></tr> <tr> <td><i>event</i></td><td>An event in the ancestor object</td></tr> </tbody> </table>	Parameter	Description	<i>ancestorobject</i>	An ancestor of the descendant object	<i>controlname</i> (optional)	The name of a control in an ancestor window or custom user object	<i>event</i>	An event in the ancestor object
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<i>controlname</i> (optional)	The name of a control in an ancestor window or custom user object								
<i>event</i>	An event in the ancestor object								
Usage	<p>Using the standard syntax For most purposes, you should use the standard syntax for calling functions and events. For more information about the standard syntax, see “Syntax for calling PowerBuilder functions and events” on page 111.</p> <p>The standard syntax allows you to trigger or post an event or function in an ancestor and then pass arguments, but it does not allow you to call a script for a control in the ancestor.</p> <p>In some circumstances, you can use the pronoun Super when <i>ancestorobject</i> is the descendant object’s immediate ancestor. See the discussion of “Super pronoun” on page 14.</p> <p>If the call is being made to an ancestor event, the arguments passed to the current event are automatically propagated to the ancestor event. If you call a non-ancestor event and pass arguments, you need to use the new syntax, otherwise null will be passed for each argument.</p>								
Examples	<p>Example 1 This statement calls a script for an event in an ancestor window:</p> <pre>CALL w_emp::Open</pre> <p>Example 2 This statement calls a script for an event in a control in an ancestor window:</p> <pre>CALL w_emp`cb_close::Clicked</pre>								

CHOOSE CASE

Description A control structure that directs program execution based on the value of a test expression (usually a variable).

Syntax

```

CHOOSE CASE testexpression
CASE expressionlist
  statementblock
{ CASE expressionlist
  statementblock
  ...
CASE expressionlist
  statementblock}
CASE ELSE
  statementblock
END CHOOSE

```

Parameter	Description
<i>testexpression</i>	The expression on which you want to base the execution of the script
<i>expressionlist</i>	<p>One of the following expressions:</p> <ul style="list-style-type: none"> • A single value • A list of values separated by commas (such as 2, 4, 6, 8) • A TO clause (such as 1 TO 30) • IS followed by a relational operator and comparison value (such as IS>5) • Any combination of the above with an implied OR between expressions (such as 1, 3, 5, 7, 9, 27 TO 33, IS >42)
<i>statementblock</i>	The block of statements you want PowerBuilder to execute if the test expression matches the value in <i>expressionlist</i>

Usage At least one CASE clause is required. You must end a CHOOSE CASE control structure with END CHOOSE.

If *testexpression* at the beginning of the CHOOSE CASE statement matches a value in *expressionlist* for a CASE clause, the statements immediately following the CASE clause are executed. Control then passes to the first statement after the END CHOOSE clause.

If multiple CASE expressions exist, then *testexpression* is compared to each *expressionlist* until a match is found or the CASE ELSE or END CHOOSE is encountered.

If there is a CASE ELSE clause and the test value does not match any of the expressions, *statementblock* in the CASE ELSE clause is executed. If no CASE ELSE clause exists and a match is not found, the first statement after the END CHOOSE clause is executed.

Examples

Example 1 These statements provide different processing based on the value of the variable *Weight*:

```
CHOOSE CASE Weight
CASE IS<16
    Postage=Weight*0.30
    Method="USPS"
CASE 16 to 48
    Postage=4.50
    Method="UPS"
CASE ELSE
    Postage=25.00
    Method="FedEx"
END CHOOSE
```

Example 2 These statements convert the text in a SingleLineEdit control to a real value and provide different processing based on its value:

```
CHOOSE CASE Real(sle_real.Text)
CASE is < 10.99999
    sle_message.Text = "Real Case < 10.99999"
CASE 11.00 to 48.99999
    sle_message.Text = "Real Case 11 to 48.99999"
CASE is > 48.9999
    sle_message.Text = "Real Case > 48.9999"
CASE ELSE
    sle_message.Text = "Cannot evaluate!"
END CHOOSE
```

CONTINUE

Description In a DO...LOOP or a FOR...NEXT control structure, skips statements in the loop. CONTINUE takes no parameters.

Syntax CONTINUE

Usage When PowerBuilder encounters a CONTINUE statement in a DO...LOOP or FOR...NEXT block, control passes to the next LOOP or NEXT statement. The statements between the CONTINUE statement and the loop's end statement are skipped in the current iteration of the loop. In a nested loop, a CONTINUE statement bypasses statements in the *current* loop structure.

For information on how to break out of the loop, see EXIT on page 133.

Examples **Example 1** These statements display a message box twice: when *B* equals 2 and when *B* equals 3. As soon as *B* is greater than 3, the statement following CONTINUE is skipped during each iteration of the loop:

```
integer A=1, B=1
DO WHILE A < 100
    A = A+1
    B = B+1
    IF B > 3 THEN CONTINUE
    MessageBox("Hi", "B is " + String(B) )
LOOP
```

Example 2 These statements stop incrementing *B* as soon as *Count* is greater than 15:

```
integer A=0, B=0, Count
FOR Count = 1 to 100
    A = A + 1
    IF Count > 15 THEN CONTINUE
    B = B + 1
NEXT
// Upon completion, a=100 and b=15.
```

CREATE

Description	<p>Creates an object instance for a specified object type. After a CREATE statement, properties of the created object instance can be referenced using dot notation.</p> <p>The CREATE statement returns an object instance that can be stored in a variable of the same type.</p> <p>Syntax 1 specifies the object type at compilation. Syntax 2 allows the application to choose the object type dynamically.</p>												
Syntax	<p>Syntax 1 (specifies the object type at compilation):</p> <p><i>objectvariable</i> = CREATE <i>objecttype</i></p> <table border="1"> <thead> <tr> <th>Parameter</th><th>Description</th></tr> </thead> <tbody> <tr> <td><i>objectvariable</i></td><td>A global, instance, or local variable whose datatype is <i>objecttype</i></td></tr> <tr> <td><i>objecttype</i></td><td>The object datatype</td></tr> </tbody> </table> <p>Syntax 2 (allows the application to choose the object type dynamically):</p> <p><i>objectvariable</i> = CREATE USING <i>objecttypestring</i></p> <table border="1"> <thead> <tr> <th>Parameter</th><th>Description</th></tr> </thead> <tbody> <tr> <td><i>objectvariable</i></td><td>A global, instance, or local variable whose datatype is the same class as the object being created or an ancestor of that class</td></tr> <tr> <td><i>objecttypestring</i></td><td>A string whose value is the name of the class datatype to be created</td></tr> </tbody> </table>	Parameter	Description	<i>objectvariable</i>	A global, instance, or local variable whose datatype is <i>objecttype</i>	<i>objecttype</i>	The object datatype	Parameter	Description	<i>objectvariable</i>	A global, instance, or local variable whose datatype is the same class as the object being created or an ancestor of that class	<i>objecttypestring</i>	A string whose value is the name of the class datatype to be created
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Parameter	Description												
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<i>objecttypestring</i>	A string whose value is the name of the class datatype to be created												
Usage	<p>Use CREATE as the first reference to any class user object. This includes standard class user objects such as mailSession or Transaction.</p> <p>The system provides one instance of several standard class user objects: Message, Error, Transaction, DynamicDescriptionArea, and DynamicStagingArea. You only need to use CREATE if you declare additional instances of these objects.</p> <p>If you need a menu that is not part of an open window definition, use CREATE to create an instance of the menu. (See the function PopMenu on page 858.)</p> <p>To create an instance of a visual user object or window, use the appropriate Open function (instead of CREATE).</p>												

You do not need to use CREATE to allocate memory for:

- A standard datatype, such as integer or string
- Any structure, such as the Environment object
- Any object whose AutoInstantiate setting is true
- Any object that has been instantiated using a function, such as Open

Specifying the object type dynamically CREATE USING allows your application to choose the object type dynamically. It is usually used to instantiate an ancestor variable with an instance of one of its descendants. The particular descendant is chosen at execution time.

For example, if uo_a has two descendants, uo_a_desc1 and uo_a_desc2, then the application can select the object to be created based on current conditions:

```
uo_a uo_a_var
string ls_objectname

IF ... THEN
    ls_objectname = "uo_a_desc1"
ELSE
    ls_objectname = "uo_a_desc2"
END IF
uo_a_var = CREATE USING ls_objectname
```

Destroying objects you create When you have finished with an object you created, you can call DESTROY to release its memory. However, you should call DESTROY only if you are sure that the object is not referenced by any other object. PowerBuilder's garbage collection mechanism maintains a count of references to each object and destroys unreferenced objects automatically.

For more information about garbage collection, see “Garbage collection” on page 84.

Examples

Example 1 These statements create a new transaction object and stores the object in the variable DBTrans:

```
transaction DBTrans
DBTrans = CREATE transaction
DBTrans.DBMS = 'ODBC'
```

Example 2 These statements create a user object when the application has need of the services it provides. Because the user object might or might not exist, the code that accesses it checks whether it exists before calling its functions.

The object that creates the service object declares *invo_service* as an instance variable:

```
n_service invo_service
```

The Open event for the object creates the service object:

```
//Open event of some object
IF (some condition) THEN
    invo_service = CREATE n_service
END IF
```

When another script wants to call a function that belongs to the *n_service* class, it verifies that *invo_service* is instantiated:

```
IF IsValid(invo_service) THEN
    invo_service.of_perform_some_work( )
END IF
```

If the service object was created, then it also needs to be destroyed:

```
IF isvalid(invo_service) THEN DESTROY invo_service
```

Example 3 When you create a DataStore object, you also have to give it a DataObject and call SetTransObject before you can use it:

```
l_ds_delete = CREATE u_ds
l_ds_delete.DataObject = 'd_user_delete'
l_ds_delete.SetTransObject(SQLCA)
li_cnt = l_ds_delete.Retrieve(lstr_data.name)
```

Example 4 In this example, *n_file_service_class* is an ancestor object, and *n_file_service_class_ansi* and *n_file_service_class_dbcs* are its descendants. They hold functions and variables that provide services for the application. The code chooses which object to create based on whether the user is running in a DBCS environment:

```
n_file_service_class  lnv_fileservice
string ls_objectname
environment luo_env

GetEnvironment ( luo_env )
IF luo_env.charset = charsetdbcs! THEN
    ls_objectname = "n_file_service_class_dbcs"
ELSE
    ls_objectname = "n_file_service_class_ansi"
END IF

lnv_fileservice = CREATE USING ls_objectname
```

DESTROY

Description Eliminates an object instance that was created with the CREATE statement. After a DESTROY statement, properties of the deleted object instance can no longer be referenced.

Syntax DESTROY *objectvariable*

Parameter	Description
<i>objectvariable</i>	A variable whose datatype is a PowerBuilder object

Usage When you are finished with an object that you created, you can call DESTROY to release its memory. However, you should call DESTROY only if you are sure that the object is not referenced by any other object. PowerBuilder's garbage collection mechanism maintains a count of references to each object and destroys unreferenced objects automatically.

For more information about garbage collection, see "Garbage collection" on page 84.

All objects are destroyed automatically when your application terminates.

Examples **Example 1** The following statement destroys the transaction object DBTrans that was created with a CREATE statement:

```
DESTROY DBTrans
```

Example 2 This example creates an OLEStorage variable *istg_prod_pic* in a window's Open event. When the window is closed, the Close event script destroys the object. The variable's declaration is:

```
OLEStorage istg_prod_pic
```

The window's Open event creates an object instance and opens an OLE storage file:

```
integer li_result
istg_prod_pic = CREATE OLEStorage
li_result = stg_prod_pic.Open("PICTURES.OLE")
```

The window's Close event destroys *istg_prod_pic*:

```
integer li_result
li_result = istg_prod_pic.Save( )
IF li_result = 0 THEN
    DESTROY istg_prod_pic
END IF
```

DO...LOOP

Description A control structure that is a general-purpose iteration statement used to execute a block of statements while or until a condition is true.

DO... LOOP has four formats:

- **DO UNTIL** Executes a block of statements until the specified condition is true. If the condition is true on the first evaluation, the statement block does not execute.
- **DO WHILE** Executes a block of statements while the specified condition is true. The loop ends when the condition becomes false. If the condition is false on the first evaluation, the statement block does not execute.
- **LOOP UNTIL** Executes a block of statements at least once and continues until the specified condition is true.
- **LOOP WHILE** Executes a block of statements at least once and continues while the specified condition is true. The loop ends when the condition becomes false.

In all four formats of the DO...LOOP control structure, DO marks the beginning of the statement block that you want to repeat. The LOOP statement marks the end.

You can nest DO...LOOP control structures.

Syntax

```
DO UNTIL condition
    statementblock
LOOP

DO WHILE condition
    statementblock
LOOP

DO
    statementblock
LOOP UNTIL condition

DO
    statementblock
LOOP WHILE condition
```

Parameter	Description
<i>condition</i>	The condition you are testing
<i>statementblock</i>	The block of statements you want to repeat

Usage Use DO WHILE or DO UNTIL when you want to execute a block of statements *only* if a condition is true (for WHILE) or false (for UNTIL). DO WHILE and DO UNTIL test the condition *before* executing the block of statements.

Use LOOP WHILE or LOOP UNTIL when you want to execute a block of statements *at least once*. LOOP WHILE and LOOP UNTIL test the condition *after* the block of statements has been executed.

Examples **DO UNTIL** The following DO UNTIL repeatedly executes the Beep function until A is greater than 15:

```
integer A = 1, B = 1  
DO UNTIL A > 15  
    Beep(A)  
    A = (A + 1) * B  
  
LOOP
```

DO WHILE The following DO WHILE repeatedly executes the Beep function only while A is less than or equal to 15:

```
integer A = 1, B = 1  
DO WHILE A <= 15  
    Beep(A)  
    A = (A + 1) * B  
  
LOOP
```

LOOP UNTIL The following LOOP UNTIL executes the Beep function and then continues to execute the function until A is greater than 1:

```
integer A = 1, B = 1  
DO  
    Beep(A)  
    A = (A + 1) * B  
LOOP UNTIL A > 15
```

LOOP WHILE The following LOOP WHILE repeatedly executes the Beep function while A is less than or equal to 15:

```
integer A = 1, B = 1  
DO  
    Beep(A)  
    A = (A + 1) * B  
LOOP WHILE A <= 15
```

EXIT

Description	In a DO...LOOP or a FOR...NEXT control structure, passes control out of the current loop. EXIT takes no parameters.
Syntax	<code>EXIT</code>
Usage	An EXIT statement in a DO...LOOP or FOR...NEXT control structure causes control to pass to the statement following the LOOP or NEXT statement. In a nested loop, an EXIT statement passes control out of the <i>current</i> loop structure. For information on how to jump to the end of the loop and continue looping, see CONTINUE on page 126.
Examples	<p>Example 1 This EXIT statement causes the loop to terminate if an element in the <i>Nbr</i> array equals 0:</p> <pre>int Nbr[10] int Count = 1 // Assume values get assigned to Nbr array... DO WHILE Count < 11 IF Nbr[Count] = 0 THEN EXIT Count = Count + 1 LOOP MessageBox("Hi", "Count is now " + String(Count))</pre> <p>Example 2 This EXIT statement causes the loop to terminate if an element in the <i>Nbr</i> array equals 0:</p> <pre>int Nbr[10] int Count // Assume values get assigned to Nbr array... FOR Count = 1 to 10 IF Nbr[Count] = 0 THEN EXIT NEXT MessageBox("Hi", "Count is now " + String(Count))</pre>

FOR...NEXT

Description A control structure that is a numerical iteration, used to execute one or more statements a specified number of times.

Syntax

```
FOR varname = start TO end {STEP increment}
    statementblock
NEXT
```

Parameter	Description
<i>varname</i>	The name of the iteration counter variable. It can be any numerical type (byte, integer, double, real, long, longlong, or decimal), but integers provide the fastest performance.
<i>start</i>	Starting value of <i>varname</i> .
<i>end</i>	Ending value of <i>varname</i> .
<i>increment</i> (optional)	The increment value. <i>Increment</i> must be a constant and the same datatype as <i>varname</i> . If you enter an increment, STEP is required. +1 is the default increment.
<i>statementblock</i>	The block of statements you want to repeat.

Ending statement

You can end the FOR loop with the keywords END FOR instead of NEXT.

Usage **Using the *start* and *end* parameters** For a positive *increment*, *end* must be greater than *start*. For a negative *increment*, *end* must be less than *start*.

When *increment* is positive and *start* is greater than *end*, *statementblock* does not execute. When *increment* is negative and *start* is less than *end*, *statementblock* does not execute.

When *start* and *end* are expressions, they are reevaluated on each pass through the loop. If the expression's value changes, it affects the number of loops. Consider this example—the body of the loop changes the number of rows, which changes the result of the RowCount function:

```
FOR n = 1 TO dw_1.RowCount( )
    dw_1.DeleteRow(1)
NEXT
```

A variable as the step increment

If you need to use a variable for the step increment, you can use one of the DO...LOOP constructions and increment the counter yourself within the loop.

Nesting You can nest FOR...NEXT statements. You must have a NEXT or END FOR for each FOR.

Avoid overflow

If *start* or *end* is too large for the datatype of *varname*, *varname* will overflow, which might create an infinite loop. Consider this statement for the integer *li_int*:

```
FOR li_int = 1 TO 50000
```

The end value 50000 is too large for an integer. When *li_int* is incremented, it overflows to a negative value before reaching 50000, creating an infinite loop.

Examples

Example 1 These statements add 10 to *A* as long as *n* is ≥ 5 and ≤ 25 :

```
FOR n = 5 to 25
    A = A+10
NEXT
```

Example 2 These statements add 10 to *A* and increment *n* by 5 as long as *n* is ≥ 5 and ≤ 25 :

```
FOR N = 5 TO 25 STEP 5
    A = A+10
NEXT
```

Example 3 These statements contain two lines that will never execute because *increment* is negative and *start* is less than *end*:

```
FOR Count = 1 TO 100 STEP -1
    IF Count < 1 THEN EXIT // These 2 lines
    Box[Count] = 10          // will never execute.
NEXT
```

Example 4 These are nested FOR...NEXT statements:

```
Int Matrix[100,50,200]
FOR i = 1 to 100
    FOR j = 1 to 50
        FOR k = 1 to 200
            Matrix[i,j,k]=1
        NEXT
    NEXT
NEXT
```

GOTO

Description Transfers control from one statement in a script to another statement that is labeled.

Syntax `GOTO label`

Parameter	Description
<i>label</i>	The label associated with the statement to which you want to transfer control. A label is an identifier followed by a colon (such as OK:). Do not use the colon with a label in the GOTO statement.

Examples

Example 1 This GOTO statement skips over the Taxable=FALSE line:

```
Goto NextStep  
Taxable=FALSE      //This statement never executes.  
NextStep:  
Rate=Count/Count4
```

Example 2 This GOTO statement transfers control to the statement associated with the label OK:

```
GOTO OK
```

```
.  
. .  
OK:  
. .
```

HALT

Description	Terminates an application.
Syntax	HALT {CLOSE}
Usage	<p>When PowerBuilder encounters Halt without the keyword CLOSE, it immediately terminates the application.</p> <p>When PowerBuilder encounters Halt with the keyword CLOSE, it immediately executes the scripts for application Close event and for the CloseQuery, Close, and Destructor events on all instantiated objects before terminating the application. If there are no scripts for these events, PowerBuilder immediately terminates the application.</p> <p>You should not code a HALT statement in a component that will run in a server environment. When a PowerBuilder component is running in a server such as EA Server or J2EE, and a HALT statement is encountered, instead of aborting the application, which is in this case the server itself, the PowerBuilder VM throws a runtime error and continues. The container is responsible for managing the lifecycle of the component. In EA Server, the error message is written to the Jaguar log, even if the runtime error causes a transaction rollback and the transaction is overridden by a new transaction.</p>
Examples	<p>Example 1 This statement stops the application if the user enters a password in the SingleLineEdit named sle_password that does not match the value stored in a string named <i>CorrectPassword</i>:</p> <pre>IF sle_password.Text <> CorrectPassword THEN HALT</pre> <p>Example 2 This statement executes the script for the Close event for the application before it terminates the application if the user enters a password in sle_password that does not match the value stored in the string <i>CorrectPassword</i>:</p> <pre>IF sle_password.Text <> CorrectPassword & THEN HALT CLOSE</pre>

IF...THEN

Description	A control structure used to cause a script to perform a specified action if a stated condition is true. Syntax 1 uses a single-line format, and Syntax 2 uses a multiline format.
Syntax	Syntax 1 (the single-line format):

`IF condition THEN action1 {ELSE action2}`

Parameter	Description
<i>condition</i>	The condition you want to test.
<i>action1</i>	The action you want performed if the condition is true. The action must be a single statement on the same line as the rest of the IF statement.
<i>action2</i> (optional)	The action you want performed if the condition is false. The action must be a single statement on the same line as the rest of the IF statement.

Syntax 2 (the multiline format):

```
IF condition1 THEN
  action1
{ ELSEIF condition2 THEN
  action2
...
}
{ ELSE
  action3
}
END IF
```

Parameter	Description
<i>condition1</i>	The first condition you want to test.
<i>action1</i>	The action you want performed if <i>condition1</i> is true. The action can be a statement or multiple statements that are separated by semicolons or placed on separate lines. At least one action is required.
<i>condition2</i> (optional)	The condition you want to test if <i>condition1</i> is false. You can have multiple ELSEIF...THEN statements in an IF...THEN control structure.
<i>action2</i>	The action you want performed if <i>condition2</i> is true. The action can be a statement or multiple statements that are separated by semicolons or placed on separate lines.
<i>action3</i> (optional)	The action you want performed if none of the preceding conditions is true. The action can be a statement or multiple statements that are separated by semicolons or placed on separate lines.

Usage	You can use continuation characters to place the single-line format on more than one physical line in the script.
	You must end a multiline IF...THEN control structure with END IF (which is two words).
Examples	Example 1 This single-line IF...THEN statement opens window w_first if Num is equal to 1; otherwise, w_rest is opened:

```
IF Num = 1 THEN Open(w_first) ELSE Open(w_rest)
```

Example 2 This single-line IF...THEN statement displays a message if the value in the SingleLineEdit sle_State is “TX”. It uses the continuation character to continue the single-line statement across two physical lines in the script:

```
IF sle_State.text="TX" THEN      &
    MessageBox("Hello", "Tex")
```

Example 3 This multiline IF...THEN compares the horizontal positions of windows w_first and w_second. If w_first is to the right of w_second, w_first is moved to the left side of the screen:

```
IF w_first.X > w_second.X THEN
    w_first.X = 0
END IF
```

Example 4 This multiline IF...THEN causes the application to:

- Beep twice if X equals Y
- Display the Parts list box and highlight item 5 if X equals Z
- Display the Choose list box if X is blank
- Hide the Empty button and display the Full button if none of the above conditions is true

```
IF X=Y THEN
    Beep(2)
ELSEIF X=Z THEN
    Show (lb_parts); lb_parts.SetState(5,TRUE)
ELSEIF X=" " THEN
    Show (lb_choose)
ELSE
    Hide(cb_empty)
    Show(cb_full)
END IF
```

RETURN

Description	Stops the execution of a script or function immediately.	
Syntax	RETURN { <i>expression</i> }	
Parameter	Description	
<i>expression</i>	In a function, any value (or expression) you want the function to return. The return value must be the datatype specified as the return type in the function.	
Usage	<p>When a user's action triggers an event and PowerBuilder encounters RETURN in the event script, it terminates execution of that script immediately and waits for the next user action.</p> <p>When a script calls a function or event and PowerBuilder encounters RETURN in the code, RETURN transfers (returns) control to the point at which the function or event was called.</p>	
Examples	<p>Example 1 This script causes the system to beep once; the second beep statement will not execute:</p> <pre>Beep(1) RETURN Beep(1) // This statement will not execute.</pre> <p>Example 2 These statements in a user-defined function return the result of dividing Arg1 by Arg2 if Arg2 is not equal to zero; they return -1 if Arg2 is equal to zero:</p> <pre>IF Arg2 <> 0 THEN RETURN Arg1/Arg2 ELSE RETURN -1 END IF</pre>	

THROW

Description	Used to manually trigger exception handling for user-defined exceptions.
Syntax	<code>THROW <i>exlvalue</i></code>
Parameter	Description
<i>exlvalue</i>	Variable (or expression that evaluates to a valid instance of an object) of type Throwable. Usually the object type thrown is a user-defined exception class derived from the system Exception class that inherits from Throwable.
Usage	The variable following the THROW reserved word must be a valid object instance or an expression that produces a valid object instance that derives from the Throwable datatype. For example, you can use an expression such as:
	<code>THROW create <i>ExceptionType</i></code>
	where <i>ExceptionType</i> is an object of type Throwable.
	If you attempt to throw a noninstantiated exception, you will not get back the exception information you want, since the only exception information you retrieve will be a NullObjectError.
	In a method script, you can only throw an exception that you declare in the method prototype or that you handle in a try-catch block. The PowerScript compiler displays an error message if you try to throw a user-defined exception without declaring it in the prototype Throws statement and without surrounding it in an appropriate try-catch block.
	When a RuntimeError, or a descendant of RuntimeError, is thrown, the instance variable containing line number information will be filled in at the point where the THROW statement occurs. If the error is handled and thrown again, this information will not be updated unless it has specifically been set to null.

Examples

```

long ll_result
ll_result = myConnection.ConnectToServer()

ConnectionException ex
ex = create ConnectionException
ex.connectResult = ll_result
THROW ex
end if

```

THROWS

Description	Used to declare the type of exception that a method triggers. It is part of the method prototype.
Syntax	<code>methodname ({arguments}) THROWS ExceptionType { , ExceptionType, ... }</code>
Parameter	Description
<i>methodname</i>	Name of the method that throws an exception.
<i>arguments</i>	Arguments of the method that throws an exception. Depending on the method, the method arguments can be optional.
<i>ExceptionType</i>	Object of type Throwable. Usually the object type thrown is a user-defined exception class derived from the system Exception class. If you define multiple potential exceptions for a method, you can throw each type of exception in the same clause by separating the exception types with commas.
Usage	<p>Internal use only.</p> <p>You do not type or otherwise add the THROWS clause to function calls in a PowerBuilder script. However, you can add a THROWS clause to any PowerBuilder function or to any user event that is not defined by a pbm event ID.</p> <p>For more information about adding a THROWS clause to a function or event prototype, see the PowerBuilder <i>Users Guide</i>. For more information about exception handling, see <i>Application Techniques</i>.</p>

TRY...CATCH...FINALLY...END TRY

Description Isolates code that can cause an exception, describes what to do if an exception of a given type is encountered, and allows you to close files or network connections (and return objects to their original state) whether or not an exception is encountered.

Syntax

```

TRY
  trystatements
  CATCH ( ThrowableType1 exIdentifier1 )
    catchstatements1
  CATCH ( ThrowableType2 exIdentifier2 )
    catchstatements2
  ...
  CATCH ( ThrowableTypeN exIdentifierN )
    catchstatementsN
  FINALLY
    cleanupstatements
END TRY

```

Parameter	Description
<i>trystatements</i>	Block of code that might potentially throw an exception.
<i>ThrowableTypeN</i>	Object type of exception to be caught. A CATCH block is optional if you include a FINALLY block. You can include multiple CATCH blocks. Every CATCH block in a try-catch block must include a corresponding exception object type and a local variable of that type.
<i>exIdentifierN</i>	Local variable of type <i>ThrowableTypeN</i> .
<i>catchstatementsN</i>	Code to handle the exception being caught.
<i>cleanupstatements</i>	Cleanup code. The FINALLY block is optional if you include one or more CATCH block.

Usage

The TRY block, which is the block of statements between the TRY and CATCH keywords (or the TRY and FINALLY keywords if there is no CATCH clause), is used to isolate code that might potentially throw an exception. The statements in the TRY block are run unconditionally until either the entire block of statements is executed or some statement in the block causes an exception to be thrown.

Use a CATCH block or multiple CATCH blocks to handle exceptions thrown in a TRY block. In the event that an exception is thrown, execution of the TRY block is stopped and the statements in the first CATCH block are executed—if and only if the exception thrown is of the same type or a descendant of the type of the identifier following the CATCH keyword.

If the exception thrown is not the same type or a descendant type of the identifier in the first CATCH block, the exception is not handled by this CATCH block. If there are additional CATCH blocks, they are evaluated in the order they appear. If the exception cannot be handled by any of the CATCH blocks, the statements in the FINALLY block are executed.

The exception then continues to unwind the call stack to any outer nested try-catch blocks. If there are no outer nested blocks, the SystemError event on the Application object is fired.

If no exception is thrown, execution continues at the beginning of the FINALLY block if one exists; otherwise, execution continues on the line following the END TRY statement.

FINALLY clause restriction

Do not use RETURN statements in the FINALLY clause of a TRY-CATCH block. This can prevent the exception from being caught by its invoker.

See also

THROW

About this chapter

This chapter describes the embedded SQL and dynamic SQL statements and how to use them in scripts.

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Using SQL in scripts

PowerScript supports standard embedded SQL statements and dynamic SQL statements in scripts. In general, PowerScript supports all DBMS-specific clauses and reserved words that occur in the supported SQL statements. For example, PowerBuilder supports DBMS-specific built-in functions within a SELECT command.

For information about embedded SQL, see online Help.

Referencing PowerScript variables in scripts

Wherever constants can be referenced in SQL statements, PowerScript variables preceded by a colon (:) can be substituted. Any valid PowerScript variable can be used. This INSERT statement uses a constant value:

```
INSERT INTO EMPLOYEE ( SALARY )
VALUES ( 18900 ) ;
```

The same statement using a PowerScript variable to reference the constant might look like this:

```
int Sal_var
Sal_var = 18900
INSERT INTO EMPLOYEE ( SALARY )
VALUES ( :Sal_var ) ;
```

Using indicator variables

PowerBuilder supports indicator variables, which are used to identify null values or conversion errors after a database retrieval. Indicator variables are integers that are specified in the *HostVariableList* of a FETCH or SELECT statement.

Each indicator variable is separated from the variable it is indicating by a space (but no comma). For example, this statement is a *HostVariableList* without indicator variables:

```
:Name, :Address, :City
```

The same *HostVariableList* with indicator variables looks like this:

```
:Name :IndVar1, :Address :IndVar2, :City :IndVar3
```

Indicator variables have one of these values:

Page	Meaning
0	Valid, non-null value
-1	Null value
-2	Conversion error

Error reporting

Not all DBMSs return a conversion error when the datatype of a column does not match the datatype of the associated variable.

The following statement uses the indicator variable *IndVar2* to see if Address contains a null value:

```
if IndVar2 = -1 then...
```

You can also use the PowerScript IsNull function to accomplish the same result without using indicator variables:

```
if IsNull( Address ) then ...
```

This statement uses the indicator variable *IndVar3* to set City to null:

```
IndVar3 = -1
```

You can also use the PowerScript SetNull function to accomplish the same result without using indicator variables:

```
SetNull( City )
```

Error handling in scripts

The scripts shown in the SQL examples above do not include error handling, but it is good practice to test the success and failure codes (the SQLCode attribute) in the transaction object after *every* statement. The codes are:

Value	Meaning
0	Success.
100	Fetched row not found.
-1	Error; the statement failed. Use SQLErrText or SQLDBCode to obtain the detail.

After certain statements, such as DELETE, FETCH, and UPDATE, you should also check the SQLNRows property of the transaction object to make sure the action affected at least one row.

About SQLErrText and SQLDBCode The string SQLErrText in the transaction object contains the database vendor-supplied error message. The long named SQLDBCode in the transaction object contains the database vendor-supplied status code:

```
IF SQLCA.SQLCode = -1 THEN
    MessageBox("SQL error", SQLCA.SQLErrText)
END IF
```

Painting standard SQL

You can paint the following SQL statements in scripts and functions:

- Declarations of SQL cursors and stored procedures
- Cursor FETCH, UPDATE, and DELETE statements
- Noncursor SELECT, INSERT, UPDATE, and DELETE statements

For more information about scope, see “Where to declare variables” on page 34.

You can declare cursors and stored procedures at the scope of global, instance, shared, or local variables. A cursor or procedure can be declared in the Script view using the Paste SQL button in the PainterBar.

You can paint standard embedded SQL statements in the Script view, the Function painter, and the Interactive SQL view in the Database painter using the Paste SQL button in the PainterBar or the Paste Special>SQL item from the pop-up menu.

Supported SQL statements

In general, all DBMS-specific features are supported in PowerScript if they occur within a PowerScript-supported SQL statement. For example, PowerScript supports DBMS-specific built-in functions within a SELECT command.

However, any SQL statement that contains a SELECT clause must also contain a FROM clause in order for the script to compile successfully. To solve this problem, add a FROM clause that uses a “dummy” table to SELECT statements without FROM clauses. For example:

```
string res
select user_name() into:res from dummy;
select db_name() into:res from dummy;
select date('2001-01-02:21:20:53') into:res from dummy;
```

Disabling database connection when compiling and building

When PowerBuilder compiles an application that contains embedded SQL, it connects to the database profile last used in order to check for database access errors during the build process. For applications that use multiple databases, this can result in spurious warnings during the build since the embedded SQL can be validated only against that single last-used database and not against the databases actually used by the application. In addition, an unattended build, such as a lengthy overnight rebuild, can stall if the database connection cannot be made.

To avoid these issues, you can select the Disable Database Connection When Compiling and Building check box on the general page of the System Options dialog box.

Caution

Select the check box only when you want to compile without signing on to the database. Compiling without connecting to a database prevents the build process from checking for database errors and may therefore result in runtime errors later.

CLOSE Cursor

Description Closes the SQL cursor *CursorName*; ends processing of *CursorName*.

Syntax CLOSE *CursorName* ;

Parameter	Description
<i>CursorName</i>	The cursor you want to close

Usage This statement must be preceded by an OPEN statement for the same cursor. The USING TransactionObject clause is not allowed with CLOSE; the transaction object was specified in the statement that declared the cursor.

CLOSE often appears in the script that is executed when the SQL code after a fetch equals 100 (not found).

Error handling

It is good practice to test the success/failure code after executing a CLOSE cursor statement.

Examples This statement closes the *Emp_cursor* cursor:

```
CLOSE Emp_cursor ;
```

CLOSE Procedure

Description Closes the SQL procedure *ProcedureName*; ends processing of *ProcedureName*.

DBMS-specific

Not all DBMSs support stored procedures.

Syntax `CLOSE ProcedureName;`

Parameter	Description
<i>ProcedureName</i>	The stored procedure you want to close

Usage This statement must be preceded by an EXECUTE statement for the same procedure. The USING TransactionObject clause is not allowed with CLOSE; the transaction object was specified in the statement that declared the procedure.

Use CLOSE only to close procedures that return result sets. PowerBuilder automatically closes procedures that do not return result sets (and sets the return code to 100).

CLOSE often appears in the script that is executed when the SQL code after a fetch equals 100 (not found).

Error handling

It is good practice to test the success/failure code after executing a CLOSE Procedure statement.

Examples This statement closes the stored procedure named *Emp_proc*:

```
CLOSE Emp_proc ;
```

COMMIT

Description	Permanently updates all database operations since the previous COMMIT, ROLLBACK, or CONNECT for the specified transaction object.				
Using COMMIT and ROLLBACK in a server component					
	COMMIT and ROLLBACK commands embedded in a server component might have different effects depending on the setting of the UseContextObject DBParm parameter.				
	For information on the UseContextObject parameter see <i>Connecting to Your Database</i> . For information on deploying components to a transaction server, see <i>Application Techniques</i> .				
Syntax	<pre>COMMIT {USING <i>TransactionObject</i>};</pre> <table border="1"> <thead> <tr> <th>Parameter</th><th>Description</th></tr> </thead> <tbody> <tr> <td><i>TransactionObject</i></td><td>The name of the transaction object for which you want to permanently update all database operations since the previous COMMIT, ROLLBACK, or CONNECT. This clause is required only for transaction objects other than the default (SQLCA).</td></tr> </tbody> </table>	Parameter	Description	<i>TransactionObject</i>	The name of the transaction object for which you want to permanently update all database operations since the previous COMMIT, ROLLBACK, or CONNECT. This clause is required only for transaction objects other than the default (SQLCA).
Parameter	Description				
<i>TransactionObject</i>	The name of the transaction object for which you want to permanently update all database operations since the previous COMMIT, ROLLBACK, or CONNECT. This clause is required only for transaction objects other than the default (SQLCA).				
Usage	COMMIT does not cause a disconnect, but it does close all open cursors or procedures. (But note that the DISCONNECT statement in PowerBuilder does issue a COMMIT.)				
Error handling					
	It is good practice to test the success/failure code after executing a COMMIT statement.				
Examples	<p>Example 1 This statement commits all operations for the database specified in the default transaction object:</p> <pre>COMMIT ;</pre> <p>Example 2 This statement commits all operations for the database specified in the transaction object named <i>Emp_tran</i>:</p> <pre>COMMIT USING Emp_tran ;</pre>				

CONNECT

Description	Connects to a specified database.	
Syntax	CONNECT {USING <i>TransactionObject</i> };	
Parameter	Description	
<i>TransactionObject</i>	The name of the transaction object containing the required connection information for the database to which you want to connect. This clause is required only for transaction objects other than the default (SQLCA).	
Usage	<p>This statement must be executed before any actions (such as INSERT, UPDATE, or DELETE) can be processed using the default transaction object or the specified transaction object.</p> <hr/>	
Error handling It is good practice to test the success/failure code after executing a CONNECT statement.		
Examples	<p>Example 1 This statement connects to the database specified in the default transaction object:</p> <pre>CONNECT ;</pre> <p>Example 2 This statement connects to the database specified in the transaction object named <i>Emp_tran</i>:</p> <pre>CONNECT USING Emp_tran ;</pre>	

DECLARE Cursor

Description	Declares a cursor for the specified transaction object.
Syntax	<code>DECLARE CursorName CURSOR FOR SelectStatement {USING TransactionObject};</code>
Parameter	Description
<i>CursorName</i>	Any valid PowerBuilder name.
<i>SelectStatement</i>	Any valid SELECT statement.
<i>TransactionObject</i>	The name of the transaction object for which you want to declare the cursor. This clause is required only for transaction objects other than the default (SQLCA).
Usage	<p>DECLARE Cursor is a nonexecutable command and is analogous to declaring a variable.</p> <p>To declare a local cursor, open the script in the Script view and select Paste SQL from the PainterBar or the Edit>Paste Special menu. To declare a global, instance, or shared cursor, select Declare from the first drop-down list in the Script view and Global Variables, Instance Variables, or Shared Variables from the second drop-down list, then select Paste SQL.</p> <p>For information about global, instance, shared, and local scope, see “Where to declare variables” on page 34.</p>
Examples	This statement declares the cursor called <i>Emp_cur</i> for the database specified in the default transaction object. It also references the <i>Sal_var</i> variable, which must be set to an appropriate value before you execute the OPEN <i>Emp_cur</i> command:
	<pre>DECLARE Emp_cur CURSOR FOR SELECT employee.emp_number, employee.emp_name FROM employee WHERE employee.emp_salary > :Sal_var ;</pre>

DECLARE Procedure

Description	Declares a procedure for the specified transaction object.
DBMS-specific	Not all DBMSs support stored procedures.

Syntax	<pre>DECLARE <i>ProcedureName</i> PROCEDURE FOR <i>StoredProcedureName</i> @<i>Param1=Value1</i>, @<i>Param2=Value2</i>... {USING <i>TransactionObject</i>};</pre>										
	<table border="1"> <thead> <tr> <th>Parameter</th><th>Description</th></tr> </thead> <tbody> <tr> <td><i>ProcedureName</i></td><td>Any valid PowerBuilder name.</td></tr> <tr> <td><i>StoredProcedureName</i></td><td>Any stored procedure in the database.</td></tr> <tr> <td>@<i>Paramn=Valuen</i></td><td>The name of a parameter (argument) defined in the stored procedure and a valid PowerBuilder expression; represents the number of the parameter and value.</td></tr> <tr> <td><i>TransactionObject</i></td><td>The name of the transaction object for which you want to declare the procedure. This clause is required only for transaction objects other than the default (SQLCA).</td></tr> </tbody> </table>	Parameter	Description	<i>ProcedureName</i>	Any valid PowerBuilder name.	<i>StoredProcedureName</i>	Any stored procedure in the database.	@ <i>Paramn=Valuen</i>	The name of a parameter (argument) defined in the stored procedure and a valid PowerBuilder expression; represents the number of the parameter and value.	<i>TransactionObject</i>	The name of the transaction object for which you want to declare the procedure. This clause is required only for transaction objects other than the default (SQLCA).
Parameter	Description										
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<i>TransactionObject</i>	The name of the transaction object for which you want to declare the procedure. This clause is required only for transaction objects other than the default (SQLCA).										
Usage	<p>DECLARE Procedure is a nonexecutable command. It is analogous to declaring a variable.</p> <p>To declare a local procedure, open the script in the Script view and select Paste SQL from the PainterBar or the Edit>Paste Special menu. To declare a global, instance, or shared procedure, select Declare from the first drop-down list in the Script view and Global Variables, Instance Variables, or Shared Variables from the second drop-down list, then select Paste SQL.</p> <p>For information about global, instance, shared, and local scope, see “Where to declare variables” on page 34.</p>										
Examples	<p>Example 1 This statement declares the Sybase ASE procedure <i>Emp_proc</i> for the database specified in the default transaction object. It references the <i>Emp_name_var</i> and <i>Emp_sal_var</i> variables, which must be set to appropriate values before you execute the EXECUTE <i>Emp_proc</i> command:</p> <pre>DECLARE Emp_proc procedure for GetName @emp_name = :Emp_name_var, @emp_salary = :Emp_sal_var ;</pre> <p>Example 2 This statement declares the ORACLE procedure <i>Emp_proc</i> for the database specified in the default transaction object. It references the <i>Emp_name_var</i> and <i>Emp_sal_var</i> variables, which must be set to appropriate values before you execute the EXECUTE <i>Emp_proc</i> command:</p> <pre>DECLARE Emp_proc procedure for GetName (:Emp_name_var, :Emp_sal_var) ;</pre>										

DELETE

Description	Deletes the rows in <i>TableName</i> specified by <i>Criteria</i> .
Syntax	<code>DELETE FROM <i>TableName</i> WHERE <i>Criteria</i> {USING <i>TransactionObject</i>};</code>
Parameter	Description
<i>TableName</i>	The name of the table from which you want to delete rows.
<i>Criteria</i>	Criteria that specify which rows to delete.
<i>TransactionObject</i>	The name of the transaction object that identifies the database containing the table. This clause is required only for transaction objects other than the default (SQLCA).
Usage	<p>Error handling It is good practice to test the success/failure code after executing a DELETE statement. To see if the DELETE was successful, you can test SLQCode for a failure code. However, if nothing matches the WHERE clause and no rows are deleted, SQLCode is still set to zero. To make sure the delete affected at least one row, check the SQLNRows property of the transaction object.</p>

Examples	<p>Example 1 This statement deletes rows from the Employee table in the database specified in the default transaction object where Emp_num is less than 100:</p>
	<pre>DELETE FROM Employee WHERE Emp_num < 100 ;</pre>

Example 2 These statements delete rows from the **Employee** table in the database named in the transaction object named **Emp_tran** where **Emp_num** is equal to the value entered in the SingleLineEdit **sle_number**:

```
int      Emp_num
Emp_num = Integer(sle_number.Text)
DELETE FROM Employee
        WHERE Employee.Emp_num = :Emp_num ;
```

The integer **Emp_num** requires a colon in front of it to indicate it is a variable when it is used in a **WHERE** clause.

DELETE Where Current of Cursor

Description Deletes the row in which the cursor is positioned.

DBMS-specific

Not all DBMSs support DELETE Where Current of Cursor.

Syntax `DELETE FROM TableName WHERE CURRENT OF CursorName;`

Parameter	Description
<i>TableName</i>	The name of the table from which you want to delete a row
<i>CursorName</i>	The name of the cursor in which the table was specified

Usage The USING TransactionObject clause is not allowed with this form of DELETE Where Current of Cursor; the transaction object was specified in the statement that declared the cursor.

Error handling

It is good practice to test the success/failure code after executing a DELETE Where Current of Cursor statement.

Examples This statement deletes from the Employee table the row in which the cursor named *Emp_curs* is positioned:

```
DELETE FROM Employee WHERE current of Emp_curs ;
```

DISCONNECT

Description Executes a COMMIT for the specified transaction object and then disconnects from the specified database.

Syntax `DISCONNECT {USING TransactionObject};`

Parameter	Description
<i>TransactionObject</i>	The name of the transaction object that identifies the database you want to disconnect from and in which you want to permanently update all database operations since the previous COMMIT, ROLLBACK, or CONNECT. This clause is required only for transaction objects other than the default (SQLCA).

Usage	<p>Error handling It is good practice to test the success/failure code after executing a DISCONNECT statement.</p>
Examples	<p>Example 1 This statement disconnects from the database specified in the default transaction object:</p> <pre>DISCONNECT ;</pre> <p>Example 2 This statement disconnects from the database specified in the transaction object named <i>Emp_tran</i>:</p> <pre>DISCONNECT USING Emp_tran ;</pre>

EXECUTE

Description	Executes the previously declared procedure identified by <i>ProcedureName</i> .				
Syntax	<code>EXECUTE <i>ProcedureName</i>;</code>				
	<table border="1" style="width: 100%; border-collapse: collapse;"> <thead> <tr> <th style="text-align: left; padding: 2px;">Parameter</th> <th style="text-align: left; padding: 2px;">Description</th> </tr> </thead> <tbody> <tr> <td style="padding: 2px;"><i>ProcedureName</i></td><td style="padding: 2px;">The name assigned in the DECLARE statement of the stored procedure you want to execute. The procedure must have been declared previously. <i>ProcedureName</i> is not necessarily the name of the procedure stored in the database.</td></tr> </tbody> </table>	Parameter	Description	<i>ProcedureName</i>	The name assigned in the DECLARE statement of the stored procedure you want to execute. The procedure must have been declared previously. <i>ProcedureName</i> is not necessarily the name of the procedure stored in the database.
Parameter	Description				
<i>ProcedureName</i>	The name assigned in the DECLARE statement of the stored procedure you want to execute. The procedure must have been declared previously. <i>ProcedureName</i> is not necessarily the name of the procedure stored in the database.				
Usage	The USING TransactionObject clause is not allowed with EXECUTE; the transaction object was specified in the statement that declared the procedure.				
	<p>Error handling It is good practice to test the success/failure code after executing an EXECUTE statement.</p>				
Examples	<p>This statement executes the stored procedure <i>Emp_proc</i>:</p> <pre>EXECUTE Emp_proc ;</pre>				

FETCH

Description Fetches the row after the row on which *Cursor | Procedure* is positioned.

Syntax `FETCH Cursor | Procedure INTO HostVariableList;`

Parameter	Description
<i>Cursor or Procedure</i>	The name of the cursor or procedure from which you want to fetch a row
<i>HostVariableList</i>	PowerScript variables into which data values will be retrieved

Usage The `USING TransactionObject` clause is not allowed with `FETCH`; the transaction object was specified in the statement that declared the cursor or procedure.

If your DBMS supports formats of `FETCH` other than the customary (and default) `FETCH NEXT`, you can specify `FETCH FIRST`, `FETCH PRIOR`, or `FETCH LAST`.

Error handling

It is good practice to test the success/failure code after executing a `FETCH` statement. To see if the `FETCH` was successful, you can test `SQLCode` for a failure code. However, if nothing matches the `WHERE` clause and no rows are fetched, `SQLCode` is still set to 100. To make sure the fetch affected at least one row, check the `SQLNRows` property of the transaction object.

Examples

Example 1 This statement fetches data retrieved by the `SELECT` clause in the declaration of the cursor named `Emp_cur` and puts it into `Emp_num` and `Emp_name`:

```
int      Emp_num
string   Emp_name
FETCH Emp_cur INTO :Emp_num, :Emp_name ;
```

Example 2 If `sle_emp_num` and `sle_emp_name` are `SingleLineEdits`, these statements fetch from the cursor named `Emp_cur`, store the data in `Emp_num` and `Emp_name`, and then convert `Emp_num` from an integer to a string, and put them in `sle_emp_num` and `sle_emp_name`:

```
int      Emp_num
string   Emp_name
FETCH Emp_cur INTO :emp_num, :emp_name ;
sle_emp_num.Text = string(Emp_num)
sle_emp_name.Text = Emp_name
```

INSERT

Description Inserts one or more new rows into the table specified in *RestOfInsertStatement*.

Syntax

```
INSERT RestOfInsertStatement
    {USING TransactionObject} ;
```

Parameter	Description
<i>RestOfInsertStatement</i>	The rest of the INSERT statement (the INTO clause, list of columns and values or source).
<i>TransactionObject</i>	The name of the transaction object that identifies the database containing the table. This clause is required only for transaction objects other than the default (SQLCA).

Usage

Error handling
It is good practice to test the success/failure code after executing an INSERT statement.

Examples

Example 1 These statements insert a row with the values in *EmpNbr* and *EmpName* into the Emp_nbr and Emp_name columns of the Employee table identified in the default transaction object:

```
int EmpNbr
string EmpName
...
INSERT INTO Employee (employee.Emp_nbr,
employee.Emp_name)
VALUES (:EmpNbr, :EmpName) ;
```

Example 2 These statements insert a row with the values entered in the SingleLineEdits sle_number and sle_name into the Emp_nbr and Emp_name columns of the Employee table in the transaction object named *Emp_tran*:

```
int      EmpNbr
string   EmpName
EmpNbr = Integer(sle_number.Text)
EmpName = sle_name.Text
INSERT INTO Employee (employee.Emp_nbr,
employee.Emp_name)
VALUES (:EmpNbr, :EmpName) USING Emp_tran ;
```

OPEN Cursor

Description Causes the SELECT specified when the cursor was declared to be executed.

Syntax `OPEN CursorName ;`

Parameter	Description
<code>CursorName</code>	The name of the cursor you want to open

Usage The USING TransactionObject clause is not allowed with OPEN; the transaction object was specified in the statement that declared the cursor.

Error handling

It is good practice to test the success/failure code after executing an OPEN Cursor statement.

Examples This statement opens the cursor *Emp_curs*:

```
OPEN Emp_curs ;
```

ROLLBACK

Description Cancels all database operations in the specified database since the last COMMIT, ROLLBACK, or CONNECT.

Using **COMMIT** and **ROLLBACK** in a server component

COMMIT and ROLLBACK commands embedded in a server component might have different effects depending on the setting of the UseContextObject DBParm parameter.

For information on the UseContextObject parameter see *Connecting to Your Database*. For information on deploying components to a transaction server, see *Application Techniques*.

Syntax

```
ROLLBACK {USING TransactionObject} ;
```

Parameter	Description
<code>TransactionObject</code>	The name of the transaction object that identifies the database in which you want to cancel all operations since the last COMMIT, ROLLBACK, or CONNECT. This clause is required only for transaction objects other than the default (SQLCA).

Usage	ROLLBACK does not cause a disconnect, but it does close all open cursors and procedures.
-------	--

Error handling

It is good practice to test the success/failure code after executing a ROLLBACK statement.

Examples	Example 1 This statement cancels all database operations in the database specified in the default transaction object:
----------	--

```
ROLLBACK ;
```

Example 2	This statement cancels all database operations in the database specified in the transaction object named <i>Emp_tran</i> :
------------------	--

```
ROLLBACK USING emp_tran ;
```

SELECT

Description	Selects a row in the tables specified in <i>RestOfSelectStatement</i> .
-------------	---

Syntax	SELECT <i>RestOfSelectStatement</i> {USING <i>TransactionObject</i> } ;
--------	---

Parameter	Description
<i>RestOfSelectStatement</i>	The rest of the SELECT statement (the column list INTO, FROM, WHERE, and other clauses).
<i>TransactionObject</i>	The name of the transaction object that identifies the database containing the table. This clause is required only for transaction objects other than the default (SQLCA).

Usage	An error occurs if the SELECT statement returns more than one row.
-------	--

Error handling

It is good practice to test the success/failure code after executing a SELECT statement. You can test SQLCode for a failure code.

When you use the INTO clause, PowerBuilder does not verify whether the datatype of the retrieved column matches the datatype of the host variable; it only checks for the existence of the columns and tables. You are responsible for checking that the datatypes match. Keep in mind that not all database datatypes are the same as PowerBuilder datatypes.

Examples

The following statements select data in the Emp_LName and Emp_FName columns of a row in the Employee table and put the data into the SingleLineEdits sle_LName and sle_FName (the transaction object *Emp_tran* is used):

```
int      Emp_num
string   Emp_lname, Emp_fname
Emp_num = Integer(sle_Emp_Num.Text)

SELECT employee.Emp_LName, employee.Emp_FName
INTO :Emp_lname, :Emp_fname
FROM Employee
WHERE Employee.Emp_nbr = :Emp_num
USING Emp_tran ;

IF Emp_tran.SQLCode = 100 THEN
    MessageBox("Employee Inquiry", &
    "Employee Not Found")
ELSEIF Emp_tran.SQLCode > 0 then
    MessageBox("Database Error", &
    Emp_tran.SQLErrText, Exclamation!)
END IF
sle_Lname.text = Emp_lname
sle_Fname.text = Emp_fname
```

SELECTBLOB

Description

Selects a single blob column in a row in the table specified in *RestOfSelectStatement*.

Syntax

```
SELECTBLOB RestOfSelectStatement
{USING TransactionObject} ;
```

Parameter	Description
<i>RestOfSelectStatement</i>	The rest of the SELECT statement (the INTO, FROM, and WHERE clauses).
<i>TransactionObject</i>	The name of the transaction object that identifies the database containing the table. This clause is required only for transaction objects other than the default (SQLCA).

Usage

An error occurs if the SELECTBLOB statement returns more than one row.

Error handling

It is good practice to test the success/failure code after executing an SELECTBLOB statement. To make sure the update affected at least one row, check the SQLNRows property of SQLCA or the transaction object. The SQLCode or SQLDBCode property will not indicate the success or failure of the SELECTBLOB statement.

You can include an indicator variable in the host variable list (target parameters) in the INTO clause to check for an empty blob (a blob of zero length) and conversion errors.

Database information

Sybase ASE users must set the AutoCommit property of the transaction object to true before calling the SELECTBLOB function. For information about the AutoCommit property, see *Connecting to Your Database*.

Examples

The following statements select the blob column Emp_pic from a row in the Employee table and set the picture p_1 to the bitmap in *Emp_id_pic* (the transaction object *Emp_tran* is used):

```
Blob Emp_id_pic
SELECTBLOB Emp_pic
    INTO :Emp_id_pic
    FROM Employee
    WHERE Employee.Emp_Num = 100
    USING Emp_tran ;
    p_1.SetPicture(Emp_id_pic)
```

The blob *Emp_id_pic* requires a colon to indicate that it is a host (PowerScript) variable when you use it in the INTO clause of the SELECTBLOB statement.

UPDATE

Description	Updates the rows specified in <i>RestOfUpdateStatement</i> .
Syntax	<code>UPDATE TableName RestOfUpdateStatement {USING TransactionObject} ;</code>

Parameter	Description
<i>TableName</i>	The name of the table in which you want to update rows.
<i>RestOfUpdateStatement</i>	The rest of the UPDATE statement (the SET and WHERE clauses).
<i>TransactionObject</i>	The name of the transaction object that identifies the database containing the table. This clause is required only for transaction objects other than the default (SQLCA).

Usage	Error handling It is good practice to test the success/failure code after executing a UPDATE statement. You can test SQLCode for a failure code. However, if nothing matches the WHERE clause and no rows are updated, SQLCode is still set to zero. To make sure the update affected at least one row, check the SQLNRows property of the transaction object.
-------	--

Examples	These statements update rows from the Employee table in the database specified in the transaction object named <i>Emp_tran</i> , where <i>Emp_num</i> is equal to the value entered in the SingleLineEdit <i>sle_Number</i> :
----------	---

```

int Emp_num
Emp_num=Integer(sle_Number.Text )
UPDATE Employee
    SET emp_name = :sle_Name.Text
    WHERE Employee.emp_num  = :Emp_num
    USING Emp_tran ;

IF Emptran.SQLNRows > 0 THEN
    COMMIT USING Emp_tran ;
END IF
  
```

The integer *Emp_num* and the SingleLineEdit *sle_name* require a colon to indicate they are host (PowerScript) variables when you use them in an UPDATE statement.

UPDATEBLOB

Description

Updates the rows in *TableName* in *BlobColumn*.

Syntax

```
UPDATEBLOB TableName
    SET BlobColumn = BlobVariable
    RestOfUpdateStatement {USING TransactionObject} ;
```

Parameter	Description
<i>TableName</i>	The name of the table you want to update.
<i>BlobColumn</i>	The name of the column you want to update in <i>TableName</i> . The datatype of this column must be blob.
<i>BlobVariable</i>	A PowerScript variable of the datatype blob.
<i>RestOfUpdateStatement</i>	The rest of the UPDATE statement (the WHERE clause).
<i>TransactionObject</i>	The name of the transaction object that identifies the database containing the table. This clause is required only for transaction objects other than the default (SQLCA).

Usage

Error handling

It is good practice to test the success/failure code after executing an UPDATEBLOB statement. To make sure the update affected at least one row, check the SQLNRows property of SQLCA or the transaction object. The SQLCode or SQLDBCode property will not indicate the success or failure of the UPDATEBLOB statement.

Database information

Sybase ASE users must set the AutoCommit property of the transaction object to True before calling the UPDATEBLOB function. For information about the AutoCommit property, see *Connecting to Your Database*.

Examples

These statements update the blob column emp_pic in the Employee table, where *emp_num* is 100:

```
int    fh
blob   Emp_id_pic
fh = FileOpen("c:\emp_100.bmp", StreamMode!)
```

```
IF fh <> -1 THEN
    FileRead(fh, emp_id_pic)
    FileClose(fh)
    UPDATEBLOB Employee SET emp_pic = :Emp_id_pic
    WHERE Emp_num = 100
    USING Emp_tran ;
END IF

IF Emptran.SQLNRows > 0 THEN
    COMMIT USING Emp_tran ;
END IF
```

The blob *Emp_id_pic* requires a colon to indicate it is a host (PowerScript) variable in the UPDATEBLOB statement.

UPDATE Where Current of Cursor

Description Updates the row in which the cursor is positioned using the values in *SetStatement*.

Syntax `UPDATE TableName SetStatement
WHERE CURRENT OF CursorName ;`

Parameter	Description
<i>TableName</i>	The name of the table in which you want to update the row
<i>SetStatement</i>	The word SET followed by a comma-separated list of the form <i>ColumnName = value</i>
<i>CursorName</i>	The name of the cursor in which the table is referenced

Usage The USING Transaction Object clause is not allowed with UPDATE Where Current of Cursor; the transaction object was specified in the statement that declared the cursor.

Examples This statement updates the row in the Employee table in which the cursor called *Emp_curs* is positioned:

```
UPDATE Employee
SET salary = 17800
WHERE CURRENT of Emp_curs ;
```

Using dynamic SQL

General information

Because database applications usually perform a specific activity, you usually know the complete SQL statement when you write and compile the script.

When PowerBuilder does not support the statement in embedded SQL (as with a DDL statement) or when the parameters or the format of the statements are unknown at compile time, the application must build the SQL statements at runtime. This is called dynamic SQL. The parameters used in dynamic SQL statements can change each time the program is executed.

Using SQL Anywhere

For information about using dynamic SQL with SQL Anywhere®, see the SQL Anywhere documentation.

Four formats

PowerBuilder has four dynamic SQL formats. Each format handles one of the following situations at compile time:

Format	When used
Format 1	Non-result-set statements with no input parameters
Format 2	Non-result-set statements with input parameters
Format 3	Result-set statements in which the input parameters and result-set columns are known at compile time
Format 4	Result-set statements in which the input parameters, the result-set columns or both are unknown at compile time

To handle these situations, you use:

- The PowerBuilder dynamic SQL statements
- The dynamic versions of CLOSE, DECLARE, FETCH, OPEN, and EXECUTE
- The PowerBuilder datatypes DynamicStagingArea and DynamicDescriptionArea

About the examples

The examples assume that the default transaction object (SQLCA) has been assigned valid values and that a successful CONNECT has been executed. Although the examples do not show error checking, you should check the SQLCode after each SQL statement.

Dynamic SQL statements

The PowerBuilder dynamic SQL statements are:

```
DESCRIBE DynamicStagingArea
    INTO DynamicDescriptionArea ;

EXECUTE {IMMEDIATE} SQLStatement
    {USING TransactionObject} ;

EXECUTE DynamicStagingArea
    USING ParameterList ;

EXECUTE DYNAMIC Cursor | Procedure
    USING ParameterList ;

OPEN DYNAMIC Cursor | Procedure
    USING ParameterList ;

EXECUTE DYNAMIC Cursor | Procedure
    USING DESCRIPTOR DynamicDescriptionArea ;

OPEN DYNAMIC Cursor | Procedure
    USING DESCRIPTOR DynamicDescriptionArea ;

PREPARE DynamicStagingArea
    FROM SQLStatement {USING TransactionObject} ;
```

Two datatypes

DynamicStagingArea DynamicStagingArea is a PowerBuilder datatype.

PowerBuilder uses a variable of this type to store information for use in subsequent statements.

The DynamicStagingArea is the only connection between the execution of a statement and a transaction object and is used internally by PowerBuilder; you cannot access information in the DynamicStagingArea.

PowerBuilder provides a global DynamicStagingArea variable named SQLSA that you can use when you need a DynamicStagingArea variable.

If necessary, you can declare and create additional object variables of the type DynamicStagingArea. These statements declare and create the variable, which must be done before referring to it in a dynamic SQL statement:

```
DynamicStagingArea dsa_stage1
dsa_stage1 = CREATE DynamicStagingArea
```

After the EXECUTE statement is completed, SQLSA is no longer referenced.

DynamicDescriptionArea DynamicDescriptionArea is a PowerBuilder datatype. PowerBuilder uses a variable of this type to store information about the input and output parameters used in Format 4 of dynamic SQL.

PowerBuilder provides a global DynamicDescriptionArea named SQLDA that you can use when you need a DynamicDescriptionArea variable.

If necessary, you can declare and create additional object variables of the type DynamicDescriptionArea. These statements declare and create the variable, which must be done before referring to it in a dynamic SQL statement:

```
DynamicDescriptionArea dda_desc1  
dsa_desc1 = CREATE DynamicDescriptionArea
```

For more information about SQLDA, see Dynamic SQL Format 4 on page 176.

Preparing to use dynamic SQL

When you use dynamic SQL, you must:

- Prepare the DynamicStagingArea in all formats except Format 1
- Describe the DynamicDescriptionArea in Format 4
- Execute the statements in the appropriate order

Preparing and describing the datatypes Since the SQLSA staging area is the only connection between the execution of a SQL statement and a transaction object, an execution error will occur if you do not prepare the SQL statement correctly.

In addition to SQLSA and SQLDA, you can declare other variables of the DynamicStagingArea and DynamicDescriptionArea datatypes. However, this is required only when your script requires simultaneous access to two or more dynamically prepared statements.

This is a *valid* dynamic cursor:

```
DECLARE my_cursor DYNAMIC CURSOR FOR SQLSA ;  
PREPARE SQLSA FROM "SELECT emp_id FROM employee" ;  
OPEN DYNAMIC my_cursor ;
```

This is an *invalid* dynamic cursor. There is no PREPARE, and therefore an execution error will occur:

```
DECLARE my_cursor DYNAMIC CURSOR FOR SQLSA ;  
OPEN DYNAMIC my_cursor ;
```

Statement order Where you place the dynamic SQL statements in your scripts is unimportant, but the order of execution is important in Formats 2, 3, and 4. You must execute:

- 1 The DECLARE and the PREPARE before you execute any other dynamic SQL statements
- 2 The OPEN in Formats 3 and 4 before the FETCH
- 3 The CLOSE at the end

If you have multiple PREPARE statements, the order affects the contents of SQLSA.

These statements illustrate the correct ordering:

```
DECLARE my_cursor DYNAMIC CURSOR FOR SQLSA
string sql1, sql2
sql1 = "SELECT emp_id FROM department "&
WHERE salary > 90000"
sql2 = "SELECT emp_id FROM department "&
WHERE salary > 20000"

IF deptId = 200 then
    PREPARE SQLSA FROM :sql1 USING SQLCA ;
ELSE
    PREPARE SQLSA FROM :sql2 USING SQLCA ;
END IF
OPEN DYNAMIC my_cursor ;           // my_cursor maps to the
                                    // SELECT that has been
                                    // prepared.
```

Declaring a procedure
with the SQL Native
Client database
interface

When you connect to Microsoft SQL Server using the PowerBuilder SQL Native Client (SNC) database interface, the syntax for declaring a procedure is:

```
DECLARE logical_procedure_name PROCEDURE FOR
[@rc=]procedure_name
{@param1 = value1 [OUTPUT], @param2 = value2 [OUTPUT], ...}
{USING transaction_object};
```

[@rc=] indicates that you want to get the procedure's return value.

Use the keyword OUTPUT or OUT to indicate an output parameter if you want to get the output parameter's value.

If the BindSPInput database parameter is 0, *value1*, *value2*,... can be either PowerBuilder script variables or literal values. If BindSPInput is 1, *value1*, *value2*,... must be PowerBuilder script variables. If you specify literal values, the SNC interface returns a runtime error.

When you declare a dynamic SQL statement with a procedure, enter a question mark (?) for each IN/OUT parameter in the statement. Value substitution is positional. For examples, see Dynamic SQL Format 3 and 4.

Dynamic SQL Format 1

Description Use this format to execute a SQL statement that does not produce a result set and does not require input parameters. You can use this format to execute all forms of Data Definition Language (DDL).

Syntax

```
EXECUTE IMMEDIATE SQLStatement
    {USING TransactionObject} ;
```

Parameter	Description
<i>SQLStatement</i>	A string containing a valid SQL statement. The string can be a string constant or a PowerBuilder variable preceded by a colon (such as :mysql). The string must be contained on one line and cannot contain expressions.
<i>TransactionObject</i> (optional)	The name of the transaction object that identifies the database.

Examples These statements create a database table named *Trainees*. The statements use the string *Mysql* to store the CREATE statement.

For Sybase ASE users

If you are connected to an ASE database, set AUTOCOMMIT to true before executing the CREATE.

```
string MyASE
MyASE = "CREATE TABLE Trainees "&
        +"(emp_id integer not null,"&
        +"emp_fname char(10) not null, "&
        +"emp_lname char(20) not null)"
EXECUTE IMMEDIATE :MyASE ;
```

These statements assume a transaction object named *My_trans* exists and is connected:

```
string MyASE
MyASE="INSERT INTO department Values (1234,"&
        +"'Purchasing',1234)"
EXECUTE IMMEDIATE :MyASE USING My_trans ;
```

Dynamic SQL Format 2

Description Use this format to execute a SQL statement that does not produce a result set but does require input parameters. You can use this format to execute all forms of Data Definition Language (DDL).

Syntax

```
PREPARE DynamicStagingArea FROM SQLStatement
    {USING TransactionObject} ;
EXECUTE DynamicStagingArea USING {ParameterList} ;
```

Parameter	Description
<i>DynamicStagingArea</i>	The name of the DynamicStagingArea (usually SQLSA). If you need a DynamicStagingArea variable other than SQLSA, you must declare it and instantiate it with the CREATE statement before using it.
<i>SQLStatement</i>	A string containing a valid SQL statement. The string can be a string constant or a PowerBuilder variable preceded by a colon (such as :mysql). The string must be contained on one line and cannot contain expressions. Enter a question mark (?) for each parameter in the statement. Value substitution is positional; reserved word substitution is not allowed.
<i>TransactionObject</i> (optional)	The name of the transaction object that identifies the database.
<i>ParameterList</i> (optional)	A comma-separated list of PowerScript variables. Note that PowerScript variables are preceded by a colon (:).

Usage To specify a null value, use the SetNull function.

Examples These statements prepare a DELETE statement with one parameter in SQLSA and then execute it using the value of the PowerScript variable *Emp_id_var*:

```
INT Emp_id_var = 56
PREPARE SQLSA
    FROM "DELETE FROM employee WHERE emp_id=?" ;
EXECUTE SQLSA USING :Emp_id_var ;
```

These statements prepare an INSERT statement with three parameters in SQLSA and then execute it using the value of the PowerScript variables *Dept_id_var*, *Dept_name_var*, and *Mgr_id_var* (note that *Mgr_id_var* is null):

```

INT Dept_id_var = 156
INT Mgr_id_var
String Dept_name_var
Dept_name_var = "Department"
SetNull(Mgr_id_var)
PREPARE SQLSA
    FROM "INSERT INTO department VALUES (?,?,?)";
EXECUTE SQLSA
    USING :Dept_id_var,:Dept_name_var,:Mgr_id_var ;

```

Dynamic SQL Format 3

Description Use this format to execute a SQL statement that produces a result set in which the input parameters and result set columns are known at compile time.

Syntax

```

DECLARE Cursor | Procedure
    DYNAMIC CURSOR | PROCEDURE
    FOR DynamicStagingArea;

PREPARE DynamicStagingArea FROM SQLStatement
    {USING TransactionObject};

OPEN DYNAMIC Cursor
    {USING ParameterList};

EXECUTE DYNAMIC Procedure
    {USING ParameterList};

FETCH Cursor | Procedure
    INTO HostVariableList;

CLOSE Cursor | Procedure;

```

Parameter	Description
<i>Cursor or Procedure</i>	The name of the cursor or procedure you want to use.
<i>DynamicStagingArea</i>	The name of the DynamicStagingArea (usually SQLSA). If you need a DynamicStagingArea variable other than SQLSA, you must declare it and instantiate it with the CREATE statement before using it.

Parameter	Description
<i>SQLStatement</i>	<p>A string containing a valid SQL SELECT statement. The string can be a string constant or a PowerBuilder variable preceded by a colon (such as :mysql). The string must be contained on one line and cannot contain expressions.</p> <p>Enter a question mark (?) for each parameter in the statement. Value substitution is positional; reserved word substitution is not allowed.</p>
<i>TransactionObject</i> (optional)	The name of the transaction object that identifies the database.
<i>ParameterList</i> (optional)	A comma-separated list of PowerScript variables. Note that PowerScript variables are preceded by a colon (:).
<i>HostVariableList</i>	The list of PowerScript variables into which the data values will be retrieved.

Usage

To specify a null value, use the SetNull function.

The DECLARE statement is not executable and can be declared globally.

If your DBMS supports formats of FETCH other than the customary (and default) FETCH NEXT, you can specify FETCH FIRST, FETCH PRIOR, or FETCH LAST.

The FETCH and CLOSE statements in Format 3 are the same as in standard embedded SQL.

To declare a local cursor or procedure, open the script in the Script view and select Paste SQL from the PainterBar or the Edit>Paste Special menu. To declare a global, instance, or shared cursor or procedure, select Declare from the first drop-down list in the Script view, and select Global Variables, Instance Variables, or Shared Variables from the second drop-down list. Then, select Paste SQL.

For information about global, instance, shared, and local scope, see “Where to declare variables” on page 34.

Examples

Example 1 These statements associate a cursor named *my_cursor* with SQLSA, prepare a SELECT statement in SQLSA, open the cursor, and return the employee ID in the current row into the PowerScript variable *Emp_id_var*:

```
integer Emp_id_var
DECLARE my_cursor DYNAMIC CURSOR FOR SQLSA ;
PREPARE SQLSA FROM "SELECT emp_id FROM employee" ;
OPEN DYNAMIC my_cursor ;
FETCH my_cursor INTO :Emp_id_var ;
CLOSE my_cursor ;
```

You can loop through the cursor as you can in embedded static SQL.

Example 2 These statements associate a cursor named *my_cursor* with SQLSA, prepare a SELECT statement with one parameter in SQLSA, open the cursor, and substitute the value of the variable *Emp_state_var* for the parameter in the SELECT statement. The employee ID in the active row is returned into the PowerBuilder variable *Emp_id_var*:

```
DECLARE my_cursor DYNAMIC CURSOR FOR SQLSA ;
integer Emp_id_var
string Emp_state_var = "MA"
string sqlstatement

sqlstatement = "SELECT emp_id FROM employee " &
    +"WHERE state = ?"
PREPARE SQLSA FROM :sqlstatement ;
OPEN DYNAMIC my_cursor using :Emp_state_var ;
FETCH my_cursor INTO :Emp_id_var ;
CLOSE my_cursor ;
```

Example 3 These statements perform the same processing as the preceding example but use a database stored procedure called *Emp_select*:

```
// The syntax of emp_select is:
// create procedure emp_select (@stateparm char(2)) as
// SELECT emp_id FROM employee WHERE state=@stateparm.
DECLARE my_proc DYNAMIC PROCEDURE FOR SQLSA ;
integer Emp_id_var
string Emp_state_var

PREPARE SQLSA FROM "execute emp_select @stateparm=? " ;
Emp_state_var = "MA"
EXECUTE DYNAMIC my_proc USING :Emp_state_var ;
FETCH my_proc INTO :Emp_id_var ;
CLOSE my_proc ;
```

Example 4 These statements are for a stored procedure with a return value for a SQL Native Client (SNC) connection:

```
integer var1, ReturnVal
string var2

PREPARE SQLSA FROM "execute @rc = myproc @parm1=?,
@parm2=? OUTPUT ";
DECLARE my_proc DYNAMIC PROCEDURE FOR SQLSA ;

EXECUTE DYNAMIC my_proc USING :var1, :var2 ;

//fetch result set
. . .

//fetch return value and output parameter
FETCH my_proc INTO :ReturnVal, :var2;

CLOSE my_proc ;
```

Dynamic SQL Format 4

Description

Use this format to execute a SQL statement that produces a result set in which the number of input parameters, or the number of result-set columns, or both, are unknown at compile time.

Syntax

```
DECLARE Cursor | Procedure
    DYNAMIC CURSOR | PROCEDURE
    FOR DynamicStagingArea ;

PREPARE DynamicStagingArea FROM SQLStatement
    {USING TransactionObject} ;

DESCRIBE DynamicStagingArea
    INTO DynamicDescriptionArea ;

OPEN DYNAMIC Cursor
    USING DESCRIPTOR DynamicDescriptionArea ;

EXECUTE DYNAMIC Procedure
    USING DESCRIPTOR DynamicDescriptionArea ;

FETCH Cursor | Procedure
    USING DESCRIPTOR DynamicDescriptionArea ;

CLOSE Cursor | Procedure ;
```

Parameter	Description
<i>Cursor or Procedure</i>	The name of the cursor or procedure you want to use.
<i>DynamicStagingArea</i>	<p>The name of the DynamicStagingArea (usually SQLSA).</p> <p>If you need a DynamicStagingArea variable other than SQLSA, you must declare it and instantiate it with the CREATE statement before using it.</p>
<i>SQLStatement</i>	<p>A string containing a valid SQL SELECT statement. The string can be a string constant or a PowerBuilder variable preceded by a colon (such as :mysql). The string must be contained on one line and cannot contain expressions.</p> <p>Enter a question mark (?) for each parameter in the statement. Value substitution is positional; reserved word substitution is not allowed.</p>
<i>TransactionObject</i> (optional)	The name of the transaction object that identifies the database.
<i>DynamicDescriptionArea</i>	<p>The name of the DynamicDescriptionArea (usually SQLDA).</p> <p>If you need a DynamicDescriptionArea variable other than SQLDA, you must declare it and instantiate it with the CREATE statement before using it.</p>

Usage

The DECLARE statement is not executable and can be defined globally.

If your DBMS supports formats of FETCH other than the customary (and default) FETCH NEXT, you can specify FETCH FIRST, FETCH PRIOR, or FETCH LAST.

To declare a local cursor or procedure, open the script in the Script view and select Paste SQL from the PainterBar or the Edit>Paste Special menu. To declare a global, instance, or shared cursor or procedure, select Declare from the first drop-down list in the Script view and Global Variables, Instance Variables, or Shared Variables from the second drop-down list, then select Paste SQL.

For information about global, instance, shared, and local scope, see “Where to declare variables” on page 34.

Accessing attribute information When a statement is described into a DynamicDescriptionArea, this information is available to you in the attributes of that DynamicDescriptionArea variable:

Information	Attribute
Number of input parameters	NumInputs
Array of input parameter types	InParmType
Number of output parameters	NumOutputs
Array of output parameter types	OutParmType

Setting and accessing parameter values The array of input parameter values and the array of output parameter values are also available. You can use the SetDynamicParm function to set the values of an input parameter and the following functions to obtain the value of an output parameter:

GetDynamicDate	GetDynamicNumber
GetDynamicDateTime	GetDynamicString
GetDynamicDecimal	GetDynamicTime

For information about these functions, see GetDynamicDate on page 566, GetDynamicDateTime on page 568, GetDynamicDecimal on page 569, GetDynamicNumber on page 570, GetDynamicString on page 571, and GetDynamicTime on page 572.

Parameter values The following enumerated datatypes are the valid values for the input and output parameter types:

TypeBoolean!	TypeLong!
TypeByte!	TypeLongLong!
TypeDate!	TypeReal!
TypeDateTime!	TypeString!
TypeDecimal!	TypeTime!
TypeDouble!	TypeUInt!
TypeInteger!	TypeULong!
	TypeUnknown!

Input parameters You can set the type and value of each input parameter found in the PREPARE statement. PowerBuilder populates the SQLDA attribute NumInputs when the DESCRIBE is executed. You can use this value with the SetDynamicParm function to set the type and value of a specific input parameter. The input parameters are optional; but if you use them, you should fill in all the values before executing the OPEN or EXECUTE statement.

Output parameters You can access the type and value of each output parameter found in the PREPARE statement. If the database supports output parameter description, PowerBuilder populates the SQLDA attribute NumOutputs when the DESCRIBE is executed. If the database does not support output parameter description, PowerBuilder populates the SQLDA attribute NumOutputs when the FETCH statement is executed.

You can use the number of output parameters in the NumOutputs attribute in functions to obtain the type of a specific parameter from the output parameter type array in the OutParmType attribute. When you have the type, you can call the appropriate function after the FETCH statement to retrieve the output value.

Examples

Example 1 These statements assume you know that there will be only one output descriptor and that it will be an integer. You can expand this example to support any number of output descriptors and any datatype by wrapping the CHOOSE CASE statement in a loop and expanding the CASE statements:

```

string Stringvar, Sqlstatement
integer Intvar
Long LongVar

Sqlstatement = "SELECT emp_id FROM employee"
PREPARE SQLSA FROM :Sqlstatement ;
DESCRIBE SQLSA INTO SQLDA ;
DECLARE my_cursor DYNAMIC CURSOR FOR SQLSA ;
OPEN DYNAMIC my_cursor USING DESCRIPTOR SQLDA ;
FETCH my_cursor USING DESCRIPTOR SQLDA ;
// If the FETCH is successful, the output
// descriptor array will contain returned
// values from the first row of the result set.
// SQLDA.NumOutputs contains the number of
// output descriptors.
// The SQLDA.OutParmType array will contain
// NumOutput entries and each entry will contain
// a value of the enumerated datatype ParmType
// (such as TypeInteger!, TypeLongLong!, or
// TypeString!).
CHOOSE CASE SQLDA.OutParmType[1]
CASE TypeString!
    Stringvar = GetDynamicString(SQLDA, 1)
CASE TypeInteger!
    Intvar = GetDynamicNumber(SQLDA, 1)
CASE TypeLongLong!
    Longvar = GetDynamicDecimal(SQLDA, 1)
END CHOOSE
CLOSE my_cursor ;

```

Example 2 These statements assume you know there is one string input descriptor and sets the parameter to MA:

```
string Sqlstatement, sValue
Sqlstatement = "SELECT emp_fname, emp_lname " &
               + "FROM employee WHERE state = ?"
PREPARE SQLSA FROM :Sqlstatement ;

DESCRIBE SQLSA INTO SQLDA ;

// If the DESCRIBE is successful, the input
// descriptor array will contain one input
// descriptor that you must fill prior to the OPEN

DECLARE my_cursor DYNAMIC CURSOR FOR SQLSA ;
SetDynamicParm(SQLDA, 1, "MA")

OPEN DYNAMIC my_cursor USING DESCRIPTOR SQLDA ;

FETCH my_cursor USING DESCRIPTOR SQLDA ;

// If the FETCH is successful, the output
// descriptor array will contain returned
// values from the first row of the result set
// as in the first example.

// To test and see the values:
sValue = SQLDA.GetDynamicString(1)
//messagebox("",sValue)
sValue = SQLDA.GetDynamicString(2)
//messagebox("",sValue)
Do While sqlca.sqlcode <> 100
    FETCH my_cursor USING DESCRIPTOR SQLDA ;
    sValue = SQLDA.GetDynamicString(1)
    //messagebox("",sValue)
    sValue = SQLDA.GetDynamicString(2)
    //messagebox("",sValue)
Loop

CLOSE my_cursor ;
```

Example 3 This example is for a stored procedure with a return value for a SQL Native Client (SNC) connection:

```
integer var1, ReturnVal
string var2

PREPARE SQLSA FROM "execute @rc = myproc @parm1=?,
@parm2=? OUTPUT ";

DESCRIBE SQLSA INTO SQLDA ;

DECLARE my_proc DYNAMIC PROCEDURE FOR SQLSA ;

SetDynamicParm(SQLDA, 1, var1)
SetDynamicParm(SQLDA, 2, var2)

EXECUTE DYNAMIC my_proc USING DESCRIPTOR SQLDA ;

//fetch result set
. . .

//fetch return value and output parameter
FETCH my_proc USING DESCRIPTOR SQLDA ;

//get return value
CHOOSE CASE SQLDA.OutParmType[1]
CASE TypeInteger!
    rc = GetDynamicNumber(SQLDA, 1)
CASE TypeLong!
    rc = GetDynamicNumber(SQLDA, 1)
CASE TypeString!
    Var2 = GetDynamicString(SQLDA, 1)
END CHOOSE

//get output value

CHOOSE CASE SQLDA.OutParmType[2]
CASE TypeString!
    Var2 = GetDynamicString(SQLDA, 2)
CASE TypeInteger!
    rc = GetDynamicNumber(SQLDA, 2)
CASE TypeLong!
    rc = GetDynamicNumber(SQLDA, 2)
END CHOOSE

CLOSE my_proc ;
```


PowerScript Events

About this chapter

This chapter discusses events in general and then documents the arguments, event IDs, and return codes for the events defined for all PowerBuilder controls and objects except the DataWindow and DataStore. Usage notes and examples provide information about what is typically done in an event's script.

For information about DataWindow and DataStore events, see the *DataWindow Reference*.

Contents

The events are listed in alphabetical order.

About events

In PowerBuilder, there are several types of events.

Table 9-1: PowerBuilder event types

Type	Occurs in response to
System events with an ID	User actions or other system messages or a call in your scripts
System events without an ID	PowerBuilder messages or a call in your scripts
User-defined events with an ID	User actions or other system messages or a call in your scripts
User-defined events without an ID	A call in your scripts

The following information about event IDs, arguments, and return values applies to all types of events.

Event IDs

An event ID connects an event to a system message. Events that can be triggered by user actions or other system activity have event IDs. In PowerBuilder's objects, PowerBuilder defines events for commonly used event IDs. These events are documented in this chapter. You can define your own events for other system messages using the event IDs listed in the Event Declaration dialog box.

Events without IDs Some system events, such as the application object's Open event, do not have an event ID. They are associated with PowerBuilder activity, not system activity. PowerBuilder triggers them itself when appropriate.

Arguments

System-triggered events Each system event has its own list of zero or more arguments. When PowerBuilder triggers the event in response to a system message, it supplies values for the arguments, which become available in the event script.

Events you trigger If you trigger a system event in another event script, you specify the expected arguments. For example, in the Clicked event for a window, you can trigger the DoubleClicked event with this statement, passing its flags, xpos, and ypos arguments on to the DoubleClicked event.

```
w_main.EVENT DoubleClicked(flags, xpos, ypos)
```

Because DoubleClicked is a system event, the argument list is fixed—you cannot supply additional arguments of your own.

Calling events without specifying their arguments

If you use the CALL statement, you can trigger a system event without specifying its arguments. However, CALL is obsolete and you should not use it in new applications except as described in CALL on page 123.

Return values

Where does the return value go? Most events have a return value. When the event is triggered by the system, the return value is returned to the system.

When your script triggers a user-defined or system event, you can capture the return value in an assignment statement:

```
li_rtn = w_main.EVENT process_info(mydata)
```

When you post an event, the return value is lost because the calling script is no longer running when the posted script is actually run. The compiler does not allow a posted event in an assignment statement.

Return codes System events with return values have a default return code of 0, which means, "take no special action and continue processing." Some events have additional codes that you can return to change the processing that happens after the event. For example, a return code might allow you to suppress an error message or prevent a change from taking place.

A RETURN statement is not required in an event script, but for most events it is good practice to include one. For events with return values, if you do not have a RETURN statement, the event returns 0.

Some system events have no return value. For these events, the compiler does not allow a RETURN statement.

Ancestor event script
return values

Sometimes you want to perform some processing in an event in a descendent object, but that processing depends on the return value of the ancestor event script. You can use a local variable called *AncestorReturnValue* that is automatically declared and assigned the value of the ancestor event.

For more information about *AncestorReturnValue*, see “Calling functions and events in an object’s ancestor” on page 114.

User-defined events

With an ID When you declare a user-defined event that will be triggered by a system message, you select an event ID from the list of IDs. The pbm (PowerBuilder Message) codes listed in the Event dialog box map to system messages.

The return value and arguments associated with the event ID become part of your event declaration. You cannot modify them.

When the corresponding system message occurs, PowerBuilder triggers the event and passes values for the arguments to the event script.

Without an ID When you declare a user event that will not be associated with a system message, you do not select an event ID for the event.

You can specify your own arguments and return datatype in the Event Declaration dialog box.

The event will never be triggered by user actions or system activity. You trigger the event yourself in your application’s scripts.

For more information

If you want to trigger events, including system events, see “Syntax for calling PowerBuilder functions and events” on page 111 for information on the calling syntax.

To learn more about user-defined events, see the PowerBuilder *Users Guide*.

Activate

Description	Occurs just before the window becomes active.				
Event ID	<table><thead><tr><th>Event ID</th><th>Objects</th></tr></thead><tbody><tr><td>pbm_activate</td><td>Window</td></tr></tbody></table>	Event ID	Objects	pbm_activate	Window
Event ID	Objects				
pbm_activate	Window				
Arguments	None				
Return codes	Long. Return code choices (specify in a RETURN statement): 0 Continue processing				
Usage	<p>When an Activate event occurs, the first object in the tab order for the window gets focus. If there are no visible objects in the window, the window gets focus.</p> <p>An Activate event occurs for a newly opened window because it is made active after it is opened.</p> <p>The Activate event is frequently used to enable and disable menu items.</p>				
Examples	<p>Example 1 In the window's Activate event, this code disables the Sheet menu item for menu m_frame on the File menu:</p> <pre>m_frame.m_file.m_sheet.Enabled = FALSE</pre> <p>Example 2 This code opens the sheet w_sheet in a layered style when the window activates:</p> <pre>w_sheet.ArrangeSheets(Layer!)</pre>				
See also	Close Open Show				

BeginDownload

Description

Occurs at the beginning of a download procedure

Event ID

Event ID	Objects
None	MLSynchronization, MLSync

Arguments

None

Return codes

None

Usage

Use this event to add custom actions at the beginning of the download stage of a synchronization.

When the MobiLink synchronization server receives data, it updates the consolidated database, then builds a download stream that contains all relevant changes and sends it back to the remote site. At the end of each successful synchronization, the consolidated and remote databases are consistent. Either a whole transaction is synchronized, or none of it is synchronized. This ensures transactional integrity at each database.

The BeginDownload event marks the beginning of the download transaction.

For a complete list of connection and synchronization events, and examples of their use, see the MobiLink documentation.

See also

[BeginSync](#)
[BeginUpload](#)
[ConnectMobiLink](#)

BeginDrag

The BeginDrag event has different arguments for different objects:

Object	See
ListView control	Syntax 1
TreeView control	Syntax 2

Syntax 1

Description

For ListView controls

Occurs when the user presses the left mouse button in the ListView control and begins dragging.

Event ID

Event ID	Objects
pbm_lvnbegindrag	ListView

Arguments

Argument	Description
<i>index</i>	Integer by value (the index of the ListView item being dragged)

Return codes

Long. Return code choices (specify in a RETURN statement):

- 0 Continue processing

Usage

BeginDrag and BeginRightDrag events occur when the user presses the mouse button and drags, whether or not dragging is enabled. To enable dragging, you can:

- Set the DragAuto property to true. If the ListView's DragAuto property is true, a drag operation begins automatically when the user clicks.
- Call the Drag function. If DragAuto is false, then in the BeginDrag event script, the programmer can call the Drag function to begin the drag operation.

Dragging a ListView item onto another control causes its standard drag events (DragDrop, DragEnter, DragLeave, and DragWithin) to occur. The standard drag events occur for ListView when another control is dragged within the borders of the ListView.

Examples

This example moves a ListView item from one ListView to another.

Ilvi_dragged_object is a window instance variable whose type is ListViewItem. To copy the item, omit the code that deletes it from the source ListView.

This code is in the BeginDrag event script of the source ListView:

```
// If the TreeView's DragAuto property is FALSE
This.Drag(Begin!)

This.GetItem(This.SelectedIndex(), &
    ilvi_dragged_object)

// To copy, rather than move, omit these two lines
This.DeleteItem(This.SelectedIndex())
This.Arrange()
```

This code is in the DragDrop event of the target ListView:

```
This.AddItem(ilvi_dragged_object)
This.Arrange()
```

See also

[BeginRightDrag](#)
[DragDrop](#)
[DragEnter](#)
[DragLeave](#)
[DragWithin](#)

Syntax 2

For TreeView controls

Description

Occurs when the user presses the left mouse button on a label in the TreeView control and begins dragging.

Event ID

Event ID	Objects
pbm_tvnbegindrag	TreeView

Arguments

Argument	Description
<i>handle</i>	Long by value (handle of the TreeView item being dragged)

Return codes

Long. Return code choices (specify in a RETURN statement):

0 Continue processing

Usage

BeginDrag and BeginRightDrag events occur when the user presses the mouse button and drags, whether or not dragging is enabled. To enable dragging, you can:

- Set the DragAuto property to true. If the TreeView's DragAuto property is true, a drag operation begins automatically when the user clicks.

- Call the Drag function. If DragAuto is false, then in the BeginDrag event script, the programmer can call the Drag function to begin the drag operation.

The user cannot drag a highlighted item.

Dragging a TreeView item onto another control causes the control's standard drag events (DragDrop, DragEnter, DragLeave, and DragWithin) to occur. The standard drag events occur for TreeView when another control is dragged within the borders of the TreeView.

Examples

This example moves the first TreeView item in the source TreeView to another TreeView when the user drags there. *Itvi_dragged_object* is a window instance variable whose type is TreeViewItem. To copy the item, omit the code that deletes it from the source TreeView.

This code is in the BeginDrag event script of the source TreeView:

```
long itemnum

// If the TreeView's DragAuto property is FALSE
This.Drag(Begin!)
itemnum = 1
This.GetItem(itemnum, itvi_dragged_object)

// To copy, rather than move, omit these two lines
This.DeleteItem(itemnum)
This.SetRedraw(TRUE)
```

This code is in the DragDrop event of the target TreeView:

```
This.InsertItemLast(0, ilvi_dragged_object)
This.SetRedraw(TRUE)
```

Instead of deleting the item from the source TreeView immediately, consider deleting it after the insertion in the DragDrop event succeeds.

See also

[BeginRightDrag](#)
[DragDrop](#)
[DragEnter](#)
[DragLeave](#)
[DragWithin](#)

BeginLabelEdit

The BeginLabelEdit event has different arguments for different objects:

Object	See
ListView control	Syntax 1
TreeView control	Syntax 2

Syntax 1

Description

For ListView controls

Occurs when the user clicks on the label of an item after selecting the item.

Event ID

Event ID	Objects
pbm_lvnbeginlabeledit	ListView

Arguments

Argument	Description
index	Integer by value (the index of the selected ListView item)

Return codes

Long. Return code choices (specify in a RETURN statement):

- 0 Allow editing of the label
- 1 Prevent editing of the label

Usage

When editing is allowed, a box appears around the label with the text highlighted. The user can replace or change the existing text.

Examples

This example uses the BeginLabelEdit event to display the name of the ListView item being edited:

```
ListViewItem lvi
This.GetItem(index lvi)
sle_info.text = "Editing " + string(lvi.label)
```

See also

EndLabelEdit

Syntax 2**For TreeView controls**

Description

Occurs when the user clicks on the label of an item after selecting the item.

Event ID

Event ID	Objects
pbm_tvnbeginelabeledit	TreeView

Arguments

Argument	Description
handle	Long by value (the handle of the selected TreeView item)

Return codes

Long. Return code choices (specify in a RETURN statement):

- 0 Allow editing of the label
- 1 Prevent editing of the label

Usage

When editing is allowed, a box appears around the label with the text highlighted. The user can replace or change the existing text.

Examples

This example uses the BeginLabelEdit to display the name of the TreeView item being edited in a SingleLineEdit:

```
TreeViewItem tvi
This.GetItem(index, tvi)
sle_info.text = "Editing " + string(tvi.label)
```

See also

EndLabelEdit

BeginLogScan

Description	Occurs before dbmlsync scans the transaction log to assemble the upload data stream.					
Event ID	<table border="1"> <thead> <tr> <th>Event ID</th><th>Objects</th></tr> </thead> <tbody> <tr> <td>None</td><td>MLSync</td></tr> </tbody> </table>		Event ID	Objects	None	MLSync
Event ID	Objects					
None	MLSync					
Arguments	<table border="1"> <thead> <tr> <th>Argument</th><th>Description</th></tr> </thead> <tbody> <tr> <td><i>rescanlog</i></td><td>Boolean indicating whether the log has already been scanned for the current synchronization.</td></tr> </tbody> </table>		Argument	Description	<i>rescanlog</i>	Boolean indicating whether the log has already been scanned for the current synchronization.
Argument	Description					
<i>rescanlog</i>	Boolean indicating whether the log has already been scanned for the current synchronization.					
Return codes	None					
Usage	<p>Use this event to add custom actions immediately before the transaction log is scanned for upload. The following events are triggered while the upload stream is prepared, but before synchronization begins: BeginLogScan, ProgressInfo, and EndLogScan.</p> <p>If this is the first time the transaction log has been scanned for this synchronization, the <i>rescanlog</i> value is false; otherwise it is true. The log is scanned twice when the MobiLink synchronization server and dbmlsync have different information about where scanning should begin.</p>					
See also	EndLogScan ProgressIndex					

BeginRightDrag

The BeginRightDrag event has different arguments for different objects:

Object	See
ListView control	Syntax 1
TreeView control	Syntax 2

Syntax 1**For ListView controls**

Description

Occurs when the user presses the right mouse button in the ListView control and begins dragging.

Event ID

Event ID	Objects
pbm_lvnbeginrightdrag	ListView

Arguments

Argument	Description
<i>index</i>	Integer by value (the index of the ListView item being dragged)

Return codes

Long. Return code choices (specify in a RETURN statement):

- 0 Continue processing

Usage

BeginDrag and BeginRightDrag events occur when the user presses the mouse button and drags, whether or not dragging is enabled. To enable dragging, you can:

- Set the DragAuto property to true. If the ListView's DragAuto property is true, a drag operation begins automatically when the user clicks.
- Call the Drag function. If DragAuto is false, then in the BeginRightDrag event script, the programmer can call the Drag function to begin the drag operation.

Dragging a ListView item onto another control causes its standard drag events (DragDrop, DragEnter, DragLeave, and DragWithin) to occur. The standard drag events occur for ListView when another control is dragged within the borders of the ListView.

Examples

See the example for the BeginDrag event. It is also effective for the BeginRightDrag event.

See also

[BeginDrag](#)
[DragDrop](#)
[DragEnter](#)
[DragLeave](#)
[DragWithin](#)

Syntax 2**For TreeView controls**

Description

Occurs when the user presses the right mouse button in the TreeView control and begins dragging.

Event ID

Event ID	Objects
pbm_tvnbeginkrightdrag	TreeView

Arguments

Argument	Description
<i>handle</i>	Long by value (the handle of the TreeView item being dragged)

Return codes

Long. Return code choices (specify in a RETURN statement):

- 0 Continue processing

Usage

BeginDrag and BeginRightDrag events occur when the user presses the mouse button and drags, whether or not dragging is enabled. To enable dragging, you can:

- Set the DragAuto property to true. If the ListView's DragAuto property is true, a drag operation begins automatically when the user clicks.
- Call the Drag function. If DragAuto is false, then in the BeginRightDrag event script, the programmer can call the Drag function to begin the drag operation.

The user cannot drag a highlighted item. Dragging a TreeView item onto another control causes its standard drag events (DragDrop, DragEnter, DragLeave, and DragWithin) to occur. The standard drag events occur for TreeView when another control is dragged within the borders of the TreeView.

Examples

See the example for the BeginDrag event.

See also

BeginDrag
DragDrop
DragEnter
DragLeave
DragWithin

BeginSync

Description

Occurs at the beginning of the synchronization.

Event ID

Event ID	Objects
None	MLSynchronization, MLSync

Arguments

Argument	Description
<i>mlusername</i>	Read-only string identifying the MobiLink user name.
<i>pubnames</i>	Read-only string identifying the publication to be synchronized. If there is more than one publication, this is a comma-separated list.

Return codes

None

Usage

Use this event to add custom actions at the beginning of a synchronization. The following synchronization object events correspond to events occurring on the synchronization server (in the order displayed): BeginSync, ConnectMobiLink, BeginUpload, EndUpload, BeginDownload, EndDownload, DisconnectMobiLink, and EndSync.

See also

BeginDownload
BeginUpload
ConnectMobiLink

BeginUpload

Description	Occurs at the beginning of the synchronization upload procedure.	
Event ID	Event ID	
	None	Objects
Arguments	None	
Return codes	None	
Usage	<p>Use this event to add custom actions immediately before the transmission of the upload to the MobiLink synchronization server.</p> <p>The BeginUpload event marks the beginning of the upload transaction. Applicable inserts and updates to the consolidated database are performed for all remote tables, then rows are deleted as applicable for all remote tables. After EndUpload, upload changes are committed.</p>	
See also	BeginDownload ConnectMobiLink EndUpload	

Clicked

The Clicked event has different arguments for different objects:

Object	See
Menus	Syntax 1
ListView and Toolbar controls	Syntax 2
Tab controls	Syntax 3
TreeView controls	Syntax 4
Window and progress bar controls	Syntax 5
Other controls	Syntax 6

For information about the DataWindow control's Clicked event, see the *DataWindow Reference* or the online Help.

Syntax 1**For menus**

Description

Occurs when the user chooses an item on a menu.

Event ID

Event ID	Objects
None	Menu

Arguments

None

Return codes

None (do not use a RETURN statement)

Usage

If the user highlights the menu item without choosing it, its Selected event occurs.

If the user chooses a menu item that has a cascaded menu associated with it, the Clicked event occurs, and the cascaded menu is displayed.

Examples

This script is for the Clicked event of the New menu item for the frame window. The wf_newsheet function is a window function. The window w_genapp_frame is part of the application template you can generate when you create a new application:

```
/* Create a new sheet */
w_genapp_frame.wf_newsheet( )
```

See also

Selected

Syntax 2**For ListView controls**

Description

Occurs when the user clicks within the ListView control, either on an item or in the blank space around items.

Event ID

Event ID	Objects
pbm_lvnclicked	ListView

Arguments

Argument	Description
<i>index</i>	Integer by value (the index of the ListView item the user clicked). The value of <i>index</i> is -1 if the user clicks within the control but not on a specific item.

Return codes

Long. Return code choices (specify in a RETURN statement):

- 0 Continue processing

Usage

The Clicked event occurs when the user presses the mouse button. The Clicked event can occur during a double-click, in addition to the DoubleClicked event.

In addition to the Clicked event, ItemChanging and ItemChanged events can occur when the user clicks on an item that does not already have focus.

BeginLabelEdit can occur when the user clicks on a label of an item that has focus.

Using the ItemActivate event for ListView controls

You can use the ItemActivate event (with the OneClickActivate property set to true) instead of the Clicked event for ListView controls.

Examples

This code changes the label of the item the user clicks to uppercase:

```
IF index = -1 THEN RETURN 0

This.GetItem(index, llvi_current)
llvi_current.Label = Upper(llvi_current.Label)
This.SetItem(index, llvi_current)
RETURN 0
```

See also

ColumnClick
DoubleClicked
ItemActivate
ItemChanged
ItemChanging
RightClicked
RightDoubleClick

Syntax 3

Description

For Tab controls

Occurs when the user clicks on the tab portion of a Tab control.

Event ID

Event ID	Objects
pbm_tcnclicked	Tab

Arguments

Argument	Description
<i>index</i>	Integer by value (the index of the tab page the user clicked)

Return codes

Long. Return code choices (specify in a RETURN statement):

- 0 Continue processing

Usage

The Clicked event occurs when the mouse button is released.

When the user clicks in the display area of the Tab control, the tab page user object (not the Tab control) gets a Clicked event.

The Clicked event can occur during a double-click, in addition to the DoubleClicked event.

In addition to the Clicked event, the SelectionChanging and SelectionChanged events can occur when the user clicks on a tab page label. If the user presses an arrow key to change tab pages, the Key event occurs instead of Clicked before SelectionChanging and SelectionChanged.

Examples

This code makes the tab label bold for the fourth tab page only:

```

IF index = 4 THEN
    This.BoldSelectedText = TRUE
ELSE
    This.BoldSelectedText = FALSE
END IF

```

See also

DoubleClick
RightClicked
RightDoubleClicked
SelectionChanged
SelectionChanging

Syntax 4**For TreeView controls**

Description Occurs when the user clicks an item in a TreeView control.

Event ID

Event ID	Objects
pbm_tvnclicked	TreeView

Arguments

Argument	Description
<i>handle</i>	Long by value (the handle of the TreeView item the user clicked)

Return codes Long. Return code choices (specify in a RETURN statement):

0 Continue processing

Usage The Clicked event occurs when the user presses the mouse button.

The Clicked event can occur during a double-click, in addition to the DoubleClicked event.

In addition to the Clicked event, GetFocus occurs if the control does not already have focus.

Examples This code in the Clicked event changes the label of the item the user clicked to uppercase:

```
TreeViewItem ltvi_current

This.GetItem(handle, ltvi_current)
ltvi_current.Label = Upper(ltvi_current.Label)
This.SetItem(handle, ltvi_current)
```

See also

DoubleClicked
RightClicked
RightDoubleClicked
SelectionChanged
SelectionChanging

Syntax 5

Description

For windows and progress bars

Occurs when the user clicks in an unoccupied area of the window or progress bar (any area with no visible, enabled object).

Event ID

Event ID	Objects
pbm_lbuttonclk	Window
pbm_lbuttondwn	HProgressBar, VProgressBar

Arguments

Argument	Description
<i>flags</i>	<p>UnsignedLong by value (the modifier keys and mouse buttons that are pressed). Values are:</p> <ul style="list-style-type: none"> • 1 – Left mouse button • 2 – Right mouse button (windows only) • 4 – Shift key • 8 – Ctrl key • 16 – Middle mouse button (windows only) <p>In the Clicked event for windows, the left mouse button is being released, so 1 is not summed in the value of <i>flags</i>. For an explanation of <i>flags</i>, see Syntax 2 of MouseMove on page 274.</p>
<i>xpos</i>	Integer by value (the distance of the pointer from the left edge of the window workspace or control in pixels).
<i>ypos</i>	Integer by value (the distance of the pointer from the top of the window's workspace or control in pixels).

Return codes

Long. Return code choices (specify in a RETURN statement):

0 Continue processing

Usage

The Clicked event occurs when the user presses the mouse button down in progress bars and when the user releases the mouse button in windows.

If the user clicks on a control or menu in a window, that object (rather than the window) gets a Clicked event. No Clicked event occurs when the user clicks the window's title bar.

When the user clicks on a window, the window's MouseDown and MouseUp events also occur.

When the user clicks on a visible disabled control or an invisible enabled control, the window gets a Clicked event.

Examples If the user clicks in the upper left corner of the window, this code sets focus to the button cb_clear:

```
IF (xpos <= 600 AND ypos <= 600) THEN
    cb_clear.SetFocus( )
END IF
```

See also DoubleClicked
MouseDown
MouseMove
MouseUp
RButtonDown

Syntax 6

Description

For other controls

Occurs when the user clicks on the control.

Event ID

Event ID	Objects
pbm_bnclicked	CheckBox, CommandButton, Graph, OLE, Picture, PictureHyperLink, PictureButton, RadioButton, StaticText, StaticHyperLink
pbm_lbuttondown	DatePicker, MonthCalendar

Arguments

None

Return codes

Long. Return code choices (specify in a RETURN statement):

0 Continue processing

Usage

The Clicked event occurs when the user releases the mouse button.

If another control had focus, then a GetFocus and a Clicked event occur for the control the user clicks.

Examples

This code in an OLE control's Clicked event activates the object in the control:

```
integer li_success
li_success = This.Activate(InPlace!)
```

See also

GetFocus
RButtonDown

Close

The Close event has different arguments for different objects:

Object	See
Application	Syntax 1
OLE control	Syntax 2
Window	Syntax 3

Syntax 1

For the application object

Description

Occurs when the user closes the application.

Event ID

Event ID	Objects
None	Application

Arguments

None

Return codes

None (do not use a RETURN statement)

Usage

The Close event occurs when the last window (for MDI applications the MDI frame) is closed.

See also

Open

SystemError

Syntax 2**For OLE controls**

Description	Occurs when the object in an OLE control has been activated offsite (the OLE server displays the object in the server's window) and that server is closed.				
Event ID	<table border="1" style="width: 100%; border-collapse: collapse;"> <thead> <tr> <th style="text-align: center; padding: 2px;">Event ID</th> <th style="text-align: center; padding: 2px;">Objects</th> </tr> </thead> <tbody> <tr> <td style="text-align: center; padding: 2px;">pbm_omnclose</td> <td style="text-align: center; padding: 2px;">OLE</td> </tr> </tbody> </table>	Event ID	Objects	pbm_omnclose	OLE
Event ID	Objects				
pbm_omnclose	OLE				
Arguments	None				
Return codes	Long. Return code: Ignored				
Usage	<p>If the user closed the OLE server, the user's choices might cause the OLE object in the control to be updated, triggering the Save or DataChange events.</p> <p>If you want to retrieve the ObjectData blob value of an OLE control during the processing of this event, you must post a user event back to the control or you will generate a runtime error.</p>				
See also	DataChange Save				

Syntax 3**For windows**

Description	Occurs just before a window is removed from display.				
Event ID	<table border="1" style="width: 100%; border-collapse: collapse;"> <thead> <tr> <th style="text-align: center; padding: 2px;">Event ID</th> <th style="text-align: center; padding: 2px;">Objects</th> </tr> </thead> <tbody> <tr> <td style="text-align: center; padding: 2px;">pbm_close</td> <td style="text-align: center; padding: 2px;">Window</td> </tr> </tbody> </table>	Event ID	Objects	pbm_close	Window
Event ID	Objects				
pbm_close	Window				
Arguments	None				
Return codes	<p>Long. Return code choices (specify in a RETURN statement):</p> <ul style="list-style-type: none"> 0 Continue processing 				
Usage	<p>When you call the Close function for the window, a CloseQuery event occurs before the Close event. In the CloseQuery event, you can specify a return code to prevent the Close event from occurring and the window from closing.</p> <p>Do not trigger the Close event to close a window; call the Close function instead. Triggering the event simply runs the script and does not close the window.</p>				
See also	CloseQuery Open				

CloseQuery

Description	Occurs when a window is closed, before the Close event.				
Event ID	<table border="1"> <thead> <tr> <th>Event ID</th><th>Objects</th></tr> </thead> <tbody> <tr> <td>pbm_closequery</td><td>Window</td></tr> </tbody> </table>	Event ID	Objects	pbm_closequery	Window
Event ID	Objects				
pbm_closequery	Window				
Arguments	None				
Return codes	<p>Long. Return code choices (specify in a RETURN statement):</p> <ul style="list-style-type: none"> 0 Allow the window to be closed 1 Prevent the window from closing 				
Usage	<p>If the CloseQuery event returns a value of 1, the closing of the window is aborted and the Close event that usually follows CloseQuery does not occur.</p> <p>If the user closes the window with the Close box (instead of using buttons whose scripts can evaluate the state of the data in the window), the CloseQuery event still occurs, allowing you to prompt the user about saving changes or to check whether data the user entered is valid.</p>				
<hr/>					
<p>Obsolete techniques You no longer need to set the ReturnValue property of the Message object. Use a RETURN statement instead.</p>					
<hr/>					
Examples	<p>This statement in the CloseQuery event for a window asks if the user really wants to close the window and if the user answers no, prevents it from closing:</p> <pre>IF MessageBox("Closing window", "Are you sure?", & Question!, YesNo!) = 2 THEN RETURN 1 ELSE RETURN 0 END IF</pre> <p>This script for the CloseQuery event tests to see if the DataWindow dw_1 has any pending changes. If it has, it asks the user whether to update the data and close the window, close the window without updating, or leave the window open without updating:</p> <pre>integer li_rc // Accept the last data entered into the datawindow dw_1.AcceptText()</pre>				

```

//Check to see if any data has changed
IF dw_1.DeletedCount() +dw_1.ModifiedCount() > 0 THEN
    li_rc = MessageBox("Closing", &
        "Update your changes?", Question!, &
        YesNoCancel!, 3)

    //User chose to up data and close window
    IF li_rc = 1 THEN
        Window lw_window
        lw_window = w_genapp_frame.GetActiveSheet()
        lw_window.TriggerEvent ("ue_update")
        RETURN 0

    //User chose to close window without updating
    ELSEIF li_rc = 2 THEN
        RETURN 0

    //User canceled
    ELSE
        RETURN 1
    END IF

    ELSE
        // No changes to the data, window will just close
        RETURN 0
    END IF

```

See also[Close](#)

CloseUp

Description

Occurs when the user has selected a date from the drop-down calendar and the calendar closes.

Event ID

Event ID	Objects
pbm_dtpcloseup	DatePicker

Arguments

None.

Return codes

Long. Return code: Ignored.

ColumnClick

Description Occurs when the user clicks a column header.

Event ID

Event ID	Objects
pbm_lvncolumnclick	ListView

Arguments

Argument	Description
column	The index of the clicked column

Return codes Long. Return code choices (specify in a RETURN statement):

0 Continue processing

Usage The ColumnClicked event is only available when the ListView displays in report view and the ButtonHeader property is set to true.

Examples This example uses the ColumnClicked event to set up a instance variable for the column argument, retrieve column alignment information, and display it to the user:

```

string ls_label, ls_align
integer li_width
alignment la_align

ii_col = column
This.GetColumn(column, ls_label, la_align, &
               li_width)

CHOOSE CASE la_align
CASE Right!
    rb_right.Checked = TRUE
    ls_align = "Right!"

CASE Left!
    rb_left.Checked = TRUE
    ls_align = "Left!"

CASE Center!
    rb_center.Checked = TRUE
    ls_align = "Center!"

CASE Justify!
    rb_just.Checked = TRUE
    ls_align = "Justify!"
END CHOOSE

```

```
sle_info.Text = String(column) &
+ " " + ls_label &
+ " " + ls_align &
+ " " + String(li_width)
```

See also

Clicked

ConnectMobiLink

Description Occurs when the MobiLink synchronization server connects to the consolidated database server.

Event ID

Event ID	Objects
None	MLSynchronization, MLSync

Arguments None**Return codes** None

Usage When an application forms or reforms a connection with the MobiLink synchronization server, the MobiLink synchronization server temporarily allocates one connection with the database server for the duration of that synchronization.

Use the ConnectMobiLink event to add custom actions immediately before the remote database connects to the MobiLink synchronization server. At this stage, dbmlsync has generated the upload stream.

The following synchronization object events correspond to events occurring on the synchronization server (in the order displayed): BeginSync, ConnectMobiLink, BeginUpload, EndUpload, BeginDownload, EndDownload, DisconnectMobiLink, and EndSync.

See also BeginDownload
BeginSync
BeginUpload
DisconnectMobiLink

Constructor

Description Occurs when the control or object is created, just before the Open event for the window that contains the control.

Event ID

Event ID	Objects
pbm_constructor	All objects

Arguments None

Return codes Long. Return code choices (specify in a RETURN statement):

- 0 Continue processing

Usage You can write a script for a control's Constructor event to affect the control's properties before the window is displayed.

When a window or user object opens, a Constructor event for each control in the window or user object occurs. The order of controls in a window's Control property (which is an array) determines the order in which Constructor events are triggered. If one of the controls in the window is a user object, the Constructor events of all the controls in the user object occur before the Constructor event for the next control in the window.

When you call OpenUserObject to add a user object to a window dynamically, its Constructor event and the Constructor events for all of its controls occur.

When you use the CREATE statement to instantiate a class (nonvisual) user object, its Constructor event occurs.

When a class user object variable has an Autoinstantiate setting of true, its Constructor event occurs when the variable comes into scope. Therefore, the Constructor event occurs for:

- Global variables when the system starts up
- Shared variables when the object with the shared variables is loaded
- Instance variables when the object with the instance variables is created
- Local variables when the function that declares them begins executing

Examples This example retrieves data for the DataWindow dw_1 before its window is displayed:

```
dw_1.SetTransObject (SQLCA)
dw_1.Retrieve( )
```

See also

Destructor

Open

DataChange

Description	Occurs when the server application notifies the control that data has changed.	
Event ID		
Event ID	Objects	
pbm_omndatachange	OLE	
Arguments	None	
Return codes	Long. Return code: Ignored	
See also	PropertyRequestEdit PropertyChanged Rename ViewChange	

DateChanged

Description	Occurs immediately after a date is selected.	
Event ID		
Event ID	Objects	
pbm_mcdatechanged	MonthCalendar	
Arguments	None	
Return codes	Long. Return code: Ignored	
Usage	<p>If you code a call to a MessageBox function in this event, the message box does not display if the user selects a new date using the mouse. This is because the mouse click captures the mouse. Message boxes do not display when the mouse is captured because unexpected results can occur. The message box does display if the user selects a new date using the arrow keys.</p> <p>SetSelectedDate and SetSelectedRange trigger a DateChanged event. You should not call either method in a DateChanged event, particularly using the Post method.</p>	
See also	DateSelected	

DateSelected

Description	Occurs when the user selects a date using the mouse.				
Event ID	<table><thead><tr><th>Event ID</th><th>Objects</th></tr></thead><tbody><tr><td>pbm_mcdatesel</td><td>MonthCalendar</td></tr></tbody></table>	Event ID	Objects	pbm_mcdatesel	MonthCalendar
Event ID	Objects				
pbm_mcdatesel	MonthCalendar				
Arguments	None				
Return codes	Long. Return code: Ignored				
Usage	This event is similar to DateChanged, but it occurs <i>only</i> when the user has selected a specific date using the mouse. The DateChanged event occurs whenever the date changes—when a date is selected using the mouse, when the date is changed in a script, and when the user uses the arrow key on the keyboard to select a different date or the arrow on the control to scroll to a different month.				
Examples	The following script in the DateSelected event writes the date the user selected using the mouse to a single-line edit box: <pre>date dt_selected integer li_ret string ls_date li_ret = GetSelectedDate(dt_selected) ls_date = string(dt_selected) sle_2.text = ls_date</pre>				
See also	DateChanged				

DBError

Description Triggered when an error occurs during a transaction or an attempted transaction.

Event ID

Event ID	Objects
None	Transaction objects

Arguments

Argument	Description
<i>code</i>	Long by value. A database-specific error code. See your DBMS documentation for information on the meaning of the code. When there is no error code from the DBMS, <i>code</i> contains one of these values: -1 – Cannot connect to the database -2 – Writing a blob to the database failed -4 – All other errors (see Usage note for more detail)
<i>sqlerrortext</i>	String by value. A database-specific error message.
<i>sqlsyntax</i>	String by value. The full text of the SQL statement being sent to the DBMS when the error occurred.

Return codes Long, but this return code has no meaning to PowerBuilder.

Usage *Error codes* For any database related error, the error code comes from the database driver. The error text is also from the database drivers. The *sqlsyntax* argument shows what SQL syntax was executing when the error occurred.

For errors that are not related to database drivers, the *code* argument is set to -4. If the PowerBuilder VM cannot get the syntax for these types of errors, an empty string is passed to the *sqlsyntax* argument. PowerBuilder cannot get the syntax for the following types of errors:

- “Cursor is not open”
- “Procedure has not been executed or has no results”
- “Transaction not connected”
- “Transaction not connected. Transaction Pool limit exceeded”
- “Cursor is already open”
- “Procedure has already been executed”
- “Transaction already connected”
- “Database does not support FETCH (FIRST/LAST/PRIOR)”

The PowerBuilder VM can get the SQL syntax for the following types of errors, and passes it to the Transaction object's DBError event for the following types of errors:

- “Select returned more than one row”
- “Mismatch between prepared number of substitution variables and execute parameters”
- “Mismatch between retrieve columns and fetch columns”
- “Database statement must refer to blob variable”
- “Blob variable for UPDATEBLOB cannot be empty”
- “Open <cursor> or execute <procedure> must reference DESCRIPTOR”
- “Database does not support WHERE CURRENT OF <cursor-name>”

Use with embedded SQL By default, whenever an error occurs in the Transaction object, the DBError event is called. The error code and error message are passed to this event. You can add code to the DBError event to handle these errors.

Use with DataWindow/DataStore When using a Transaction object with a DataWindow, the DataWindow DBError event is triggered before the DBError event of the Transaction object. The return value for the DataWindow DBError event is used to indicate whether the Transaction object's DBError event should be triggered in turn. When the return value of the DataWindow DBError event is 0 or 1, the Transaction object's DBError event is also triggered if it is defined. When the return value of the DataWindow DBError event is 2 or 3, the Transaction object's DBError event is ignored.

Examples

The following code in the DBError event displays the error message and the SQL statement sent to the DBMS when a transaction error occurs:

```
Messagebox("Transaction error", "Error message: "&
           +sqlerrortext + "~r~n Occurred for this statement:" &
           +sqlsyntax)
```

See also

[DBError in the DataWindow Reference](#)
[SQLPreview](#)

DBNotification

Description	Triggered by a PowerBuilder script or DataWindow database operation command if a PowerBuilder database driver receives a notification from the database server. This event is supported only with the Oracle 10g (O10) native database interface.									
Event ID	<table border="1"> <thead> <tr> <th>Event ID</th><th>Objects</th></tr> </thead> <tbody> <tr> <td>pbm_dbnotification</td><td>Transaction</td></tr> </tbody> </table>		Event ID	Objects	pbm_dbnotification	Transaction				
Event ID	Objects									
pbm_dbnotification	Transaction									
Arguments	<table border="1"> <thead> <tr> <th>Argument</th><th>Description</th></tr> </thead> <tbody> <tr> <td><i>notification</i></td><td>A value of the DBNotification enumerated datatype. The database interface determines the type of the notification received from the server, triggers the DBNotification event, and passes the notification type in this argument. Values are: <ul style="list-style-type: none"> DBServerDown! = 1. The server has been shut down. This notification type is used only by the O10 (Oracle 10g) database interface. DBFailover! = 2. The database client is failing over. DBDataTruncate! = 3. Data has been truncated. DBServerDown! is used for Oracle RAC database HA events. DBFailover! and DBDataTruncate! can be used with other databases for failover and data truncation warnings. </td></tr> <tr> <td><i>command</i></td><td>A string that informs users which command was being executed when the notification occurred.</td></tr> <tr> <td><i>dbmessage</i></td><td>A string that describes the reason why the event occurred.</td></tr> </tbody> </table>		Argument	Description	<i>notification</i>	A value of the DBNotification enumerated datatype. The database interface determines the type of the notification received from the server, triggers the DBNotification event, and passes the notification type in this argument. Values are: <ul style="list-style-type: none"> DBServerDown! = 1. The server has been shut down. This notification type is used only by the O10 (Oracle 10g) database interface. DBFailover! = 2. The database client is failing over. DBDataTruncate! = 3. Data has been truncated. DBServerDown! is used for Oracle RAC database HA events. DBFailover! and DBDataTruncate! can be used with other databases for failover and data truncation warnings.	<i>command</i>	A string that informs users which command was being executed when the notification occurred.	<i>dbmessage</i>	A string that describes the reason why the event occurred.
Argument	Description									
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<i>command</i>	A string that informs users which command was being executed when the notification occurred.									
<i>dbmessage</i>	A string that describes the reason why the event occurred.									
Return codes	<p>Long. Return code choices (specify in a RETURN statement):</p> <ul style="list-style-type: none"> 0 Continue to process the database command. If the event does not exist or does not have a script, the return value is 0 by default. Any other value Ignored if the <i>notification</i> argument is DBFailover!. If the value of the <i>notification</i> argument is DBServerDown! or DBDataTruncate!, the current command returns with an error. SQLCA.SQLCode is set to -1 and SQLCA.SQLDBCode is set to the return value. 									

Usage

Oracle Real Application Clusters (RAC) is a cluster database that uses a shared cache architecture. In Oracle 10g Release 2, a High Availability (HA) client connected to an RAC database can register a callback to indicate that it wants the server to notify it in case of a database failure event that affects a connection made by the client. The DBNotification event is triggered when the client is notified that such an event has occurred.

The default transaction object, SQLCA, does not support this event. To use the event, create a new standard class user object that inherits from the Transaction object and add code to the DBNotification event script. You can then use this Transaction object in your application, or substitute it for SQLCA on the Variable Types tab page in the Application Properties dialog box.

To be notified when the server shuts down, your application must be connected to an Oracle 10g RAC database using the O10 database interface and the HANotification database parameter must be set to 1. When the server shuts down, the O10 driver is notified. The DBNotification event is triggered if the application continues to attempt to access the server. The value of the *notification* argument is set to DBServerDown!, the *command* string is set to the syntax of the current command, and the *dbmessage* string is populated with information about the shutdown.

If your application does not execute any SQL statements on the current connection after the server shuts down, the DBNotification event is not triggered until Disconnect is called.

You can code the return value of the DBNotification event to specify whether the application should continue to execute the current command:

- If the event returns 0, the current command continues executing until failover occurs and completes successfully (if failover is supported), then the application continues. If failover is not supported, the application will receive an error for the current command.
- If the event returns any other value, the current command execution is stopped immediately and the Transaction object property SQLCode is set to -1, SQLDBCode is set to the return value, SQLErrText is set to the value of the *dbmessage* string, and failover does not happen. After the event, only Disconnect can be called on the current transaction.

Inside the DBNotification event script, the current connection of the Transaction object is protected and database operations with the connection are not allowed. All database commands will return as failed. However, the application can still access the database with another Transaction object.

If the SrvFailover database parameter is set to Yes, the DBNotification event is triggered with the *notification* argument set to DBFailover!

The event can be triggered several times during the failover, as when the failover begins and ends. You do not need to be connected to an Oracle RAC database or to set the HANotification database parameter to be notified when a failover occurs.

Deactivate

Description Occurs when the window becomes inactive.

Event ID

Event ID	Objects
pbm_deactivate	Window

Arguments None

Return codes Long. Return code choices (specify in a RETURN statement):
0 Continue processing

Usage When a window is closed, a Deactivate event occurs.

See also Activate, Show

DeleteAllItems

Description Occurs when all the items in the ListView are deleted.

Event ID

Event ID	Objects
pbm_lvndeleteallitems	ListView

Arguments None

Return codes Long. Return code choices (specify in a RETURN statement):
0 Continue processing

Examples This example uses the DeleteAllItems event to ensure that there is a default item in the ListView control:

```
This.AddItem("Default item", 1)
```

See also DeleteItem, InsertItem

DeleteItem

The DeleteItem event has different arguments for different objects:

Object	See
ListView control	Syntax 1
TreeView control	Syntax 2

Syntax 1

For ListView controls

Description

Occurs when an item is deleted.

Event ID

Event ID	Objects
pbm_lvndeleteitem	ListView

Arguments

Argument	Description
index	Integer by value (the index of the deleted item)

Return codes

Long. Return code choices (specify in a RETURN statement):

0 Continue processing

Examples

This example for the DeleteItem event displays a message with the number of the deleted item:

```
MessageBox("Message", "Item " + String(index) &
+ " deleted.")
```

See also

[DeleteAllItems](#)

[InsertItem](#)

Syntax 2**For TreeView controls**

Description

Occurs when an item is deleted.

Event ID

Event ID	Objects
pbm_tvndeleteitem	TreeView

Arguments

Argument	Description
handle	Long by value (the handle of the deleted item)

Return codes

Long. Return code choices (specify in a RETURN statement):

0 Continue processing

Examples

This example displays the name of the deleted item in a message:

```
TreeViewItem ll_tvi

This.GetItem(handle, ll_tvi)
MessageBox("Message", String(ll_tvi.Label) &
+ " has been deleted.")
```

Destructor

Description

Occurs when the user object or control is destroyed, immediately after the Close event of a window.

Event ID

Event ID	Objects
pbm_destructor	All objects

Arguments

None

Return codes

Long. Return code choices (specify in a RETURN statement):

0 Continue processing

Usage

When a window is closed, each control's Destructor event destroys the control and removes it from memory. After they have been destroyed, you can no longer refer to those controls in other scripts. If you do, a runtime error occurs.

See also

Constructor
Close

DisconnectMobiLink

Description Occurs when the MobiLink synchronization server disconnects from the consolidated database server.

Event ID

Event ID	Objects
None	MLSynchronization, MLSync

Arguments None

Return codes None

Usage Use this event to add custom actions immediately after the remote database disconnects from the MobiLink synchronization server.

When an application forms or reforms a connection with the MobiLink synchronization server, the MobiLink synchronization server temporarily allocates one connection with the database server for the duration of that synchronization.

The following synchronization object events correspond to events occurring on the synchronization server (in the order displayed): BeginSync, ConnectMobiLink, BeginUpload, EndUpload, BeginDownload, DisconnectMobiLink, and EndSync.

See also [ConnectMobiLink](#)
[EndDownload](#)
[EndSync](#)
[EndUpload](#)

DisplayMessage

Description

Occurs on display of an informational message from a MobiLink synchronization.

Event ID

Event ID	Objects
None	MLSynchronization, MLSync

Arguments

Argument	Description
infomsg	Read-only string containing the text of an informational message returned from the synchronization server.

Return codes

None

Usage

The following events are triggered when different types of messages are sent by the synchronization server: DisplayMessage, ErrorMessage, FileMessage, and WarningMessage.

See also

ErrorMessage
FileMessage
WarningMessage

DoubleClicked

The DoubleClicked event has different arguments for different objects:

Object	See
ListBox, PictureListBox, ListView, and Tab controls	Syntax 1
TreeView control	Syntax 2
Window	Syntax 3
Other controls	Syntax 4

For information about the DataWindow control's DoubleClicked event, see the *DataWindow Reference or the online Help*.

Syntax 1

Description

For ListBox, PictureListBox, ListView, and Tab controls

Occurs when the user double-clicks on the control.

Event ID

Event ID	Objects
pbm_lbndblclk	ListBox, PictureListBox
pbm_lvndoubleclicked	ListView
pbm_tcndoubleclicked	Tab

Arguments

Argument	Description
<i>index</i>	Integer by value. The index of the item the user double-clicked (for tabs, the index of the tab page).

Return codes

Long. Return code choices (specify in a RETURN statement):

0 Continue processing

Usage

You can use the ItemActivate event (with the OneClickActivate property set to false) instead of the DoubleClicked event for ListView controls.

In a ListBox or PictureListBox, double-clicking on an item also triggers a SelectionChanged event.

Examples

This example uses the DoubleClicked event to begin editing the double-clicked ListView item:

```
This.EditLabels = TRUE
```

See also

Clicked
ColumnClick
ItemActivate
ItemChanged
ItemChanging
RightClicked
RightDoubleClick
SelectionChanged
SelectionChanging

Syntax 2**For TreeView controls**

Description

Occurs when the user double-clicks on the control.

Event ID

Event ID	Objects
pbm_tvndoubleclicked	TreeView

Arguments

Argument	Description
<i>handle</i>	Long by value (the handle of the item the user double-clicked)

Return codes

Long. Return code choices (specify in a RETURN statement):

0 Continue processing

Examples

This example turns on editing for the double-clicked TreeView item:

```
TreeViewItem ltv_i_current
ltv_i_current = tv_1.FindItem(CurrentTreeItem!, 0)
This.EditLabel(ltv_i_current)
```

See also

Clicked
 RightClicked
 RightDoubleClicked
 SelectionChanged
 SelectionChanging

Syntax 3**For windows**

Description

Occurs when the user double-clicks in an unoccupied area of the window (any area with no visible, enabled object).

Event ID

Event ID	Objects
pbm_lbuttondblclk	Window

Arguments

Argument	Description
<i>flags</i>	<p>UnsignedLong by value (the modifier keys and mouse buttons that are pressed). Values are:</p> <ul style="list-style-type: none"> • 1 – Left mouse button • 2 – Right mouse button • 4 – Shift key • 8 – Ctrl key • 16 – Middle mouse button <p>In the Clicked event, the left mouse button is being released, so 1 is not summed in the value of <i>flags</i>. For an explanation of <i>flags</i>, see Syntax 2 of MouseMove on page 274.</p>
<i>xpos</i>	Integer by value (the distance of the pointer from the left edge of the window's workspace in pixels).
<i>ypos</i>	Integer by value (the distance of the pointer from the top of the window's workspace in pixels).

Return codes

Long. Return code choices (specify in a RETURN statement):

0 Continue processing

Usage

The *xpos* and *ypos* arguments provide the same values the functions PointerX and PointerY return when you call them for the window.

See also

Clicked
MouseDown
MouseMove
MouseUp
RButtonDown

Syntax 4**For other controls**

Description

Occurs when the user double-clicks on the control.

Event ID

Event ID	Objects
pbm_bndoubleclicked	Graph, OLE, Picture, PictureHyperLink, StaticText, StaticHyperLink
pbm_cbndblclk	DropDownListBox, DropDownPictureListBox
pbm_lbuttondblclk	DatePicker, MonthCalendar
pbm_prndoubleclicked	HProgressBar, VProgressBar
pbm_rendoubleclicked	RichTextEdit

Arguments

None

Return codes

Long. Return code choices (specify in a RETURN statement):

- 0 Continue processing

Usage

The DoubleClicked event for DropDownListBoxes is only active when the Always Show List property is on.

See also

Clicked
RButtonDown

DragDrop

The DragDrop event has different arguments for different objects:

Object	See
ListBox, PictureListBox, ListView, and Tab controls	Syntax 1
TreeView control	Syntax 2
Windows and other controls	Syntax 3

For information about the DataWindow control's DragDrop event, see the *DataWindow Reference or the online Help*.

Syntax 1

Description

For ListBox, PictureListBox, ListView, and Tab controls

Occurs when the user drags an object onto the control and releases the mouse button to drop the object.

Event ID

Event ID	Objects
pbm_lbndragdrop	ListBox, PictureListBox
pbm_lvndragdrop	ListView
pbm_tcndragdrop	Tab

Arguments

Argument	Description
<i>source</i>	DragObject by value (a reference to the control being dragged)
<i>index</i>	Integer by value (the index of the target ListView item)

Return codes

Long. Return code choices (specify in a RETURN statement):

0 Continue processing

Usage

Obsolete functions You no longer need to call the DraggedObject function in a drag event. Use the *source* argument instead.

Examples

For ListView controls, see the example for BeginDrag.

This example inserts the dragged ListView item:

```
This.AddItem(ilvi_dragged_object)  
This.Arrange( )
```

See also

BeginDrag
BeginRightDrag
DragEnter
DragLeave
DragWithin

Syntax 2**For TreeView controls**

Description

Occurs when the user drags an object onto the control and releases the mouse button to drop the object.

Event ID

Event ID	Objects
pbm_tvndragdrop	TreeView

Arguments

Argument	Description
<i>source</i>	DragObject by value (a reference to the control being dragged)
<i>handle</i>	Long by value (the handle of the target TreeView item)

Return codes

Long. Return code choices (specify in a RETURN statement):

- 0 Continue processing

Usage

Obsolete functions You no longer need to call the DraggedObject function in a drag event. Use the *source* argument instead.

Examples

This example inserts the dragged object as a child of the TreeView item it is dropped upon:

```
TreeViewItem ltv_1
This.GetItem(handle, ltv_1)
This.SetDropHighlight(handle)
This.InsertItemFirst(handle, itvi_drag_object)
This.ExpandItem(handle)
This.SetRedraw(TRUE)
```

See also

[DragEnter](#)
[DragLeave](#)
[DragWithin](#)

Syntax 3

Description

For windows and other controls

Occurs when the user drags an object onto the control and releases the mouse button to drop the object.

Event ID

Event ID	Objects
pbm_bndragdrop	CheckBox, CommandButton, Graph, InkeEdit, InkPicture, Picture, PictureHyperLink, PictureButton, RadioButton
pbm_cbndragdrop	DropDownListBox, DropDownPictureListBox
pbm_dragdrop	DatePicker, MonthCalendar
pbm_endragdrop	SingleLineEdit, EditMask, MultiLineEdit, StaticText, StaticHyperLink
pbm_omndragdrop	OLE
pbm_prndragdrop	HProgressBar, VProgressBar
pbm_rendragdrop	RichTextEdit
pbm_sbndragdrop	HScrollBar, HTrackBar, VScrollBar, VTrackBar
pbm_uondragdrop	UserObject
pbm_dragdrop	Window

Arguments

Argument	Description
source	DragObject by value (a reference to the control being dragged)

Return codes

Long. Return code choices (specify in a RETURN statement):

0 Continue processing

Usage

When a control's DragAuto property is true, a drag operation begins when the user presses a mouse button.

Obsolete functions You no longer need to call the DraggedObject function in a drag event. Use the *source* argument instead.

Examples

Example 1 In this example, the code in the DoubleClicked event for the DataWindow dw_orddetail starts a drag operation:

```
IF dw_orddetail.GetRow() > 0 THEN
    dw_orddetail.Drag(Begin!)
    This.DragIcon = "dragitem.ico"
END IF
```

Then, in the DragDrop event for a trashcan Picture control, this code deletes the row the user clicked and dragged from the DataWindow control:

```
long ll_currow
dwitemstatus ldwis_delrow

ll_currow = dw_orddetail.GetRow( )

// Save the row's status flag for later use
ldwis_delrow = dw_orddetail.GetItemStatus &
(ll_currow, 0, Primary!)

// Now, delete the current row from dw_orddetail
dw_orddetail.DeleteRow(0)
```

Example 2 This example for a trashcan Picture control's DragDrop event checks whether the source of the drag operation is a DataWindow. If so, it asks the user whether to delete the current row in the source DataWindow:

```
DataWindow ldw_Source
Long ll_RowToDelete
Integer li_Choice

IF source.TypeOf() = DataWindow! THEN

    ldw_Source = source
    ll_RowToDelete = ldw_Source.GetRow()

    IF ll_RowToDelete > 0 THEN
        li_Choice = MessageBox("Delete", &
        "Delete this row?", Question!, YesNo!, 2)
        IF li_Choice = 1 THEN
            ldw_Source.DeleteRow(ll_RowToDelete)
        END IF
    ELSE
        Beep(1)
    END IF

    ELSE
        Beep(1)
    END IF
```

See also

DragEnter
DragLeave
DragWithin

DragEnter

Description Occurs when the user is dragging an object and enters the control.

Event ID

Event ID	Objects
pbm_bndragenter	CheckBox, CommandButton, Graph, InkEdit, InkPicture, Picture, PictureHyperlink, PictureButton, RadioButton
pbm_cbndragenter	DropDownListBox, DropDownPictureListBox
pbm_dragenter	DatePicker, MonthCalendar
pbm_dwndragenter	DataWindow
pbm_endragenter	SingleLineEdit, EditMask, MultiLineEdit, StaticText, StaticHyperLink
pbm_lbndragenter	ListBox, PictureListBox
pbm_lvndragenter	ListView
pbm_omndragenter	OLE
pbm_prndragenter	HProgressBar, VProgressBar
pbm_rendragenter	RichTextEdit
pbm_sbndragenter	HScrollBar, HTrackBar, VScrollBar, VTrackBar
pbm_tcndragenter	Tab
pbm_tvndragenter	TreeView
pbm_uondragenter	UserObject
pbm_dragenter	Window

Arguments

Argument	Description
source	DragObject by value (a reference to the control being dragged)

Return codes

Long. Return code choices (specify in a RETURN statement):

0 Continue processing

Usage

Obsolete functions You no longer need to call the DraggedObject function in a drag event. Use the *source* argument instead.

Examples

This example for a Picture control's DragDrop event adds a border to itself when another Picture control (the source) is dragged within its boundaries:

```
IF source.TypeOf() = Picture! THEN
    This.Border = TRUE
END IF
```

See also

DragDrop
DragLeave
DragWithin

DragLeave

Description Occurs when the user is dragging an object and leaves the control.

Event ID

Event ID	Objects
pbm_bndragleave	CheckBox, CommandButton, Graph, InkEdit, InkPicture, Picture, PictureHyperLink, PictureButton, RadioButton
pbm_cbndragleave	DropDownListBox, DropDownPictureListBox
pbm_dragleave	DatePicker, MonthCalendar
pbm_dwndragleave	DataWindow
pbm_endragleave	SingleLineEdit, EditMask, MultiLineEdit, StaticText, StaticHyperLink
pbm_lbndragleave	ListBox, PictureListBox
pbm_lvndragleave	ListView
pbm_omndragleave	OLE
pbm_prndragleave	HProgressBar, VProgressBar
pbm_rendragleave	RichTextEdit
pbm_sbndragleave	HScrollBar, HTrackBar, VScrollBar, VTrackBar
pbm_tcndragleave	Tab
pbm_tvndragleave	TreeView
pbm_uondragleave	UserObject
pbm_dragleave	Window

Arguments

Argument	Description
<i>source</i>	DragObject by value (a reference to the control being dragged)

Return codes

Long. Return code choices (specify in a RETURN statement):

0 Continue processing

Usage

Obsolete functions You no longer need to call the DraggedObject function in a drag event. Use the *source* argument instead.

Examples

This example checks the name of the control being dragged, and if it is, cb_1 it cancels the drag operation:

```
IF ClassName(source) = "cb_1" THEN
    cb_1.Drag(Cancel!)
END If
```

This example for a Picture control's DragDrop event removes its own border when another Picture control (the source) is dragged beyond its boundaries:

```
IF source.TypeOf() = Picture! THEN  
    This.Border = TRUE  
END IF
```

See also

DragDrop
DragEnter
DragWithin

DragWithin

The DragWithin event has different arguments for different objects:

Object	See
ListBox, PictureListBox, ListView, and Tab controls	Syntax 1
TreeView control	Syntax 2
Windows and other controls	Syntax 3

For information about the DataWindow control's DragWithin event, see the *DataWindow Reference or the online Help*.

Syntax 1

Description

Event ID

For ListBox, PictureListBox, ListView, and Tab controls

Occurs when the user is dragging an object within the control.

Event ID	Objects
pbm_lbndragwithin	ListBox, PictureListBox
pbm_lvndragwithin	ListView
pbm_tcndragwithin	Tab

Arguments

Argument	Description
source	DragObject by value (a reference to the control being dragged)
index	Integer by value (a reference to the ListView item under the pointer in the ListView control)

Return codes	Long. Return code choices (specify in a RETURN statement): 0 Continue processing
Usage	<i>Obsolete functions</i> You no longer need to call the DraggedObject function in a drag event. Use the <i>source</i> argument instead.
Examples	This example changes the background color of the ListView when a DragObject enters its border: <code>This.BackColor = RGB(128, 0, 128)</code>
See also	DragDrop DragEnter DragLeave

Syntax 2

For TreeView controls								
Description	Occurs when the user is dragging an object within the control.							
Event ID	<table> <thead> <tr> <th>Event ID</th><th>Objects</th></tr> </thead> <tbody> <tr> <td>pbm_tvndragwithin</td><td>TreeView</td></tr> </tbody> </table>		Event ID	Objects	pbm_tvndragwithin	TreeView		
Event ID	Objects							
pbm_tvndragwithin	TreeView							
Arguments								
	<table> <thead> <tr> <th>Argument</th><th>Description</th></tr> </thead> <tbody> <tr> <td><i>source</i></td><td>DragObject by value (a reference to the control being dragged)</td></tr> <tr> <td><i>handle</i></td><td>Long (a reference to the ListView item under the pointer in the TreeView control)</td></tr> </tbody> </table>		Argument	Description	<i>source</i>	DragObject by value (a reference to the control being dragged)	<i>handle</i>	Long (a reference to the ListView item under the pointer in the TreeView control)
Argument	Description							
<i>source</i>	DragObject by value (a reference to the control being dragged)							
<i>handle</i>	Long (a reference to the ListView item under the pointer in the TreeView control)							
Return codes	Long. Return code choices (specify in a RETURN statement): 0 Continue processing							
Usage	<i>Obsolete functions</i> You no longer need to call the DraggedObject function in a drag event. Use the <i>source</i> argument instead.							
Examples	This example changes the background color of the TreeView when a DragObject enters its border: <code>This.BackColor = RGB(128, 0, 128)</code>							
See also	DragDrop DragEnter DragLeave							

Syntax 3**For windows and other controls**

Description

Occurs when the user is dragging an object within the control.

Event ID

Event ID	Objects
pbm_bndragwithin	CheckBox, CommandButton, Graph, InkEdit, InkPicture, Picture, PictureHyperLink, PictureButton, RadioButton
pbm_cbdragwithin	DropDownListBox, DropDownPictureListBox
pbm_dragwithin	DatePicker, MonthCalendar
pbm_endragwithin	SingleLineEdit, EditMask, MultiLineEdit, StaticText, StaticHyperLink
pbm_omndragwithin	OLE
pbm_prndragwithin	HProgressBar, VProgressBar
pbm_rendragwithin	RichTextEdit
pbm_sbndragwithin	HScrollBar, HTrackBar, VScrollBar, VTrackBar
pbm_uondragwithin	UserObject
pbm_dragwithin	Window

Arguments

Argument	Description
<i>source</i>	DragObject by value (a reference to the control being dragged)

Return codes

Long. Return code choices (specify in a RETURN statement):

0 Continue processing

Usage

Obsolete functions You no longer need to call the DraggedObject function in a drag event. Use the *source* argument instead.

See also

DragDrop

DragEnter

DragLeave

DropDown

Description Occurs when the user has clicked the drop-down arrow in a DatePicker control just before the drop-down calendar displays.

Event ID

Event ID	Objects
pbm_dtpdropdown	DatePicker

Arguments None.

Return codes Long. Return code: Ignored.

EndDownload

Description Occurs at the end of a download procedure

Event ID

Event ID	Objects
None	MLSynchronization, MLSync

Arguments

Argument	Description
<i>upsertrows</i>	Long identifying the inserted and updated rows.
<i>deleterows</i>	Long identifying the deleted rows.

Return codes None

Usage Use this event to add custom actions at the end of the download stage of synchronization.

The BeginDownload event marks the beginning of the download transaction. Applicable deletes are performed for all remote tables, and then rows are added as applicable for all remote tables in the download cursor. After EndDownload, download changes are committed.

See also

BeginDownload
ConnectMobiLink
EndSync
EndUpload

EndLabelEdit

The EndLabelEdit event has different arguments for different objects:

Object	See
ListView control	Syntax 1
TreeView control	Syntax 2

Syntax 1

Description

For ListView controls

Occurs when the user finishes editing an item's label.

Event ID

Event ID	Objects
pbm_lvnendlabeledit	ListView

Arguments

Argument	Description
<i>index</i>	Integer. The index of the ListView item for which you have edited the label.
<i>newlabel</i>	The string that represents the new label for the ListView item.

Return codes

Long. Return code choices (specify in a RETURN statement):

- 0 Allow the new text to become the item's label.
- 1 Prevent the new text from becoming the item's label.

Usage

The user triggers this event by pressing Enter or Tab after editing the text.

Examples

This example displays the old label and the new label in a SingleLineEdit:

```
ListViewItem lvi
sle_info.text = "Finished editing " &
+ String(lvi.label) &
+" . Item changed to "+ String(newlabel)
```

See also

[BeginLabelEdit](#)

Syntax 2**For TreeView controls**

Description

Occurs when the user finishes editing an item's label.

Event ID

Event ID	Objects
pbm_tvnenlabeledit	TreeView

Arguments

Argument	Description
<i>handle</i>	Integer. The index of the TreeView item for which you have edited the label.
<i>newtext</i>	The string that represents the new label for the TreeView item.

Return codes

Long. Return code choices (specify in a RETURN statement):

- 0 Allow the new text to become the item's label
- 1 Prevent the new text from becoming the item's label

Usage

The user triggers this event by pressing Enter or Tab after editing the text.

Examples

This example displays the old label and the new label in a SingleLineEdit:

```
TreeViewItem tvi

This.GetItem(handle, tvi)
sle_info.Text = "Finished editing " &
+ String(tvi.Label) &
+ ". Item changed to " &
+ String(newtext)
```

See also

BeginLabelEdit

EndLogScan

Description

Occurs after the scan of the transaction log completes for upload.

Event ID

Event ID	Objects
None	MLSync

Arguments

None

Return codes

None

Usage

Use this event to add custom actions immediately after the transaction log is scanned for upload.

The following events are triggered while the upload stream is prepared, but before synchronization begins: BeginLogScan, ProgressInfo, and EndLogScan.

See also

[BeginLogScan](#), [ProgressIndex](#)

EndSync

Description

Occurs at the end of synchronization.

Event ID

Event ID	Objects
None	MLSynchronization, MLSync

Arguments

Argument	Description
<i>rc</i>	Long datatype value that indicates whether a synchronization error occurred.
<i>restart</i>	Boolean value passed by reference that, if true, causes dbmlsync to restart the synchronization.

Return codes

None

Usage

Use this event to add custom actions when a synchronization is complete.

An *rc* value of 0 indicates a successful synchronization. When the *rc* value is anything other than 0, an error has occurred. If the *restart* value changes to true, dbmlsync restarts the synchronization.

See also

[BeginSync](#), [DisconnectMobiLink](#), [EndDownload](#), [EndUpload](#)

EndUpload

Description	Occurs after transmission of the upload to the synchronization server.	
Event ID		
Event ID	Objects	
None	MLSynchronization, MLSync	
Arguments	None	
Return codes	None	
Usage	<p>Use this event to add custom actions immediately after transmission of the upload stream from dbmlsync to the MobiLink synchronization server.</p> <p>The BeginUpload event marks the beginning of the upload transaction. Applicable inserts and updates to the consolidated database are performed for all remote tables, then rows are deleted as applicable for all remote tables. After EndUpload, upload changes are committed.</p>	
See also	BeginUpload DisconnectMobiLink EndDownload EndSync	

Error

Description	Occurs when an error is found in a data or property expression for an external object or a DataWindow object. Also occurs when a communications error is found in a client connecting to EAServer.	
Improved error-handling capability in PowerBuilder		
Event ID	Event ID	Objects
	None	Connection, DataWindow, DataStore, JaguarORB, OLE, OLEObject, OLETxnObject

Arguments

Argument	Description
<i>errornumber</i>	Unsigned integer by value (PowerBuilder's error number)
<i>errortext</i>	String, read-only (PowerBuilder's error message)
<i>errorwindowmenu</i>	String, read-only (the name of the window or menu that is the parent of the object whose script caused the error)
<i>errorobject</i>	String, read-only (the name of the object whose script caused the error)
<i>errorscript</i>	String, read-only (the full text of the script in which the error occurred)
<i>errorline</i>	Unsigned integer by value (the line in the script where the error occurred)
<i>action</i>	<p>ExceptionAction by reference.</p> <p>A value you specify to control the application's course of action as a result of the error. Values are:</p> <ul style="list-style-type: none"> • ExceptionFail! – fail as if this script were not implemented. The error condition triggers any active event handlers, or if none, the SystemError event. • ExceptionIgnore! – ignore this error and return as if no error occurred (use this option with caution because the conditions that caused the error can cause another error). • ExceptionRetry! – execute the function or evaluate the expression again in case the OLE server was not ready. This option is not valid for DataWindows. • ExceptionSubstituteReturnValue! – use the value specified in the <i>returnvalue</i> argument instead of the value returned by the OLE server or DataWindow, and cancel the error condition.
<i>returnvalue</i>	<p>Any by reference (a value whose datatype matches the expected value that the OLE server or DataWindow would have returned).</p> <p>This value is used when the value of <i>action</i> is ExceptionSubstituteReturnValue!.</p>

Return codes

None. Do not use a RETURN statement.

Usage

DataWindow and OLE objects are dynamic. Expressions that use dot notation to refer to data and properties of these objects might be valid under some runtime conditions but not others. The Error event allows you to respond to this dynamic situation with error recovery logic.

The Error event also allows you to respond to communications errors in the client component of a distributed application. In the Error event for a custom connection object, you can tell PowerBuilder what action to take when an error occurs during communications between the client and the server.

The Error event gives you an opportunity to substitute a default value when the error is not critical to your application. Its arguments also provide information that is helpful in debugging. For example, the arguments can help you debug DataWindow data expressions that cannot be checked by the compiler—such expressions can only be evaluated at runtime.

When to substitute a return value

The ExceptionSubstituteReturnValue! action allows you to substitute a return value when the last element of an expression causes an error. Do not use it to substitute a return value when an element in the middle of an expression causes an error. The substituted return value does not match the datatype of the unresolved object reference and causes a system error.

The ExceptionSubstituteReturnValue! action can be useful for handling errors in data expressions.

For DataWindows, when an error occurs while evaluating a data or property expression, error processing occurs like this:

- 1 The Error event occurs.
- 2 If the Error event has no script or its *action* argument is set to ExceptionFail!, any active exception handler for a DWRuntimeError or its RuntimeError ancestor is invoked.
- 3 If no exception handler exists, or if the existing exception handlers do not handle the exception, the SystemError event is triggered.
- 4 If the SystemError event has no script, an application error occurs and the application is terminated.

The error processing in the client component of a distributed application is the same as for DataWindows.

For information about error processing in OLE controls, see the ExternalException event. For information about data and property expressions for DataWindow objects, see the *DataWindow Reference* or the online Help.

For information about handling communications errors in a mult-tier application, see the discussion of distributed applications in *Application Techniques*.

Examples

This example displays information about the error that occurred and allows the script to continue:

```
MessageBox("Error Number " + string(errornumber) &
           + " Occurred", "Errortext: " + String(errortext))
action = ExceptionIgnore!
```

See also

[DBError](#) in the *DataWindow Reference* or the online Help
[ExternalException](#)
[SystemError](#)

ErrorMessage

Description

Occurs on display of an error message from a MobiLink synchronization.

Event ID

Event ID	Objects
None	MLSyncronization, MLSync

Arguments

Argument	Description
<i>errmsg</i>	Read-only string containing the text of the error message returned from the synchronization server.

Return codes

None

Usage

Use this event to receive error information logged by dbmlsync.

The following events can be triggered when different types of messages are sent by the synchronization server: [DisplayMessage](#), [ErrorMessage](#), [FileMessage](#), and [WarningMessage](#).

See also

[DisplayMessage](#)
[FileMessage](#)
[WarningMessage](#)

ExternalException

Description Occurs when an OLE automation command caused an exception on the OLE server.

Improved error-handling capability in PowerBuilder

The ExternalException event is maintained for backward compatibility. If you do not script this event or change its action argument, information from this event is passed to RuntimeError objects, such as OLERuntimeError. You can handle these errors in a try-catch block.

Event ID

Event ID	Objects
None	OLE, OLEObject, OLETxnObject

Arguments

Argument	Description
<i>resultcode</i>	UnsignedLong by value (a PowerBuilder number identifying the exception that occurred on the server).
<i>exceptioncode</i>	UnsignedLong by value (a number identifying the error that occurred on the server. For the meaning of the code, see the server documentation).
<i>source</i>	String by value (the name of the server, which the server provides).
<i>description</i>	String by value (a description of the exception, which the server provides).
<i>helpfile</i>	String by value (the name of a Help file containing information about the exception, which the server provides).
<i>helpcontext</i>	UnsignedLong by value (the context ID of a Help topic in <i>helpfile</i> containing information about the exception, which the server provides).

Argument	Description
<i>action</i>	<p>ExceptionAction by reference.</p> <p>A value you specify to control the application's course of action as a result of the error. Values are:</p> <ul style="list-style-type: none"> • ExceptionFail! – fail as if this script were not implemented. The error condition triggers the SystemError event. • ExceptionIgnore! – ignore this error and return as if no error occurred (use this option with caution because the conditions that caused the error can cause another error). • ExceptionRetry! – execute the function or evaluate the expression again in case the OLE server was not ready. • ExceptionSubstituteReturnValue! – use the value specified in the <i>returnvalue</i> argument instead of the value returned by the OLE server or DataWindow and cancel the error condition.
<i>returnvalue</i>	<p>Any by reference.</p> <p>A value whose datatype matches the expected value that the OLE server would have returned. This value is used when the value of <i>action</i> is ExceptionSubstituteReturnValue!.</p>

Return codes

None. (Do not use a RETURN statement.)

Usage

OLE objects are dynamic. Expressions that refer to data and properties of these objects might be valid under some runtime conditions but not others. If the expression causes an exception on the server, PowerBuilder triggers the ExternalException event. The ExternalException event gives you information about the error that occurred on the OLE server.

The server defines what it considers exceptions. Some errors, such as mismatched datatypes, generally do not cause an exception but do trigger the Error event. In some cases you might not consider the cause of the exception to be an error. To determine the reason for the exception, see the documentation for the server.

When an exception occurs because of a call to an OLE server, error handling occurs like this:

- 1 The ExternalException event occurs.
- 2 If the ExternalException event has no script or its *action* argument is set to ExceptionFail!, the Error event occurs.
- 3 If the Error event has no script or its *action* argument is set to ExceptionFail!, any active exception handler for an OLERuntimeError or its RuntimeError ancestor is invoked.

- 4 If no exception handler exists, or if the existing exception handlers do not handle the exception, the SystemError event is triggered.
- 5 If the SystemError event has no script, an application error occurs and the application is terminated.

Examples

Suppose your window has two instance variables: one for specifying the exception action, and another of type Any for storing a potential substitute value. Before accessing the OLE property, a script sets the instance variables to appropriate values:

```
ie_action = ExceptionSubstituteReturnValue!
ia_substitute = 0
li_currentsetting = ole_1.Object.Value
```

If the command fails, a script for the ExternalException event displays the Help topic named by the OLE server, if any. It substitutes the return value you prepared and returns control to the calling script. The assignment of the substitute value to *li_currentsetting* works correctly because their datatypes are compatible:

```
string ls_context

// Command line switch for WinHelp numeric context ID
ls_context = "-n " + String(helpcontext)
If Len(HelpFile) > 0 THEN
    Run("winhelp.exe " + ls_context + " " + helpfile)
END IF

action = ie_action
returnvalue = ia_substitute
```

Because the event script must serve for every automation command for the control, you need to set the instance variables to appropriate values before each automation command.

See also

Error

FileExists

Description Occurs when a file is saved in the RichTextEdit control and the file already exists.

Event ID

Event ID	Objects
pbm_renfileexists	RichTextEdit

Arguments

Argument	Description
<i>filename</i>	The name of the file

Return codes Long. Return code choices (specified in a RETURN statement):

- 0 Continue processing
- 1 Saving of document is canceled

Usage The SaveDocument function can trigger the FileExists event.

Examples This script for FileExists checks a flag to see if the user is performing a save (which will automatically overwrite the opened file) or wants to rename the file using Save As. For the Save As case, the script asks the user to confirm overwriting the file:

```
integer li_answer

// If user asked to Save to same file,
// do not prompt for overwriting
IF ib_saveas = FALSE THEN RETURN 0

li_answer = MessageBox("FileExists", &
    filename + " already exists. Overwrite?", &
    Exclamation!, YesNo!)
MessageBox("Filename arg", filename)

// Returning a non-zero value cancels save
IF li_answer = 2 THEN RETURN 1
```

FileMessage

Description Occurs on display of a detailed information message from a MobiLink synchronization.

Event ID

Event ID	Objects
None	MLSynchronization, MLSync

Arguments

Argument	Description
<i>filemsg</i>	Read-only string containing the text of the message returned from the synchronization server.

Return codes None

Usage Use this event to receive information logged by dbmlsync.

The following events can be triggered when different types of messages are sent by the synchronization server: DisplayMessage, ErrorMessage, FileMessage, and WarningMessage.

See also [DisplayMessage](#)
[ErrorMessage](#)
[WarningMessage](#)

Gesture

Description Occurs when an application gesture recognized by the control is completed. A gesture is a stroke or series of strokes that is recognized by the application as indicating an action. This event can only be triggered on a Tablet PC.

Event ID

Event ID	Objects
pbm_inkegesture	InkEdit
pbm_inkpgesture	InkPicture

Arguments

Argument	Description
<i>gest</i>	Integer identifying the gesture recognized. See the tables in the Usage section for argument values.

Return codes Boolean. Return false to accept the gesture and true to ignore it.

Usage

The Gesture event is triggered only on a Tablet PC. On a Tablet PC, the InkEdit control recognizes the following gestures that represent keystrokes that are frequently used in edit controls. To ensure that the gestures are recognized, users should draw straight lines and sharp right angles without removing the stylus from the control. InkEdit controls on other computers behave as MultiLineEdit controls and cannot accept ink input from a mouse.

Gesture	Gesture name	Argument value	Keystroke
	Left	0	Backspace
	Right	1	Space
	UpRightLong	2	Tab
	DownLeftLong	3	Enter
	UpRight	4	Tab
	DownLeft	5	Enter

On a Tablet PC, the InkPicture control recognizes the following gestures that are equivalent to mouse clicks:

Gesture name	Argument value	Mouse action
Tap	1	Left Click
Double Tap	2	Left Double Click

When you tap the stylus or click a mouse in an InkPicture control on a Tablet PC, the Gesture event is triggered. On other computers, a mouse click triggers the Stroke event. The CollectionMode property must be set to GestureOnly! for a double tap to be recognized. Only single-stroke gestures are recognized when CollectionMode is set to InkAndGesture!. If a gesture is not recognized, the value of the argument is 0.

Examples

This code in the Gesture event of an InkEdit control confirms to the user that the gesture was recognized:

```
CHOOSE CASE gest
CASE 0
    MessageBox("Gesture recognized",  &
               "You entered a space")
CASE 1
    MessageBox("Gesture recognized",  &
               "You entered a backspace")

CASE 2,4
    MessageBox("Gesture recognized",  &
               "You entered a tab")
CASE 3,5
    MessageBox("Gesture recognized",  &
               "You entered a return")
END CHOOSE

return false
```

See also

[RecognitionResult](#)
[Stroke](#)

GetFocus

Description Occurs just before the control receives focus (before it is selected and becomes active).

GetFocus applies to all controls

Event ID

Event ID	Objects
pbm_bnsetfocus	CheckBox, CommandButton, Graph, OLE, Picture, PictureHyperLink, PictureButton, RadioButton
pbm_cbnsetfocus	DropDownListBox, DropDownPictureListBox
pbm_dwnsetfocus	DataWindow
pbm_ensetfocus	SingleLineEdit, EditMask, MultiLineEdit, StaticText, StaticHyperLink
pbm_lbnsetfocus	ListBox, PictureListBox
pbm_lvnsetfocus	ListView
pbm_rensetfocus	RichTextEdit
pbm_sbnsetfocus	HScrollBar, HTrackBar, VScrollBar, VTrackBar
pbm_setfocus	HProgressBar, VProgressBar, DatePicker, MonthCalendar, InkEdit, InkPicture
pbm_tcnsetfocus	Tab
pbm_tvnsetfocus	TreeView

Arguments

None

Return codes

Long. Return code choices (specified in a RETURN statement):

0 Continue processing

Examples

Example 1 This example in a SingleLineEdit control's GetFocus event selects the text in the control when the user tabs to it:

```
This.SelectText(1, Len(This.Text))
```

Example 2 In Example 1, when the user clicks the SingleLineEdit rather than tabbing to it, the control gets focus and the text is highlighted, but then the click deselects the text. If you define a user event that selects the text and then post that event in the GetFocus event, the highlighting works when the user both tabs and clicks. This code is in the GetFocus event:

```
This. EVENT POST ue_select( )
```

This code is in the ue_select user event:

```
This.SelectText(1, Len(This.Text))
```

See also

Clicked, LoseFocus

Help

Description	Occurs when the user drags the question-mark button from the title bar to a menu item or a control and then clicks, or when the user clicks in a control (giving it focus) and then presses the F1 key.							
Event ID	<table border="1"> <thead> <tr> <th>Event ID</th><th>Objects</th></tr> </thead> <tbody> <tr> <td>pbm_help</td><td>Window, Menu, DragObject</td></tr> </tbody> </table>		Event ID	Objects	pbm_help	Window, Menu, DragObject		
Event ID	Objects							
pbm_help	Window, Menu, DragObject							
Arguments	<table border="1"> <thead> <tr> <th>Argument</th><th>Description</th></tr> </thead> <tbody> <tr> <td>xpos</td><td>Integer by value (the distance of the Help message from the left edge of the screen, in PowerBuilder units)</td></tr> <tr> <td>ypos</td><td>Integer by value (the distance of the Help message from the top of the screen, in PowerBuilder units)</td></tr> </tbody> </table>		Argument	Description	xpos	Integer by value (the distance of the Help message from the left edge of the screen, in PowerBuilder units)	ypos	Integer by value (the distance of the Help message from the top of the screen, in PowerBuilder units)
Argument	Description							
xpos	Integer by value (the distance of the Help message from the left edge of the screen, in PowerBuilder units)							
ypos	Integer by value (the distance of the Help message from the top of the screen, in PowerBuilder units)							
Return codes	<p>Long. Return code choices (specified in a RETURN statement):</p> <ul style="list-style-type: none"> 0 Continue processing 							
Usage	<p>The question-mark button only appears in the title bar of response windows. You must set the ContextHelp property to true to enable this event.</p> <p>You can script Help messages for individual menu items and controls. PowerBuilder dispatches the associated Windows message to the appropriate menu item or control.</p>							
Examples	<p>This example codes a message box to open when the user drags and clicks the question-mark button over a TrackBar control:</p> <pre>MessageBox("Context Help Message", "Move the TrackBar" & + " slider to~r~n change the DataWindow magnification.")</pre>							
See also	ShowHelp							

Hide

Description	Occurs just before the window is hidden.				
Event ID	<table border="1" style="width: 100%; border-collapse: collapse;"> <thead> <tr> <th style="text-align: center; padding: 2px;">Event ID</th> <th style="text-align: center; padding: 2px;">Objects</th> </tr> </thead> <tbody> <tr> <td style="text-align: center; padding: 2px;">pbm_hidewindow</td> <td style="text-align: center; padding: 2px;">Window</td> </tr> </tbody> </table>	Event ID	Objects	pbm_hidewindow	Window
Event ID	Objects				
pbm_hidewindow	Window				
Arguments	None				
Return codes	<p>Long. Return code choices (specified in a RETURN statement):</p> <ul style="list-style-type: none"> 0 Continue processing 				
Usage	A Hide event can occur when a sheet in an MDI frame is closed. It does not occur when closing a main, response, or pop-up window.				
See also	Close Show				

HotLinkAlarm

Description	Occurs after a Dynamic Data Exchange (DDE) server application has sent new (changed) data and the client DDE application has received it.				
Event ID	<table border="1" style="width: 100%; border-collapse: collapse;"> <thead> <tr> <th style="text-align: center; padding: 2px;">Event ID</th> <th style="text-align: center; padding: 2px;">Objects</th> </tr> </thead> <tbody> <tr> <td style="text-align: center; padding: 2px;">pbm_ddedata</td> <td style="text-align: center; padding: 2px;">Window</td> </tr> </tbody> </table>	Event ID	Objects	pbm_ddedata	Window
Event ID	Objects				
pbm_ddedata	Window				
Arguments	None				
Return codes	<p>Long. Return code choices (specify in a RETURN statement):</p> <ul style="list-style-type: none"> 0 Continue processing 				
Usage	After establishing a hot link with a DDE server application with the StartHotLink function, actions on the server can trigger the HotLinkAlarm event.				
Examples	This script in the HotLinkAlarm event gets information about the DDE server application and the new data:				

```
string ls_data, ls_appl, ls_topic, ls_item
GetDataDDEOrigin(ls_appl, ls_topic, ls_item)
GetDataDDE(ls_data)
```

Idle

Description Occurs when the Idle function has been called in an application object script and the specified number of seconds have elapsed with no mouse or keyboard activity.

Event ID

Event ID	Objects
None	Application

Arguments None

Return codes None. (Do not use a RETURN statement.)

Examples This statement in an application script causes the Idle event to be triggered after 300 seconds of inactivity:

```
Idle(300)
```

In the Idle event itself, this statement closes the application:

```
HALT CLOSE
```

InputFieldSelected

Description In a RichTextEdit control, occurs when the user double-clicks an input field, allowing the user to edit the data in the field.

Event ID

Event ID	Objects
pbm_reninputfieldselected	RichTextEdit

Arguments

Argument	Description
fieldname	String by value (the name of the input field that was selected)

Return codes Long. Return code choices (specify in a RETURN statement):

- 0 Continue processing

Examples This script for the InputFieldSelected event of a RichTextEdit control gets the data in the input field the user is about to edit:

```
string ls_fieldvalue
ls_fieldvalue = This.InputFieldGetData(fieldname)
```

See also PictureSelected

InsertItem

Description	Occurs when an item is inserted in the ListView.				
Event ID	<table><thead><tr><th>Event ID</th><th>Objects</th></tr></thead><tbody><tr><td>pbm_lvninsertitem</td><td>ListView</td></tr></tbody></table>	Event ID	Objects	pbm_lvninsertitem	ListView
Event ID	Objects				
pbm_lvninsertitem	ListView				
Arguments	<table><thead><tr><th>Argument</th><th>Description</th></tr></thead><tbody><tr><td><i>index</i></td><td>An integer that represents the index of the item being inserted into the ListView</td></tr></tbody></table>	Argument	Description	<i>index</i>	An integer that represents the index of the item being inserted into the ListView
Argument	Description				
<i>index</i>	An integer that represents the index of the item being inserted into the ListView				
Return codes	Long. Return code choices (specified in a RETURN statement): 0 Continue processing				
Examples	This example displays the label and index of the inserted item: <pre>ListViewItem lvi This.GetItem(index, lvi) sle_info.Text = "Inserted "+ String(lvi.Label) & + " into position " & + String(index)</pre>				
See also	DeleteItem				

ItemActivate

Description	Occurs when a ListView item is clicked or double-clicked. The actual firing mechanism depends on the OneClickActivate and TwoClickActivate property settings.																
Event ID	<table border="1"> <thead> <tr> <th>Event ID</th><th>Objects</th></tr> </thead> <tbody> <tr> <td>pbm_lvnitemactivate</td><td>ListView</td></tr> </tbody> </table>		Event ID	Objects	pbm_lvnitemactivate	ListView											
Event ID	Objects																
pbm_lvnitemactivate	ListView																
Arguments	<table border="1"> <thead> <tr> <th>Argument</th><th>Description</th></tr> </thead> <tbody> <tr> <td>Index</td><td>An integer that represents the index of the item being inserted into the ListView</td></tr> </tbody> </table>		Argument	Description	Index	An integer that represents the index of the item being inserted into the ListView											
Argument	Description																
Index	An integer that represents the index of the item being inserted into the ListView																
Return codes	<p>Long. Return code choices (specify in a RETURN statement):</p> <p>0 Continue processing</p>																
Usage	<p>Use the ItemActivate event instead of the Clicked or DoubleClicked event in new applications.</p> <p>The following ListView property settings determine which user action fires the event:</p> <table border="1"> <thead> <tr> <th>OneClickActivate</th><th>TwoClickActivate</th><th>Firing mechanism</th></tr> </thead> <tbody> <tr> <td>True</td><td>True</td><td>Single click</td></tr> <tr> <td>True</td><td>False</td><td>Single click</td></tr> <tr> <td>False</td><td>True</td><td>Single click on selected item or double-click on nonselected item</td></tr> <tr> <td>False</td><td>False</td><td>Double-click</td></tr> </tbody> </table>		OneClickActivate	TwoClickActivate	Firing mechanism	True	True	Single click	True	False	Single click	False	True	Single click on selected item or double-click on nonselected item	False	False	Double-click
OneClickActivate	TwoClickActivate	Firing mechanism															
True	True	Single click															
True	False	Single click															
False	True	Single click on selected item or double-click on nonselected item															
False	False	Double-click															
Examples	<p>This code changes a ListView item text label to uppercase lettering. The change is made in the second column of the item the user clicks or double-clicks, depending on the ListView property settings:</p> <pre>listviewitem llvi_current This.GetItem(index, 2, llvi_current) llvi_current.Label = Upper(llvi_current.Label) This.SetItem(index, 2, llvi_current) RETURN 0</pre>																
See also	ItemChanged ItemChanging																

ItemChanged

Description Occurs when an ListView item has changed.

Event ID

Event ID	Objects
pbm_lvnitemchanged	ListView

Arguments

Argument	Description
<i>index</i>	The index of the item that is changing
<i>focuschanged</i>	Boolean (specifies if focus has changed for the item)
<i>hasfocus</i>	Boolean (specifies whether the item has focus)
<i>selectionchange</i>	Boolean (specifies whether the selection has changed for the item)
<i>selected</i>	Boolean (specifies whether the item is selected)
<i>otherchange</i>	Boolean (specifies if anything other than focus or selection has changed for the item)

Return codes

Long. Return code choices (specify in a RETURN statement):

0 Continue processing

Examples

This example checks whether the event is occurring because focus has changed to the item:

```
ListViewItem l_lvi

lv_list.GetItem(index, l_lvi)
IF focuschange and hasfocus THEN
    sle1.Text = String(lvi.label) +" has focus."
END IF
```

See also

ItemChanged in the *DataWindow Reference* or the online Help
ItemChanging

ItemChanging

Description Occurs just before a ListView changes.

Event ID

Event ID	Objects
pbm_lvnitemchanging	ListView

Arguments

Argument	Description
<i>index</i>	The index of the item that has changed
<i>focuschange</i>	Boolean (specifies if focus is changing for the item)
<i>hasfocus</i>	Boolean (specifies whether the item has focus)
<i>selectionchange</i>	Boolean (specifies whether the selection is changing for the item)
<i>selected</i>	Boolean (specifies whether the item is selected)
<i>otherchange</i>	Boolean (specifies if anything other than focus or selection has changed for the item)

Return codes Long. Return code choices (specify in a RETURN statement):

0 Continue processing

See also [ItemChanged](#)

ItemCollapsed

Description Occurs when a TreeView item has collapsed.

Event ID

Event ID	Objects
pbm_tvnidemcollapsed	TreeView

Arguments

Argument	Description
handle	Long by reference (the handle of the collapsed TreeViewItem)

Return codes Long. Return code choices (specified in a RETURN statement):

0 Continue processing

Examples This example changes the picture for the collapsed item:

```

TreeViewItem l_tvi
integer li_level

This.GetItem(handle, l_tvi)

CHOOSE CASE l_tvi.Level
CASE 1
    l_tvi.PictureIndex = 1
    l_tvi.SelectedPictureIndex = 1
CASE 2
    l_tvi.PictureIndex = 2
    l_tvi.SelectedPictureIndex = 2
CASE 3
    l_tvi.PictureIndex = 3
    l_tvi.SelectedPictureIndex = 3
CASE 4
    l_tvi.PictureIndex = 4
    l_tvi.SelectedPictureIndex = 4
END CHOOSE
This.SetItem(handle, l_tvi)

```

See also

[ItemCollapsing](#)

ItemCollapsing

Description Occurs when a TreeView item is collapsing.

Event ID

Event ID	Objects
pbm_tvnidemcollapsing	TreeView

Arguments

Argument	Description
handle	Long by reference (the handle of the collapsing item)

Return codes Long. Return code choices (specify in a RETURN statement):

0 Continue processing

Usage The ItemCollapsing event occurs before the ItemCollapsed event.

Examples This example changes the picture for the collapsing item:

```

TreeViewItem l_tvi
integer li_level

This.GetItem(handle, l_vti)

CHOOSE CASE l_tvi.level
CASE 1
    l_tvi.PictureIndex = 1
    l_tvi.SelectedPictureIndex = 1
CASE 2
    l_tvi.PictureIndex = 2
    l_tvi.SelectedPictureIndex = 2
CASE 3
    l_tvi.PictureIndex = 3
    l_tvi.SelectedPictureIndex = 3
CASE 4
    l_tvi.PictureIndex = 4
    l_tvi.SelectedPictureIndex = 4
END CHOOSE

This.SetItem(handle, l_tvi)

```

See also ItemCollapsed

ItemExpanded

Description Occurs when a TreeView item has expanded.

Event ID

Event ID	Objects
pbm_tvnidemexpanded	TreeView

Arguments

Argument	Description
handle	Long by reference (the handle of the expanded item)

Return codes Long. Return code choices (specify in a RETURN statement):

0 Continue processing

Usage The ItemExpanded event occurs after the ItemExpanding event.

Examples This example sets the picture and selected picture for the expanded item:

```
TreeViewItem l_tvi
integer li_level

This.GetItem(handle, l_tvi)

CHOOSE CASE l_tvi.Level
CASE 1
    l_tvi.PictureIndex = 5
    l_tvi.SelectedPictureIndex = 1
CASE 2
    l_tvi.PictureIndex = 5
    l_tvi.SelectedPictureIndex = 2
CASE 3
    l_tvi.PictureIndex = 5
    l_tvi.SelectedPictureIndex = 3
CASE 4
    l_tvi.PictureIndex = 4
    l_tvi.SelectedPictureIndex = 5
END CHOOSE
This.SetItem(handle, l_tvi)
```

See also

[ItemExpanding](#)

ItemExpanding

Description Occurs *while* a TreeView item is expanding.

Event ID

Event ID	Objects
pbm_tvnitemexpanding	TreeView

Arguments

Argument	Description
<i>handle</i>	Long by reference (the handle of the expanding TreeView item)

Return codes Long. Return code choices (specify in a RETURN statement):

- 0 Continue processing
- 1 Prevents the TreeView from expanding

Usage The ItemExpanding event occurs *before* the ItemExpanded event.

Examples This example sets the picture and selected picture for the expanding item:

```

TreeViewItem l_tvi
integer li_level

This.GetItem(handle, l_tvi)

CHOOSE CASE l_tvi.Level
CASE 1
    l_tvi.PictureIndex = 5
    l_tvi.SelectedPictureIndex = 1
CASE 2
    l_tvi.PictureIndex = 5
    l_tvi.SelectedPictureIndex = 2
CASE 3
    l_tvi.PictureIndex = 5
    l_tvi.SelectedPictureIndex = 3
CASE 4
    l_tvi.PictureIndex = 4
    l_tvi.SelectedPictureIndex = 5
END CHOOSE

This.SetItem(handle, l_tvi)

```

See also ItemExpanded

ItemPopulate

Description

Occurs when a TreeView item is being populated with children.

Event ID

Event ID	Objects
pbm_tvnidtempopulate	TreeView

Arguments

Argument	Description
handle	Long by reference (the handle of the TreeView item being populated)

Return codes

Long. Return code choices (specified in a RETURN statement):

0 Continue processing

Examples

This example displays the name of the TreeView item you are populating in a SingleLineEdit:

```
TreeViewItem tvi  
  
This.GetItem(handle, tvi)  
sle_get.Text = "Populating TreeView item " &  
+ String(tvi.Label) + " with children"
```

See also

[ItemExpanding](#)

Key

Description

Occurs when the user presses a key.

Event ID

Event ID	Objects
pbm_lvnkeydown	ListView
pbm_renkey	RichTextEdit
pbm_tcnkeydown	Tab
pbm_tvnkeydown	TreeView
pbm_keydown	Window

Arguments

Argument	Description
<i>key</i>	KeyCode by value. A value of the KeyCode enumerated datatype indicating the key that was pressed (for example, KeyA! or KeyF1!).
<i>keyflags</i>	UnsignedLong by value (the modifier keys that were pressed with the key). Values are: 1 Shift key 2 Ctrl key 3 Shift and Ctrl keys

Return codes

Long. Return code choices (specify in a RETURN statement):

- 0 Continue processing
- 1 Do not process the key (RichTextEdit controls only)

Usage

Some PowerBuilder controls capture keystrokes so that the window is prevented from getting a Key event. These include ListView, TreeView, Tab, RichTextEdit, and the DataWindow edit control. When these controls have focus you can respond to keystrokes by writing a script for an event for the control. If there is no predefined event for keystrokes, you can define a user event and associate it with a pbm code.

For a RichTextEdit control, pressing a key can perform document formatting. For example, Ctrl+b applies bold formatting to the selection. If you specify a return value of 1, the document formatting associated with the key will not be performed.

If the user presses a modifier key and holds it down while pressing another key, the Key event occurs twice: once when the modifier key is pressed and again when the second key is pressed. If the user releases the modifier key before pressing the second key, the value of *keyflags* will change in the second occurrence.

When the user releases a key, the Key event does not occur. Therefore, if the user releases a modifier key, you do not know the current state of the modifier keys until another key is pressed.

Examples

This example causes a beep when the user presses F1 or F2, as long as Shift and Ctrl are not pressed:

```
IF keyflags = 0 THEN
    IF key = KeyF1! THEN
        Beep(1)
    ELSEIF key = KeyF2! THEN
        Beep(20)
    END IF
END IF
```

This line displays the value of *keyflags* when a key is pressed.

```
st_1.Text = String(keyflags)
```

See also

[SystemKey](#)

LineDown

Description	Occurs when the user clicks the down arrow of the vertical scroll bar or presses the down arrow on the keyboard when the focus is on a track bar.					
Event ID	<table border="1"> <thead> <tr> <th>Event ID</th><th>Objects</th></tr> </thead> <tbody> <tr> <td>pbm_sbnlinedown</td><td>VScrollBar, VTrackBar</td></tr> </tbody> </table>		Event ID	Objects	pbm_sbnlinedown	VScrollBar, VTrackBar
Event ID	Objects					
pbm_sbnlinedown	VScrollBar, VTrackBar					
Arguments	None					
Return codes	Long. Return code choices (specify in a RETURN statement): 0 Continue processing					
Usage	When the user clicks in a vertical scroll bar or presses the down arrow key with focus in a vertical track bar, nothing happens unless you have scripts that change the bar's Position property. For the scroll bar arrows and arrow keys for the track bar, use the LineUp and LineDown events; for clicks in the scroll bar or track bar background above and below the thumb, use the PageUp and PageDown event; for dragging the thumb itself, use the Moved event.					
Examples	This code in the LineDown event causes the thumb to move down when the user clicks on the down arrow of the vertical scroll bar and displays the resulting position in the StaticText control st_1:					
	<pre> IF This.Position > This.MaxPosition - 1 THEN This.Position = MaxPosition ELSE This.Position = This.Position + 1 END IF st_1.Text = "LineDown " + String(This.Position) </pre>					
See also	LineLeft LineRight LineUp PageDown					

LineLeft

Description

Occurs when the user clicks in the left arrow of the horizontal scroll bar or presses the left arrow key on the keyboard when focus is on a horizontal track bar.

Event ID

Event ID	Objects
pbm_sblineup	HScrollBar, HTrackBar

Arguments

None

Return codes

Long. Return code choices (specify in a RETURN statement):

- 0 Continue processing

Usage

When the user clicks in a horizontal scroll bar or presses the left arrow key on the keyboard in a horizontal track bar, nothing happens unless you have scripts that change the bar's Position property. For the scroll bar arrows and left arrow keys in a track bar, use the LineLeft and LineRight events; for clicks in the background above and below the thumb, use the PageLeft and Right events; for dragging the thumb itself, use the Moved event.

Examples

This code in the LineLeft event causes the thumb to move left when the user clicks on the left arrow of the horizontal scroll bar and displays the resulting position in the StaticText control st_1:

```
IF This.Position < This.MinPosition + 1 THEN
    This.Position = MinPosition
ELSE
    This.Position = This.Position - 1
END IF

st_1.Text = "LineLeft " + String(This.Position)
```

See also

LineDown
LineRight
LineUp
PageLeft

LineRight

Description	Occurs when the user clicks in the right arrow of the horizontal scroll bar or presses the right arrow key on the keyboard when focus is on a horizontal track bar.					
Event ID	<table border="1" style="width: 100%; border-collapse: collapse;"> <thead> <tr> <th style="text-align: left; padding: 2px;">Event ID</th><th style="text-align: left; padding: 2px;">Objects</th></tr> </thead> <tbody> <tr> <td style="padding: 2px;">pbm_sbnlinedown</td><td style="padding: 2px;">HScrollBar, HTrackBar</td></tr> </tbody> </table>		Event ID	Objects	pbm_sbnlinedown	HScrollBar, HTrackBar
Event ID	Objects					
pbm_sbnlinedown	HScrollBar, HTrackBar					
Arguments	None					
Return codes	Long. Return code choices (specify in a RETURN statement): <ul style="list-style-type: none"> 0 Continue processing 					
Usage	<p>When the user clicks in a horizontal scroll bar or presses the right arrow key on the keyboard in a horizontal track bar, nothing happens unless you have scripts that change the bar's Position property. For the scroll bar arrows and arrow keys in a track bar, use the LineLeft and LineRight events; for clicks in the background above and below the thumb, use the PageLeft and Right events; for dragging the thumb itself, use the Moved event.</p>					
Examples	<p>This code in the LineRight event causes the thumb to move right when the user clicks on the right arrow of the horizontal scroll bar and displays the resulting position in the StaticText control st_1:</p> <pre style="font-family: monospace; margin: 10px 0;">IF This.Position > This.MaxPosition - 1 THEN This.Position = MaxPosition ELSE This.Position = This.Position + 1 END IF st_1.Text = "LineRight " + String(This.Position)</pre>					
See also	LineDown LineLeft LineUp PageRight					

LineUp

Description Occurs when the user clicks the up arrow of the vertical scroll bar or presses the up arrow on the keyboard when the focus is on a track bar

Event ID

Event ID	Objects
pbm_sbnlineup	VScrollBar, VTrackBar

Arguments None

Return codes Long. Return code choices (specify in a RETURN statement):
0 Continue processing

Usage When the user clicks in a vertical scroll bar or presses the up arrow key with focus in a vertical track bar, nothing happens unless you have scripts that change the bar's Position property. For the scroll bar arrows and arrow keys for the track bar, use the LineUp and LineDown events; for clicks in the scroll bar or track bar background above and below the thumb, use the PageUp and PageDown event; for dragging the thumb itself, use the Moved event.

Examples This code in the LineUp event causes the thumb to move up when the user clicks on the up arrow of the vertical scroll bar and displays the resulting position in the StaticText control st_1:

```
IF This.Position < This.MinPosition + 1 THEN  
    This.Position = MinPosition  
ELSE  
    This.Position = This.Position - 1  
END IF  
  
st_1.Text = "LineUp " + String(This.Position)
```

See also

LineDown
LineLeft
LineRight
PageUp

LoseFocus

Description

Occurs just before a control loses focus (before it becomes inactive).

Event ID

Event ID	Description
pbm_controltypekillfocus	UserObject (standard visual user objects only)
pbm_bnkillfocus	CheckBox, CommandButton, Graph, OLE, Picture, PictureHyperLink, PictureButton, RadioButton, StaticText, StaticHyperLink
pbm_cbnkillfocus	DropDownListBox, DropDownPictureListBox
pbm_dwnkillfocus	DataWindow
pbm_enkillfocus	SingleLineEdit, EditMask, MultiLineEdit
pbm_killfocus	HProgressBar, VProgressBar, DatePicker, MonthCalendar, InkEdit, InkPicture
pbm_lbnkillfocus	ListBox, PictureListBox
pbm_lvnkillfocus	ListView
pbm_renkillfocus	RichTextEdit
pbm_sbnkillfocus	HScrollBar, HTrackBar, VScrollBar, VTrackBar
pbm_tcnkillfocus	Tab
pbm_tvnnkillfocus	TreeView

Arguments

None

Return codes

Long. Return code choices (specify in a RETURN statement):

0 Continue processing

Usage

Write a script for a control's LoseFocus event if you want some processing to occur when the user changes focus to another control.

For controls that contain editable text, losing focus can also cause a Modified event to occur.

In a RichTextEdit control, a LoseFocus event occurs when the user clicks on the control's toolbar. The control does not actually lose focus.

Because the MessageBox function grabs focus, you should not use it when focus is changing, such as in a LoseFocus event. Instead, you might display a message in the window's title or a MultiLineEdit.

Examples

Example 1 In this script for the LoseFocus event of a SingleLineEdit sle_town, the user is reminded to enter information if the text box is left empty:

```
IF sle_town.Text = "" THEN
    st_status.Text = "You have not specified a town."
END IF
```

Example 2 Statements in the LoseFocus event for a DataWindow control dw_emp can trigger a user event whose script validates the last item the user entered.

This statement triggers the user event ue_accept:

```
dw_emp.EVENT ue_accept( )
```

This statement in ue_accept calls the AcceptText function:

```
dw_emp.AcceptText( )
```

This script for the LoseFocus event of a RichTextEdit control performs processing when the control actually loses focus:

```
GraphicObject l_control

// Check whether the RichTextEdit still has focus
l_control = GetFocus()
IF TypeOf(l_control) = RichTextEdit! THEN RETURN 0

// Perform processing only if RichTextEdit lost focus
...
```

This script gets the name of the control instead:

```
GraphicObject l_control
string ls_name
l_control = GetFocus()
ls_name = l_control.Classname( )
```

See also

[GetFocus](#)

Modified

Description

Occurs when the contents in the control have changed.

Event ID

Event ID	Objects
pbm_cbnmodified	DropDownListBox, DropDownPictureListBox
pbm_enmodified	SingleLineEdit, EditMask, MultiLineEdit
pbm_inkemodified	InkEdit
pbm_renmodified	RichTextEdit

Arguments

None

Return codes	Long. Return code choices (specify in a RETURN statement): 0 Continue processing
Usage	For plain text controls, the Modified event occurs when the user indicates being finished by pressing Enter or tabbing away from the control. For InkEdit and RichText Edit controls, the value of the Modified property controls the Modified event. If the property is false, the event occurs when the first change occurs to the contents of the control. The change also causes the property to be set to true, which suppresses the Modified event. You can restart checking for changes by setting the property back to false. Resetting the Modified property is useful when you insert text or a document in the control, which triggers the event and sets the property (it is reporting the change to the control's contents). To find out when the user begins making changes to the content, set the Modified property back to false in the script that opens the document. When the user begins editing, the property will be reset to true and the event will occur again.
	A Modified event can be followed by a LoseFocus event.
Examples	In this example, code in the Modified event performs validation on the text the user entered in a SingleLineEdit control sle_color. If the user did not enter RED, WHITE, or BLUE, a message box indicates what is valid input; for valid input, the color of the text changes:
	<pre>string ls_color This.BackColor = RGB(150,150,150) ls_color = Upper(This.Text) CHOOSE CASE ls_color CASE "RED" This.TextColor = RGB(255,0,0) CASE "BLUE" This.TextColor = RGB(0,0,255) CASE "WHITE" This.TextColor = RGB(255,255,255) CASE ELSE This.Text = "" MessageBox("Invalid input", & "Enter RED, WHITE, or BLUE.") END CHOOSE</pre>
	This is not a realistic example: user input of three specific choices is more suited to a list box; in a real situation, the allowed input might be more general.
See also	LoseFocus

MouseDown

The MouseDown event has different arguments for different objects:

Object	See
RichTextEdit control	Syntax 1
Window	Syntax 2

Syntax 1

Description

For RichTextEdit controls

Occurs when the user presses the left mouse button on the RichTextEdit control.

Event ID

Event ID	Objects
pbm_renlbuttondown	RichTextEdit

Arguments

None

Return codes

Long. Return code choices (specify in a RETURN statement):

- 0 Continue processing

Examples

This code in a RichTextEdit control's MouseDown event assigns text to the SingleLineEdit sle_1 when the user presses the left mouse button:

```
sle_1.text = "Mouse Down"
```

See also

Clicked

MouseMove

MouseUp

Syntax 2

For windows

Description

Occurs when the user presses the left mouse button in an unoccupied area of the window (any area with no visible, enabled object).

Event ID

Event ID	Objects
pbm_lbuttondown	Window

Arguments

Argument	Description
<i>flags</i>	<p>UnsignedLong by value (the modifier keys and mouse buttons that are pressed).</p> <p>Values are:</p> <ul style="list-style-type: none"> • 1 – Left mouse button • 2 – Right mouse button • 4 – Shift key • 8 – Ctrl key • 16 – Middle mouse button <p>In the MouseDown event, the left mouse button is always down, so 1 is always summed in the value of <i>flags</i>. For an explanation of <i>flags</i>, see Syntax 2 of MouseMove on page 274.</p>
<i>xpos</i>	Integer by value (the distance of the pointer from the left edge of the window's workspace in pixels).
<i>ypos</i>	Integer by value (the distance of the pointer from the top of the window's workspace in pixels).

Return codes

Long. Return code choices (specify in a RETURN statement):

- 0 Continue processing

Examples

Example 1 This code in the MouseDown event displays the window coordinates of the pointer as reported in the *xpos* and *ypos* arguments:

```
sle_2.Text = "Position of Pointer is: " + &
String(xpos) + "," + String(ypos)
```

Example 2 This code in the MouseDown event checks the value of the *flags* argument, and reports which modifier keys are pressed in the SingleLineEdit *sle_modkey*:

```
CHOOSE CASE flags
CASE 1
    sle_mkey.Text = "No modifier keys pressed"
CASE 5
    sle_mkey.Text = "SHIFT key pressed"
CASE 9
    sle_mkey.Text = "CONTROL key pressed"
CASE 13
    sle_mkey.Text = "SHIFT and CONTROL keys pressed"
END CHOOSE
```

See also

Clicked
MouseMove
MouseUp

MouseMove

The MouseMove event has different arguments for different objects:

Object	See
RichTextEdit control	Syntax 1
Window	Syntax 2

Syntax 1

For RichTextEdit controls

Description

Occurs when the mouse has moved within the RichTextEdit control.

Event ID

Event ID	Objects
pbm_renmousemove	RichTextEdit

Arguments

None

Return codes

Long. Return code choices (specify in a RETURN statement):

- 0 Continue processing

See also

Clicked

MouseDown

MouseUp

Syntax 2**For windows**

Description

Occurs when the pointer is moved within the window.

Event ID

Event ID	Objects
pbm_mousemove	Window

Arguments

Argument	Description
<i>flags</i>	<p>UnsignedLong by value (the modifier keys and mouse buttons that are pressed).</p> <p>Values are:</p> <ul style="list-style-type: none"> • 1 – Left mouse button • 2 – Right mouse button • 4 – Shift key • 8 – Ctrl key • 16 – Middle mouse button <p><i>Flags</i> is the sum of all the buttons and keys that are pressed.</p>
<i>xpos</i>	Integer by value (the distance of the pointer from the left edge of the window's workspace in pixels).
<i>ypos</i>	Integer by value (the distance of the pointer from the top of the window's workspace in pixels).

Return codes

Long. Return code choices (specify in a RETURN statement):

- 0 Continue processing

Usage

Because *flags* is a sum of button and key numbers, you can find out what keys are pressed by subtracting the largest values one by one and checking the value that remains. For example:

- If *flags* is 5, the Shift key (4) and the left mouse button (1) are pressed.
- If *flags* is 14, the Ctrl key (8), the Shift key (4), and the right mouse button (2) are pressed.

This code handles all the buttons and keys (the local boolean variables are initialized to false by default):

```
boolean lb_left_button, lb_right_button
boolean lb_middle_button, lb_Shift_key, lb_Control_key
integer li_flags

li_flags = flags
IF li_flags >= 15 THEN
    // Middle button is pressed
    lb_middle_button = TRUE
    li_flags = li_flags - 16
END IF

IF li_flags >= 7 THEN
    // Control key is pressed
    lb_Control_key = TRUE
    li_flags = li_flags - 8
END IF

IF li_flags > 3 THEN
    // Shift key is pressed
    lb_Shift_key = TRUE
    li_flags = li_flags - 4
END IF

IF li_flags > 1 THEN
    // Right button is pressed
    lb_lb_right_button = TRUE
    li_flags = li_flags - 2
END IF

IF li_flags = 1 THEN lb_left_button = TRUE
```

Most controls in a window do not capture MouseMove events—the MouseMove event is not mapped by default. If you want the window's MouseMove event to be triggered when the mouse moves over a control, you must map a user-defined event to the pbm_mousemove event for the control. The following code in the control's user-defined MouseMove event triggers the window's MouseMove event:

```
Parent.EVENT MouseMove(0, Parent.PointerX(),
Parent.PointerY())
```

Examples

This code in the MouseMove event causes a meter OLE custom control to rise and fall continually as the mouse pointer is moved up and down in the window workspace:

```
This.uf_setmonitor(ypos, ole_verticalmeter, &
This.WorkspaceHeight() )
```

Uf_setmonitor is a window function that scales the pixels to the range of the gauge. It accepts three arguments: the vertical position of the mouse pointer, an OLECustomControl reference, and the maximum range of the mouse pointer for scaling purposes:

```
double ld_gaugemax, ld_gaugemin
double ld_gaugerange, ld_value

// Ranges for monitor-type control
ld_gaugemax = ocxitem.Object.MaxValue
ld_gaugemin = ocxitem.Object.MinValue
ld_gaugerange = ld_gaugemax - ld_gaugemin

// Horizontal position of mouse within window
ld_value = data * ld_gaugerange / range + ld_gaugemin

// Set gauge
ocxitem.Object.Value = Round(ld_value, 0)

RETURN 1
```

The OLE custom control also has a MouseMove event. This code in that event keeps the gauge responding when the pointer is over the gauge. (You need to pass values for the arguments that are usually handled by the system; the mouse position values are specified in relation to the parent window.) For example:

```
Parent.EVENT MouseMove(0, Parent.PointerX(), &
Parent.PointerY())
```

See also

Clicked
MouseDown
MouseUp

MouseDown

The MouseUp event has different arguments for different objects:

Object	See
RichTextEdit control	Syntax 1
Window	Syntax 2

Syntax 1

For RichTextEdit controls

Description

Occurs when the user releases the left mouse button in a RichTextEdit control.

Event ID

Event ID	Objects
pbm_renbuttonup	RichTextEdit

Arguments

None

Return codes

Long. Return code choices (specify in a RETURN statement):

- 0 Continue processing

Usage

A Clicked event also occurs when the mouse button is released.

Examples

The following code in a RichTextEdit control's MouseUp event assigns text to the SingleLineEdit sle_1 when the user releases the left mouse button:

```
sle_1.Text = "Mouse Up"
```

See also

Clicked

MouseDown

MouseMove

Syntax 2

Description

For windows

Occurs when the user releases the left mouse button in an unoccupied area of the window (any area with no visible enabled object).

Event ID

Event ID	Objects
pbm_lbuttonup	Window

Arguments

Argument	Description
<i>flags</i>	<p>UnsignedLong by value (the modifier keys and mouse buttons that are pressed). Values are:</p> <ul style="list-style-type: none"> • 1 – Left mouse button • 2 – Right mouse button • 4 – Shift key • 8 – Ctrl key • 16 – Middle mouse button <p>In the MouseUp event, the left mouse button is being released, so 1 is not summed in the value of <i>flags</i>. For an explanation of <i>flags</i>, see Syntax 2 of MouseMove on page 274.</p>
<i>xpos</i>	Integer by value (the distance of the pointer from the left edge of the window's workspace in pixels).
<i>ypos</i>	Integer by value (the distance of the pointer from the top of the window's workspace in pixels).

Return codes

Long. Return code choices (specify in a RETURN statement):

0 Continue processing

Usage

A Clicked event also occurs when the mouse button is released.

Examples

Example 1 This code in the window's MouseUp event displays in the SingleLineEdit sle_2 the window coordinates of the pointer when the button is released as reported in the *xpos* and *ypos* arguments.

```
sle_2.Text = "Position of Pointer is: " + &
String(xpos) + "," + String(ypos)
```

Example 2 This code in the window's MouseUp event checks the value of the flags argument and reports which modifier keys are pressed in the SingleLineEdit sle_modkey.

```
CHOOSE CASE flags
CASE 0
    sle_mkey.Text = "No modifier keys pressed"

CASE 4
    sle_mkey.Text = "SHIFT key pressed"

CASE 8
    sle_mkey.Text = "CONTROL key pressed"

CASE 12
    sle_mkey.Text = "SHIFT and CONTROL keys pressed"

END CHOOSE
```

See also

[Clicked](#)
[MouseDown](#)
[MouseMove](#)

Moved

Description	Occurs when the user moves the scroll box, either by clicking on the arrows or by dragging the box itself.					
Event ID	<table border="1"> <thead> <tr> <th>Event ID</th><th>Objects</th></tr> </thead> <tbody> <tr> <td>pbm_sbthumbtrack</td><td>HScrollBar, HTrackBar, VScrollBar, VTrackBar</td></tr> </tbody> </table>		Event ID	Objects	pbm_sbthumbtrack	HScrollBar, HTrackBar, VScrollBar, VTrackBar
Event ID	Objects					
pbm_sbthumbtrack	HScrollBar, HTrackBar, VScrollBar, VTrackBar					
Arguments	<table border="1"> <thead> <tr> <th>Argument</th><th>Description</th></tr> </thead> <tbody> <tr> <td>scrollpos</td><td>Integer by value (a number indicating position of the scroll box within the range of values specified by the MinPosition and MaxPosition properties)</td></tr> </tbody> </table>		Argument	Description	scrollpos	Integer by value (a number indicating position of the scroll box within the range of values specified by the MinPosition and MaxPosition properties)
Argument	Description					
scrollpos	Integer by value (a number indicating position of the scroll box within the range of values specified by the MinPosition and MaxPosition properties)					
Return codes	<p>Long. Return code choices (specify in a RETURN statement):</p> <p>0 Continue processing</p>					
Usage	The Moved event updates the Position property of the scroll bar with the value of <i>scrollpos</i> .					
Examples	This statement in the Moved event displays the new position of the scroll box in a StaticText control:					
	<pre>st_1.Text = "Moved " + String(scrollpos)</pre>					
See also	LineDown LineLeft LineRight LineUp PageDown PageLeft PageRight PageUp					

Notify

Description

Occurs when a TreeView control sends a WM_NOTIFY message to its parent.

Event ID

Event ID	Objects
pbm_notify	TreeView controls

Arguments

Argument	Description
<i>wparam</i>	UnsignedLong by value containing the ID of the control sending the message. This value is not guaranteed to be unique.
<i>lparam</i>	Long by value containing a pointer to a structure that contains the window handle and identifier of the control sending a message and a notification code.

Return codes

Long. Return code choices (specify in a RETURN statement):

- 0 Continue processing

Usage

The *lparam* argument can point to an NMHDR structure or to a larger structure that contains an NMHDR structure as its first member. Since the *wparam* value is not guaranteed to be unique, you should use the identifier in the NMHDR structure.

You can use this event to process custom drawing messages.

Open

The Open event has different arguments for different objects:

Object	See
Application	Syntax 1
Window	Syntax 2

Syntax 1

Description

For the application object

Occurs when the user starts the application.

Event ID

Event ID	Objects
None	Application

Arguments

Argument	Description
<i>commandline</i>	String by value. Additional arguments are included on the command line after the name of the executable program.

Return codes

None (do not use a RETURN statement)

Usage

This event can establish database connection parameters and open the main window of the application.

On Windows

You can specify command line arguments when you use the Run command from the Start menu or as part of the Target specification when you define a shortcut for your application.

There is no way to specify command line values when you are testing your application in the development environment.

In other events and functions, you can call the CommandParm function to get the command line arguments.

For an example of parsing the string in *commandline*, see CommandParm on page 402.

Examples

This example populates the SQLCA global variable from the application's initialization file, connects to the database, and opens the main window:

```
/* Populate SQLCA from current myapp.ini settings */
SQLCA.DBMS = ProfileString("myapp.ini", "database", &
    "dbms", "")
SQLCA.Database = ProfileString("myapp.ini", &
    "database", "database", "")
SQLCA.Userid = ProfileString("myapp.ini", "database", &
    "userid", "")
SQLCA.DBPass = ProfileString("myapp.ini", "database", &
    "dbpass", "")
SQLCA.Logid = ProfileString("myapp.ini", "database", &
    "logid", "")
SQLCA.Logpass = ProfileString("myapp.ini", &
    "database", "LogPassWord", "")
SQLCA.Servername = ProfileString("myapp.ini", &
    "database", "servername", "")
SQLCA.DBParm = ProfileString("myapp.ini", "database", &
    "dbparm", "")

CONNECT;

IF SQLCA.Sqlcode <> 0 THEN
    MessageBox("Cannot Connect to Database", &
        SQLCA.SQLErrMsg)
    RETURN
END IF

/* Open MDI frame window */
Open(w_genapp_frame)
```

See also

[Close](#)

Syntax 2**For windows**

Description Occurs when a window is opened by one of the Open functions. The event occurs after the window has been opened but before it is displayed.

Event ID

Event ID	Objects
pbm_open	Window

Arguments None

Return codes Long. Return code choices (specify in a RETURN statement):
0 Continue processing

Usage These functions trigger the Open event:

- Open
- OpenWithParm
- OpenSheet
- OpenSheetWithParm

When the Open event occurs, the controls on the window already exist (their Constructor events have occurred). In the Open event script, you can refer to objects in the window and affect their appearance or content. For example, you can disable a button or retrieve data for a DataWindow.

Some actions are not appropriate in the Open event, even though all the controls exist. For example, calling the SetRedraw function for a control fails because the window is not yet visible.

Closing a window by calling the Close function in any of the window's events or in an event of any control on the window can cause PowerBuilder to crash if the Close function is not the last statement in the event script. You can avoid this issue by calling the Close function in the last statement of the event script, or in a user-defined event that is posted from the event script. For example, the following code in the Open event script for a window called *w_1* can cause a crash:

```
// w_1 Open event script
close(this)
open(w_2) // causes crash
```

This code does not cause a crash:

```
// w_1 ue_postopen event script  
close(this)
```

```
// w_1 Open event script  
open(w_2)  
this.Post Event ue_postopen()
```

Changing the WindowState property

Do not change the WindowState property in the Open event of a window opened as a sheet. Doing so might result in duplicate controls on the title bar. You can change the property in other scripts once the window is open.

When a window is opened, other events occur, such as Constructor for each control in the window, Activate and Show for the window, and GetFocus for the first control in the window's tab order.

When a sheet is opened in an MDI frame, other events occur, such as Show and Activate for the sheet and Activate for the frame.

Examples

When the window contains a DataWindow control, you can retrieve data for it in the Open event. In this example, values for the transaction object SQLCA have already been set up:

```
dw_1.SetTransObject(SQLCA)  
dw_1.Retrieve( )
```

See also

Activate
Constructor
Show

Other

Description	Occurs when a system message occurs that is not a PowerBuilder message.							
Event ID	<table><thead><tr><th>Event ID</th><th>Objects</th></tr></thead><tbody><tr><td>pbm_other</td><td>Windows and controls that can be placed in windows</td></tr></tbody></table>		Event ID	Objects	pbm_other	Windows and controls that can be placed in windows		
Event ID	Objects							
pbm_other	Windows and controls that can be placed in windows							
Arguments	<table><thead><tr><th>Argument</th><th>Description</th></tr></thead><tbody><tr><td>wparam</td><td>UnsignedLong by value</td></tr><tr><td>lparam</td><td>Long by value</td></tr></tbody></table>		Argument	Description	wparam	UnsignedLong by value	lparam	Long by value
Argument	Description							
wparam	UnsignedLong by value							
lparam	Long by value							
Return codes	Long. Return code choices (specify in a RETURN statement): 0 Continue processing							
Usage	The Other event is no longer useful, because you can define your own user events. You should avoid using it, because it slows performance while it checks every Windows message.							

PageDown

Description Occurs when the user clicks in the open space below the scroll box.

Event ID

Event ID	Objects
pbm_sbnpagedown	VScrollBar, VTrackBar

Arguments None

Return codes Long. Return code choices (specify in a RETURN statement):

0 Continue processing

Usage When the user clicks in a vertical scroll bar, nothing happens unless you have scripts that change the scroll bar's Position property. For the scroll bar arrows, use the LineUp and LineDown events; for clicks in the scroll bar background above and below the thumb, use the PageUp and PageDown events; for dragging the thumb itself, use the Moved event.

Examples **Example 1** This code in the VScrollBar's PageDown event uses a predetermined paging value stored in the instance variable *ii_pagesize* to change the position of the scroll box (you would need additional code to change the view of associated controls according to the scroll bar position):

```
IF This.Position > &
    This.MaxPosition - ii_pagesize THEN
        This.Position = MaxPosition
    ELSE
        This.Position = This.Position + ii_pagesize
    END IF
RETURN 0
```

Example 2 This example changes the position of the scroll box by a predetermined page size stored in the instance variable *ii_pagesize* and scrolls forward through a DataWindow control 10 rows for each page:

```
long ll_currow, ll_nextrow

This.Position = This.Position + ii_pagesize
ll_currow = dw_1.GetRow()
ll_nextrow = ll_currow + 10
dw_1.ScrollToRow(ll_nextrow)
dw_1.SetRow(ll_nextrow)
```

See also

LineDown
PageLeft
PageRight
PageUp

PageLeft

Description

Occurs when the open space to the left of the scroll box is clicked.

Event ID

Event ID	Objects
pbm_sbnpageup	HScrollBar, HTrackBar

Arguments

None

Return codes

Long. Return code choices (specify in a RETURN statement):

- 0 Continue processing

Usage

When the user clicks in a horizontal scroll bar, nothing happens unless you have scripts that change the scroll bar's Position property. For the scroll bar arrows, use the LineLeft and LineRight events; for clicks in the scroll bar background above and below the thumb, use the PageLeft and Right events; for dragging the thumb itself, use the Moved event.

Examples

This code in the PageLeft event causes the thumb to move left a predetermined page size when the user clicks on the left arrow of the horizontal scroll bar (the page size is stored in the instance variable *ii_pagesize*):

```
IF This.Position < &
    This.MinPosition + ii_pagesize THEN
        This.Position = MinPosition
    ELSE
        This.Position = This.Position - ii_pagesize
    END IF
```

See also

LineLeft
PageDown
PageRight
PageUp

PageRight

Description Occurs when the open space to the right of the scroll box is clicked.

Event ID

Event ID	Objects
pbm_sbnpagedown	HScrollBar, HTrackBar

Arguments None

Return codes Long. Return code choices (specify in a RETURN statement):

0 Continue processing

Usage When the user clicks in a horizontal scroll bar, nothing happens unless you have scripts that change the scroll bar's Position property:

- For the scroll bar arrows, use the LineLeft and LineRight events.
- For clicks in the scroll bar background above and below the thumb, use the PageLeft and Right event.
- For dragging the thumb itself, use the Moved event.

Examples This code in the PageRight event causes the thumb to move right when the user clicks on the right arrow of the horizontal scroll bar (the page size is stored in the instance variable *ii_pagesize*):

```
IF This.Position > &
This.MaxPosition - ii_pagesize THEN
    This.Position = MaxPosition
ELSE
    This.Position = This.Position + ii_pagesize
END IF
```

See also

LineRight
PageDown
PageLeft
PageUp

PageUp

Description	Occurs when the user clicks in the open space above the scroll box (also called the <i>thumb</i>).				
Event ID	<table border="1" style="width: 100%; border-collapse: collapse;"> <thead> <tr> <th style="text-align: left; padding: 2px;">Event ID</th><th style="text-align: left; padding: 2px;">Objects</th></tr> </thead> <tbody> <tr> <td style="padding: 2px;">pbm_sbnpageup</td><td style="padding: 2px;">VScrollBar, VTrackBar</td></tr> </tbody> </table>	Event ID	Objects	pbm_sbnpageup	VScrollBar, VTrackBar
Event ID	Objects				
pbm_sbnpageup	VScrollBar, VTrackBar				
Arguments	None				
Return codes	<p>Long. Return code choices (specify in a RETURN statement):</p> <ul style="list-style-type: none"> 0 Continue processing 				
Usage	<p>When the user clicks in a vertical scroll bar, nothing happens unless you have scripts that change the scroll bar's Position property:</p> <ul style="list-style-type: none"> • For the scroll bar arrows, use the LineUp and LineDown events. • For clicks in the scroll bar background above and below the thumb, use the PageUp and PageDown events. • For dragging the thumb itself, use the Moved event. 				
Examples	<p>Example 1 This code in the PageUp event causes the thumb to move up when the user clicks on the up arrow of the vertical scroll bar (the page size is stored in the instance variable <i>ii_pagesize</i>):</p> <pre style="font-family: monospace; margin: 10px 0;">IF This.Position < & This.MinPosition + ii_pagesize THEN This.Position = MinPosition ELSE This.Position = This.Position - ii_pagesize END IF</pre> <p>Example 2 This example changes the position of the scroll box by a predetermined page size stored in the instance variable <i>ii_pagesize</i> and scrolls backwards through a DataWindow control 10 rows for each page:</p> <pre style="font-family: monospace; margin: 10px 0;">long ll_currow, ll_prevrow This.Position = This.Position - ii_pagesize ll_currow = dw_1.GetRow() ll_prevrow = ll_currow - 10 dw_1.ScrollToRow(ll_prevrow) dw_1.SetRow(ll_prevrow)</pre>				
See also	LineUp PageDown PageLeft PageRight				

PictureSelected

Description Occurs when the user selects a picture in the RichTextEdit control by clicking it.

Event ID

Event ID	Objects
pbm_renpictureselected	RichTextEdit

Arguments None

Return codes Long. Return code choices (specify in a RETURN statement):
0 Continue processing

Examples When the user clicks a picture in a RichTextEdit control rte_1, the picture is selected. This code for the PictureSelected event selects the rest of the contents, copies the contents to a string with RTF formatting intact, and pastes the formatted text into a second RichTextEdit rte_2:

```
string ls_transfer_rtf  
  
This.SelectTextAll()  
ls_transfer_rtf = This.CopyRTF()  
  
rte_2.PasteRTF(ls_transfer_rtf)
```

See also InputFieldSelected

PipeEnd

Description Occurs when pipeline processing is completed.

Event ID

Event ID	Objects
pbm_pipeend	Pipeline

Arguments None

Return codes Long. Return code choices (specify in a RETURN statement):
0 Continue processing

Usage You can use the PipeEnd event to check the status of pipeline processing.
The Start and Repair functions initiate pipeline processing.

	For a complete example of using a Pipeline object, see <i>Application Techniques</i> .
Examples	This code in a Pipeline user object's PipeEnd event reports pipeline status in a StaticText control:
See also	PipeMeter PipeStart

PipeMeter

Description	Occurs during pipeline processing after each block of rows is read or written. The Commit factor specified for the Pipeline in the Pipeline painter determines the size of each block.				
Event ID	<table border="1"> <thead> <tr> <th>Event ID</th> <th>Objects</th> </tr> </thead> <tbody> <tr> <td>pbm_pipemeter</td> <td>Pipeline</td> </tr> </tbody> </table>	Event ID	Objects	pbm_pipemeter	Pipeline
Event ID	Objects				
pbm_pipemeter	Pipeline				
Arguments	None				
Return codes	Long. Return code choices (specify in a RETURN statement): <ul style="list-style-type: none"> 0 Continue processing 				
Usage	The Start and Repair functions initiate pipeline processing. In the Pipeline painter, you can specify a Commit factor specifying the number of rows that will be transferred before they are committed to the database. The PipeMeter event occurs for each block of rows as specified by the Commit factor.				
	For a complete example of using a Pipeline object, see <i>Application Techniques</i> .				
Examples	This code in a Pipeline user object's PipeMeter event report the number of rows that have been piped to the destination database:				
	<pre>ist_status.Text = String(This.RowsWritten) & + " rows written to the destination database."</pre>				
See also	PipeEnd PipeStart				

PipeStart

Description	Occurs when pipeline processing begins.				
Event ID	<table border="1" style="width: 100%; border-collapse: collapse;"> <thead> <tr> <th style="text-align: center; padding: 2px;">Event ID</th> <th style="text-align: center; padding: 2px;">Objects</th> </tr> </thead> <tbody> <tr> <td style="text-align: center; padding: 2px;">pbm_pipesstart</td> <td style="text-align: center; padding: 2px;">Pipeline</td> </tr> </tbody> </table>	Event ID	Objects	pbm_pipesstart	Pipeline
Event ID	Objects				
pbm_pipesstart	Pipeline				
Arguments	None				
Return codes	<p>Long. Return code choices (specify in a RETURN statement):</p> <ul style="list-style-type: none"> 0 Continue processing 				
Usage	<p>You can use the PipeStart event to check the status of pipeline processing.</p> <p>The Start and Repair functions initiate pipeline processing.</p> <p>For a complete example of using a Pipeline object, see <i>Application Techniques</i>.</p>				
Examples	This code in a Pipeline user object's PipeStart event reports pipeline status in a StaticText control:				
	<code>ist_status.Text = "Beginning Pipeline Execution ..."</code>				
See also	PipeEnd PipeMeter				

PrintFooter

Description	Occurs when the footer of a page of the document in the RichTextEdit control is about to be printed.
-------------	--

Obsolete event

The PrintHeader and PrintFooter events are obsolete. They are no longer triggered under any circumstance. You must use the ShowHeadFoot function to edit headers and footers of pages in a rich text control at runtime.

Event ID	<table border="1" style="width: 100%; border-collapse: collapse;"> <thead> <tr> <th style="text-align: center; padding: 2px;">Event ID</th><th style="text-align: center; padding: 2px;">Objects</th></tr> </thead> <tbody> <tr> <td style="text-align: center; padding: 2px;">pbm_reprintfooter</td><td style="text-align: center; padding: 2px;">RichTextEdit</td></tr> </tbody> </table>	Event ID	Objects	pbm_reprintfooter	RichTextEdit
Event ID	Objects				
pbm_reprintfooter	RichTextEdit				

PrintHeader

Description Occurs when the header of a page of the document in the RichTextEdit control is about to be printed.

Obsolete event

The PrintHeader and PrintFooter events are obsolete. They are no longer triggered under any circumstance. You must use the ShowHeadFoot function to edit headers and footers of pages in a rich text control at runtime.

Event ID

Event ID	Objects
pbm_renprintheader	RichTextEdit

ProgressIndex

Description Occurs periodically during synchronization after updates to a synchronization progress bar.

Event ID

Event ID	Objects
None	MLSynchronization, MLSync

Arguments

Argument	Description
<i>progress_idx</i>	Long value representing the progress of the synchronization.
<i>progress_max</i>	Long value indicating the progress limit of the synchronization.

Return codes

None

Usage

Use this event to update a progress indicator such as a progress bar.

A *progress_max* value of 0 indicates the maximum value has not changed since the last time the event was fired.

See also

BeginLogScan
EndLogScan

PropertyChanged

Description Occurs after the OLE server changes the value of a property of the OLE object.

Event ID

Event ID	Objects
None	OLE

Arguments

Argument	Description
<i>propertyname</i>	The name of the property whose value changed. If <i>propertyname</i> is an empty string, a more general change occurred, such as changes to more than one property.

Return codes None (do not use a RETURN statement)

Usage Property change notifications are not supported by all OLE servers. The PropertyRequestEdit and PropertyChanged events occur only when the server supports these notifications.

Property notifications are not sent when the object is being created or loaded. Otherwise, notifications are sent for all bindable properties, no matter how the property is being changed.

The PropertyChanged event occurs after the property's value has changed. You can obtain the new value through the automation interface. The change can no longer be canceled. If you want to cancel a change, write a script for the PropertyRequestEdit event.

See also

DataChange
PropertyRequestEdit
Rename
ViewChange

PropertyRequestEdit

Description Occurs when the OLE server is about to change the value of a property of the object in the OLE control.

Event ID

Event ID	Objects
None	OLE

Arguments

Argument	Description
<i>propertyname</i>	String by value (the name of the property whose value changed). If <i>propertyname</i> is an empty string, a more general change occurred, such as changes to more than one property.
<i>cancelchange</i>	Boolean by reference; determines whether the change will be canceled. Values are: <ul style="list-style-type: none">• FALSE – (Default) the change is allowed.• TRUE – the change is canceled.

Return codes None. Do not use a RETURN statement.

Usage Property change notifications are not supported by all OLE servers. The PropertyRequestEdit and PropertyChanged events only occur when the server supports these notifications.

Property notifications are not sent when the object is being created or loaded. Otherwise, notifications are sent for all bindable properties, no matter how the property is being changed.

The PropertyRequestEdit event gives you a chance to access the property's old value using the automation interface and save it. To cancel the change, set the *cancelchange* argument to true.

See also

DataChange
PropertyChanged
Rename
ViewChange

RButtonDown

The RButtonDown event has different arguments for different objects:

Object	See
Controls and windows, except RichTextEdit	Syntax 1
RichTextEdit control	Syntax 2

Syntax 1

Description

For controls and windows, except RichTextEdit

For a window, occurs when the right mouse button is pressed in an unoccupied area of the window (any area with no visible, enabled object). The window event will occur if the cursor is over an invisible or disabled control.

For a control, occurs when the right mouse button is pressed on the control.

Event ID

Event ID	Objects
pbm_rbuttondown	Windows and controls that can be placed on a window, except RichTextEdit

Arguments

Argument	Description
<i>flags</i>	<p>UnsignedLong by value (the modifier keys and mouse buttons that are pressed).</p> <p>Values are:</p> <ul style="list-style-type: none"> • 1 – Left mouse button • 2 – Right mouse button • 4 – Shift key • 8 – Ctrl key • 16 – Middle mouse button <p>In the RButtonDown event, the right mouse button is always pressed, so 2 is always summed in the value of <i>flags</i>.</p> <p>For an explanation of <i>flags</i>, see Syntax 2 of MouseMove on page 274.</p>
<i>xpos</i>	Integer by value (the distance of the pointer from the left edge of the window's workspace in pixels).
<i>ypos</i>	Integer by value (the distance of the pointer from the top of the window's workspace in pixels).

Return codes	Long. Return code choices (specify in a RETURN statement): 0 Continue processing
Examples	These statements in the RButtonDown script for the window display a pop-up menu at the cursor position. Menu4 was created in the Menu painter and includes a menu called m_language. Menu4 is not the menu for the active window and therefore needs to be created. NewMenu is an instance of Menu4 (datatype Menu4): Menu4 NewMenu NewMenu = CREATE Menu4 NewMenu.m_language.PopMenu (xpos, ypos)
	In a Multiple Document Interface (MDI) application, the arguments for PopMenu need to specify coordinates relative to the MDI frame: NewMenu.m_language.PopMenu (& w_frame.PointerX(), w_frame.PointerY())
See also	Clicked

Syntax 2

For RichTextEdit controls

Description	Occurs when the user presses the right mouse button on the RichTextEdit control and the control's PopMenu property is set to false.					
Event ID	<table border="1"> <thead> <tr> <th>Event ID</th> <th>Objects</th> </tr> </thead> <tbody> <tr> <td>pbm_renrbuttondown</td> <td>RichTextEdit</td> </tr> </tbody> </table>		Event ID	Objects	pbm_renrbuttondown	RichTextEdit
Event ID	Objects					
pbm_renrbuttondown	RichTextEdit					
Arguments	None					
Return codes	Long. Return code choices (specify in a RETURN statement): 0 Continue processing					
Usage	If the control's PopMenu property is true, the standard RichTextEdit pop-up menu is displayed instead, and the RButtonDown event does not occur. You can use the RButtonDown event to implement your own pop-up menu.					
See also	Clicked RButtonDown					

RButtonUp

Description	Occurs when the right mouse button is released.				
Event ID	<table><thead><tr><th>Event ID</th><th>Objects</th></tr></thead><tbody><tr><td>pbm_renrbbuttonup</td><td>RichTextEdit</td></tr></tbody></table>	Event ID	Objects	pbm_renrbbuttonup	RichTextEdit
Event ID	Objects				
pbm_renrbbuttonup	RichTextEdit				
Arguments	None				
Return codes	Long. Return code choices (specify in a RETURN statement): 0 Continue processing 1 Prevent processing				
See also	RButtonDown				

RecognitionResult

Description	Occurs when an InkEdit control gets results from a call to the RecognizeText function.				
Event ID	<table><thead><tr><th>Event ID</th><th>Objects</th></tr></thead><tbody><tr><td>pbm_inkerecognition</td><td>InkEdit</td></tr></tbody></table>	Event ID	Objects	pbm_inkerecognition	InkEdit
Event ID	Objects				
pbm_inkerecognition	InkEdit				
Arguments	None				
Return codes	None				
Examples	This code in the RecognitionResult event allows the application to wait a few seconds while the Text property of the ie_id InkEdit control is updated, then writes the recognized text to the string variable <i>ls_inktext</i> : <pre>Sleep(3) ls_inktext = ie_id.Text</pre>				
See also	GetFocus Stroke				

RemoteExec

Description Occurs when a DDE client application has sent a command.

Event ID

Event ID	Objects
pbm_ddeexecuted	Window

Arguments None

Return codes Long. Return code choices (specify in a RETURN statement):

0 Continue processing

See also [RemoteRequest](#)
[RemoteSend](#)

RemoteHotLinkStart

Description Occurs when a DDE client application wants to start a hot link.

Event ID

Event ID	Objects
pbm_ddeadvise	Window

Arguments None

Return codes Long. Return code choices (specify in a RETURN statement):

0 Continue processing

Examples When both the DDE client and server are PowerBuilder applications, this example in a script in the client application triggers the RemoteHotLinkStart event in the server application window:

```
StartHotLink("mysle", "pb_dde_server", "mytest")
```

In the RemoteHotLinkStart event in the server application, set a boolean instance variable indicating that a hot link has been established:

```
ib_hotlink = TRUE
```

See also [HotLinkAlarm](#)
[RemoteHotLinkStop](#)
[SetDataDDE](#)
[StartServerDDE](#)
[StopServerDDE](#)

RemoteHotLinkStop

Description Occurs when a DDE client application wants to end a hot link.

Event ID

Event ID	Objects
pbm_ddeunadvise	Window

Arguments None

Return codes Long. Return code choices (specify in a RETURN statement):

0 Continue processing

Examples When both the DDE client and server are PowerBuilder applications, this example in a script in the client application triggers the RemoteHotLinkStop event in the server application window:

```
StopHotLink ("mysle", "pb_dde_server", "mytest")
```

In the RemoteHotLinkStart event in the server application, set a boolean instance variable indicating that a hot link no longer exists:

```
ib_hotlink = FALSE
```

See also

HotLinkAlarm
RemoteHotLinkStart
SetDataDDE
StartServerDDE
StopServerDDE

RemoteRequest

Description Occurs when a DDE client application requests data.

Event ID

Event ID	Objects
pbm_dderequest	Window

Arguments None

Return codes Long. Return code choices (specify in a RETURN statement):

0 Continue processing

See also

RemoteExec
RemoteSend

RemoteSend

Description Occurs when a DDE client application has sent data.

Event ID

Event ID	Objects
pbm_ddepoke	Window

Arguments None

Return codes Long. Return code choices (specify in a RETURN statement):

0 Continue processing

See also [RemoteExec](#)
[RemoteRequest](#)

Rename

Description Occurs when the server application notifies the control that the object has been renamed.

Event ID

Event ID	Objects
pbm_omnrename	OLE

Arguments None

Return codes Long. Return code: Ignored

Usage If you want to retrieve the ObjectData blob value of an OLE control during the processing of this event, you must post a user event back to the control or you will generate a runtime error.

See also [DataChange](#)
[PropertyRequestEdit](#)
[PropertyChanged](#)
[ViewChange](#)

Resize

Description

Occurs when the user or a script opens or resizes the client area of a window or DataWindow control.

Event ID

Event ID	Objects
pbm_dwnresize	DataWindow
pbm_size	Window

Arguments

Argument	Description
<i>sizetype</i>	UnsignedLong by value. The values are: <ul style="list-style-type: none"> • 0 – (SIZE_RESTORED) The window or DataWindow has been resized, but it was not minimized or maximized. The user might have dragged the borders or a script might have called the Resize function. • 1 – (SIZE_MINIMIZED) The window or DataWindow has been minimized. • 2 – (SIZE_MAXIMIZED) The window or DataWindow has been maximized. • 3 – (SIZE_MAXSHOW) This window is a pop-up window and some other window in the application has been restored to its former size (does not apply to DataWindow controls). • 4 – (SIZE_MAXHIDE) This window is a pop-up window and some other window in the application has been maximized (does not apply to DataWindow controls).
<i>newwidth</i>	Integer by value (the width of the client area of a window or DataWindow control in PowerBuilder units).
<i>newheight</i>	Integer by value (the height of the client area of a window or DataWindow control in PowerBuilder units).

Return codes

Long. Return code choices (specify in a RETURN statement):

- 0 Continue processing

RightClicked

The RightClicked event has different arguments for different objects:

Object	See
ListView and Tab control	Syntax 1
TreeView control	Syntax 2

Syntax 1

Description

For ListView and Tab controls

Occurs when the user clicks the right mouse button on the ListView control or the tab portion of the Tab control.

Event ID

Event ID	Objects
pbm_lvnrclicked	ListView
pbm_tcnrclicked	Tab

Arguments

Argument	Description
<i>index</i>	Integer by value (the index of the item or tab the user clicked)

Return codes

Long. Return code choices (specify in a RETURN statement):

0 Continue processing

Usage

When the user clicks in the display area of the Tab control, the tab page user object gets an RButtonDown event rather than a RightClicked event for the Tab control.

Examples

This example for the RightClicked event of a ListView control displays a pop-up menu when the user clicks the right mouse button:

```
// Declare a menu variable of type m_main
m_main m_lv_popupmenu
// Create an instance of the menu variable
m_lv_popupmenu = CREATE m_main
// Display menu at pointerposition
m_lv_popupmenu.m_entry.PopupMenu(Parent.PointerX(), &
Parent.PointerY())
```

See also

Clicked

RightDoubleClicked

Syntax 2**For TreeView controls**

Description

Occurs when the user clicks the right mouse button on the TreeView control.

Event ID

Event ID	Objects
pbm_tvnrclicked	TreeView

Arguments

Argument	Description
handle	Long by value (the handle of the item the user clicked)

Return codes

Long. Return code choices (specify in a RETURN statement):

- 0 Continue processing

Examples

This example for the RightClicked event of a TreeView control displays a pop-up menu when the user clicks the right mouse button:

```
// Declare a menu variable of type m_main
m_main m_tv_popupmenu

// Create an instance of the menu variable
m_tv_popupmenu = CREATE m_main

// Display menu at pointer position
m_tv_popupmenu.m_entry.Popup(Parent.PointerX(), &
    Parent.PointerY())
```

See also

Clicked

RightDoubleClicked

RightDoubleClicked

The RightDoubleClicked event has different arguments for different objects:

Object	See
ListView and Tab control	Syntax 1
TreeView control	Syntax 2

Syntax 1

Description

For ListView and Tab controls

Occurs when the user double-clicks the right mouse button on the ListView control or the tab portion of the Tab control.

Event ID

Event ID	Objects
pbm_lvnrdoubleclicked	ListView
pbm_tcnrdoubleclicked	Tab

Arguments

Argument	Description
<i>index</i>	Integer by value (the index of the item or tab the user double-clicked)

Return codes

Long. Return code choices (specify in a RETURN statement):

0 Continue processing

Examples

This example deletes an item from the ListView when the user right-double-clicks on it and then rearranges the items:

```
integer li_rtn

// Delete the item
li_rtn = This.DeleteItem(index)

IF li_rtn = 1 THEN
    This.Arrange( )
ELSE
    MessageBox("Error", Deletion failed!)
END IF
```

See also

DoubleClicked
RightClicked

Syntax 2

Description

For TreeView controls

Occurs when the user double-clicks the right mouse button on the TreeView control.

Event ID

Event ID	Objects
pbm_tvnrdoubleclicked	TreeView

Arguments

Argument	Description
<i>handle</i>	Long by value (the handle of the item the user double-clicked)

Return codes

Long. Return code choices (specify in a RETURN statement):

0 Continue processing

Examples

This example toggles between displaying and hiding TreeView lines when the user right-double-clicks on the control:

```
IF This.HasLines = FALSE THEN
    This.HasLines = TRUE
    This.LinesAtRoot = TRUE
ELSE
    This.HasLines = FALSE
    This.LinesAtRoot = FALSE
END IF
```

See also

[DoubleClicked](#)

[RightClicked](#)

Save

Description Occurs when the server application notifies the control that the data has been saved.

Event ID

Event ID	Objects
pbm_omnsave	OLE

Arguments None

Return codes Long. Return code: Ignored

Usage If you want to retrieve the ObjectData blob value of an OLE control during the processing of this event, you must post a user event back to the control or you generate a runtime error.

Examples In this example, a table in a database tracks changes of OLE objects; when the user saves an Excel spreadsheet in an OLE control, this code puts the current date in a DataWindow so that the database table can be updated:

```

long ll_row
// Find the row with information for the Excel file
ll_row = dw_1.Find("file_name = 'expenses.xls'", &
    1, 999)

IF ll_row > 0 THEN
    // Make the found row current
    dw_1.SetRow(ll_row)

    // Put today's date in the last_updated column
    dw_1.Object.last_updated[ll_row] = Today( )

    // Update and refresh the DataWindow
    dw_1.Update( )
    dw_1.Retrieve( )
ELSE
    MessageBox("Find", "No row found")
END IF

```

See also

[Close](#)
[SaveObject](#)

SaveObject

Description Occurs when the server application saves the object in the control.

Event ID

Event ID	Objects
pbm_omnsaveobject	OLE

Arguments None

Return codes Long. Return code: Ignored

Usage Using the SaveObject event is the preferred technique for retrieving the ObjectData blob value of an OLE control when the server saves the data in the embedded object. Unlike the Save and Close events, the SaveObject event does not require you to post a user event back to the control to prevent the generation of a runtime error.

Because of differences in the behavior of individual servers, this event is not triggered consistently across all server applications. Using Microsoft Word or Excel, the SaveObject event is triggered when the DisplayType property of the control is set to DisplayAsActiveXDocument! or DisplayAsIcon!, but not when it is set to DisplayAsContent!. For other applications, such as Paint Shop Pro, the event is triggered when the display type is DisplayAsContent! but not when it is DisplayAsActiveXDocument!.

Because some servers might also fire the PowerBuilder Save event and the relative timing of the two events cannot be guaranteed, your program should handle only the SaveObject event.

Examples In this example, when the user or the server application saves a Word document in an OLE control, the data is saved as a blob in a file. The file can then be opened as a Word document:

```

blob  l_myobjectdata
l_myobjectdata = this.objectdata
integer  l_file

l_file = FileOpen("c:\myfile.doc", StreamMode!, Write!)
FileWrite( l_file, l_myobjectdata )
FileClose( l_file )

```

See also

Close

Save

Selected

Description Occurs when the user highlights an item on the menu using the arrow keys or the mouse, without choosing it to be executed.

Event ID

Event ID	Objects
None	Menu

Arguments None

Return codes None. (Do not use a RETURN statement.)

Usage You can use the Selected event to display MicroHelp for the menu item. One way to store the Help text is in the menu item's Tag property.

Examples This example uses the tag value of the current menu item to display Help text. The function wf_SetMenuHelp takes the text passed (the tag) and assigns it to a MultiLineEdit control. A Timer function and the Timer event are used to clear the Help text.

This code in the Selected event calls the function that sets the text:

```
w_test.wf_SetMenuHelp(This.Tag)
```

This code for the wf_SetMenuHelp function sets the text in the MultiLineEdit mle_menuhelp; its argument is called *menuhelpstring*:

```
mle_menuhelp.Text = menuhelpstring
Timer(4)
```

This code in the Timer event clears the Help text and stops the timer:

```
w_test.wf_SetMenuHelp("")
Timer(0)
```

See also Clicked

SelectionChanged

The SelectionChanged event has different arguments for different objects:

Object	See
DropDownListBox, DropDownPictureListBox, ListBox, PictureListBox controls	Syntax 1
Tab control	Syntax 2
TreeView control	Syntax 3

Syntax 1

Description

For Listboxes

Occurs when an item is selected in the control.

Event ID

Event ID	Objects
pbm_cbnSelchange	DropDownListBox, DropDownPictureListBox
pbm_lbnSelchange	ListBox, PictureListBox

Arguments

Argument	Description
index	Integer by value (the index of the item that has become selected)

Return codes

Long. Return code choices (specify in a RETURN statement):

0 Continue processing

Usage

For DropDownListBoxes, the SelectionChanged event applies to selections in the drop-down portion of the control, not the edit box.

The SelectionChanged event occurs when the user clicks on any item in the list, even if it is the currently selected item. When the user makes a selection using the mouse, the Clicked (and if applicable the DoubleClicked event) occurs after the SelectionChanged event.

Examples

This example is for the lb_value ListBox in the window w_graph_sheet_with_list in the PowerBuilder Examples application. When the user chooses values, they are graphed as series in the graph gr_1. The MultiSelect property for the ListBox is set to true, so index has no effect. The script checks all the items to see if they are selected:

```

integer itemcount,i,r
string ls_colname

gr_1.SetRedraw(FALSE)

// Clear out categories, series and data from graph
gr_1.Reset(All!)

// Loop through all selected values and
// create as many series as the user specified
FOR i = 1 to lb_value.TotalItems()
    IF lb_value.State(i) = 1 THEN
        ls_colname = lb_value.Text(i)

        // Call window function to set up the graph
        wf_set_a_series(ls_colname, ls_colname, &
        lb_category.text(1))
    END IF
NEXT
gr_1.SetRedraw(TRUE)

```

See also

Clicked

Syntax 2**For Tab controls**

Description

Occurs when a tab is selected.

Event ID

Event ID	Objects
pbm_tcnselchanged	Tab

Arguments

Argument	Description
<i>oldindex</i>	Integer by value (the index of the tab that was previously selected)
<i>newindex</i>	Integer by value (the index of the tab that has become selected)

Return codes

Long. Return code choices (specify in a RETURN statement):

0 Continue processing

Usage

The SelectionChanged event occurs when the Tab control is created and the initial selection is set.

See also

Clicked, SelectionChanging

Syntax 3

Description

For TreeView controls

Occurs when the item is selected in a TreeView control.

Event ID

Event ID	Objects
pbm_tvnselchanged	TreeView

Arguments

Argument	Description
oldhandle	Long by value (the handle of the previously selected item)
newhandle	Long by value (the handle of the currently selected item)

Return codes

Long. Return code choices (specify in a RETURN statement):

- 0 Continue processing

Usage

The SelectionChanged event occurs after the SelectionChanging event.

Examples

This example tracks items in the SelectionChanged event:

```

TreeViewItem l_tvine, l_tviold

// get the treeview item that was the old selection
This.GetItem(oldhandle, l_tviold)

// get the treeview item that is currently selected
This.GetItem(newhandle, l_tvine)

// Display the labels for the two items in sle_get
sle_get.Text = "Selection changed from " &
    + String(l_tviold.Label) + " to " &
    + String(l_tvine.Label)

```

See also

Clicked

SelectionChanging

SelectionChanging

The SelectionChanging event has different arguments for different objects:

Object	See
Tab control	Syntax 1
TreeView control	Syntax 2

Syntax 1

Description

For Tab controls

Occurs when another tab is about to be selected.

Event ID

Event ID	Objects
pbm_tcnselchanging	Tab

Arguments

Argument	Description
oldindex	Integer by value (the index of the currently selected tab)
newindex	Integer by value (the index of the tab that is about to be selected)

Return codes

Long. Return code choices (specify in a RETURN statement):

- 0 Allow the selection to change
- 1 Prevent the selection from changing

Usage

Use the SelectionChanging event to prevent the selection from changing or to do processing for the newly selected tab page before it becomes visible. If CreateOnDemand is true and this is the first time the tab page is selected, the controls on the page do not exist yet, and you cannot refer to them in the event script.

Examples

When the user selects a tab, this code sizes the DataWindow control on the tab page to match the size of another DataWindow control. The resizing happens before the tab page becomes visible. This example is from tab_uo in the w_phone_dir window in the PowerBuilder Examples:

```
u_tab_dirluo_Tab
luo_Tab = This.Control[newindex]
luo_Tab.dw_dir.Height = dw_list.Height
luo_Tab.dw_dir.Width = dw_list.Width
```

See also

Clicked
SelectionChanged

Syntax 2**For TreeView controls**

Description

Occurs when the selection is about to change in the TreeView control.

Event ID

Event ID	Objects
pbm_tvnselchanging	TreeView

Arguments

Argument	Description
<i>oldhandle</i>	Long by value (the handle of the currently selected item)
<i>newhandle</i>	Long by value (the handle of the item that is about to be selected)

Return codes

Long. Return code choices (specify in a RETURN statement):

- 0 Allow the selection to change
- 1 Prevent the selection from changing

Usage

The SelectionChanging event occurs before the SelectionChanged event.

Examples

This example displays the status of changing TreeView items in a SingleLineEdit:

```

TreeViewItem l_tvine, l_tvold

// Get TreeViewItem that was the old selection
This.GetItem(oldhandle, l_tvold)

// Get TreeViewItem that is currently selected
This.GetItem(newhandle, l_tvine)

//Display the labels for the two items in display
sle_status.Text = "Selection changed from " &
+ String(l_tvold.Label) + " to " &
+ String(l_tvine.Label)

```

See also

Clicked

SelectionChanged

Show

Description

Occurs just before the window is displayed.

Event ID

Event ID	Objects
pbm_showwindow	Window

Arguments

Argument	Description
<i>show</i>	Boolean by value (whether the window is being shown). The value is always true.
<i>status</i>	Long by value (the status of the window). Values are: <ul style="list-style-type: none"> • 0 – The current window is the only one affected. • 1 – The window's parent is also being minimized or a pop-up window is being hidden. • 3 – The window's parent is also being displayed or maximized or a pop-up window is being shown.

Return codes

Long. Return code choices (specify in a RETURN statement):

0 Continue processing

Usage

The Show event occurs when the window is opened.

See also

Activate

Hide

Open

Sort

The Sort event has different arguments for different objects:

Object	See
ListView control	Syntax 1
TreeView control	Syntax 2

Syntax 1

Description

For ListView controls

Occurs for each comparison when the ListView is being sorted.

Event ID

Event ID	Objects
pbm_lvnsort	ListView

Arguments

Argument	Description
<i>index1</i>	Integer by value (the index of one item being compared during a sorting operation)
<i>index2</i>	Integer by value (the index of the second item being compared)
<i>column</i>	Integer by value (the number of the column containing the items being sorted)

Return codes

Long. Return code choices (specify in a RETURN statement):

- 1 *index1* is less than *index2*
- 0 *index1* is equal to *index2*
- 1 *index1* is greater than *index2*

Usage

The Sort event allows you to fine-tune the sort order of the items being sorted. You can examine the properties of each item and tell the Sort function how to sort them by selecting one of the return codes.

You typically use the Sort event when you want to sort ListView items based on multiple criteria such as a PictureIndex and Label.

The Sort event occurs if you call the Sort event, or when you call the Sort function using the UserDefinedSort! argument.

Examples

This example sorts ListView items according to PictureIndex and Label sorting by PictureIndex first, and then by label:

```

ListViewItem lvi, lvi2

This.GetItem(index1, lvi)
This.GetItem(index2, lvi2)

IF lvi.PictureIndex > lvi2.PictureIndex THEN
    RETURN 1
ELSEIF lvi.PictureIndex < lvi2.PictureIndex THEN
    RETURN -1
ELSEIF lvi.label > lvi2.label THEN
    RETURN 1
ELSEIF lvi.label < lvi2.label THEN
    RETURN -1
ELSE
    RETURN 0
END IF

```

Syntax 2**For TreeView controls**

Description

Occurs for each comparison when the TreeView is being sorted.

Event ID

Event ID	Objects
pbm_tvnsort	TreeView

Arguments

Argument	Description
<i>handle1</i>	Long by value (the handle of one item being compared during a sorting operation)
<i>handle2</i>	Long by value (the handle of the second item being compared)

Return codes

Long. Return code choices (specify in a RETURN statement):

- 1 *handle1* is less than *handle2*
- 0 *handle1* is equal to *handle2*
- 1 *handle1* is greater than *handle2*

Usage The Sort event allows you to fine-tune the sort order of the items being sorted. You can examine the properties of each item and tell the Sort function how to sort them by selecting one of the return codes.

You typically use the Sort event when you want to sort TreeView items based on multiple criteria such as a PictureIndex and Label.

The Sort event occurs if you call the Sort event, or when you call the Sort function using the UserDefinedSort! argument.

Examples This example sorts TreeView items according to PictureIndex and Label sorting by PictureIndex first, then by label:

```
TreeViewItem tvi, tvi2

This.GetItem(handle1, tvi)
This.GetItem(handle2, tvi2)

IF tvi.PictureIndex > tvi2.PictureIndex THEN
    RETURN 1
ELSEIF tvi.PictureIndex < tvi2.PictureIndex THEN
    RETURN -1
ELSEIF tvi.Label > tvi2.Label THEN
    RETURN 1
ELSEIF tvi.Label < tvi2.Label THEN
    RETURN -1
ELSE
    RETURN 0
END IF
```

SQLPreview

Description Occurs immediately before a SQL statement is submitted to the DBMS.

Event ID

Event ID	Objects
None	Transaction objects

Arguments

Argument	Description
<i>sqlfunc</i>	The SQLFunction system enumeration passed by value. This enumeration indicates the function that initiated database activity. Values for this enumeration are: SQLDBInsert!, SQLDBUpdate!, SQLDBDelete!, SQLDBSelect!, SQLDBProcedure!, SQLDBRPC!, and SQLDBOthers!.

Argument	Description
<code>sqlsyntax</code>	String by value. The full text of the SQL statement.
Return codes	<p>Long. Set the return code to affect the outcome of the event:</p> <ul style="list-style-type: none"> 0 Continue processing 1 Stop processing
Usage	<p><i>Use with embedded SQL</i> This event is triggered before SQL statements are passed to the DBMS.</p> <p><i>Use with DataWindow/DataStore</i> When using this event of the Transaction object with a DataWindow that also defines a SQLPreview event, the DataWindow's event is fired first. If the return value of DataWindow SQLPreview event is 0 (continue processing), the Transaction object's SQLPreview event is triggered next.</p>
Examples	<p>In this embedded SQL cursor example, the SQLPreview event is invoked just before the <code>OPEN Emp_curs;</code> statement is executed:</p> <pre>DECLARE Emp_cur CURSOR FOR SELECT employee.emp_number, employee.emp_name FROM employee WHERE employee.emp_salary > :Sal_var ; OPEN Emp_curs ;</pre> <p>In this dynamic SQL example, the SQLPreview event is invoked just before the <code>EXECUTE DYNAMIC my_proc DESCRIPTOR SQLDA</code> statement is executed:</p> <pre>PREPARE SQLSA FROM "execute @rc = myproc @parm1=?, @parm2=? OUTPUT "; DESCRIBE SQLSA INTO SQLDA ; DECLARE my_proc DYNAMIC PROCEDURE FOR SQLSA ; SetDynamicParm(SQLDA, 1, var1) SetDynamicParm(SQLDA, 2, var2) EXECUTE DYNAMIC my_proc DESCRIPTOR SQLDA ;</pre>
See also	<p>DBError</p> <p>SQLPreview in the <i>DataWindow Reference</i></p>

Start

Description Occurs when an animation has started playing.

Event ID

Event ID	Objects
pbm_animatestart	Animation

Arguments None

Return codes Long. Return code choices (specify in a RETURN statement):

0 Continue processing

See also Stop

Stop

Description Occurs when an animation has stopped playing.

Event ID

Event ID	Objects
pbm_animatestop	Animation

Arguments None

Return codes Long. Return code choices (specify in a RETURN statement):

0 Continue processing

See also Timer

Stroke

Description	Occurs when the user draws a new stroke.	
Event ID		
Event ID	Objects	
pbm_inkstroke, pbm_inkpstroke	InkEdit, InkPicture	
Arguments	None	
Return codes	Boolean. Return true to erase the stroke and false otherwise.	
Usage	If the InkMode property of an InkEdit control is set to InkDisabled!, or the InkCollectionMode property of an InkPicture control is set to GestureOnly!, the Stroke event is not triggered.	
See also	Gesture, RecognitionResult	

SyncPreview

Description	Returns generated dbmlsync command arguments immediately prior to launching the synchronization process.	
Event ID		
Event ID	Objects	
None	MLSynchronization, MLSync	
Arguments		
Argument	Description	
<i>command_args</i>	String passed by reference that includes dbmlsync command arguments for launching the synchronization process.	
Return codes	None	
Usage	Use this event to receive and display dbmlsync command line arguments. The event is called by the Synchronize function just before it launches dbmlsync. The generated command arguments for dbmlsync are passed by reference in the <i>command_args</i> string. You can change the <i>command_args</i> string with PowerScript code or with the debugger. If <i>command_args</i> are changed, the Synchronize function will use the new argument string.	
See also	BeginDownload, BeginSync	

SystemError

Description

Occurs when a serious runtime error occurs (such as trying to open a nonexistent window) if the error is not handled in a try-catch block.

Event ID

Event ID	Objects
None	Application

Arguments

None

Return codes

None. (Do not use a RETURN statement.)

Usage

If there is no script for the SystemError event, PowerBuilder displays a message box with the PowerBuilder error number and error message text. For information about error messages, see the *PowerBuilder Users Guide*.

If you comment out the entire script in the SystemError event, a Windows Forms application behaves as if there is no script for the event and the message box displays, but in a standard PowerBuilder application the event is still triggered and the message box does not display.

For errors involving external objects and DataWindows, you can handle the error in the ExternalException or Error events and prevent the SystemError event from occurring. The ExternalException and Error events are maintained for backward compatibility.

You can prevent the SystemError event from occurring by handling errors in try-catch blocks. Well-designed exception-handling code gives application users a better chance to recover from error conditions and run the application without interruption. For information about exception handling, see *Application Techniques*.

When a SystemError event occurs, your current script terminates and your system might become unstable. It is generally not a good idea to continue running the application, but you can use the SystemError event script to clean up and disconnect from the DBMS before closing the application.

Examples

This statement in the SystemError event halts the application immediately:

```
HALT CLOSE
```

See also

Error

ExternalException

```
TRY...CATCH...FINALLY...END TRY
```

SystemKey

Description	Occurs when the insertion point is not in a line edit, and the user presses the Alt key (alone or with another key).						
Event ID	<table><thead><tr><th>Event ID</th><th>Objects</th></tr></thead><tbody><tr><td>pbm_syskeydown</td><td>Window</td></tr></tbody></table>	Event ID	Objects	pbm_syskeydown	Window		
Event ID	Objects						
pbm_syskeydown	Window						
Arguments	<table><thead><tr><th>Argument</th><th>Description</th></tr></thead><tbody><tr><td><i>key</i></td><td>KeyCode by value. A value of the KeyCode enumerated datatype indicating the key that was pressed, for example, KeyA! or KeyF1!.</td></tr><tr><td><i>keyflags</i></td><td>UnsignedLong by value (the modifier keys that were pressed with the key). The only modifier key is the Shift key.</td></tr></tbody></table>	Argument	Description	<i>key</i>	KeyCode by value. A value of the KeyCode enumerated datatype indicating the key that was pressed, for example, KeyA! or KeyF1!.	<i>keyflags</i>	UnsignedLong by value (the modifier keys that were pressed with the key). The only modifier key is the Shift key.
Argument	Description						
<i>key</i>	KeyCode by value. A value of the KeyCode enumerated datatype indicating the key that was pressed, for example, KeyA! or KeyF1!.						
<i>keyflags</i>	UnsignedLong by value (the modifier keys that were pressed with the key). The only modifier key is the Shift key.						
Return codes	Long. Return code choices (specify in a RETURN statement): 0 Continue processing						
Usage	Pressing the Ctrl key prevents the SystemKey event from firing when the Alt key is pressed.						
Examples	This example displays the name of the key that was pressed with the Alt key: <pre>string ls_key CHOOSE CASE key CASE KeyF1! ls_key = "F1" CASE KeyA! ls_key = "A" CASE KeyF2! ls_key = "F2" END CHOOSE</pre> This example causes a beep if the user presses Alt+Shift+F1. <pre>IF keyflags = 1 THEN IF key = KeyF1 THEN Beep(1) END IF END IF</pre>						
See also	Key						

Timer

Description Occurs when a specified number of seconds elapses after the Start or Timer function has been called.

Event ID

Event ID	Objects
pbm_timer	Timing or Window

Arguments None

Return codes Long. Return code choices (specify in a RETURN statement):

- 0 Continue processing

Examples These examples show how to use a timing object's Timer event and a window's Timer event.

Using a timing object This example uses a timing object to refresh a list of customers retrieved from a database at specified intervals. The main window of the application, w_main, contains a DataWindow control displaying a list of customers and two buttons, Start Timer and Retrieve. The window's Open event connects to the database:

```
CONNECT using SQLCA;

IF sqlca.sqlcode <> 0 THEN
    MessageBox("Database Connection", &
        sqlca.sqlerrtext)
END IF
```

The following code in the clicked event of the Start Timer button creates an instance of a timing object, nvo_timer, and opens a response window to obtain a timing interval. Then, it starts the timer with the specified interval:

```
MyTimer = CREATE nvo_timer
open(w_interval)
MyTimer.Start(d_interval)

MessageBox("Timer", "Timer Started. Interval is " &
    + string(MyTimer.interval) + " seconds")
```

In the timing object's Constructor event, the following code creates an instance of a datastore:

```
ds_datastore = CREATE datastore
```

The timing object's Timer event calls an object-level function called refresh_custlist that refreshes the datastore. This is the code for refresh_custlist:

```
long ll_rowcount

ds_datastore.dataobject = "d_customers"
ds_datastore.SetTransObject (SQLCA)
ll_rowcount = ds_datastore.Retrieve()

RETURN ll_rowcount
```

The Retrieve button on w_main simply shares the data from the DataStore with the DataWindow control:

```
ds_datastore.ShareData(dw_1)
```

Using a window object This example causes the current time to be displayed in a StaticText control in a window. Calling Timer in the window's Open event script starts the timer. The script for the Timer event refreshes the displayed time.

In the window's Open event script, this code displays the time initially and starts the timer:

```
st_time.Text = String(Now(), "hh:mm")
Timer(60)
```

In the window's Timer event, which is triggered every minute, this code displays the current time in the StaticText st_time:

```
st_time.Text = String(Now(), "hh:mm")
```

See also

Start
Timer

ToolbarMoved

Description Occurs in an MDI frame window when the user moves any FrameBar or SheetBar.

Event ID

Event ID	Objects
pbm_tbnmoved	Window

Arguments None

Return codes Long. Return code choices (specify in a RETURN statement):

- 0 Continue processing

Usage The event is not triggered for sheet windows.

To get information about the toolbars' positions, call the `GetToolbar` and `GetToolbarPos` functions.

This event occurs when you change a toolbar's position with `SetToolbarPos`.

UploadAck

Description	Occurs on completion of upload processing.					
Event ID	<table><thead><tr><th>Event ID</th><th>Objects</th></tr></thead><tbody><tr><td>None</td><td>MLSynchronization, MLSync</td></tr></tbody></table>		Event ID	Objects	None	MLSynchronization, MLSync
Event ID	Objects					
None	MLSynchronization, MLSync					
Arguments	<table><thead><tr><th>Argument</th><th>Description</th></tr></thead><tbody><tr><td><i>uploadack_status</i></td><td>Long indicating the status returned by MobiLink to the remote after the upload stream is processed. Values are:<ul style="list-style-type: none">0 for StatCommitted1 for StatFailed248 for StatRetrySee the Usage note for the meaning of these values.</td></tr></tbody></table>		Argument	Description	<i>uploadack_status</i>	Long indicating the status returned by MobiLink to the remote after the upload stream is processed. Values are: <ul style="list-style-type: none">0 for StatCommitted1 for StatFailed248 for StatRetry See the Usage note for the meaning of these values.
Argument	Description					
<i>uploadack_status</i>	Long indicating the status returned by MobiLink to the remote after the upload stream is processed. Values are: <ul style="list-style-type: none">0 for StatCommitted1 for StatFailed248 for StatRetry See the Usage note for the meaning of these values.					
Return codes	None					
Usage	<p>Use this event to add custom actions after dbmlysync has received acknowledgement of the upload stream from the MobiLink synchronization server.</p> <p>Values for the <i>uploadack_status</i> argument can be:</p> <ul style="list-style-type: none">• StatCommitted Indicates that the upload stream was received by the MobiLink synchronization server and committed.• StatRetry Indicates that the MobiLink synchronization server and the remote database had different values for the log offset from which the upload stream should start. The upload stream was not committed by the MobiLink synchronization server. The component attempts to send another upload stream starting from the MobiLink synchronization server's log offset.• StatFailed Indicates that the MobiLink synchronization server did not commit the upload stream.					
See also	BeginUpload ConnectMobiLink EndUpload WaitForUploadAck					

UserString

Description

Occurs when the user has edited the contents of the control and the control has lost focus. The AllowEdit property must be set to true.

Event ID

Event ID	Objects
pbm_dtpuserstring	DatePicker

Arguments

Argument	Description
<i>flag</i>	Unsigned long by reference. The value of <i>flag</i> is 0 by default and should not be changed.
<i>userstr</i>	String entered in the control by the user.
<i>dtm</i>	A DateTime value by reference to which the validated date should be assigned.

Return codes

Long. Return code: Ignored.

Usage

When a user tabs into a DatePicker control, it is in normal editing mode and one part of the date (year, month, or day) can be edited. If the AllowEdit property is set to true, the user can press F2 or click in the control to select all the text in the control for editing. When the control loses focus, the control returns to normal editing mode and the UserString event is fired, allowing you to test whether the text in the control is a valid date. The UserString event fires whether or not the text was modified.

The text entered in the control must be in a format that can be converted into a valid DateTime variable. If the string entered by the user can be converted to a valid DateTime value, you can assign the parsed DateTime value to the *dtm* argument to change the Value property of the control.

The ValueChanged event is fired after the UserString event if the value changed.

Examples

This code in the UserString event script tests whether the string entered by the user is a valid date. If it is valid, the code converts the date to a DateTime so that it can be assigned to the DatePicker's Value property. Otherwise it displays an error message to the user:

```

IF IsDate(userstr) THEN
    dtm = DateTime(Date(userstr))
ELSE
    MessageBox("Invalid date", userstr)
END IF

```

ValueChanged

Description Occurs when the Value property in a DatePicker control changes.

Event ID

Event ID	Objects
pbm_dtpvaluechanged	DatePicker

Arguments

Argument	Description
<i>flag</i>	Unsigned long that defaults to 0 and can be ignored
<i>dtm</i>	The new DateTime value

Return codes Long. Return code: Ignored.

Usage When a user selects a date from the drop-down calendar or changes the date using the up-down control, the DateTime value selected is passed to the ValueChanged event.

Examples This code in the ValueChanged event script displays a confirmation message to the user:

```
MessageBox("Start date", "You selected " + &
    String(dtm, "mmm dd, yyyy") + ".~r~n" + &
    "If this is incorrect, please select again.")
```

ViewChange

Description Occurs when the server application notifies the control that the view shown to the user has changed.

Event ID

Event ID	Objects
pbm_omnviewchange	OLE

Arguments None

Return codes Long. Return code: Ignored

Usage If you want to retrieve the ObjectData blob value of an OLE control during the processing of this event, you must post a user event back to the control or you will generate a runtime error.

See also DataChange
PropertyRequestEdit
PropertyChanged
Rename

WaitForUploadAck

Description Occurs when the synchronization process starts a new waiting period for upload acknowledgement.

Event ID

Event ID	Objects
None	MLSyncronization, MLSync

Arguments None

Return codes None

Usage Use this event to add custom actions when the component is waiting for upload acknowledgement from the MobiLink synchronization server.

See also [BeginUpload](#)
[EndUpload](#)

WarningMessage

Description Occurs on display of a warning message.

Event ID

Event ID	Objects
None	MLSyncronization, MLSync

Arguments

Argument	Description
<i>warnmsg</i>	Read-only string containing the text of the warning message returned from the synchronization server.

Return codes None

Usage Use this event to receive warning information logged by dbmlsync.

The following events can be triggered when different types of messages are sent by the synchronization server: [DisplayMessage](#), [ErrorMessage](#), [FileMessage](#), and [WarningMessage](#).

See also [DisplayMessage](#)
[ErrorMessage](#)
[FileMessage](#)

PowerScript Functions

About this chapter

This chapter provides syntax, descriptions, and examples for PowerScript functions.

Contents

The functions are listed alphabetically.

See also

For information about functions that apply to DataWindows or DataStores, see also the *DataWindow Reference*. Methods that apply to DataWindows, but not to other PowerBuilder controls, are listed only in the *DataWindow Reference*.

Abs

Description	Calculates the absolute value of a number.				
Syntax	Abs (n)				
	<table border="1"> <thead> <tr> <th style="text-align: center;">Argument</th> <th style="text-align: center;">Description</th> </tr> </thead> <tbody> <tr> <td style="text-align: center;"><i>n</i></td> <td>The number for which you want the absolute value</td> </tr> </tbody> </table>	Argument	Description	<i>n</i>	The number for which you want the absolute value
Argument	Description				
<i>n</i>	The number for which you want the absolute value				
Return value	The datatype of <i>n</i> . Returns the absolute value of <i>n</i> . If <i>n</i> is null, Abs returns null.				
Examples	All these statements set <i>num</i> to 4: <pre>integer i, num i = 4 num = Abs(i) num = Abs(4) num = Abs(+4) num = Abs(-4)</pre> <p>This statement returns 4.2:</p> <pre>Abs(-4.2)</pre>				
See also	Abs method for DataWindows in the <i>DataWindow Reference</i> or online Help				

ACos

Description	Calculates the arccosine of an angle.				
Syntax	ACos (<i>n</i>)				
	<table border="1"> <thead> <tr> <th style="text-align: center;">Argument</th> <th style="text-align: center;">Description</th> </tr> </thead> <tbody> <tr> <td style="text-align: center;"><i>n</i></td> <td>The ratio of the lengths of two sides of a triangle for which you want a corresponding angle (in radians). The ratio must be a value between -1 and 1.</td> </tr> </tbody> </table>	Argument	Description	<i>n</i>	The ratio of the lengths of two sides of a triangle for which you want a corresponding angle (in radians). The ratio must be a value between -1 and 1.
Argument	Description				
<i>n</i>	The ratio of the lengths of two sides of a triangle for which you want a corresponding angle (in radians). The ratio must be a value between -1 and 1.				
Return value	Double. Returns the arccosine of <i>n</i> .				
Examples	This statement returns 0: <pre>ACos(1)</pre> <p>This statement returns 3.141593 (rounded to six places):</p> <pre>ACos(-1)</pre>				

This statement returns 1.000000 (rounded to six places):

```
ACos (.540302)
```

This code in the Clicked event of a button catches a runtime error that occurs when an arccosine is taken for a user-entered value—passed in a variable—that is outside of the permitted range:

```
Double ld_num
ld_num = Double (sle_1.text)

TRY
sle_2.text = string (acos (ld_num))
CATCH (runtimeerror er)
    MessageBox("Runtime Error", er.getmessage())
END TRY
```

See also

Cos

ASin

ATan

ACos method for DataWindows in the *DataWindow Reference* or online Help

Activate

Description

Activates the object in an OLE container, allowing the user to work with the object using the server's commands.

Applies to

OLE controls and OLE DWObjects (objects within a DataWindow object that is within a DataWindow control)

Syntax

objectref.**Activate** (*activationtype*)

Argument	Description
<i>objectref</i>	The name of the OLE control or the fully qualified name of a OLE DWObject within a DataWindow control that contains the object you want to activate. The fully qualified name for a DWObject has this syntax: <i>dwcontrol.Object.dwobjectname</i>

Argument	Description
<i>activationtype</i> (optional)	<p>A value of the enumerated datatype omActivateType specifying where the user will work with the OLE object. Values are:</p> <ul style="list-style-type: none"> • InPlace! – (Default) The object is activated within the control. The subset of menus provided by the server application are merged with the PowerBuilder application's menus. • OffSite! – The object is activated in the server application, which gives the user access to more of the server application's functionality. <p>For the OLE control, <i>activationtype</i> is required.</p>

Return value

Integer. Returns 0 if it succeeds and one of the following negative values if an error occurs:

- 1 Container is empty
- 2 Invalid verb for object
- 3 Verb not implemented by object
- 4 No verbs supported by object
- 5 Object cannot execute verb now
- 9 Other error

If any argument's value is null, Activate returns null.

Examples

This example activates the object in ole_1 in the server application:

```
integer result
result = ole_1.Activate(OffSite!)
```

This example activates the OLE DWObject ole_graph in the DataWindow control dw_1 in the Microsoft Graph server application:

```
integer result
result = dw_1.Object.ole_graph.Activate(OffSite!)
```

See also

DoVerb

OLEActivate in the *DataWindow Reference* or the online Help

SelectObject

AddCategory

Description	Adds a new category to the category axis of a graph. AddCategory is for a category axis whose datatype is string.						
Applies to	Graph controls in windows and user objects. Does not apply to graphs within DataWindow objects because their data comes directly from the DataWindow.						
Syntax	<i>controlname.AddCategory (categoryname)</i>						
	<table border="1"> <thead> <tr> <th style="text-align: center;">Argument</th><th style="text-align: center;">Description</th></tr> </thead> <tbody> <tr> <td style="text-align: center;"><i>controlname</i></td><td>The name of the graph to which you want to add a category.</td></tr> <tr> <td style="text-align: center;"><i>categoryname</i></td><td>A string whose value is the name of the category you want to add to <i>controlname</i>. The category will appear as a label on the category axis.</td></tr> </tbody> </table>	Argument	Description	<i>controlname</i>	The name of the graph to which you want to add a category.	<i>categoryname</i>	A string whose value is the name of the category you want to add to <i>controlname</i> . The category will appear as a label on the category axis.
Argument	Description						
<i>controlname</i>	The name of the graph to which you want to add a category.						
<i>categoryname</i>	A string whose value is the name of the category you want to add to <i>controlname</i> . The category will appear as a label on the category axis.						
Return value	Integer. Returns the number assigned to the category if it succeeds. If <i>categoryname</i> already exists as a label on the category axis, AddCategory returns the number of the existing category. Returns -1 if an error occurs. If any argument's value is null, AddCategory returns null.						
Usage	<p>AddCategory adds a category to the end of the category axis. The category becomes an empty slot in each series to which you can assign a data point. A tick mark exists on the category axis for all the categories associated with the graph.</p> <p>When the datatype of the category axis is string, you can specify the empty string ("") as the category name. However, because category names must be unique, there can be only one category with that name. Category names are unique if they have different capitalization.</p> <p>To add categories when the axis datatype is date, DateTime, number, or time, use InsertCategory. To insert a category in the middle of a series, use InsertCategory. You can also use InsertCategory to add a category to the end of a series, as AddCategory does, but it requires an additional argument to do so.</p> <p>To add data to a series in the graph, use the AddData or InsertData function. You can add a data value and put it in a new category, or you can add or change data in an existing category. To add a series to the graph, use the AddSeries function.</p>						
Examples	This statement adds a category named PCs to the graph gr_product_data: <pre>gr_product_data.AddCategory("PCs")</pre>						
See also	AddData AddSeries DeleteData DeleteSeries						

AddColumn

Description Adds a column with a specified label, alignment, and width.

Applies to ListView controls

Syntax *listviewname.AddColumn (label, alignment, width)*

Argument	Description
<i>listviewname</i>	The name of the ListView control to which you want to add a column.
<i>label</i>	A string whose value is the name of the column you are adding.
<i>alignment</i>	A value of the enumerated datatype Alignment specifying the alignment of the column you are adding. Values are: <ul style="list-style-type: none"> • Center! • Justify! • Left! • Right!
<i>width</i>	An integer whose value is the width of the column you are adding, in PowerBuilder units.

Return value Integer. Returns the column index if it succeeds and -1 if an error occurs.

Usage The AddColumn function adds a column at the end of the existing columns unlike the InsertColumn function which inserts a column at a specified location.

Use SetItem and SetColumn to change the values for existing items. To add new items, use AddItem. To create columns for the report view of a ListView control, use AddColumn.

Examples This script for a ListView event creates three columns in a ListView control:

```
integer index

FOR index = 3 to 25
    This.AddItem ("Category " + String (index), 1 )
NEXT

This.AddColumn("Name" , Left! , 1000)
This.AddColumn("Size" , Left! , 400)
This.AddColumn("Date" , Left! , 300)
```

See also

AddItem

DeleteColumn

InsertColumn

AddData

Adds a value to the end of a series of a graph. The syntax you use depends on the type of graph.

To add data to	Use
Any graph type except scatter	Syntax 1
Scatter graphs	Syntax 2

Syntax 1

Description Adds a data point to a series in a graph. Use Syntax 1 for any graph type except scatter graphs.

Applies to Graph controls in windows and user objects. Does not apply to graphs within DataWindow objects because their data comes directly from the DataWindow.

Syntax `controlname.AddData (seriesnumber, datavalue {, categoryvalue })`

Argument	Description
<i>controlname</i>	The name of the graph in which you want to add data to a series. The graph's type should not be scatter.
<i>seriesnumber</i>	The number that identifies the series to which you want to add data.
<i>datavalue</i>	The value of the data you want to add.
<i>categoryvalue</i> (optional)	The category for this data value on the category axis. The datatype of the <i>categoryvalue</i> should match the datatype of the category axis. In most cases you should include <i>categoryvalue</i> . Otherwise, an uncategorized value will be added to the series.

Return value Long. Returns the position of the data value in the series if it succeeds and -1 if an error occurs. If any argument's value is null, AddData returns null.

Usage When you use Syntax 1, AddData adds a value to the end of the specified series or to the specified category, if it already exists. If *categoryvalue* is a new category, the category is added to the end of the series with a label for the data point's tick mark. If the axis is sorted, the new category is incorporated into the existing order. If the category already exists, the new data replaces the old data at the data point for the category.

For example, if the third category label specified in series 1 is March and you add data in series 4 and specify the category label March, the data is added at data point 3 in series 4.

When the axis datatype is string, you can specify the empty string ("") as the category name. Because category names must be unique, there can be only one category with a blank name. If you use AddData to add data without specifying a category, you will have data points without categories, which is not the same as a category whose name is "".

To insert data in the middle of a series, use InsertData. You can also use InsertData to add data to the end of a series, as AddData does, although it requires an additional argument to do it.

For a comparison of AddData, InsertData, and ModifyData, see Equivalent Syntax in InsertData.

Examples These statements add a data value of 1250 to the series named Costs and assign the data point the category label Jan in the graph gr_product_data:

```
integer SeriesNbr

// Get the number of the series.
SeriesNbr = gr_product_data.FindSeries("Costs")
gr_product_data.AddData(SeriesNbr, 1250, "Jan")
```

These statements add a data value of 1250 to the end of the series named Costs in the graph gr_product_data but do not assign the data point to a category:

```
integer SeriesNbr

// Get the number of the series.
SeriesNbr = gr_product_data.FindSeries("Costs")
gr_product_data.AddData(SeriesNbr, 1250)
```

See also DeleteData
FindSeries
GetData
InsertData

Syntax 2

For scatter graphs

Description	Adds a data point to a series in a scatter graph.
Syntax	<code>controlname.AddData (seriesnumber, xvalue, yvalue)</code>
Argument	Description
<i>controlname</i>	The name of the scatter graph in which you want to add data to a series. The graph's type should be scatter.
<i>seriesnumber</i>	The number that identifies the series to which you want to add data.
<i>xvalue</i>	The x value of the data point you want to add.
<i>yvalue</i>	The y value of the data point you want to add.
Return value	Long. Returns the position of the data value in the series if it succeeds and -1 if an error occurs. If any argument's value is null, AddData returns null.
Examples	These statements add the x and y values of a data point to the series named Costs in the scatter graph gr_sales_yr:
	<pre>integer SeriesNbr // Get the number of the series. SeriesNbr = gr_sales_yr.FindSeries("Costs") gr_sales_yr.AddData(SeriesNbr, 12, 3)</pre>
See also	DeleteData FindSeries GetData

AddItem

Adds an item to a list control.

To add an item to	Use
A ListBox or DropDownListBox control	Syntax 1
A PictureListBox or DropDownListPictureListBox control	Syntax 2
A ListView control when you only need to specify the item name and picture index	Syntax 3
A ListView control when you need to specify all the properties for the item	Syntax 4

Syntax 1

Description

For ListBox and DropDownListBox controls

Adds a new item to the list of values in a list box.

Applies to

ListBox and DropDownListBox controls

Syntax

listboxname.AddItem (item)

Argument	Description
<i>listboxname</i>	The name of the ListBox or DropDownListBox in which you want to add an item
<i>item</i>	A string whose value is the text of the item you want to add

Return value

Integer. Returns the position of the new item. If the list is sorted, the position returned is the position of the item after the list is sorted. Returns -1 if it fails. If any argument's value is null, AddItem returns null.

Usage

If the ListBox already contains items, AddItem adds the new item to the end of the list. If the list is sorted (its Sorted property is true), PowerBuilder re-sorts the list after the item is added.

A list can have duplicate items. Items in the list are tracked by their position in the list, not their text.

AddItem and InsertItem do not update the Items property array. You can use FindItem to find items added at runtime.

Adding many items to a list with a horizontal scroll bar If a ListBox or the ListBox portion of a DropDownListBox will have a large number of items and you want to display an HScrollBar, call the SetRedraw function to turn Redraw off, add the items, call SetRedraw again to set Redraw on, and then set the HScrollBar property to true. Otherwise, it may take longer than expected to add the items.

Examples

This example adds the item Edit File to the ListBox lb_Actions:

```
integer rownbr
string s

s = "Edit File"
rownbr = lb_Actions.AddItem(s)
```

If lb_Actions contains Add and Run and the Sorted property is false, the statement above returns 3 (because Edit File becomes the third and last item). If the Sorted property is true, the statement above returns 2 (because Edit File becomes the second item after the list is sorted alphabetically).

See also

DeleteItem, FindItem, InsertItem, Reset, TotalItems

Syntax 2**For PictureListBox and DropDownPictureListBox controls**

Description	Adds a new item to the list of values in a picture list box.								
Applies to	PictureListBox and DropDownPictureListBox controls								
Syntax	<code>listboxname.AddItem (item {, pictureindex })</code>								
	<table border="1"> <thead> <tr> <th style="text-align: center;">Argument</th><th style="text-align: center;">Description</th></tr> </thead> <tbody> <tr> <td style="text-align: center;"><i>listboxname</i></td><td>The name of the PictureListBox or DropDownPictureListBox in which you want to add an item</td></tr> <tr> <td style="text-align: center;"><i>item</i></td><td>A string whose value is the text of the item you want to add</td></tr> <tr> <td style="text-align: center;"><i>pictureindex</i> (optional)</td><td>An integer specifying the index of the picture you want to associate with the newly added item</td></tr> </tbody> </table>	Argument	Description	<i>listboxname</i>	The name of the PictureListBox or DropDownPictureListBox in which you want to add an item	<i>item</i>	A string whose value is the text of the item you want to add	<i>pictureindex</i> (optional)	An integer specifying the index of the picture you want to associate with the newly added item
Argument	Description								
<i>listboxname</i>	The name of the PictureListBox or DropDownPictureListBox in which you want to add an item								
<i>item</i>	A string whose value is the text of the item you want to add								
<i>pictureindex</i> (optional)	An integer specifying the index of the picture you want to associate with the newly added item								
Return value	Integer. Returns the position of the new item. If the list is sorted, the position returned is the position of the item after the list is sorted. Returns -1 if it fails. If any argument's value is null, AddItem returns null.								
Usage	<p>If you do not specify a picture index, the newly added item will not have a picture.</p> <p>If you specify a picture index that does not exist, that number is still stored with the picture. If you add pictures to the picture array so that the index becomes valid, the item will then show the corresponding picture.</p> <p>For additional notes about items in list boxes, see Syntax 1.</p>								
Examples	This example adds the item Cardinal to the PictureListBox plb_birds:								
	<pre>integer li_pic, li_position string ls_name, ls_pic li_pic = plb_birds.AddPicture("c:\pics\cardinal.bmp") ls_name = "Cardinal" li_position = plb_birds.AddItem(ls_name, li_pic)</pre>								
	If plb_birds contains Robin and Swallow and the Sorted property is false, the AddItem function above returns 3 because Cardinal becomes the third and last item. If the Sorted property is true, AddItem returns 1 because Cardinal is first when the list is sorted alphabetically.								
See also	DeleteItem FindItem InsertItem Reset TotalItems								

Syntax 3

For ListView controls	
Description	Adds an item to a ListView control.
Applies to	ListView controls
Syntax	<i>listviewname.AddItem</i> (<i>label</i> , <i>pictureindex</i>)
Argument	Description
<i>listviewname</i>	The name of the ListView control to which you are adding a picture or item
<i>label</i>	The name of the item you are adding
<i>pictureindex</i>	The index of the picture you want to associate with the newly added item
Return value	Integer. Returns the index of the item if it succeeds and -1 if an error occurs.
Usage	Use this syntax if you only need to specify the label and picture index of the item you are adding to the ListView. If you need to specify more than the label and picture index, use Syntax 4.
Examples	This example uses AddItem in the Constructor event to add three items to a ListView control:
	<pre>lv_1.AddItem("Sanyo" , 1) lv_1.AddItem("Onkyo" , 1) lv_1.AddItem("Aiwa" , 1)</pre>
See also	DeleteItem FindItem InsertItem Reset TotalItems

Syntax 4**For ListView controls**

Description	Adds an item to a ListView control by referencing all the attributes in the ListView item.						
Applies to	ListView controls						
Syntax	<i>listviewname.AddItem (item)</i>						
	<table border="1"> <thead> <tr> <th style="text-align: center;">Argument</th><th style="text-align: center;">Description</th></tr> </thead> <tbody> <tr> <td style="text-align: center;"><i>listviewname</i></td><td>The name of the List View control to which you are adding a picture or item</td></tr> <tr> <td style="text-align: center;"><i>item</i></td><td>The ListViewItem variable containing properties of the item you are adding</td></tr> </tbody> </table>	Argument	Description	<i>listviewname</i>	The name of the List View control to which you are adding a picture or item	<i>item</i>	The ListViewItem variable containing properties of the item you are adding
Argument	Description						
<i>listviewname</i>	The name of the List View control to which you are adding a picture or item						
<i>item</i>	The ListViewItem variable containing properties of the item you are adding						
Return value	Integer. Returns the index of the item if it succeeds and -1 if an error occurs.						
Usage	Use this syntax if you need to specify all the properties for the item you want to add. If you only need to specify the label and picture index, use Syntax 3.						
Examples	This example uses AddItem in a CommandButton Clicked event to add a ListView item for each click:						
	<pre>count = count + 1 listviewitem l_lvi l_lvi.PictureIndex = 2 l_lvi.Label = "Item "+ string(count) lv_1.AddItem(l_lvi)</pre>						
See also	DeleteItem FindItem InsertItem Reset TotalItems						

AddLargePicture

Description	Adds a bitmap, icon, or cursor to the large image list.						
Applies to	ListView controls						
Syntax	<i>listviewname.AddLargePicture (picturename)</i>						
	<table border="1"><thead><tr><th>Argument</th><th>Description</th></tr></thead><tbody><tr><td><i>listviewname</i></td><td>The name of the ListView control to which you are adding a bitmap, icon, or cursor</td></tr><tr><td><i>picturename</i></td><td>The name of the bitmap, icon, or cursor you are adding to the large image list</td></tr></tbody></table>	Argument	Description	<i>listviewname</i>	The name of the ListView control to which you are adding a bitmap, icon, or cursor	<i>picturename</i>	The name of the bitmap, icon, or cursor you are adding to the large image list
Argument	Description						
<i>listviewname</i>	The name of the ListView control to which you are adding a bitmap, icon, or cursor						
<i>picturename</i>	The name of the bitmap, icon, or cursor you are adding to the large image list						
Return value	Integer. Returns the picture index if it succeeds and -1 if an error occurs.						
Usage	When you add a large picture to a ListView, it is given the next available picture index in the ListView. For example, if your ListView has two pictures, the next picture you add will be assigned picture index number 3. Before you add large pictures, you can specify scaling for the pictures by setting the LargePictureWidth and LargePictureHeight properties. The dimensions in effect when you add the first picture determine the scaling for all pictures. Changing the property values after you add pictures has no effect. If you do not specify values for LargePictureWidth and LargePictureHeight before you add pictures, the dimensions of the first image determine the scaling for all pictures you add. When you add a bitmap, specify the color in the bitmap that will be transparent by setting the LargePictureMaskColor property before calling AddLargePicture. You can change the LargePictureMaskColor property between calls.						
Examples	This example adds the file <i>folder.ico</i> to the large picture index of the ListView <i>lv_files</i> :						
	<pre>// Add large picture integer index index = lv_files.AddLargePicture("folder.ico")</pre>						
See also	DeleteLargePicture						

AddPicture

Description	Adds a bitmap, icon, or cursor to the main image list.						
Applies to	PictureListBox, DropDownPictureListBox, and TreeView controls						
Syntax	<i>controlname.AddPicture (picturename)</i>						
	<table border="1"> <thead> <tr> <th style="text-align: center;">Argument</th><th style="text-align: center;">Description</th></tr> </thead> <tbody> <tr> <td style="text-align: center;"><i>controlname</i></td><td>The name of the control to which you want to add an icon, cursor, or bitmap to the main image list</td></tr> <tr> <td style="text-align: center;"><i>picturename</i></td><td>The name of the icon, cursor, or bitmap you want to add to the main image list</td></tr> </tbody> </table>	Argument	Description	<i>controlname</i>	The name of the control to which you want to add an icon, cursor, or bitmap to the main image list	<i>picturename</i>	The name of the icon, cursor, or bitmap you want to add to the main image list
Argument	Description						
<i>controlname</i>	The name of the control to which you want to add an icon, cursor, or bitmap to the main image list						
<i>picturename</i>	The name of the icon, cursor, or bitmap you want to add to the main image list						
Return value	Integer. Returns the picture index number if it succeeds and -1 if an error occurs.						
Usage	<p>The picture is assigned an index in the order in which it is added to the control.</p> <p>Adding pictures at runtime does not update the PictureName property array. Because the picture is added at the end of the list, the return value from AddPicture is the number of pictures associated with the control.</p> <p>Before you add pictures, you can specify scaling for the pictures by setting the PictureWidth and PictureHeight properties. The dimensions in effect when you add the first picture determine the scaling for all pictures. Changing the property values after you add pictures has no effect.</p> <p>If you do not specify values for PictureWidth and PictureHeight before you add pictures, the dimensions of the first image determine the scaling for all pictures you add.</p> <p>When you add a bitmap, specify the color in the bitmap that will be transparent by setting the PictureMaskColor property before calling AddPicture. You can change the PictureMaskColor property between calls.</p>						
Examples	This example adds a picture to a TreeView control and associates it with a new TreeView item:						
	<pre>long ll_tvi integer li_picture li_picture = & tv_list.AddPicture("c:\apps_pb\staff.ico") ll_tvi = tv_list.FindItem(RootTreeItem!, 0) tv_list.InsertItemFirst(ll_tvi, "Dept.", li_picture)</pre>						
See also	DeletePicture						

AddSeries

Description	Adds a series to a graph, naming it with the specified name. The new series is also assigned a number. A graph's series are numbered consecutively, according to the order in which they are added.						
Applies to	Graph controls in windows and user objects. Does not apply to graphs within DataWindow objects because their data comes directly from the DataWindow.						
Syntax	<code>controlname.AddSeries (seriesname)</code>						
	<table border="1"> <thead> <tr> <th>Argument</th><th>Description</th></tr> </thead> <tbody> <tr> <td><i>controlname</i></td><td>The name of the graph in which you want to add a series</td></tr> <tr> <td><i>seriesname</i></td><td>A string whose value is the name of the series you want to add to <i>controlname</i></td></tr> </tbody> </table>	Argument	Description	<i>controlname</i>	The name of the graph in which you want to add a series	<i>seriesname</i>	A string whose value is the name of the series you want to add to <i>controlname</i>
Argument	Description						
<i>controlname</i>	The name of the graph in which you want to add a series						
<i>seriesname</i>	A string whose value is the name of the series you want to add to <i>controlname</i>						
Return value	Integer. Returns the number assigned to the series if it succeeds. If <i>seriesname</i> is a duplicate, AddSeries returns the number of the existing series. If an error occurs, it returns -1. If any argument's value is null, AddSeries returns null.						
Usage	<p>Adds <i>seriesname</i> to the graph <i>controlname</i> and assigns the series a number. The number identifies the series within the graph. The numbers are assigned in sequence. The first series you add to the graph is assigned number 1 and is the first series displayed in the graph; the next is assigned 2; and so on.</p> <p>The series name must be unique within the graph. If you specify a name that already exists in the graph, AddSeries returns the number of the existing series. Series names are unique if they have different capitalization. The series name can be an empty string (""). However, because series names must be unique, only one series can have a blank name. If you want to insert a series in the middle of the list, use InsertSeries. You can also use InsertSeries to add a series to the end of the list, as AddSeries does, although it requires an additional argument to do it.</p> <p>To add data to a series in the graph, use the AddData or InsertData function. To add a category to a series, use the InsertCategory or AddCategory function.</p>						
Examples	These statements add the series named Costs to the graph gr_product_data:						
	<pre>integer series_nbr series_nbr = gr_product_data.AddSeries("Costs")</pre>						
	These statements add an unnamed series to the graph gr_product_data:						
	<pre>integer series_nbr series_nbr = gr_product_data.AddSeries("")</pre>						
See also	AddCategory, AddData, DeleteData, DeleteSeries, FindSeries, InsertCategory, InsertSeries, SeriesCount, SeriesName						

AddSmallPicture

Description	Adds a bitmap, icon, or cursor to the small image list.						
Applies to	ListView controls						
Syntax	<i>listviewname.AddSmallPicture (picturename)</i>						
	<table border="1"> <thead> <tr> <th style="text-align: center;">Argument</th><th style="text-align: center;">Description</th></tr> </thead> <tbody> <tr> <td style="text-align: center;"><i>listviewname</i></td><td>The name of the ListView control to which you are adding a small image</td></tr> <tr> <td style="text-align: center;"><i>picturename</i></td><td>The name of the bitmap, icon, or cursor you are adding to the ListView control small image list</td></tr> </tbody> </table>	Argument	Description	<i>listviewname</i>	The name of the ListView control to which you are adding a small image	<i>picturename</i>	The name of the bitmap, icon, or cursor you are adding to the ListView control small image list
Argument	Description						
<i>listviewname</i>	The name of the ListView control to which you are adding a small image						
<i>picturename</i>	The name of the bitmap, icon, or cursor you are adding to the ListView control small image list						
Return value	Integer. Returns the picture index if it succeeds and -1 if an error occurs.						
Usage	<p>When you add a small picture to a ListView control, it is given the next available picture index in the ListView. For example, if your ListView has two pictures, the next picture you add will have index number 3.</p> <p>Before you add small pictures, you can specify scaling for the pictures by setting the SmallPictureWidth and SmallPictureHeight properties. The dimensions in effect when you add the first picture determine the scaling for all pictures. Changing the property values after you add pictures has no effect.</p> <p>If you do not specify values for SmallPictureWidth and SmallPictureHeight before you add pictures, the dimensions of the first image determine the scaling for all pictures you add.</p> <p>Before you call AddSmallPicture, specify the color in the bitmap that will be transparent by setting the SmallPictureMaskColor property. You can change the SmallPictureMaskColor property between calls.</p>						
Examples	<p>This example adds the file "shortcut.ico" to the small picture index of the ListView lv_files:</p> <pre>//Add small picture integer index index = lv_files.AddSmallPicture("shortcut.ico")</pre>						
See also	DeleteSmallPicture						

AddStatePicture

Description	Adds a bitmap, icon, or cursor to the state image list.						
Applies to	ListView and TreeView controls						
Syntax	controlname.AddStatePicture (picturename)						
	<table><thead><tr><th>Argument</th><th>Description</th></tr></thead><tbody><tr><td><i>controlname</i></td><td>The name of the ListView or TreeView control to which you are adding a bitmap, cursor, or icon</td></tr><tr><td><i>picturename</i></td><td>The name of the bitmap, icon, or cursor you are adding</td></tr></tbody></table>	Argument	Description	<i>controlname</i>	The name of the ListView or TreeView control to which you are adding a bitmap, cursor, or icon	<i>picturename</i>	The name of the bitmap, icon, or cursor you are adding
Argument	Description						
<i>controlname</i>	The name of the ListView or TreeView control to which you are adding a bitmap, cursor, or icon						
<i>picturename</i>	The name of the bitmap, icon, or cursor you are adding						
Return value	Integer. Returns the picture index if it succeeds and -1 if an error occurs.						
Usage	For ListViews in large icon view, the state picture is a picture displayed to the left of the large picture, by default in a smaller size. For TreeViews, the state picture is displayed to the left of the regular picture and the item is moved to the right to make room for it. If you specify either StatePictureWidth or StatePictureHeight, the picture is scaled to the size specified by that property. When a you add a bitmap, specify the color in the bitmap that will be transparent by setting the StatePictureMaskColor property before calling AddPicture. You can change the StatePictureMaskColor property between calls.						
Examples	This example adds the file <i>star.ico</i> to the state picture index of the ListView <i>lv_files</i> :						
	<pre>//Add state picture integer index index = lv_files.AddStatePicture("star.ico")</pre>						
See also	DeleteStatePicture						

AddToLibraryList

Description	Adds new files to the library search path of an application or component at runtime.					
Syntax	AddToLibraryList (<i>filelist</i>)					
	<table border="1"> <thead> <tr> <th>Argument</th><th>Description</th></tr> </thead> <tbody> <tr> <td><i>filelist</i></td><td>A comma-separated list of file names. Specify the full file name with its extension. If you do not specify a path, PowerBuilder uses the system's search path to find the file.</td></tr> </tbody> </table>		Argument	Description	<i>filelist</i>	A comma-separated list of file names. Specify the full file name with its extension. If you do not specify a path, PowerBuilder uses the system's search path to find the file.
Argument	Description					
<i>filelist</i>	A comma-separated list of file names. Specify the full file name with its extension. If you do not specify a path, PowerBuilder uses the system's search path to find the file.					
Return value	<p>Integer. Returns 1 if it succeeds. If an error occurs, it returns:</p> <ul style="list-style-type: none"> -1 The application or component is being run in the PowerBuilder development environment, rather than from a standalone executable or server. -2 The new library list or existing library list is empty, or another internal error has occurred. 					
Usage	<p>When an application needs to load an object, PowerBuilder searches for the object first in the executable file and then in the dynamic libraries specified for the application. For a deployed component, PowerBuilder searches the PBD files in the component's library list. You can specify additional library files with AddToLibraryList.</p> <p>Calling AddToLibraryList appends a new list of files, in the order in which they are specified in <i>filelist</i>, to the list of library files specified in the target. If <i>filelist</i> contains a file name that is already in the library list, that file name is not added to the library list. If <i>filelist</i> contains more than one occurrence of a given file name, the first occurrence is added to the library list.</p> <p>To avoid problems that can occur when components share resources, you should use AddToLibraryList instead of SetLibraryList to add additional PBD files to the search list of a component deployed to EAServer.</p> <p>PowerBuilder cannot check whether the libraries you specify are appropriate for the application. It is up to you to make sure the libraries contain the objects that the application or component needs.</p> <p>This function has no effect in the PowerBuilder development environment.</p>					

Examples

This example adds different PBDs to the library search path depending on whether product or customer processing is to be performed:

```
CHOOSE CASE processkind
    CASE "product"
        AddToLibraryList (prod.pbd)
    CASE "customer"
        AddToLibraryList (cust.pbd)
    END CHOOSE
```

See also

[GetLibraryList](#)
[SetLibraryList](#)

Arrange

Description

Arranges the icons in rows.

Applies to

ListView controls

Syntax

listviewname.**Arrange** ()

Argument	Description
<i>listviewname</i>	The name of the ListView control in which you want to arrange icons

Return value

Integer. Returns 1 if it succeeds and -1 if an error occurs.

Usage

Can only be used with large icon and small icon views.

Examples

This example arranges the icons in a ListView control:

```
lv_list.Arrange ()
```

ArrangeSheets

Description	Arranges the windows contained in an MDI frame. (Windows that are contained in an MDI frame are called sheets.) You can arrange the open sheets and the icons of minimized sheets or just the icons.						
Applies to	MDI frame windows						
Syntax	<code>mdiframe.ArrangeSheets (arrangetype)</code>						
	<table border="1"> <thead> <tr> <th>Argument</th><th>Description</th></tr> </thead> <tbody> <tr> <td><code>mdiframe</code></td><td>The name of an MDI frame window.</td></tr> <tr> <td><code>arrangetype</code></td><td> <p>A value of the <code>ArrangeTypes</code> enumerated datatype specifying how you want the open sheets arranged in the MDI frame window. Values are:</p> <ul style="list-style-type: none"> • Cascade! – Cascade the sheets that are not minimized so that each sheet's title bar is visible and arrange icons of minimized sheets in a row at the bottom of the frame. • Layer! – Layer the sheets that are not minimized so that each sheet completely covers the one below it and arrange icons of minimized sheets in a row at the bottom of the frame. • Tile! – Tile the sheets that are not minimized so that they do not overlap and arrange icons of minimized sheets in a row at the bottom of the frame. • TileHorizontal! – Tile the sheets that are not minimized so that each is beside the other without overlapping and arrange icons of minimized sheets in a row at the bottom of the frame. • Icons! – Arrange the minimized sheets in a row at the bottom of the frame. </td></tr> </tbody> </table>	Argument	Description	<code>mdiframe</code>	The name of an MDI frame window.	<code>arrangetype</code>	<p>A value of the <code>ArrangeTypes</code> enumerated datatype specifying how you want the open sheets arranged in the MDI frame window. Values are:</p> <ul style="list-style-type: none"> • Cascade! – Cascade the sheets that are not minimized so that each sheet's title bar is visible and arrange icons of minimized sheets in a row at the bottom of the frame. • Layer! – Layer the sheets that are not minimized so that each sheet completely covers the one below it and arrange icons of minimized sheets in a row at the bottom of the frame. • Tile! – Tile the sheets that are not minimized so that they do not overlap and arrange icons of minimized sheets in a row at the bottom of the frame. • TileHorizontal! – Tile the sheets that are not minimized so that each is beside the other without overlapping and arrange icons of minimized sheets in a row at the bottom of the frame. • Icons! – Arrange the minimized sheets in a row at the bottom of the frame.
Argument	Description						
<code>mdiframe</code>	The name of an MDI frame window.						
<code>arrangetype</code>	<p>A value of the <code>ArrangeTypes</code> enumerated datatype specifying how you want the open sheets arranged in the MDI frame window. Values are:</p> <ul style="list-style-type: none"> • Cascade! – Cascade the sheets that are not minimized so that each sheet's title bar is visible and arrange icons of minimized sheets in a row at the bottom of the frame. • Layer! – Layer the sheets that are not minimized so that each sheet completely covers the one below it and arrange icons of minimized sheets in a row at the bottom of the frame. • Tile! – Tile the sheets that are not minimized so that they do not overlap and arrange icons of minimized sheets in a row at the bottom of the frame. • TileHorizontal! – Tile the sheets that are not minimized so that each is beside the other without overlapping and arrange icons of minimized sheets in a row at the bottom of the frame. • Icons! – Arrange the minimized sheets in a row at the bottom of the frame. 						
Return value	Integer. Returns 1 if it succeeds and -1 if an error occurs. If any argument's value is null, <code>ArrangeSheets</code> returns null.						
Examples	<p>This statement in the script for the Clicked event for an item on a menu tiles the open sheets that are not minimized in the MDI frame window called <code>MDI_User</code>:</p> <pre>MDI_User.ArrangeSheets(Tile!)</pre> <p>This statement in the script for the Clicked event for an item on a menu arranges the icons of the minimized sheets at the bottom of the MDI frame window called <code>MDI_User</code>:</p> <pre>MDI_User.ArrangeSheets(Icons!)</pre>						
See also	GetActiveSheet OpenSheet						

Asc

Description Converts the first character of a string to its Unicode code point. A code point is the numerical integer value given to a Unicode character.

Syntax **Asc** (*string*)

Argument	Description
<i>string</i>	The string for which you want the code point value of the first character

Return value Unsigned Integer. Returns the code point value of the first character in *string*. If *string* is null, Asc returns null.

Usage You can use Asc to find out the case of a character by testing whether its code point value is within the appropriate range.

Examples This statement returns 65, the code point value for uppercase A:

```
Asc ( "A" )
```

This example checks if the first character of string *ls_name* is uppercase:

```
String ls_name
IF Asc(ls_name) > 64 and Asc(ls_name) < 91 THEN . . .
```

See also

AscA

Char

Mid

Asc method for DataWindows in the *DataWindow Reference* or online Help

AscA

Description Converts the first character of a string to its ASCII integer value.

Syntax **AscA** (*string*)

Argument	Description
<i>string</i>	The string for which you want the ASCII value of the first character

Return value Integer. Returns the ASCII value of the first character in *string*. If *string* is null, AscA returns null.

Usage You can use AscA to find out the case of a character by testing whether its ASCII value is within the appropriate range. A separate function, Asc, is provided to return the Unicode code point of a character.

Examples

This statement returns 65, the ASCII value for uppercase A:

```
AscA ("A")
```

This example checks if the first character of string *ls_name* is uppercase:

```
String ls_name  
IF AscA(ls_name) > 64 and AscA(ls_name) < 91 THEN ...
```

This example is a function that converts an array of integers into a string. Each integer specifies two characters. Its low byte is the first character in the pair and the high byte (ASCII * 256) is the second character. The function has an argument (*iarr*) which is the integer array:

```
string str_from_int, hold_str  
integer arraylen  
  
arraylen = UpperBound(iarr)  
  
FOR i = 1 to arraylen  
    // Convert first character of pair to a char  
    hold_str = CharA(iarr[i])  
  
    // Add characters to string after converting  
    // the integer's high byte to char  
    str_from_int += hold_str + &  
        CharA((iarr[i] - AscA(hold_str)) / 256)  
NEXT
```

For sample code that builds the integer array from a string, see *Mid*.

See also

[Asc](#)

[CharA](#)

[Mid](#)

[AscA](#) method for DataWindows in the *DataWindow Reference* or online Help

ASin

Description	Calculates the arcsine of an angle.				
Syntax	ASin (n)				
	<table border="1"> <thead> <tr> <th>Argument</th><th>Description</th></tr> </thead> <tbody> <tr> <td><i>n</i></td><td>The ratio of the lengths of two sides of a triangle for which you want a corresponding angle (in radians). The ratio must be a value between -1 and 1.</td></tr> </tbody> </table>	Argument	Description	<i>n</i>	The ratio of the lengths of two sides of a triangle for which you want a corresponding angle (in radians). The ratio must be a value between -1 and 1.
Argument	Description				
<i>n</i>	The ratio of the lengths of two sides of a triangle for which you want a corresponding angle (in radians). The ratio must be a value between -1 and 1.				
Return value	Double. Returns the arcsine of <i>n</i> .				
Examples	<p>This statement returns .999998 (rounded to six places):</p> <pre>ASin (.84147)</pre> <p>This statement returns .520311 (rounded to six places):</p> <pre>ASin (LogTen (Pi (1)))</pre> <p>This statement returns 0:</p> <pre>ASin (0)</pre> <p>This code in the Clicked event of a button catches a runtime error that occurs when an arcsine is taken for a user-entered value—passed in a variable—that is outside of the permitted range:</p> <pre>Double ld_num ld_num = Double (sle_1.text) TRY sle_2.text = string (asin (ld_num)) CATCH (runtimeerror er) MessageBox ("Runtime Error", er.getmessage ()) END TRY</pre>				
See also	Sin ACos ATan Pi ASin method for DataWindows in the <i>DataWindow Reference</i> or online Help				

ATan

Description	Calculates the arctangent of an angle.				
Syntax	ATan (n)				
	<table border="1"> <thead> <tr> <th>Argument</th><th>Description</th></tr> </thead> <tbody> <tr> <td><i>n</i></td><td>The ratio of the lengths of two sides of a triangle for which you want a corresponding angle (in radians)</td></tr> </tbody> </table>	Argument	Description	<i>n</i>	The ratio of the lengths of two sides of a triangle for which you want a corresponding angle (in radians)
Argument	Description				
<i>n</i>	The ratio of the lengths of two sides of a triangle for which you want a corresponding angle (in radians)				
Return value	Double. Returns the arctangent of <i>n</i> .				
Examples	<p>This statement returns 0:</p> <pre>ATan(0)</pre> <p>This statement returns 1.000 (rounded to three places):</p> <pre>ATan(1.55741)</pre> <p>This statement returns 1.267267 (rounded to six places):</p> <pre>ATan(Pi(1))</pre>				
See also	Tan ASin ACos ATan method for DataWindows in the <i>DataWindow Reference</i> or online Help				

Beep

Description	Causes the computer to beep up to 10 times.				
Syntax	Beep (<i>n</i>)				
	<table border="1"> <thead> <tr> <th>Argument</th><th>Description</th></tr> </thead> <tbody> <tr> <td><i>n</i></td><td>The number of times you want the computer to beep. If <i>n</i> is greater than 10, the computer beeps 10 times.</td></tr> </tbody> </table>	Argument	Description	<i>n</i>	The number of times you want the computer to beep. If <i>n</i> is greater than 10, the computer beeps 10 times.
Argument	Description				
<i>n</i>	The number of times you want the computer to beep. If <i>n</i> is greater than 10, the computer beeps 10 times.				
Return value	Integer. Returns 1 if it succeeds and -1 if it fails. If <i>n</i> is null, Beep returns null. The return value usually is not used.				
Examples	<p>This statement causes the computer to beep five times:</p> <pre>Beep(5)</pre>				

BeginTransaction

Description Creates an EA Server transaction and associates it with the calling thread.

Applies to CORBACurrent objects

Syntax **CORBACurrent.BeginTransaction()**

Argument	Description
<i>CORBACurrent</i>	Reference to the CORBACurrent service instance

Return value Boolean. Returns true if it succeeds and false if the transaction could not be created.

Usage The BeginTransaction function creates a transaction and modifies the transaction context of the calling thread so that it is associated with the transaction. This enables the calling thread to obtain information about the transaction and control commits and rollbacks. BeginTransaction can be called by a client or a component that is marked as OTS style. EA Server must be using the two-phase commit transaction coordinator (OTS/XA). If the calling thread is already associated with a transaction, BeginTransaction returns false. Nested transactions are not supported.

Examples This example shows the use of BeginTransaction to create a transaction from a client:

```
// Instance variables:  
// CORBACurrent corbccurr  
// Connection myconnect  
long ll_rc  
integer li_rc1, li_rc2  
boolean lb_success  
ll_rc = myconnect.ConnectToServer()  
// insert error handling ...  
li_rc1 = this.GetContextService("CORBACurrent", &  
    corbccurr)  
// insert error handling ...  
li_rc2 = corbccurr.Init( myconnect )  
// insert error handling ...  
lb_success = corbccurr.BeginTransaction()  
IF NOT lb_success THEN  
    MessageBox ("Create Transaction Failed", &  
        "The client may already be in a transaction")  
    RETURN  
ELSE  
    ll_rc = myconnect.CreateInstance(lcst_mybookstore)  
    // begin processing  
    ...
```

See also

[CommitTransaction](#), [GetContextService](#), [GetStatus](#), [GetTransactionName](#), [Init](#), [ResumeTransaction](#), [RollbackOnly](#), [RollbackTransaction](#), [SetTimeout](#), [SuspendTransaction](#)

Blob

Converts a string or byte array to a blob.

To	Use
Convert a string to a blob	Syntax 1
Convert a string or byte array to a blob	Syntax 2

Syntax 1

Description

Convert a string to a blob

Converts a string to a blob datatype.

Syntax

Blob (*text* {, *encoding* })

Argument	Description
<i>text</i>	The string you want to convert to a blob datatype
<i>encoding</i>	Character encoding of the resulting blob. Values are: <ul style="list-style-type: none"> • EncodingANSI! • EncodingUTF8! • EncodingUTF16LE! (default) • EncodingUTF16BE!

Return value

Blob. Returns the converted string in a blob with the requested encoding, if specified. If *text* is null, **Blob** returns null.

Usage

If the *encoding* argument is not provided, **Blob** converts a Unicode string to a Unicode blob. You must provide the *encoding* argument if the blob has a different encoding.

Examples

This example saves a text string as a Unicode blob:

```
Blob B
B = Blob ("Any Text")
```

This example saves a text string as a blob with UTF-8 encoding:

```
Blob Blb
Blb = Blob ("Any Text", EncodingUTF8 !)
```

See also

[BlobEdit](#)
[BlobMid](#)
[String](#)

Syntax 2

Description

Converts a string or an array of bytes to a blob datatype.

Syntax

Blob (*array[]*)

Argument	Description
<i>stringorbytearray</i>	An Any variable that holds a string or an array of bytes you want to convert to a blob datatype

Return value

Blob. Returns the converted string or byte array in a blob.

Examples

This example saves an array of bytes as a blob, then copies the contents of the blob to another byte array:

```
blob lblb_1
any a
byte lbyte_array[], lbyte_array2[]

// initialize array
lbyte_array[] = {1,10,100,200,255}

a = lbyte_array
lblb_1 = Blob(a)

lbyte_array2[] = GetByteArray(lblb_1)
```

See also

[GetByteArray](#)

BlobEdit

Description

Inserts data of any PowerBuilder datatype into a blob variable.

Syntax

BlobEdit (*blobvariable*, *n*, *data* {, *encoding*})

Argument	Description
<i>blobvariable</i>	An initialized variable of the blob datatype into which you want to copy a standard PowerBuilder datatype
<i>n</i>	The number (1 to 4,294,967,295) of the position in <i>blobvariable</i> at which you want to begin copying the data
<i>data</i>	Data of a valid PowerBuilder datatype that you want to copy into <i>blobvariable</i>
<i>encoding</i>	Character encoding of the blob variable in which you want to insert data of datatype string. Values are: <ul style="list-style-type: none">• EncodingANSI!• EncodingUTF8!• EncodingUTF16LE! (default)• EncodingUTF16BE!

Return value

Unsigned long. Returns the position at which the next data can be copied if it succeeds, and returns null if there is not enough space in *blobvariable* to copy the data. If any argument's value is null, BlobEdit returns null.

If the *data* argument is a string, the position in the *blobvariable* in which you want to copy data will be the length of the string + 2. If the *data* argument is a string converted to a blob, the position will be the length of the string + 1. This is because a string contains a null terminating character that it loses when it is converted to a blob. Thus, BlobEdit (blob_var, 1, "zzz") returns 5, while BlobEdit (blob_var, 1, blob (''zzz')) returns 4.

Use the *encoding* parameter if the *data* argument is a string and you want to generate a blob with a specific encoding.

Examples

This example copies a bitmap in the blob emp_photo starting at position 1, stores the position at which the next copy can begin in *nbr*, and then copies a date into the blob emp_photo after the bitmap data:

```

blob{1000} emp_photo
blob temp
date pic_date
ulong nbr

... // Read BMP file containing employee picture
... // into temp using FileOpen and FileRead.
pic_date = Today()

```

```
nbr = BlobEdit(emp_photo, 1, temp)
BlobEdit(emp_photo, nbr, pic_date)
UPDATEBLOB Employee SET pic = :emp_photo
WHERE ...
```

This example copies a string into the blob blb_data starting at position 1 and specifies that the blob should use ANSI encoding:

```
blob{100} blb_data
string str1 = "This is a string"
ulong ul_pos

ul_pos = BlobEdit (blb_data, 1, str1, EncodingANSI!)
```

See also

[Blob](#)

[BlobMid](#)

BlobMid

Description

Extracts data from a blob variable.

Syntax

BlobMid (*data*, *n* {, *length* })

Argument	Description
<i>data</i>	Data of the blob datatype
<i>n</i>	The number (1 to 4,294,967,295) of the first byte you want returned
<i>length</i> (optional)	The number of bytes (1 to 4,294,967,295) you want returned

Return value

Blob. Returns *length* bytes from *data* starting at byte *n*. If *n* is greater than the number of bytes in *data*, BlobMid returns an empty blob. If together *length* and *n* add up to more bytes than the blob contains, BlobMid returns the remaining bytes, and the returned blob will be shorter than the specified length. If any argument's value is null, BlobMid returns null.

Include terminator character

String variables contain a zero terminator, which accounts for one byte. Include the terminator character when calculating how much data to extract.

Examples

In this example, the first call to **BlobMid** stores 10 bytes of the blob *datablob* starting at position 5 in the blob *data_1*; the second call stores the bytes of *datablob* from position 5 to the end in *data_2*:

```
blob data_1, data_2, datablob  
... // Read a blob datatype into datablob.  
  
data_1 = BlobMid(datablob, 5, 10)  
data_2 = BlobMid(datablob, 5)
```

This code copies a bitmap in the blob *emp_photo* starting at position 1, stores the position at which the next copy can begin in *nbr*, and then copies a date into the blob *emp_photo* after the bitmap data. Then, using the date's start position, it extracts the date from the blob and displays it in the StaticText *st_1*:

```
blob{1000} emp_photo  
blob temp  
date pic_date  
ulong nbr  
  
... // Read BMP file containing employee picture  
... // into temp using FileOpen and FileRead.  
  
pic_date = Today()  
nbr = BlobEdit(emp_photo, 1, temp)  
BlobEdit(emp_photo, nbr, pic_date)  
st_1.Text = String(Date(BlobMid(emp_photo, nbr)))
```

See also

[Blob](#)
[BlobEdit](#)

BuildModel

Description

Builds either a performance analysis or trace tree model based on the trace file you have specified with the SetTraceFileName function. Optional arguments let you monitor the progress of the build or interrupt it.

You must specify the trace file to be modeled using the SetTraceFileName function before calling BuildModel.

Applies to

Profiling and TraceTree objects

Syntax

instancename.**BuildModel** ({ *progressobject*, *eventname*, *triggerpercent* })

Argument	Description
<i>instancename</i>	Instance name of the Profiling or TraceTree object
<i>progressobject</i> (optional)	A PowerObject that represents the number of activities that have been processed
<i>eventname</i> (optional)	A string specifying the name of an event you define
<i>triggerpercent</i> (optional)	A long identifying the number of activities the BuildModel function should process before triggering the <i>eventname</i> event

Return value

ErrorReturn. Returns one of the following values:

- Success! – The function succeeded
- FileNotsetError! – TraceFileName has not been set
- ModelExistsError! – A model has already been built
- EnterpriseOnlyFeature! – This function is supported only in the Enterprise edition of PowerBuilder
- EventNotFoundError! – The event cannot be found on the passed *progressobject*, so the model cannot be built
- EventWrongPrototypeError! – The event was found but does not have the proper prototype, so the model cannot be built
- SourcePBLError! – The source libraries cannot be found, so the model cannot be built

Usage

The BuildModel function extracts raw data from a trace file and maps it to objects that can be acted upon by PowerScript functions. If you want to build a model of your trace file without recording the progress of the build, call BuildModel without any of its optional arguments. If you want to receive progress information while the model is being created or if you want to be able to interrupt a BuildModel that is taking too long to complete, call BuildModel with its optional arguments.

The event *eventname* on the passed *progressobject* is triggered when the number of activities indicated by the *triggerpercent* argument are processed. If the value of *triggerpercent* is 0, *eventname* is triggered for every activity. If the value of *triggerpercent* is greater than 100, *eventname* is never triggered. You define this event using this syntax:

```
eventname ( currentactivity, totalnumberofactivities )
```

Argument	Description
<i>eventname</i>	Name of the event
<i>currentactivity</i>	A long identifying the number of the current activity
<i>totalnumberofactivities</i>	A long identifying the total number of activities in the trace file

Eventname returns a boolean value. If it returns false, the processing initiated by the BuildModel function is canceled and any temporary storage is cleaned up. If you need to stop BuildModel processing that is taking too long, you can return a false value from *eventname*. The script you write for *eventname* determines how progress is monitored. For example, you might display progress or simply check whether the processing must be canceled.

Examples

This example creates a performance analysis model of a trace file:

```
Profiling lpro_model
String ls_filename

lpro_model = CREATE Profiling
lpro_model.SetTraceFileName(ls_filename)
lpro_model.BuildModel()
```

This example creates a trace tree model of a trace file:

```
TraceTree ltct_model
String ls_filename

ltct_model = CREATE TraceTree
ltct_model.SetTraceFileName(ls_filename)
ltct_model.BuildModel()
```

This example creates a performance analysis model that provides progress information as the model is built. The *eventname* argument to BuildModel is called ue_progress and is triggered each time five percent of the activities have been processed. The progress of the build is shown in a window called w_progress that includes a Cancel button:

```
Profiling lpro_model
String ls_filename
Boolean lb_cancel

lpro_model = CREATE Profiling
lb_cancel = false
lpro_model.SetTraceFileName(ls_filename)

Open(w_progress)
// Call the of_init window function to initialize
// the w_progress window
w_progress.of_init(lpro_model.NumberOfActivities, &
    'Building Model', This, 'ue_cancel')

lpro_model.BuildModel(This, 'ue_progress', 5)

// Clicking the cancel button in w_progress
// sets lb_cancel to true and returns
// false to ue_progress
IF lb_cancel THEN &
    Close(w_progress)
    RETURN -1
END IF
```

See also

[SetTraceFileName](#)
[DestroyModel](#)

Byte

Description	Converts a number into a Byte datatype or obtains a Byte value stored in a blob.					
Syntax	Byte (<i>stringorblob</i>)					
	<table border="1"> <thead> <tr> <th>Argument</th><th>Description</th></tr> </thead> <tbody> <tr> <td><i>stringorblob</i></td><td>A String or any numeric datatype that you want to return as a Byte, or a Blob datatype in which the initial value is the Byte value that you want to return. The <i>stringorblob</i> variable can also have an Any datatype as long as it references a string, integer, uint, long, longlong, or blob.</td></tr> </tbody> </table>	Argument	Description	<i>stringorblob</i>	A String or any numeric datatype that you want to return as a Byte, or a Blob datatype in which the initial value is the Byte value that you want to return. The <i>stringorblob</i> variable can also have an Any datatype as long as it references a string, integer, uint, long, longlong, or blob.	
Argument	Description					
<i>stringorblob</i>	A String or any numeric datatype that you want to return as a Byte, or a Blob datatype in which the initial value is the Byte value that you want to return. The <i>stringorblob</i> variable can also have an Any datatype as long as it references a string, integer, uint, long, longlong, or blob.					
Return value	Byte. Returns the value of the <i>stringorblob</i> variable as a Byte datatype if it succeeds; it returns 0 if the <i>stringorblob</i> variable is not a valid PowerScript number or if it has an incompatible datatype. If <i>stringorblob</i> is null, Byte returns null.					
Usage	<p>If the number you convert exceeds the upper range of the Byte datatype (>255), the Byte method returns the difference between the number you pass in the <i>stringorblob</i> argument and the nearest multiple of 256 below that number.</p> <p>If you pass a blob in the <i>stringorblob</i> argument, only the value of the initial character is converted to a byte value. (There is no “overflow” when you use a blob argument.) To get the byte value for a character at a different position in the blob, you can use the GetByte method.</p>					
Examples	<p>This example converts a string entered in a SingleLineEdit control to a byte value:</p> <pre>Byte ly_byte ly_byte = Byte(sle_1.text)</pre> <p>If the text entered in the SingleLineEdit is 4, the byte value of <i>ly_byte</i> is 4. If the text entered is 257, the value of <i>ly_byte</i> is 1. For 256 or text such as “ABC12”, the value of <i>ly_byte</i> is 0.</p> <p>This example returns the ASCII value of the initial character that you enter in a SingleLineEdit control:</p> <pre>Byte lb_byte Blob myBlob myBlob = Blob(sle_1.text) lb_byte = Byte(myBlob)</pre>					
See also	GetByte SetByte					

Cancel

Description	Stops the execution of a pipeline object.				
Applies to	Pipeline objects				
Syntax	<code>pipelineobject.Cancel()</code>				
	<table border="1"><thead><tr><th>Argument</th><th>Description</th></tr></thead><tbody><tr><td><code>pipelineobject</code></td><td>The name of a pipeline user object that contains the pipeline object to be executed</td></tr></tbody></table>	Argument	Description	<code>pipelineobject</code>	The name of a pipeline user object that contains the pipeline object to be executed
Argument	Description				
<code>pipelineobject</code>	The name of a pipeline user object that contains the pipeline object to be executed				
Return value	Integer. Returns 1 if it succeeds and -1 if an error occurs.				
Usage	Call this function only when Start or Repair is executing. When you stop a pipeline with Cancel, data is committed as if the pipeline had reached the maximum errors limit. You control how the pipeline behaves when it reaches the limit in the Data Pipeline painter (see the PowerBuilder <i>Users Guide</i>).				
Examples	This statement for a CommandButton's Clicked script allows the user to stop the execution of the pipeline <code>i_pipe</code> : <code>i_pipe.Cancel()</code>				
See also	Repair Start				

CancelSync

Description Cancels the synchronization process and rolls back any changes accumulated during the processing.

Applies to MLSynchronization, MLSync controls

Syntax `SyncObject.CancelSync ()`

Argument	Description
<code>syncObject</code>	The name of the synchronization object that started a synchronization process that you want to stop.

Return value Integer. Returns 1 for success and -1 for failure.

Examples The following code in the Clicked event of the Cancel button on a wizard-generated synchronization progress window cancels the synchronization:

```
long rc
rc = i_uosync.cancelsync()
IF rc = 1 THEN
    mle_status.text += 'Synchronization Cancelled~r~n'
ELSE
    mle_status.text += 'Cancel request failed.~r~n'
END IF
```

See also Synchronize

CanUndo

Description Tests whether Undo can reverse the most recent edit for an editable control.

Applies to Any editable control (DataWindow, MultiLineEdit, SingleLineEdit, RichTextEdit)

Syntax **editname.CanUndo ()**

Argument	Description
<i>editname</i>	The name of the DataWindow control, MultiLineEdit, SingleLineEdit, or RichTextEdit for which you want to determine whether the last edit can be reversed by the Undo function. In a DataWindow, CanUndo applies to the edit control over the current row and column.

Return value Boolean. Returns true if the last edit can be reversed (undone) using the Undo function and false if the last edit cannot be reversed. If *editname* is null, CanUndo returns null.

Examples These statements check to see if the last edit in mle_contact can be reversed; if yes the statements reverse it, and if no they display a message:

```
IF mle_contact.CanUndo() THEN
    mle_contact.Undo()
ELSE
    MessageBox(Parent.Title, "Nothing to Undo")
END IF
```

See also

Undo

CategoryCount

Description	Counts the number of categories on the category axis of a graph.
Applies to	Graph controls in windows and user objects, and graphs in DataWindow controls
Syntax	<code>controlname.CategoryCount ({ graphcontrol })</code>
Argument	Description
<i>controlname</i>	The name of the graph for which you want the number of categories, or the name of a DataWindow control containing the graph.
<i>graphcontrol</i> (DataWindow control only) (optional)	A string whose value is the name of the graph in the DataWindow for which you want the number of categories. <i>Graphcontrol</i> is required if <i>controlname</i> is a DataWindow control.
Return value	Integer. Returns the count if it succeeds and -1 if an error occurs. If any argument's value is null, CategoryCount returns null.
Examples	These statements get the number of categories in the graph gr_revenues in the DataWindow control dw_findata: <pre>integer li_count li_count = & dw_findata.CategoryCount ("gr_revenues")</pre> These statements get the number of categories in the graph gr_product_data: <pre>integer li_count li_count = gr_product_data.CategoryCount ()</pre>
See also	DataCount SeriesCount

CategoryName

Description Obtains the category name associated with the specified category number.

Applies to Graph controls in windows and user objects, and graphs in DataWindow controls .

Syntax **controlname.CategoryName ({ graphcontrol, } categorynumber)**

Argument	Description
<i>controlname</i>	The name of the graph in which you want to find the name of a specific category, or the name of the DataWindow control containing the graph.
<i>graphcontrol</i> (DataWindow control only) (optional)	A string whose value is the name of the graph in the DataWindow for which you want the name of a specific category. <i>Graphcontrol</i> is required if <i>controlname</i> is a DataWindow control.
<i>categorynumber</i>	The number of the category for which you want the name.

Return value String. Returns the name of *categorynumber* in *controlname*. If an error occurs, it returns the empty string (""). If any argument's value is null, CategoryName returns null.

Usage Categories are numbered consecutively, from 1 to the value returned by CategoryCount. When you delete a category, the categories are renumbered to keep the numbering consecutive. You can use CategoryName to find out the named category associated with a category number.

Examples These statements obtain the name of category 5 in the graph gr_product_data:

```
string ls_name
ls_name = gr_product_data.CategoryName(5)
```

These statements obtain the name of category 5 in the graph gr_revenues in the DataWindow control dw_findata:

```
string ls_name
ls_name = &
dw_findata.CategoryName("gr_revenues", 5)
```

See also AddCategory
 SeriesName

Ceiling

Description	Determines the smallest whole number that is greater than or equal to a specified limit.				
Syntax	Ceiling (<i>n</i>)				
	<table border="1"> <thead> <tr> <th>Argument</th><th>Description</th></tr> </thead> <tbody> <tr> <td><i>n</i></td><td>The number for which you want the smallest whole number that is greater than or equal to it</td></tr> </tbody> </table>	Argument	Description	<i>n</i>	The number for which you want the smallest whole number that is greater than or equal to it
Argument	Description				
<i>n</i>	The number for which you want the smallest whole number that is greater than or equal to it				
Return value	The datatype of <i>n</i> . Returns the smallest whole number that is greater than or equal to <i>n</i> . If <i>n</i> is null, Ceiling returns null.				
Examples	<p>These statements set <i>num</i> to 5:</p> <pre>decimal dec, num dec = 4.8 num = Ceiling(dec)</pre> <p>These statements set <i>num</i> to -4:</p> <pre>decimal num num = Ceiling(-4.2) num = Ceiling(-4.8)</pre>				
See also	Int Round Truncate Ceiling method for DataWindows in the <i>DataWindow Reference</i> or online Help				

ChangeDirectory

Description	Changes the current directory.
Syntax	<code>ChangeDirectory (<i>directoryname</i>)</code>
Argument	Description
<i>directoryname</i>	String for the name of the directory you want to set as the current directory
Return value	Integer. Returns 1 if the function succeeds and -1 if an error occurs.
Examples	This example changes the current directory to the parent directory of the current directory and displays the new current directory in a SingleLineEdit control:
See also	<code>ChangeDirectory("..")</code> <code>sle_1.text= GetCurrentDirectory()</code>
	CreateDirectory GetCurrentDirectory

ChangeMenu

Description	Changes the menu associated with a window. If the window is an MDI frame window, ChangeMenu appends the list of open sheets to the currently active menu.								
Applies to	Window objects								
Syntax	<code>windowname.ChangeMenu (menuname {, position})</code>								
	<table border="1"> <thead> <tr> <th style="text-align: center;">Argument</th> <th style="text-align: center;">Description</th> </tr> </thead> <tbody> <tr> <td style="text-align: center;"><code>windowname</code></td><td>The name of the window for which you want to change the menu.</td></tr> <tr> <td style="text-align: center;"><code>menuname</code></td><td>The name of the menu you want to make the current menu.</td></tr> <tr> <td style="text-align: center;"><code>position</code> (MDI frame windows only)</td><td>The number of the item on the menu bar to which you want to append the names of the open sheets. Items on the menu bar are numbered from the left, beginning with 1. The default is 0, which lists the open sheets on the menu bar's next-to-last menu (or the last menu if there is only one available).</td></tr> </tbody> </table>	Argument	Description	<code>windowname</code>	The name of the window for which you want to change the menu.	<code>menuname</code>	The name of the menu you want to make the current menu.	<code>position</code> (MDI frame windows only)	The number of the item on the menu bar to which you want to append the names of the open sheets. Items on the menu bar are numbered from the left, beginning with 1. The default is 0, which lists the open sheets on the menu bar's next-to-last menu (or the last menu if there is only one available).
Argument	Description								
<code>windowname</code>	The name of the window for which you want to change the menu.								
<code>menuname</code>	The name of the menu you want to make the current menu.								
<code>position</code> (MDI frame windows only)	The number of the item on the menu bar to which you want to append the names of the open sheets. Items on the menu bar are numbered from the left, beginning with 1. The default is 0, which lists the open sheets on the menu bar's next-to-last menu (or the last menu if there is only one available).								
Return value	Integer. Returns 1 if it succeeds and -1 if an error occurs. If any argument's value is null, ChangeMenu returns null. The return value is usually not used.								
Usage	If you are changing the menu associated with an MDI frame window, the new menu will not be visible if an open sheet with its own menu is active. When a sheet has its own menu, the list of open sheets appears on its menu, as well as on the hidden menu for the frame. In an MDI frame window, if you change to a menu with a different menu and toolbar style (traditional or contemporary), the style of the menu changes but the style of the toolbar does not.								
Examples	This statement changes the top-level menu of the <code>w_Employee</code> window to <code>m_Emp1</code> :								

```
w_Employee.ChangeMenu(m_Emp1)
```

Char

Description Extracts the first Unicode character of a string or converts an integer to a char.

Syntax

Char (n)

Argument	Description
<i>n</i>	A string that begins with the character you want, an integer you want to convert to a character, or a blob in which the first value is a string or integer. The rest of the contents of the string or blob is ignored. <i>N</i> can also be an Any variable containing a string, integer, or blob.

Return value

Char. Returns the first Unicode character of *n*. If *n* is null, Char returns null.

Examples

This example sets *ls_S* to an asterisk, the character corresponding to the ASCII value 42:

```
string ls_S
ls_S = Char(42)
```

These statements generate delivery codes A to F for the values 1 through 6 of *li_DeliveryNbr*:

```
string ls_Delivery
integer li_DeliveryNbr

FOR li_DeliveryNbr = 1 to 6
    ls_Delivery = Char(64 + li_DeliveryNbr)
    ... // Additional processing of ls_Delivery
NEXT
```

See also

Asc
CharA

CharA

Description	Extracts the first ASCII character of a string or converts an integer to a char.
Syntax	CharA (n)
Argument	Description
<i>n</i>	A string that begins with the character you want, an integer you want to convert to a character, or a blob in which the first value is a string or integer. The rest of the contents of the string or blob is ignored. <i>N</i> can also be an Any variable containing a string, integer, or blob.
Return value	Char. Returns the first character of <i>n</i> . If <i>n</i> is null, CharA returns null.
Examples	This example sets <i>ls_S</i> to an asterisk, the character corresponding to the ASCII value 42:
	<pre>string ls_S ls_S = CharA(42)</pre>
	These statements generate delivery codes A to F for the values 1 through 6 of <i>li_DeliveryNbr</i> :
	<pre>string ls_Delivery integer li_DeliveryNbr FOR li_DeliveryNbr = 1 to 6 ls_Delivery = CharA(64 + li_DeliveryNbr) ... // Additional processing of ls_Delivery NEXT</pre>
See also	<p>AscA Char Char method for DataWindows in the <i>DataWindow Reference</i> or online Help</p>

Check

Description Displays a checkmark next to a menu item in a drop-down or cascading menu and sets the menu item's Checked property to true.

Applies to Menu objects

Syntax `menuname.Check()`

Argument	Description
<code>menuname</code>	The fully qualified name of the menu next to which you want to display a checkmark. The item must be in a drop-down or cascading menu, not an item on a menu bar.

Return value Integer. Returns 1 if it succeeds and -1 if an error occurs. If `menuname` is null, Check returns null.

Usage A checkmark next to a menu item indicates that the menu option is currently on and that the user can turn the option on and off by choosing it. For example, in the Window painter's Design menu, a checkmark is displayed next to Grid when the grid is on.

You can use Check in an item's Clicked script to mark a menu item when the user turns the option on and Uncheck to remove the check when the user turns the option off.

Equivalent syntax You can set a menu object's Checked property instead of calling Check.

`menuname.Checked = true`

This statement:

`Menu_App1.M_View.M_Grid.Checked = TRUE`

is equivalent to:

`Menu_App1.M_View.M_Grid.Check()`

Examples This statement displays a checkmark next to the menu item `m_Grid` in the `m_View` drop-down menu on the menu bar `m_App1`:

`m_App1.m_View.m_Grid.Check()`

See also Uncheck

ChooseColor

Description	Displays the standard color selection dialog box.
Syntax	<code>ChooseColor (<i>color</i> {, <i>customcolors</i> [] })</code>
Argument	Description
<i>color</i>	A long passed by reference that represents the color selected in the dialog box
<i>customcolors</i> (optional)	A long array of custom colors passed by reference to the color selection dialog box
Return value	Integer. Returns 1 if the function succeeds, 0 if the user selects cancel (or the dialog box is closed), -1 if an error occurs.
Examples	This example displays the color selection dialog box with a base color of red and with two different custom colors defined:
	<pre>long red, green, blue long custom[] integer li_color red = 255 custom[1]=rgb(red, 200, blue) custom[2]=8344736 li_color = ChooseColor(red, custom [])</pre>
See also	RGB

ClassList

Description Provides a list of the classes included in a performance analysis model.

Applies to Profiling object

Syntax *instancename*.**ClassList** (*list*)

Argument	Description
<i>instancename</i>	Instance name of the Profiling object.
<i>list</i>	An unbounded array variable of datatype ProfileClass in which ClassList stores a ProfileClass object for each class included in the model. This argument is passed by reference.

Return value ErrorReturn. Returns one of the following values:

- Success! – The function succeeded
- ModelNotFoundError! – The function failed because no model exists

Usage You use the ClassList function to extract a list of the classes included in a performance analysis model. You must have previously created the performance analysis model from a trace file using the BuildModel function. Each class listed is defined as a ProfileClass object and provides the class name, its parent class and type, and a list of the routines associated with that class. The classes are listed in no particular order.

Examples This example lists the classes included in the performance analysis model:

```

ProfileClass lproclass_list[], lproclass_class
Profiling lpro_model
Long ll_limitclass, ll_indexclass

lpro_model = CREATE Profiling
lpro_model.BuildModel()

lpro_model.ClassList(lproclass_list)
ll_limitclass = UpperBound(lproclass_list)

FOR ll_indexclass = 1 TO ll_limitclass
    lproclass_class = lproclass_list[ll_indexclass]
    ...
NEXT

```

See also BuildModel

ClassName

Determines the class of an object or the datatype of a variable.

To determine	Use
The class of an object	Syntax 1
The class (or datatype) of a variable	Syntax 2

Syntax 1

For any object

Description

Provides the class (or name) of the specified object.

Applies to

Any control

Syntax

`controlname.Classname()`

Argument	Description
<code>controlname</code>	The name of the control for which you want to know the name assigned to the control in the style window (the class of the control)

Return value

String. Returns the class of `controlname`, the name assigned to the control. Returns the empty string ("") if an error occurs. If `controlname` is null, `ClassName` returns null.

Usage

The class is the name of an object. You assign the name when you save the object in its painter. Usually the class and the object itself appear to be the same (because PowerBuilder declares a variable with the same name as the class for the object). However, if you have declared multiple instances of an object, it is clear that the object's class and the object's variable are different.

If an ancestor object has been instantiated with one of its descendants, you can use `ClassName` to find the name of the descendant.

`TypeOf` reports an object's built-in object type. The types are values of the Object enumerated datatype, such as `Window!` or `CheckBox!`. `ClassName` reports the class of the object in the ancestor-descendant hierarchy.

Examples

These statements return the class of the dragged control `Source`:

```
DragObject Source
string which_class

Source = DraggedObject()
which_class = Source.ClassName()
```

These statements return the class of the objects in the control array and store them in *the_class* array:

```

string the_class []
windowobject the_object []
integer i

FOR i = 1 TO UpperBound(control[])
    the_object[i] = control[i]
    the_class[i] = the_object[i].ClassName()
NEXT

```

Suppose your object hierarchy has a window named ancestor_window and it has descendants called win1 and win2, and the user can choose which descendant to open as a sheet. The following code tests which descendant window class is currently active (the MDI frame is w_frame):

```

ancestor_window active_window
active_window = w_frame.GetActiveSheet()
IF ClassName(active_window) = "win1" THEN
    .
    .
END IF

```

See also

[DraggedObject](#)
[TypeOf](#)

Syntax 2

Description

For variables

Provides the datatype of a variable.

Syntax

ClassName (*variable*)

Argument	Description
<i>variable</i>	The name of the variable for which you want to know its name (that is, its datatype)

Return value

String. Returns the name of *variable*. Returns the empty string ("") if *variable* is an enumerated datatype or if an error occurs. If *variable* is null, **ClassName** returns null.

Usage

ClassName cannot determine the datatype if *variable* is an enumerated datatype. In this case, **ClassName** returns the empty string.

Examples

If *gd_double* is a global double variable, **ClassName** sets *varname* to double:

```

string varname
varname = ClassName(gd_double)

```

Clear

Deletes selected text or an OLE object from the specified control, but does not store it in the clipboard.

To	Use
Clears selected text in a control	Syntax 1
Clears selected text, including table grids, in RichTextEdit controls	Syntax 2

Syntax 1

Description

Deletes selected text or an OLE object from the specified control, but does not store it in the clipboard.

Applies to

DataWindow, EditMask, InkEdit, MultiLineEdit, SingleLineEdit, RichTextEdit, DropDownListBox, DropDownPictureListBox, OLE controls, and OLEStorage objects

Syntax

objectname.Clear ()

Argument	Description
<i>objectname</i>	<p>One of the following:</p> <ul style="list-style-type: none"> • The name of the DataWindow control, EditMask, MultiLineEdit, SingleLineEdit, RichTextEdit, DropDownListBox or DropDownPictureListBox from which you want to delete (clear) selected text. • The name of an OLE control or storage object variable (type OLEStorage) from which you want to release its OLE object. <p>If <i>objectname</i> is a DropDownListBox or DropDownPictureListBox, its AllowEdit property must be true.</p>

Return value

Integer for DataWindow, InkEdit, and list boxes, Long for other controls.

For edit controls, returns the number of characters that Clear removed from *objectname*. If no text is selected, no characters are removed and Clear returns 0. If an error occurs, Clear returns -1.

For OLE controls and storage variables, returns 0 if it succeeds and -9 if an error occurs.

If *objectname* is null, Clear returns null.

Usage To select text for deleting, the user can use the mouse or keyboard. You can also call the **SelectText** function in a script.

To delete selected text and store it in the clipboard, use the **Cut** function.

Clearing the OLE object from an OLE control deletes all references to it. Any changes to the object are not saved in its storage object or file.

Clearing an OLEStorage object variable breaks any connections established by **Open** or **SaveAs** between it and a storage file (when **Open** or **SaveAs** is called for the OLEStorage object variable). It also breaks connections between it and any OLE controls that have called **Open** or **SaveAs** to connect to the object in the storage variable.

Examples If the text in **sle_comment1** is Draft and it is selected, this statement clears Draft from **sle_comment1** and returns 5:

```
sle_comment1.Clear()
```

If the text in **sle_comment1** is Draft, the first statement selects the D and the second clears D from **sle_comment1** and returns 1:

```
sle_comment1.SelectText(1,1)
sle_comment1.Clear()
```

This example clears the object associated with the OLE control **ole_1**, leaving the control empty:

```
integer result
result = ole_1.Clear()
```

This example clears the object in the OLEStorage object variable **olest_stuff**. It also leaves any OLE controls that have opened the object in **olest_stuff** empty:

```
integer result
result = olest_stuff.Clear()
```

See also

[ClearAll](#)

[Close](#)

[Cut](#)

[Paste](#)

[ReplaceText](#)

[SelectText](#)

Syntax 2**For RichTextEdit controls**

Description	Deletes selected text, but also removes any table grids in the selection when the <i>gridFlag</i> argument is set to true.						
Applies to	RichTextEdit						
Syntax	<i>objectname.Clear</i> (<i>gridFlag</i>)						
	<table border="1"> <thead> <tr> <th style="text-align: center;">Argument</th><th style="text-align: center;">Description</th></tr> </thead> <tbody> <tr> <td style="text-align: center;"><i>objectname</i></td><td>Name of the RichTextEdit control</td></tr> <tr> <td style="text-align: center;"><i>gridFlag</i></td><td> <p>Boolean that determines whether table grids in selected text are deleted along with the selected text. Values are:</p> <ul style="list-style-type: none"> • TRUE – Table grids in the current selection are deleted along with the selected text. • FALSE – (Default) Performs exactly as Syntax 1, deleting selected text for RichTextEdit controls, but not any table grid lines in the selection. </td></tr> </tbody> </table>	Argument	Description	<i>objectname</i>	Name of the RichTextEdit control	<i>gridFlag</i>	<p>Boolean that determines whether table grids in selected text are deleted along with the selected text. Values are:</p> <ul style="list-style-type: none"> • TRUE – Table grids in the current selection are deleted along with the selected text. • FALSE – (Default) Performs exactly as Syntax 1, deleting selected text for RichTextEdit controls, but not any table grid lines in the selection.
Argument	Description						
<i>objectname</i>	Name of the RichTextEdit control						
<i>gridFlag</i>	<p>Boolean that determines whether table grids in selected text are deleted along with the selected text. Values are:</p> <ul style="list-style-type: none"> • TRUE – Table grids in the current selection are deleted along with the selected text. • FALSE – (Default) Performs exactly as Syntax 1, deleting selected text for RichTextEdit controls, but not any table grid lines in the selection. 						
Return value	Long. Returns the number of characters removed from the RichTextEdit control.						
Usage	Use to remove table grid lines along with any selected text. If the whole text of a table row is selected, Clear (true) deletes the text and the grid line for this row. If only some of the text in a table row is selected, Clear (false) deletes the selected text only.						
See also	ClearAll						

ClearAll

Description Deletes all content from the specified control, but does not store it in the clipboard.

Applies to RichTextEdit

Syntax **objectname.ClearAll ()**

Argument	Description
<i>objectname</i>	Name of the RichTextEdit control

Return value Long. Returns the number of characters removed from the RichTextEdit control.

Usage Use to remove all content from a RichTextEdit control, including any table grids. To just delete selected text, use the Clear function. To delete text and store it in the clipboard, use the Cut function.

Examples This statement clears all content from the rte_1 RichTextEdit control.

```
rte_1.ClearAll()
```

See also Clear
Cut

ClearBoldDates

Description Clears all bold date settings that had been set with SetBoldDate.

Applies to MonthCalendar control

Syntax **controlname.ClearBoldDates ()**

Argument	Description
<i>controlname</i>	The name of the MonthCalendar control from which you want to clear the bold dates

Return value Integer. Returns 0 for success and -1 for failure.

Usage You can use the SetBoldDate function to specify that selected dates, such as holidays, display in bold. ClearBoldDates clears all such settings. To clear individual bold dates, use the SetBoldDate function with the *onoff* parameter set to false.

Examples	This example clears all bold settings in the control monthCalVacations:
	<pre>integer li_return li_return = monthCalVacation.ClearBoldDates()</pre>
See also	SetBoldDate

Clipboard

Retrieves or replaces the contents of the system clipboard.

To	Use
Retrieve or replace the contents of the system clipboard with text	Syntax 1
Replace the contents of the system clipboard with a bitmap image of a graph	Syntax 2

Syntax 1

Description

For text

Retrieves or replaces the contents of the system clipboard with text.

Syntax

Clipboard ({ string })

Argument	Description
<i>string</i> (optional)	A string whose value is the text you want to place in the clipboard. The string replaces the current contents of the clipboard, if any.

Return value

String. Returns the current contents of the clipboard if the clipboard contains text. If *string* is specified, Clipboard returns the current contents and replaces it with *string*.

Returns the empty string ("") if the clipboard is empty or it contains nontext data, such as a bitmap. If *string* is specified, the nontext data is replaced with *string*. If *string* is null, Clipboard returns null.

Usage

You can use Syntax 1 with the Paste, Replace, or ReplaceText function to insert the clipboard contents in an editable control or StaticText control.

Calling Clipboard in a DataWindow control or DataStore object To retrieve or replace the contents of the system clipboard with text from a DataWindow item (cell value), you must first assign the value to a string and then call the system Clipboard function as follows:

```
string ls_data = dw_1.object.column_name[row_number]
::Clipboard(ls_data)
```

The DataWindow version of Clipboard, documented in Syntax 2 (and in the *DataWindow Reference*), is only applicable to graphs.

Examples

These statements put the contents of the clipboard in the variable *ls_CoName*:

```
string ls_CoName
ls_CoName = Clipboard()
```

The following statements place the contents of the clipboard in *Heading*, and then replace the contents of the clipboard with the string Employee Data:

```
string Heading
Heading = Clipboard("Employee Data")
```

The following statement replaces the selected text in the MultiLineEdit *mle_terms* with the contents of the clipboard:

```
mle_terms.ReplaceText(Clipboard())
```

The following statement exchanges the contents of the StaticText *st_welcome* with the contents of the clipboard:

```
st_welcome.Text = Clipboard(st_welcome.Text)
```

See also

Clear
Copy
Cut
Paste
Replace
ReplaceText

Syntax 2**For bitmaps of graphs**

Description Replaces the contents of the system clipboard with a bitmap image of a graph. You can paste the image into other applications.

Applies to Graph objects in windows and user objects, and graphs in DataWindow controls and DataStore objects

Syntax `name.Clipboard ({ graphobject })`

Argument	Description
<i>name</i>	The name of the graph or the DataWindow control or DataStore containing the graph you want to copy to the clipboard
<i>graphobject</i> (DataWindow control and DataStore only) (optional)	A string whose value is the name of the graph in the DataWindow object that you want to copy to the clipboard

Return value Integer. Returns 1 if it succeeds and -1 if an error occurs. If any argument's value is null, **Clipboard** returns null.

Examples This statement copies the graph gr_products_data to the clipboard:

```
gr_products_data.Clipboard()
```

This statement copies the graph gr_employees in the DataWindow control dw_emp_data to the clipboard:

```
dw_emp_data.Clipboard("gr_employees")
```

Close

Closes a window, an OLE storage or stream, or a trace file.

To close	Use
A window	Syntax 1
An OLEStorage object variable, saving the object and clearing connections between it and a storage file or object	Syntax 2
A stream associated with the specified OLEStream object variable	Syntax 3
A trace file	Syntax 4

Syntax 1

Description

For windows

Closes a window and releases the storage occupied by the window and all the controls in the window.

Applies to

Window objects

Syntax

Close (*windowname*)

Argument	Description
<i>windowname</i>	The name of the window you want to close

Return value

Integer. Returns 1 if it succeeds and -1 if an error occurs. If *windowname* is null, Close returns null. The return value is usually not used.

Usage

Use Syntax 1 to close a window and release the storage occupied by the window and all the controls in the window.

When you call Close, PowerBuilder removes the window from view, closes it, executes the scripts for the CloseQuery and Close events (if any), and then executes the rest of the statements in the script that called the Close function. Do not call Close from the CloseQuery or Close events, since this produces an endless loop.

After a window is closed, its properties, instance variables, and controls can no longer be referenced in scripts. If a statement in the script references the closed window or its properties or instance variables, an execution error will result.

Closing a window by calling the `Close` function in any of the window's events or in an event of any control on the window can cause PowerBuilder to crash if the `Close` function is not the last statement in the event script. You can avoid this issue by calling the `Close` function in the last statement of the event script, or in a user-defined event that is posted from the event script. For example, the following code in the `Open` event script for a window called `w_1` can cause a crash:

```
// w_1 Open event script  
close(this)  
open(w_2) // causes crash
```

This code does not cause a crash:

```
// w_1 ue_postopen event script  
close(this)
```

```
// w_1 Open event script  
open(w_2)  
this.Post Event ue_postopen()
```

Preventing a window from closing

You can prevent a window from being closed with a return code of 1 in the script for the `CloseQuery` event. Use the `RETURN` statement.

Examples

These statements close the window `w_employee` and then open the window `w_departments`:

```
Close(w_employee)  
Open(w_departments)
```

After you call `Close`, the following statements in the script for the `CloseQuery` event prompt the user for confirmation and prevent the window from closing:

```
IF MessageBox('ExitApplication', &  
'Exit?', Question!, YesNo!) = 2 THEN  
    // If no, stop window from closing  
    RETURN 1  
END IF
```

See also

[Hide](#)

[Open](#)

Syntax 2

For OLEStorage objects

Description

Closes an OLEStorage object, saving the object in the associated storage file or object and clearing the connection between them. Close also severs connections with any OLE controls that have opened the object. Calling Close is the same as calling Save and then Clear.

Applies to

OLEStorage objects

Syntax

`olestorage.Close()`

Argument	Description
<code>olestorage</code>	The OLEStorage object variable that you want to save and close

Return value

Integer. Returns 0 if it succeeds and one of the following negative values if an error occurs:

- 1 The storage is not open
- 9 Other error

If `olestorage` is null, Close returns null.

Examples

This example saves and clears the object in the OLEStorage object variable `olest_stuff`. It also leaves any OLE controls that have opened the object in `olest_stuff` empty:

```
integer result  
result = olest_stuff.Close()
```

See also

[Open](#)

[Save](#)

[SaveAs](#)

Syntax 3

For OLEStream objects

Description	Closes an OLEStream object.
Applies to	OLEStream objects
Syntax	<code>olestream.Close()</code>
Argument	Description
<code>olestream</code>	The OLEStream object variable that you want to close
Return value	Integer. Returns 0 if it succeeds and one of the following negative values if an error occurs: -1 The storage is not open -9 Other error If <code>olestream</code> is null, Close returns null.
Examples	This example closes the OLEStream object <code>stm_pic_label</code> and releases the variable's memory:
	<pre>integer result result = stm_pic_label.Close() DESTROY stm_pic_label</pre>
See also	Open

Syntax 4

For trace files

Description	Closes an open trace file.				
Applies to	TraceFile objects				
Syntax	<i>instancename</i> . Close ()				
	<table><thead><tr><th>Argument</th><th>Description</th></tr></thead><tbody><tr><td><i>instancename</i></td><td>Instance name of the TraceFile object</td></tr></tbody></table>	Argument	Description	<i>instancename</i>	Instance name of the TraceFile object
Argument	Description				
<i>instancename</i>	Instance name of the TraceFile object				
Return value	ErrorReturn. Returns one of the following values: <ul style="list-style-type: none">Success! – The function succeededFileNotFoundException! – A trace file has not been opened				
Usage	You use the Close function to close a trace file you previously opened with the Open function. You use the Close and Open functions as well as the properties and functions of the TraceFile object to access the contents of a trace file directly. You use these functions if you want to perform your own analysis of the tracing data instead of building a model with the Profiling or TraceTree object and the BuildModel function.				
Examples	This example closes a trace file: <pre>ift_file.Close() DESTROY ift_file</pre>				
See also	Reset Open NextActivity				

CloseChannel

Description	Closes a DDE channel.						
Syntax	CloseChannel (<i>handle</i> {, <i>windowhandle</i> })						
	<table border="1"> <thead> <tr> <th>Argument</th><th>Description</th></tr> </thead> <tbody> <tr> <td><i>handle</i></td><td>A long that identifies the DDE channel that will be closed. It is the same value returned by the OpenChannel function that opened the DDE channel.</td></tr> <tr> <td><i>windowhandle</i> (optional)</td><td>The handle to the PowerBuilder window that is acting as the DDE client.</td></tr> </tbody> </table>	Argument	Description	<i>handle</i>	A long that identifies the DDE channel that will be closed. It is the same value returned by the OpenChannel function that opened the DDE channel.	<i>windowhandle</i> (optional)	The handle to the PowerBuilder window that is acting as the DDE client.
Argument	Description						
<i>handle</i>	A long that identifies the DDE channel that will be closed. It is the same value returned by the OpenChannel function that opened the DDE channel.						
<i>windowhandle</i> (optional)	The handle to the PowerBuilder window that is acting as the DDE client.						
Return value	<p>Integer. Returns 1 if it succeeds. If an error occurs, CloseChannel returns a negative integer. Possible values are:</p> <ul style="list-style-type: none"> -1 Open failed -2 The channel refuses to close -3 No confirmation from the server -9 Handle is null 						
Usage	<p>Use CloseChannel to close a channel to a DDE server application that was opened by calling the OpenChannel function.</p> <p>Although you can usually close the DDE channel by specifying just the channel's handle, it is a good idea to also specify the handle for PowerBuilder window associated with the channel. If you specify <i>windowhandle</i>, CloseChannel closes the DDE channel in the window identified by <i>windowhandle</i>. If you do not specify <i>windowhandle</i>, CloseChannel only closes the channel if it is associated with the active window. You can use the Handle function to obtain the window's handle.</p>						
Examples	<p>These statements open and close the channel identified by <i>handle</i>. The channel is associated with the window <i>w_sheet</i>:</p> <pre>long handle handle = OpenChannel("Excel", "REGION.XLS", & Handle(w_sheet)) ... // Some processing CloseChannel(handle, Handle(w_sheet))</pre>						
See also	GetRemote OpenChannel SetRemote						

CloseTab

Description Removes a tab page from a Tab control that was opened previously with the OpenTab or OpenTabWithParm function. CloseTab executes the scripts for the user object's Destructor event.

Applies to Tab controls

Syntax `tabcontrolname.CloseTab (userobjectvar)`

Argument	Description
<code>tabcontrolname</code>	The name of the Tab control containing the tab page you want to close
<code>userobjectvar</code>	The name of the user object you want to close

Return value Integer. Returns 1 if it succeeds and -1 if an error occurs. If any argument's value is null, CloseTab returns null. The return value is usually not used.

Usage CloseTab closes a user object that has been opened as a tab page and releases the storage occupied by the object and its controls.

When you call CloseTab, PowerBuilder removes the tab page from the control, closes it, executes the script for the Destructor event (if any), and then executes the rest of the statements in the script that called the CloseTab function.

CloseTab also removes the user object from the Tab control's Control array, which is a property that lists the tab pages within the Tab control. If the closed tab page was not the last element in the array, the index for all subsequent tab pages is reduced by one.

After a user object is closed, its properties, instance variables, and controls can no longer be referenced in scripts. If a statement in the script references the closed user object or its properties or instance variables, an execution error will result.

Examples These statements close the tab page user object u_employee and then open the user object u_departments in the Tab control tab_personnel:

```
tab_personnel.CloseTab (u_employee)  
tab_personnel.OpenTab (u_departments)
```

When the user chooses a menu item that closes a user object, the following excerpt from the menu item's script prompts the user for confirmation before closing the `u_employee` user object in the window to which the menu is attached:

```
IF MessageBox("Close ", "Close?", &
    Question!, YesNo!) = 1 THEN
    // User chose Yes, close user object.
    ParentWindow.CloseTab(u_employee)
    // If user chose No, take no action.
END IF
```

See also

OpenTab

CloseUserObject

Description

Closes a visual user object by removing it from view and executing the scripts for its Destructor event.

Applies to

Window objects and visual user objects

Syntax

`objectname.CloseUserObject (targetobjectname)`

Argument	Description
<code>objectname</code>	The name of the window or user object that will close the target user object
<code>targetobjectname</code>	The name of the visual user object to be closed.

Return value

`Integer`. Returns 1 if it succeeds and -1 if an error occurs. If any argument's value is null, `CloseUserObject` returns null. The return value is usually not used.

Usage

Use `CloseUserObject` to close a user object and release the storage occupied by the object and its controls.

When you call `CloseUserObject`, PowerBuilder removes the target object from view, closes it, executes the script for the Destructor event (if any), and then executes the rest of the statements in the script that called the `CloseUserObject` function.

`CloseUserObject` also removes the target object from the first object's `Control` array, which is a property that lists the object's controls. If the closed user object was not the last element in the array, the index for all subsequent user objects is reduced by one.

After the target object is closed, its properties, instance variables, and controls can no longer be referenced in scripts. If a script references the closed user object or its properties or instance variables, an execution error results.

Examples

This statement prompts the user for confirmation before the parent of the current object closes the `u_employee` target:

```
IF MessageBox("Close ", "Close?", &
    Question!, YesNo!) = 1 THEN
    // User chose Yes, close user object.
    parent.CloseUserObject(u_employee)
    // If user chose No, take no action.
END IF
```

See also

[OpenUserObject](#)

CloseWithReturn

Description

Closes a window and stores a return value in the Message object. You should use `CloseWithReturn` only for response windows.

Applies to

Window objects

Syntax

CloseWithReturn (*windowname, returnvalue*)

Argument	Description
<i>windowname</i>	The name of the window you want to close.
<i>returnvalue</i>	The value you want to store in the Message object when the window is closed. <i>Returnvalue</i> must be one of these datatypes: <ul style="list-style-type: none">• String• Numeric• PowerObject

Return value

Integer. Returns 1 if it succeeds and -1 if an error occurs. If any argument's value is null, `CloseWithReturn` returns null. The return value is usually not used.

Usage

The purpose of `CloseWithReturn` is to close a response window and return information from the response window to the window that opened it. Use `CloseWithReturn` to close a window, release the storage occupied by the window and all the controls in the window, and return a value.

Just as with Close, CloseWithReturn removes a window from view, closes it, and executes the script for the CloseQuery and Close events, if any. Do not call Close or CloseWithReturn from these events, since this produces an endless loop.

Before executing the event scripts, CloseWithReturn stores *returnvalue* in the Message object, and PowerBuilder executes the rest of the script that called the CloseWithReturn function.

After a window is closed, its properties, instance variables, and controls can no longer be referenced in scripts. If a statement in the script references the closed window or its properties or instance variables, an execution error results.

PowerBuilder stores *returnvalue* in the Message object properties according to its datatype. In the script that called CloseWithReturn, you can access the returned value by specifying the property of the Message object that corresponds to the return value's datatype.

Table 10-1: Message object properties where return values are stored

Return value datatype	Message object property
Numeric	Message.DoubleParm
PowerObject (such as a structure)	Message.PowerObjectParm
String	Message.StringParm

Returning several values as a structure

To return several values, create a user-defined structure to hold the values and access the PowerObjectParm property of the Message object in the script that opened the response window. The structure is passed by value so you can access the information even if the original variable has been destroyed.

Referencing controls

User objects and controls are passed by reference, not by value. You cannot use CloseWithReturn to return a reference to a control on the closed window (because the control no longer exists after the window is closed). Instead, return the value of one or more properties of that control.

Preventing a window from closing

You can prevent a window from being closed with a return code of 1 in the script for the CloseQuery event. Use a RETURN statement.

Examples

This statement closes the response window `w_employee_response`, returning the string `emp_name` to the window that opened it:

```
CloseWithReturn(Parent, "emp_name")
```

Suppose that a menu item opens one window if the user is a novice and another window if the user is experienced. The menu item displays a response window called `w_signon` to prompt for the user's experience level. The user types an experience level in the SingleLineEdit control `sle_signon_id`. The OK button in the response window passes the text in `sle_signon_id` back to the menu item script. The menu item script checks the `StringParm` property of the `Message` object and opens the desired window.

The script for the Clicked event of the OK button in the `w_signon` response window is a single line:

```
CloseWithReturn(Parent, sle_signon_id.Text)
```

The script for the menu item is:

```
string ls_userlevel

// Open the response window
Open(w_signon)

// Check text returned in Message object
ls_userlevel = Message.StringParm

IF ls_userlevel = "Novice" THEN
    Open(win_novice)
ELSE
    Open(win_advanced)
END IF
```

See also

[Close](#)
[OpenSheetWithParm](#)
[OpenUserObjectWithParm](#)
[OpenWithParm](#)

CollapseItem

Description	Collapses the specified item.						
Applies to	TreeView controls						
Syntax	<code>treeviewname.CollapseItem (itemhandle)</code>						
	<table border="1"> <thead> <tr> <th style="text-align: center;">Argument</th><th style="text-align: center;">Description</th></tr> </thead> <tbody> <tr> <td style="text-align: center;"><i>treeviewname</i></td><td>The TreeView control in which you want to collapse an item</td></tr> <tr> <td style="text-align: center;"><i>itemhandle</i></td><td>The handle of the item you want to collapse</td></tr> </tbody> </table>	Argument	Description	<i>treeviewname</i>	The TreeView control in which you want to collapse an item	<i>itemhandle</i>	The handle of the item you want to collapse
Argument	Description						
<i>treeviewname</i>	The TreeView control in which you want to collapse an item						
<i>itemhandle</i>	The handle of the item you want to collapse						
Return value	Integer. Returns 1 if it succeeds and -1 if an error occurs.						
Usage	<p>If there is only one level-one entry, you can use the RootTreeItem handle as the argument to collapse the tree so that only the top-level node is displayed. However, CollapseItem collapses only the current item, so that if the children of the top-level item were expanded when the tree was collapsed, they will still be expanded when the top-level item is expanded.</p> <p>If there is more than one level-one entry, using the RootTreeItem handle as the argument collapses only the first level-one entry.</p>						
Examples	This example collapses an item in a TreeView control:						
	<pre>long ll_tvi ll_tvi = tv_list.FindItem(currenttreeitem!, 0) tv_list.CollapseItem(ll_tvi)</pre>						
	This example collapses the top-level item in a TreeView control that has only one level-one entry:						
	<pre>long ll_tvi ll_tvi = tv_list.FindItem(roottreeitem!, 0) tv_list.CollapseItem(ll_tvi)</pre>						
See also	ExpandItem ExpandAll FindItem						

CommandParm

Description	Retrieves the argument string, if any, that followed the program name when the application was executed.
Syntax	CommandParm ()
Return value	String. Returns the application's argument string if it succeeds and the empty string ("") if it fails or if there were no arguments.
Usage	Command arguments can follow the program name in the command line of a Windows program item or in the Program Manager's Run response window. For example, when the user chooses File>Run in the Program Manager and enters:

```
MyAppl C:\EMPLOYEE\EMPLIST.TXT
```

CommandParm retrieves the string *C:\EMPLOYEE\EMPLIST.TXT*.

If the application's command line includes several arguments, CommandParm returns them all as a single string. You can use string functions, such as Mid and Pos, to parse the string.

You do not need to call CommandParm in the application's Open event. Use the *commandline* argument instead.

Examples	These statements retrieve the command line arguments and save them in the variable <i>ls_command_line</i> :
	<pre>string ls_command_line ls_command_line = CommandParm()</pre>

If the command line holds several arguments, you can use string functions to separate the arguments. This example stores a variable number of arguments, obtained with CommandParm, in an array. The code assumes each argument is separated by one space. For each argument, the Pos function searches for a space; the Left function copies the argument to the array; and Replace removes the argument from the original string so the next argument moves to the first position:

```
string ls_cmd, ls_arg[]
integer i, li_argcnt

// Get the arguments and strip blanks
// from start and end of string
ls_cmd = Trim(CommandParm())

li_argcnt = 1

DO WHILE Len(ls_cmd) > 0
    // Find the first blank
```

```

        i = Pos( ls_cmd, " ")

        // If no blanks (only one argument),
        // set i to point to the hypothetical character
        // after the end of the string
        if i = 0 then i = Len(ls_cmd) + 1

        // Assign the arg to the argument array.
        // Number of chars copied is one less than the
        // position of the space found with Pos
        ls_arg[li_argcnt] = Left(ls_cmd, i - 1)

        // Increment the argument count for the next loop
        li_argcnt = li_argcnt + 1

        // Remove the argument from the string
        // so the next argument becomes first
        ls_cmd = Replace(ls_cmd, 1, i, "")

LOOP

```

CommitTransaction

Description	Declares that the EAServer transaction associated with the calling thread should be committed.						
Applies to	CORBACurrent objects						
Syntax	<i>CORBACurrent</i> . CommitTransaction (<i>breporthueristics</i>)						
	<table border="1" style="width: 100%; border-collapse: collapse;"> <thead> <tr> <th style="text-align: left; padding: 2px;">Argument</th><th style="text-align: left; padding: 2px;">Description</th></tr> </thead> <tbody> <tr> <td style="padding: 2px;"><i>CORBACurrent</i></td><td style="padding: 2px;">Reference to the CORBACurrent service instance</td></tr> <tr> <td style="padding: 2px;"><i>breporthueristics</i></td><td style="padding: 2px;">A boolean specifying whether heuristic decisions should be reported for the transaction associated with the calling thread</td></tr> </tbody> </table>	Argument	Description	<i>CORBACurrent</i>	Reference to the CORBACurrent service instance	<i>breporthueristics</i>	A boolean specifying whether heuristic decisions should be reported for the transaction associated with the calling thread
Argument	Description						
<i>CORBACurrent</i>	Reference to the CORBACurrent service instance						
<i>breporthueristics</i>	A boolean specifying whether heuristic decisions should be reported for the transaction associated with the calling thread						
Return value	<p style="margin-left: 20px;">Integer. Returns 0 if it succeeds and one of the following negative values if an error occurs:</p> <ul style="list-style-type: none"> <li style="margin-bottom: 10px;">-1 Failed for unknown reason <li style="margin-bottom: 10px;">-2 No transaction is associated with the calling thread <li style="margin-bottom: 10px;">-3 The calling thread does not have permission to commit the transaction <li style="margin-bottom: 10px;">-4 The HeuristicRollback exception was raised 						

-5 The HeuristicMixed exception was raised

-6 The HeuristicHazard exception was raised

Usage

The `CommitTransaction` function completes the transaction associated with the calling thread. Use the `BeginTransaction` function to begin a transaction and associate it with the calling thread. The transaction is not completed if any other participants in the transaction vote to roll back the transaction.

`CommitTransaction` can be called by a client or a component that is marked as OTS style. EAServer must be using the two-phase commit transaction coordinator (OTS/XA).

Examples

In this example, the client calls the `dopayroll` method on the `CmpnyAcct` EAServer component, which processes a company payroll. The method returns 1 if the company has sufficient funds to meet the payroll, and the client then commits the transaction:

```
// Instance variables:  
// CORBACurrent corbcurr  
integer li_rc  
boolean lb_rv  
long ll_rc  
  
// Create an instance of the CORBACurrent object  
// and initialize it  
...  
lb_rv = corbcurr.BeginTransaction()  
IF lb_rv THEN  
    ll_rc = myconnect.CreateInstance(CmpnyAcct)  
    // handle error  
    li_rc = CmpnyAcct.dopayroll()  
    IF li_rc = 1 THEN  
        corbcurr.CommitTransaction()  
    ELSE  
        corbcurr.RollbackTransaction()  
    END IF  
ELSE  
    // handle error  
END IF
```

See also

`BeginTransaction`, `GetContextService`, `GetStatus`, `GetTransactionName`, `Init`, `ResumeTransaction`, `RollbackOnly`, `RollbackTransaction`, `SetTimeout`, `SuspendTransaction`

ConnectToNewObject

Description	Creates a new object in the specified server application and associates it with a PowerBuilder OLEObject variable. ConnectToNewObject starts the server application if necessary.						
Applies to	OLEObject objects, OLETxnObject objects						
Syntax	<code>oleobject.ConnectToNewObject (classname)</code>						
	<table border="1"> <thead> <tr> <th>Argument</th><th>Description</th></tr> </thead> <tbody> <tr> <td><i>oleobject</i></td><td>The name of an OLEObject variable that you want to connect to an automation server or COM object. You cannot specify an OLEObject that is the Object property of an OLE control.</td></tr> <tr> <td><i>classname</i></td><td>A string whose value is a programmatic identifier or class ID that identifies an automation server or COM server.</td></tr> </tbody> </table>	Argument	Description	<i>oleobject</i>	The name of an OLEObject variable that you want to connect to an automation server or COM object. You cannot specify an OLEObject that is the Object property of an OLE control.	<i>classname</i>	A string whose value is a programmatic identifier or class ID that identifies an automation server or COM server.
Argument	Description						
<i>oleobject</i>	The name of an OLEObject variable that you want to connect to an automation server or COM object. You cannot specify an OLEObject that is the Object property of an OLE control.						
<i>classname</i>	A string whose value is a programmatic identifier or class ID that identifies an automation server or COM server.						
Return value	<p>Integer. Returns 0 if it succeeds and one of the following negative values if an error occurs:</p> <ul style="list-style-type: none"> -1 Invalid Call: the argument is the Object property of a control -2 Class name not found -3 Object could not be created -4 Could not connect to object -9 Other error -15 COM+ is not loaded on this computer -16 Invalid Call: this function not applicable <p>If any argument's value is null, ConnectToNewObject returns null.</p>						
Usage	<p>The OLEObject variable can be used for automation, in which the PowerBuilder application asks the server application to manipulate the OLE object programmatically. It can also be used to connect to a COM object that is registered on a local or remote computer or that is installed in COM+.</p> <p>The OLETxnObject variable is used to provide COM+ transaction control to PowerBuilder clients. Calling ConnectToNewObject with an OLETxnObject variable creates a new object instance within the transaction context associated with the variable. If COM+ is not loaded on the client computer, the ConnectToNewObject call fails. Use SetAbort to abort the transaction or SetComplete to complete it if all other participants in the transaction concur.</p> <p>For more information about automation and connecting to COM objects, see ConnectToObject.</p>						

Deprecated support for COM and COM+ components

COM and COM+ are deprecated technologies and might not be supported in future releases of PowerBuilder.

Examples

This example creates an OLEObject variable and calls ConnectToNewObject to create a new Excel object and connect to it:

```
integer result
OLEObject myoleobject
myoleobject = CREATE OLEObject
result = myoleobject.ConnectToNewObject( &
    "excel.application")
```

This example creates an OLETxnObject variable and calls ConnectToNewObject to create and connect to a new instance of a PowerBuilder COM object on a COM+ server:

```
OLETxnObject EmpObj
Integer li_rc
EmpObj = CREATE OLETxnObject
li_rc = EmpObj.ConnectToNewObject("PB125COM.employee")
IF li_rc < 0 THEN
    DESTROY EmpObj
    MessageBox("Connecting to COM Object Failed", &
        "Error: " + String(li_rc))
    Return
END IF

// Perform some work with the COM object
...
// If the work completed successfully, commit
// the transaction and disconnect the object
EmpObj.SetComplete()
EmpObj.DisconnectObject()
```

See also

[ConnectToObject](#)
[DisconnectObject](#)
[SetAbort](#)
[SetComplete](#)

ConnectToNewRemoteObject

Description Creates a new OLE object in the specified remote server application (if security on the server allows it) and associates the new object with a PowerBuilder OLEObject variable. ConnectToNewRemoteObject starts the server application if necessary.

Applies to OLEObject objects

Syntax `oleobject.ConnectToNewRemoteObject (hostname, classname)`

Argument	Description
<i>oleobject</i>	The name of an OLEObject variable which you want to connect to an OLE object. You cannot specify an OLEObject that is the Object property of an OLE control.
<i>hostname</i>	A string whose value is the name of the remote host where the COM server is located.
<i>classname</i>	A string whose value is the name of an OLE class, which identifies an OLE server application and a type of object that the server can manipulate via OLE.

Return value Integer. Returns 0 if it succeeds and one of the following negative values if an error occurs:

- 1 Invalid call: the argument is the Object property of a control
- 2 Class name not found
- 3 Object could not be created
- 4 Could not connect to object
- 9 Other error
- 10 Feature not supported on this platform
- 11 Server name is invalid
- 12 Server does not support operation
- 13 Access to remote host denied
- 14 Server unavailable
- 15 COM+ is not loaded on this computer
- 16 Invalid Call: this function not applicable to OLETxnObject

Usage The OLEObject variable is used for OLE automation, in which the PowerBuilder application asks the server application to manipulate the OLE object programmatically. ConnectToNewRemoteObject can only be used with servers that support remote activation.

For more information about OLE automation, see [ConnectToObject](#). For information about connecting to objects on a remote host, see [ConnectToRemoteObject](#).

Examples

This example creates an OLEObject variable and calls ConnectToNewRemoteObject to create and connect to a new Excel object on a remote host named ulysses:

```
integer result  
OLEObject myoleobject  
  
myoleobject = CREATE OLEObject  
result = myoleobject.ConnectToNewRemoteObject( &  
    "ulysses", "Excel.application")
```

See also

[ConnectToObject](#)
[ConnectToRemoteObject](#)

ConnectToObject

Description

Associates an OLE object with a PowerBuilder OLEObject variable and starts the server application. The OLEObject variable and ConnectToObject are used for OLE automation, in which the PowerBuilder application asks the server application to manipulate the OLE object programmatically.

Applies to

OLEObject objects

Syntax

oleobject.ConnectToObject (filename {, classname })

Argument	Description
<i>oleobject</i>	The name of an OLEObject variable which you want to connect to an OLE object. You cannot specify an OLEObject that is the Object property of an OLE control.
<i>filename</i>	A string whose value is the name of an OLE storage file. You can specify the empty string for <i>filename</i> , in which case you must specify <i>classname</i> . <i>Oleobject</i> is connected to the active object in the server application specified in <i>classname</i> .
<i>classname</i> (optional)	A string whose value is the name of an OLE class, which identifies an OLE server application and a type of object that the server can manipulate via OLE. If you omit <i>classname</i> , PowerBuilder uses the extension of <i>filename</i> to determine what server application to start.

Return value	<p>Integer. Returns 0 if it succeeds and one of the following negative values if an error occurs:</p> <ul style="list-style-type: none">-1 Invalid call: the argument is the Object property of a control-2 Class name not found-3 Object could not be created-4 Could not connect to object-5 Ca not connect to the currently active object-6 Filename is not valid-7 File not found or file could not be opened-8 Load from file not supported by server-9 Other error-15 COM+ is not loaded on this computer-16 Invalid Call: this function not applicable to OLETxnObject
--------------	---

If any argument's value is null, ConnectToObject returns null.

Usage	<p>After you have created an OLEObject variable and connected it to an OLE object and its server application, you can set properties and call functions supported by the OLE server. PowerBuilder's compiler will not check the syntax of functions that you call for an OLEObject variable. If the functions are not present when the application is run or the property names are invalid, an execution error occurs.</p>
-------	---

Declare and create an OLEObject variable

You must use the CREATE statement to allocate memory for an OLEObject variable, as shown in the example below.

When you create an OLEObject variable, make sure you destroy the object before it goes out of scope. When the object is destroyed it is disconnected from the server and the server is closed. If the object goes out of scope without disconnecting, there will be no way to halt the server application.

Check the documentation for the server application to find out what properties and functions it supports. Some applications support a large number. For example, Excel has approximately 4000 operations you can automate.

The OLEObject datatype supports OLE automation as a background activity in your application. You can also invoke server functions and properties for an OLE object in an OLE control. To do so, specify the Object property of the control before the server function name. When you want to automate an object in a control, you do not need an OLEObject variable.

For example, the following changes a value in an Excel cell for the object in the OLE control ole_1:

```
ole_1.Object.application.cells(1,1).value = 14
```

Examples

This example declares and creates an OLEObject variable and connects to an Excel worksheet, which is opened in Excel. It then sets a value in the worksheet, saves it, and destroys the OLEObject variable, which exits the Excel:

```
integer result
OLEObject myoleobject

myoleobject = CREATE OLEObject
result = myoleobject.ConnectToObject( &
    "c:\excel\expense.xls")

IF result = 0 THEN
    myoleobject.application.workbooks(1) .&
        worksheets(1).cells(1,1).value = 14
    myoleobject.application.workbooks(1).save()
END IF
DESTROY myoleobject
```

This example connects to an Excel chart (using a Windows path name):

```
integer result
OLEObject myoleobject

myoleobject = CREATE OLEObject
result = myoleobject.ConnectToObject( &
    "c:\excel\expense.xls", "excel.chart")
```

This example connects to the currently active object in Excel, which is already running:

```
integer result
OLEObject myoleobject

myoleobject = CREATE OLEObject
result = myoleobject.ConnectToObject("", &
    "excel.application")
```

See also

[ConnectToNewObject](#)
[DisconnectObject](#)

ConnectToRemoteObject

Description Associates an OLE object with a PowerBuilder OLEObject variable and starts the server application.

Applies to OLEObject objects

Syntax `oleobject.ConnectToRemoteObject (hostname, filename {, classname })`

Argument	Description
<i>oleobject</i>	The name of an OLEObject variable that you want to connect to an OLE object. You cannot specify an OLEObject that is the Object property of an OLE control.
<i>hostname</i>	A string whose value is the name of the remote host where the COM server is located.
<i>filename</i>	A string whose value is the name of an OLE storage file. You cannot specify an empty string. COM looks for <i>filename</i> on the local (client) machine. If <i>filename</i> is located on the remote host, its location must be made available to the local host by sharing. Use the share name for the remote drive to specify a file on a remote host—for example, <code>\\\hostname\shared_directory\test.ext</code> .
<i>classname</i> (optional)	A string whose value is the name of an OLE class, which identifies an OLE server application and a type of object that the server can manipulate via OLE. If you omit <i>classname</i> and <i>filename</i> is an OLE structured storage file, PowerBuilder uses the class ID in <i>filename</i> . Otherwise, PowerBuilder uses the filename extension to determine what server application to start.

Return value Integer. Returns 0 if it succeeds and one of the following negative values if an error occurs:

- 1 Invalid call: the argument is the Object property of a control
- 2 Class name not found
- 3 Object could not be created
- 4 Could not connect to object
- 5 Could not connect to the currently active object
- 6 File name is invalid
- 7 File not found or could not be opened
- 8 Load from file not supported by server
- 9 Other error
- 10 Feature not supported on this platform
- 11 Server name is invalid
- 12 Server does not support operation
- 13 Access to remote host denied

- 14 Server unavailable
- 15 COM+ is not loaded on this computer
- 16 Invalid Call: this function not applicable to OLETxnObject

Usage

The OLEObject variable is used for OLE automation, in which the PowerBuilder application asks the server application to manipulate the OLE object programmatically. ConnectToRemoteObject can only be used with servers that support remote activation.

The following information applies to creating or instantiating and binding to OLE objects on remote hosts.

For general information about OLE automation, see [ConnectToObject](#).

Security Security on the server must be configured correctly to launch objects on remote hosts. Security is configured using registry keys. You must specify attributes for allowing and disallowing launching of servers and connections to running objects to allow client access. You can update the registry manually or with a tool such as DCOMCNFG.EXE or OLE Viewer.

Registry entries The server application must be registered on both the server and the client.

To find files other than OLE structured storage files, registry entries must include a file extension entry, such as *.xls* for Excel. If the file is a structured storage file, then COM reads the file and extracts the server identity from the file; otherwise, the registry entry for the file extension is used and the appropriate server application is launched.

If the DCOM server uses a custom interface, the proxy/stub DLL for the interface must be registered on the client. The proxy/stub DLL is created by the designer of the custom interface. It handles the marshaling of parameters through the proxy on the client and the stub on the server so that a remote procedure call can take place.

Examples

This example declares and creates an OLEObject variable and connects to an Excel worksheet on a remote host named falco. The drive where the worksheet resides is mapped as *f:\excel* on the local host:

```
integer result
OLEObject myoleobject

myoleobject = CREATE OLEObject
result = myoleobject.ConnectToRemoteObject( &
    "falco", "f:\excel\expense.xls")
```

This example connects to the same object on the remote host but opens it as an Excel chart:

```
integer result  
OLEObject myoleobject  
  
myoleobject = CREATE OLEObject  
result = myoleobject.ConnectToRemoteObject( &  
         "falco", "f:\excel\expense.xls", "Excel.chart")
```

See also	ConnectToNewRemoteObject ConnectToObject DisconnectObject
----------	---

ConnectToServer

Description Connects a client application to a server component. The client application must call **ConnectToServer** before it can use a remote object on the server.

This function applies to distributed applications only.

Applies to Connection objects

Syntax *connection*.**ConnectToServer** ()

Argument	Description
<i>connection</i>	The name of the Connection object you want to use to establish the connection. The Connection object has properties that specify how the connection will be established.

Return value Long. Returns 0 if it succeeds and one of the following values if an error occurs:

- 50 Distributed service error
- 52 Distributed communications error
- 53 Requested server not active
- 54 Server not accepting requests
- 55 Request terminated abnormally
- 56 Response to request incomplete
- 57 Connection object not connected to server
- 62 Server busy
- 92 Required property is missing or invalid

Usage	Before calling ConnectToServer, you assign values to the properties of the Connection object.
Examples	In this example, the client application connects to a server application using the Connection object <i>myconnect</i> :

```
// Global variable:  
// connection myconnect  
long ll_rc  
myconnect = create connection  
myconnect.driver = "jaguar"  
myconnect.location = "Jagserver1:2000"  
myconnect.application = "PB_pkg_1"  
myconnect.userID = "bjones"  
myconnect.password = "mypass"  
ll_rc = myconnect.ConnectToServer()  
IF ll_rc <> 0 THEN  
    MessageBox("Connection failed", ll_rc)  
END IF
```

You can enclose the ConnectToServer function in a try-catch block to catch exceptions thrown during the attempt to connect. This example uses SSLServiceProvider and SSLCallback objects to create a secure connection. An exception or other error in any of the SSLCallback functions raises the CTSSecurity::UserAbortedException. The error-handling code shown in the example displays a message box with the text of the error message, but your code should take additional appropriate action:

```
SSLServiceProvider    sp  
// set QOP  
getcontextservice( "SSLServiceProvider", sp )  
sp.setglobalproperty( "QOP", "sybpks_simple" )  
// set PB callback handler  
sp.setglobalproperty( "CallbackImpl", &  
    "uo_sslcallback_handler" )  
  
// connect to the server  
connection   cxn  
cxn.userid   = "jagadmin"  
cxn.password = "sybase"  
cxn.driver   = "jaguar"  
cxn.application = "dbgpkg"  
cxn.options   = "ORBLogFile='d:\PBJagClient.Log'"  
cxn.location  = "iiops://localhost:9001"  
  
TRY  
    l_rc = cxn.ConnectToServer()
```

```
CATCH (userabortedexception uae)
    MessageBox("UserAbortedException Caught", &
        "ConnectToServer caught: " + uae.getMessage() )
    l_rc = 999
CATCH ( CORBASystemException cse )
    MessageBox("CORBASystemException Caught", &
        "ConnectToServer caught: " + cse.getMessage() )
    l_rc = 998
CATCH ( RuntimeError re )
    MessageBox("RuntimeError Exception Caught", &
        "ConnectToServer caught: " + re.getMessage() )
    l_rc = 997
CATCH ( Exception ex )
    MessageBox("Exception Caught", &
        "ConnectToServer caught: " + ex.getMessage() )
    l_rc = 996
END TRY

IF l_rc <> 0 THEN
    MessageBox("Error", "Connection Failed - code: " &
        + string(l_rc) )
    MessageBox("Error Info", "ErrorCode= " + &
        string(cxn.ErrCode) + "~nErrText= " + &
        cxn.ErrText)
ELSE
    MessageBox("OK", "Connection Established")
END IF
```

See also

[DisconnectServer](#)

Copy

Description

Puts selected text or an OLE object on the clipboard. Copy does not change the source text or object.

Applies to

DataWindow, InEdit, MultiLineEdit, SingleLineEdit, RichTextEdit, DropDownListBox, DropDownPictureListBox, OLE controls, and OLE DWOBJets (objects within a DataWindow object that is within a DataWindow control)

Syntax

objectref.**Copy** ()

Argument	Description
<i>objectref</i>	<p>One of the following:</p> <ul style="list-style-type: none"> The name of the DataWindow control, EditMask, InEdit, MultiLineEdit, SingleLineEdit, RichTextEdit, DropDownListBox or DropDownPictureListBox containing the text you want to copy to the clipboard. The name of the OLE control or the fully qualified name of a OLE DWOBJet within a DataWindow control that contains the object you want to copy to the clipboard. <p>The fully qualified name for a DWOBJet has this syntax:</p> <p style="padding-left: 20px;"><i>dwcontrol.Object.dwobjectname</i></p> <p>If <i>objectref</i> is a DataWindow, text is copied from the edit control over the current row and column. If <i>objectref</i> is a DropDownListBox or DropDownPictureListBox, its AllowEdit property must be true.</p>

Return value

Integer for DataWindow, InEdit, and list boxes, Long for other controls.

For RichTextEdit controls, Copy returns a long. For other edit controls and OLE objects, Copy returns an integer.

For edit controls, Copy returns the number of characters that were copied to the clipboard. If no text is selected in *objectref*, no characters are copied and Copy returns 0. If an error occurs, Copy returns -1.

For OLE controls and OLE DWOBJets, Copy returns 0 if it succeeds and one of the following negative values if an error occurs:

- 1 Container is empty
- 2 Copy Failed
- 9 Other error

If *objectref* is null, Copy returns null.

Usage	To select text for copying, the user can use the mouse or keyboard. You can also call the SelectText function in a script. For RichTextEdit controls, there are several additional functions for selecting text: SelectTextAll , SelectTextLine , and SelectTextWord . To insert the contents of the clipboard into a control, use the Paste function. Copy does not delete the selected text or OLE object. To delete the data, use the Clear or Cut function.
Examples	Assuming the selected text in <code>mle_emp_address</code> is Temporary Address, these statements copy Temporary Address from <code>mle_emp_address</code> to the clipboard and store 17 in <code>copy_amt</code> : <pre>integer copy_amt copy_amt = mle_emp_address.Copy()</pre> This example copies the OLE object in the OLE control <code>ole_1</code> to the clipboard: <pre>integer result result = ole_1.Copy()</pre>
See also	Clear Clipboard Cut Paste ReplaceText SelectText

CopyRTF

Description	Returns the selected text, pictures, and input fields in a RichTextEdit control or RichText DataWindow as a string with rich text formatting. Bitmaps and input fields are included in the string.								
Applies to	DataWindow controls, DataStore objects, and RichTextEdit controls								
Syntax	<code>rtnname.CopyRTF ({ selected {, band} })</code>								
	<table border="1"> <thead> <tr> <th>Argument</th><th>Description</th></tr> </thead> <tbody> <tr> <td><i>rtnname</i></td><td>The name of the DataWindow control, DataStore object, or RichTextEdit control from which you want to copy the selection in rich text format. The DataWindow object in the DataWindow control or DataStore must be a RichText DataWindow.</td></tr> <tr> <td><i>selected</i> (optional)</td><td>A boolean value indicated whether to copy selected text only. Values are: <ul style="list-style-type: none"> • TRUE – (Default) Copy selected text only • FALSE – Copy the entire contents of the band </td></tr> <tr> <td><i>band</i> (optional)</td><td>A value of the Band enumerated datatype specifying the band from which to copy text. Values are: <ul style="list-style-type: none"> • Detail! – Copy text from the detail band • Header! – Copy text from the header band • Footer! – Copy text from the footer band The default is the band that contains the insertion point. </td></tr> </tbody> </table>	Argument	Description	<i>rtnname</i>	The name of the DataWindow control, DataStore object, or RichTextEdit control from which you want to copy the selection in rich text format. The DataWindow object in the DataWindow control or DataStore must be a RichText DataWindow.	<i>selected</i> (optional)	A boolean value indicated whether to copy selected text only. Values are: <ul style="list-style-type: none"> • TRUE – (Default) Copy selected text only • FALSE – Copy the entire contents of the band 	<i>band</i> (optional)	A value of the Band enumerated datatype specifying the band from which to copy text. Values are: <ul style="list-style-type: none"> • Detail! – Copy text from the detail band • Header! – Copy text from the header band • Footer! – Copy text from the footer band The default is the band that contains the insertion point.
Argument	Description								
<i>rtnname</i>	The name of the DataWindow control, DataStore object, or RichTextEdit control from which you want to copy the selection in rich text format. The DataWindow object in the DataWindow control or DataStore must be a RichText DataWindow.								
<i>selected</i> (optional)	A boolean value indicated whether to copy selected text only. Values are: <ul style="list-style-type: none"> • TRUE – (Default) Copy selected text only • FALSE – Copy the entire contents of the band 								
<i>band</i> (optional)	A value of the Band enumerated datatype specifying the band from which to copy text. Values are: <ul style="list-style-type: none"> • Detail! – Copy text from the detail band • Header! – Copy text from the header band • Footer! – Copy text from the footer band The default is the band that contains the insertion point.								
Return value	<p>String. Returns the selected text as a string.</p> <p>CopyRTF returns an empty string ("") if:</p> <ul style="list-style-type: none"> • There is no selection and <i>selected</i> is true • An error occurs 								
Usage	<p>CopyRTF does not involve the clipboard. The copied information is stored in a string. If you use the standard clipboard functions (Copy and Cut) the clipboard will contain the text without any formatting.</p> <p>To incorporate the text with RTF formatting into another RichTextEdit control, use PasteRTF. For more information about rich text format, see the chapter about implementing rich text in <i>Application Techniques</i>.</p>								
Examples	<p>This statement returns the text that is selected in the RichTextEdit rte_message and stores it in the string ls_richtext:</p> <pre>string ls_richtext ls_richtext = rte_message.CopyRTF()</pre>								

This example copies the text in rte_1, saving it in ls_richtext, and pastes it into rte_2. The user clicks the RadioButton rb_true to copy selected text and rb_false to copy all the text. The number of characters pasted is saved in ll_numchars reported in the StaticText st_status:

```

string ls_richtext
boolean lb_selected
long ll_numchars

IF rb_true.Checked = TRUE THEN
    lb_selected = TRUE
ELSE
    lb_selected = FALSE
END IF

ls_richtext = rte_1.CopyRTF(lb_selected)
ll_numchars = rte_2.PasteRTF(ls_richtext)
st_status.Text = String(ll_numchars)

```

See also

PasteRTF

Cos

Description

Calculates the cosine of an angle.

Syntax

Cos (n)

Argument	Description
<i>n</i>	The angle (in radians) for which you want the cosine

Return value

Double. Returns the cosine of *n*. If *n* is null, Cos returns null.

Examples

This statement returns 1:

Cos (0)

This statement returns .540302:

Cos (1)

This statement returns -1:

Cos (Pi(1))

See also

ACos, Pi, Sin, Tan, Cos method for DataWindows in the *DataWindow Reference* or online Help

Cpu

Description	Reports the amount of CPU time that has elapsed since the application started.
Syntax	Cpu ()
Return value	Long. Returns the number of milliseconds of CPU time elapsed since the start of your PowerBuilder application.
Examples	These statements determine the amount of CPU time that elapsed while a group of statements executed:

```
long ll_start, ll_used  
// Set the start equal to the current CPU usage.  
ll_start = Cpu()  
... // Executable statements being timed  
  
// Set ll_used to the number of CPU seconds  
// that were used (current CPU time - start).  
ll_used = Cpu() - ll_start
```

CreateDirectory

Description	Creates a directory.				
Applies to	File system				
Syntax	CreateDirectory (directoryname)				
	<table><thead><tr><th>Argument</th><th>Description</th></tr></thead><tbody><tr><td><i>directoryname</i></td><td>String for the name of the directory you want to create</td></tr></tbody></table>	Argument	Description	<i>directoryname</i>	String for the name of the directory you want to create
Argument	Description				
<i>directoryname</i>	String for the name of the directory you want to create				
Return value	Integer. Returns 1 if the function succeeds and -1 if an error occurs.				
Examples	This example creates a new subdirectory in the current path and then makes the new subdirectory the current directory: <pre>string ls_path="my targets" integer li_filenum CreateDirectory (ls_path) li_filenum = ChangeDirectory(ls_path)</pre>				
See also	GetCurrentDirectory RemoveDirectory				

CreateInstance

Creates an instance of a remote object running on a middle-tier server.

To create a remote object instance	Use
From a PowerBuilder client	Syntax 1
From within an EAServer or COM+ component	Syntax 2

Syntax 1

Description

For creating an object instance on a remote server

Creates an instance of a component running on EAServer. This function can be used to instantiate a remote object from a PowerBuilder client. In addition, it can be used within a component running on EAServer to instantiate another component running on a different server.

Applies to

Connection objects

Syntax

`connection.CreateInstance (objectvariable {, classname})`

Argument	Description
<i>connection</i>	The name of the Connection object used to establish the connection.
<i>objectvariable</i>	A global, instance, or local variable whose datatype is the same class as the object being created or an ancestor of that class.
<i>classname</i> (optional)	A string whose value is the name of the class datatype to be created. You can optionally prepend a package name followed by a slash to the class name (for example, "mypkg/mycomponent").

Return value

Long. Returns 0 if it succeeds and one of the following values if an error occurs:

- 50 Distributed service error
- 52 Distributed communications error
- 53 Requested server not active
- 54 Server not accepting requests
- 55 Request terminated abnormally
- 56 Response to request incomplete
- 57 Not connected
- 62 Server busy

Usage

Before calling CreateInstance, you need to connect to a server. To do this, you need to call the ConnectToServer function.

CreateInstance allows you to create an object on a remote server. If you want to create an object locally, you need to use the CREATE statement.

When you deploy a remote object's class definition in a client application, the definition on the client has the same name as the remote object definition deployed in the server application. Variables declared with this type are able to hold a reference to a local object or a remote object. Therefore, at execution time you can instantiate the object locally (with the CREATE statement) or remotely (with the CreateInstance function) depending on your application requirements. In either case, once you have created the object, its physical location is transparent to client-side scripts that use the object.

Examples

The following statements create an object locally or remotely depending on the outcome of a test. The statements use the CreateInstance function to create a remote object and the CREATE statement to create a local object:

```
boolean bWantRemote
connection myconnect
uo_customer iuo_customer

//Determine whether you want a remote
//object or a local object.
...
//Then create the object.
IF bWantRemote THEN
    //Create a remote object
    IF myconnect.CreateInstance(iuo_customer) <> 0 THEN
        //deal with the error
        ...
    END IF
ELSE
    //Create a local object
    iuo_customer = CREATE uo_customer
END IF

//Call a function of the object.
//The function call is the same whether the object was
//created on the server or the client.
IF isValid(iuo_customer) THEN
    iuo_customer.GetCustomerData()
END IF
```

See also

[ConnectToServer](#)

Syntax 2

For creating a component instance on the current server

Description	Creates an instance of a component running on the current EA Server or COM+ server. This function is called from within a component instance running on EA Server or COM+.
Applies to	TransactionServer objects
Syntax	<code>transactionserver.CreateInstance (objectvariable {, classname })</code>

Argument	Description
<i>transactionserver</i>	Reference to the TransactionServer service instance.
<i>objectvariable</i>	A global, instance, or local variable whose datatype is the same class as the object being created or an ancestor of that class.
<i>classname</i> (optional)	<p>A string whose value is the name of the class datatype to be created.</p> <p>For EA Server components, you can optionally prepend a package name followed by a slash to the class name (for example, "mypackage/mycomponent").</p> <p>For COM+ components, you can optionally prepend a ProgID followed by a period to the class name (for example, "PowerBuilder.HTMLDataWindow").</p>

Return value	Long. Returns 0 if it succeeds and one of the following values if an error occurs:
	50 Distributed service error
	52 Distributed communications error
	53 Requested server not active
	54 Server not accepting requests
	55 Request terminated abnormally
	56 Response to request incomplete
	57 Not connected
	62 Server busy

Usage	The CreateInstance function on the TransactionServer context object allows you to access other EA Server or COM+ components running on the current server. The created instance inherits all the transaction and security attributes of the current object.
-------	---

On EAServer, the TransactionServer CreateInstance method invokes the EAServer name service to create proxies. Proxies for remote components might be returned by the name service rather than an instance that is running locally. To guarantee that a locally installed instance is used, specify the component name as “local:*package/component*”, where *package* is the package name and *component* is the component name. The call fails if the component is not installed in the same server.

The CreateInstance function on the TransactionServer context object uses the same user and password information that applies to the component from which it is called.

Before you can use the transaction context service, you need to declare a variable of type TransactionServer and call the GetContextService function to create an instance of the service.

Examples

The following statements show how an EAServer component might instantiate another component in the same server and call one of its methods:

```
Integer rc
rc = this.GetContextService("TransactionServer", &
    ts)
IF rc <> 1 THEN
    // handle the error
END IF
rc = this.CreateInstance(mycomp2, &
    "mypackage/nvo_comp2")

IF IsValid(mycomp2) = FALSE THEN
    // handle the error
END IF
mycomp2.method1()
```

This example shows the syntax for creating an instance of a COM component:

```
Integer rc
OleObject lole
TransactionServer lts

lole = create OleObject
rc = this.GetContextService("TransactionServer", lts)
IF rc <> 1 THEN
    return "Error from GetContextService " + String (rc)
END IF

// PBCOM is the ProgID, n_genapp is the class name
rc = lts.CreateInstance(lole, "PBCOM.n_genapp")

IF rc <> 0 THEN
    return "Error from CreateInstance " + String (rc)
END IF
iole.my_func ()
```

See also

EnableCommit
IsInTransaction
IsTransactionAborted
Lookup
SetAbort
SetComplete
Which

CreatePage

Description	Creates a tab page if it has not already been created.				
Applies to	User objects used as tab pages				
Syntax	<code>userobject.CreatePage ()</code>				
	<table><thead><tr><th>Argument</th><th>Description</th></tr></thead><tbody><tr><td><code>userobject</code></td><td>The name of the tab page you want to create</td></tr></tbody></table>	Argument	Description	<code>userobject</code>	The name of the tab page you want to create
Argument	Description				
<code>userobject</code>	The name of the tab page you want to create				
Return value	<p>Integer. Returns one of the following values: 1 if the page is successfully created and -1 if the page was already created or if it is not a tab page.</p> <p>1 – The tab page was successfully created 0 – The tab page has already been created -1 – The user object is not a tab page</p>				
Usage	A window will open more quickly if the creation of graphical representations is delayed for tab pages with many controls. However, scripts cannot refer to a control on a tab page until the control's Constructor event has run and a graphical representation of the control has been created. When the CreateOnDemand property of the Tab control is selected, scripts cannot reference controls on tab pages that the user has not viewed. CreatePage allows you to create a tab page if it has not already been created.				
Examples	This example tests whether tabpage_2 has been created and, if not, creates it:				
	<pre>IF tab_1.CreateOnDemand = True THEN IF tab_1.tabpage_2.PageCreated() = False THEN tab_1.tabpage_2.CreatePage() END IF END IF</pre>				
See also	PageCreated				

Cut

Description Deletes selected text or an OLE object from the specified control and stores it on the clipboard, replacing the clipboard contents with the deleted text or object.

Applies to DataWindow, InkeEdit, MultiLineEdit, SingleLineEdit, DropDownListBox, DropDownListPictureListBox, and OLE controls

Syntax `controlname.Cut ()`

Argument	Description
<i>controlname</i>	The name of the DataWindow, InkeEdit, MultiLineEdit, SingleLineEdit, RichTextEdit, DropDownListBox, DropDownListPictureListBox, or OLE control containing the text or object to be cut. If <i>controlname</i> is a DataWindow, text is cut from the edit control over the current row and column. If <i>controlname</i> is a DropDownListBox or DropDownListPictureListBox, the AllowEdit property must be true.

Return value Integer for DataWindow, InkeEdit, and list boxes, Long for other controls.

For editable controls, Cut returns the number of characters that were cut from *controlname* and stored in the clipboard. If no text is selected, no characters are cut and Cut returns 0. If an error occurs, Cut returns -1.

For OLE controls, Cut returns 0 if it succeeds and one of the following negative values if an error occurs:

- 1 Container is empty
- 2 Cut failed
- 9 Other error

If *controlname* is null, Cut returns null.

Usage To select text for deleting, the user can use the mouse or keyboard. You can also call the **SelectText** function in a script. For RichTextEdit controls, there are several additional functions for selecting text: **SelectTextAll**, **SelectTextLine**, and **SelectTextWord**.

To insert the contents of the clipboard into a control, use the **Paste** function.

To delete selected text or an OLE object but not store it in the clipboard, use the **Clear** function.

Cutting an OLE object breaks any connections between it and its source file or storage, just as **Clear** does.

Examples Assuming the selected text in **mle_emp_address** is Temporary, this statement deletes Temporary from **mle_emp_address**, stores it in the clipboard, and returns 9:

```
mle_emp_address.Cut()
```

This example cuts the OLE object in the OLE control **ole_1** and puts it on the clipboard:

```
integer result  
result = ole_1.Cut()
```

See also

[Copy](#)
[Clear](#)
[ClearAll](#)
[Clipboard](#)
[DeleteItem](#)
[Paste](#)

DataCount

Description Reports the number of data points in the specified series in a graph.

Applies to Graph controls in windows and user objects, and graphs in DataWindow controls and DataStore objects

Syntax `controlname.DataCount ({ graphcontrol, } seriesname)`

Argument	Description
<code>controlname</code>	The name of the graph in which you want the number of data points in a specific series, or the name of the DataWindow control or DataStore containing the graph

	Argument	Description
	<i>graphcontrol</i> (DataWindow control or DataStore only)	(Optional) The name of the graph in the DataWindow control or DataStore for which you want the data point count for the series
	<i>seriesname</i>	A string whose value is the name of the series for which you want the number of data points
Return value		Long. Returns the number of data points in the specified series if it succeeds and -1 if an error occurs. If any argument's value is null, DataCount returns null.
Examples		These statements store in <i>ll_count</i> the number of data points in the series named Costs in the graph gr_product_data:
		<pre>long ll_count ll_count = gr_product_data.DataCount("Costs")</pre>
		These statements store in <i>ll_count</i> the number of data points in the series named Salary in the graph gr_dept in the DataWindow control dw_employees:
		<pre>long ll_count ll_count = & dw_employees.DataCount("gr_dept", "Salary")</pre>
See also		AddSeries InsertSeries SeriesCount

DataSource

Description Allows a RichTextEdit control to share data with a DataWindow and display the data in its input fields. If there are input fields in the RichTextEdit control that match the names of columns in the DataWindow, the data in the DataWindow is assigned to those input fields. The document in the RichTextEdit control is repeated so that there is an instance of the document for each row in the DataWindow.

Applies to RichTextEdit controls

Syntax *rtnename.DataSource (dwsource)*

Argument	Description
<i>rtnename</i>	The name of the RichTextEdit control for which you want to get data in a DataWindow

Argument	Description
<i>dwsouce</i>	The name of the DataWindow control, DataStore, or child DataWindow that contains the data to be connected with input fields in <i>rtnname</i>

Return value Integer. Returns 1 if it succeeds and -1 if an error occurs.

Usage When names of input fields match names of columns in the DataWindow object, the data in the columns is assigned to the matching input fields.

The document in the RichTextEdit control is associated with one row in the DataWindow. There is an instance of the document for each retrieved row. The text in the RichTextEdit control is repeated, with all its formatting, in every document instance. The content of the input fields changes as the data in each row changes. Except for the contents of the input fields, the contents of each instance is the same—you cannot make changes to the surrounding text that affect individual instances only.

If the InputFieldNamesVisible property of the RichTextEdit control is true, the fields will show their names instead of the data they contain. Change the property value to false to see the data. The following RichTextEdit functions operate on or report information about an instance of the document:

LineCount	SelectedStart
PageCount	SelectedLine
InsertDocument	SelectText
SaveDocument	SelectTextAll
SelectedPage	

The following RichTextEdit function affects the collection of documents:

Print

Examples

This example establishes the DataWindow control *dw_1* as the data source for the RichTextEdit *rte_1*:

```
rte_1.DataSource(dw_1)
```

This example inserts a document called *LETTER.RTF* into the RichTextEdit *rte_letter* (the names of the document's input fields match the columns in a DataWindow object *d_emp*), creates a DataStore, associates it with *d_emp*, and retrieves data. Then it inserts the document in *rte_letter* and sets up the DataStore as the data source for *rte_1*:

```
DataStore ds_empinfo
ds_empinfo = CREATE DataStore
ds_empinfo.DataObject = "d_emp"
ds_empinfo.SetTransObject(SQLCA)
```

```
ds_empinfo.Retrieve()  
  
rte_letter.InsertDocument("LETTER.RTF", TRUE)  
rte_letter.DataSource(ds_empinfo)
```

See also

[InputFieldChangeData](#), [InputFieldCurrentName](#), [InputFieldDeleteCurrent](#),
[InputFieldGetData](#), [InputFieldInsert](#)

Date

Converts DateTime, string, or numeric data to data of type date or extracts a date value from a blob. You can use one of several syntaxes, depending on the datatype of the source data.

To	Use
Extract the date from DateTime data or extract a date stored in a blob	Syntax 1
Convert a string to a date	Syntax 2
Combine numeric data into a date	Syntax 3

Platform information for Windows

To make sure you get correct return values for the year, you must verify that yyyy is the Short Date Style for year in the Regional Settings of the user's Control Panel. Your program can check this with the RegistryGet function.

If the setting is not correct, you can ask the user to change it manually or have the application change it (by calling the RegistrySet function). The user may need to reboot after the setting is changed.

Syntax 1

Description

For DateTime data and blobs

Extracts a date from a DateTime value or from a blob whose first value is a date or DateTime value.

Syntax

Date (*datetime*)

Argument	Description
<i>datetime</i>	A DateTime value or a blob in which the first value is a date or DateTime value. The rest of the contents of the blob is ignored. <i>Datetime</i> can also be an Any variable containing a DateTime or blob.

Return value Date. Returns the date in *datetime* as a date. If *datetime* contains an invalid date or an incompatible datatype, Date returns 1900-01-01. If *datetime* is null, Date returns null.

Examples After a value for the DateTime variable *ldt_StartDateTime* has been retrieved from the database, this example sets *ld_StartDate* equal to the date in *ldt_StartDateTime*:

```
DateTime ldt_StartDateTime
date ld_StartDate
ld_StartDate = Date(ldt_StartDateTime)
```

Assuming the value of a blob variable *ib_blob* contains a DateTime value beginning at byte 32, the following statement converts it to a date value:

```
date ld_date
ld_date = Date(BlobMid(ib_blob, 32))
```

See also DateTime

Syntax 2

Description Converts a string whose value is a valid date to a date value.

Syntax **Date (*string*)**

Argument	Description
<i>string</i>	A string containing a valid date (such as January 1, 2002, or 12-31-99) that you want returned as a date. <i>Datetime</i> can also be an Any variable containing a string.

Return value Date. Returns the date in *string* as a date. If *string* contains an invalid date or an incompatible datatype, Date returns 1900-01-01. If *string* is null, Date returns null.

Usage Valid dates in strings can include any combination of day (1 to 31), month (1 to 12 or the name or abbreviation of a month), and year (2 or 4 digits). PowerBuilder assumes a 4-digit number is a year. Leading zeros are optional for month and day. The month, whether a name, an abbreviation, or a number, must be in the month location specified in the system setting for a date's format. If you do not know the system setting, use the standard datatype date format yyyy-mm-dd.

PowerBuilder attempts to match the input string to a date format in the regional settings on the computer. If a complete match is not found, PowerBuilder attempts a partial match. For example, if you use `Date('01-JAN-1900')` and PowerBuilder finds the partial match (dd-MMM-yy), PowerBuilder parses the first two numbers of the year and gets 19. The 2-digit year is interpreted as a year between 1930 and 2029, and the date returned is 1/1/2019.

Date literals do not need to be converted with the Date function.

Examples **Example 1** These statements all return the date datatype for text expressing the date July 4, 2004 (2004-07-04). The system setting for a date's format is set with the month's position in the middle:

```
Date("2004/07/04")
Date("2004 July 4")
Date("04 July 2004")
```

Example 2 The following groups of statements check to be sure the date in `sle_start_date` is a valid date and display a message if it is not. The first version checks the result of the Date function to see if the date was valid. The second uses the `IsDate` function to check the text before using `Date` to convert it:

Version 1:

```
// Windows Control Panel date format is YY/MM/DD
date ld_my_date

ld_my_date = Date(sle_start_date.Text)
IF ld_my_date = Date("1900-01-01") THEN
    MessageBox("Error", "This date is invalid: " &
               + sle_start_date.Text)
END IF
```

Version 2:

```
date ld_my_date

IF IsDate(sle_start_date.Text) THEN
    ld_my_date = Date(sle_start_date.Text)
ELSE
    MessageBox("Error", "This date is invalid: " &
```

```
+ sle_start_date.Text)
END IF
```

See also

DateTime
IsDate
RelativeDate
RelativeTime
Date method for DataWindows in the *DataWindow Reference* or the online Help

Syntax 3

Description

Combines numbers representing the year, month, and day into a date value.

Date (year, month, day)

Argument	Description
<i>year</i>	The 4-digit year (1 to 9999) of the date
<i>month</i>	The 1- or 2-digit integer for the month (1 to 12) of the year
<i>day</i>	The 1- or 2-digit integer for the day (1 to 31) of the month

Return value

Date. Returns the date specified by the integers for *year*, *month*, and *day* as a date datatype. If any value is invalid (out of the range of values for dates), Date returns 1900-01-01. If any argument's value is null, Date returns null.

Examples

These statements use integer values to set *ld_my_date* to 2005-10-15:

```
date ld_my_date
ld_my_date = Date(2005, 10, 15)
```

See also

DateTime, DaysAfter, RelativeDate, RelativeTime

DateTime

Manipulates DateTime values. There are two syntaxes.

To	Use
Combine a date and a time value into a DateTime value	Syntax 1
Obtain a DateTime value that is stored in a blob	Syntax 2

Syntax 1

For creating DateTime values

Description

Combines a date value and a time value into a DateTime value.

Syntax

DateTime (date {, time })

Argument	Description
<i>date</i>	A value of type date.
<i>time</i> (optional)	A value of type time. If you omit <i>time</i> , PowerBuilder sets <i>time</i> to 00:00:00.000000 (midnight). If you specify <i>time</i> , only the hour portion is required.

Return value

DateTime. Returns a DateTime value based on the values in *date* and optionally *time*. If any argument's value is null, DateTime returns null.

Usage

DateTime data is used only for reading and writing DateTime values to and from a database. To use the date and time values in scripts, use the Date and Time functions to assign values to date and time variables.

Examples

These statements convert the date and time stored in *ld_OrderDate* and *lt_OrderTime* to a DateTime value that can be used to update the database:

```

DateTime ldt_OrderDateTime
date ld_OrderDate
time lt_OrderTime

ld_OrderDate = Date(sle_orderdate.Text)
lt_OrderTime = Time(sle_ordertime.Text)
ldt_OrderDateTime = DateTime( &
    ld_OrderDate, lt_OrderTime)

```

See also

Date

Time

DateTime method for DataWindows in the *DataWindow Reference* or the online Help

Syntax 2

For extracting DateTime values from blobs

Description

Extracts a DateTime value from a blob.

Syntax

DateTime (blob)

Argument	Description
<i>blob</i>	A blob in which the first value is a DateTime value. The rest of the contents of the blob is ignored. <i>Blob</i> can also be an Any variable containing a blob.

Return value **DateTime**. Returns the **DateTime** value stored in *blob*. If *blob* is null, **DateTime** returns null.

Usage **DateTime** data is used only for reading and writing **DateTime** values to and from a database. To use the date and time values in scripts, use the **Date** and **Time** functions to assign values to date and time variables.

Examples After assigning blob data from the database to *lb_blob*, the following example obtains the **DateTime** value stored at position 20 in the blob (the length you specify for **BlobMid** must be at least as long as the **DateTime** value but can be longer):

```
DateTime dt  
dt = DateTime(BlobMid(lb_blob, 20, 40))
```

See also [Date](#)
[Time](#)

Day

Description	Obtains the day of the month in a date value.				
Syntax	Day (date)				
	<table border="1"> <thead> <tr> <th>Argument</th><th>Description</th></tr> </thead> <tbody> <tr> <td><i>date</i></td><td>A date value from which you want the day</td></tr> </tbody> </table>	Argument	Description	<i>date</i>	A date value from which you want the day
Argument	Description				
<i>date</i>	A date value from which you want the day				
Return value	Integer. Returns an integer (1 to 31) representing the day of the month in <i>date</i> . If <i>date</i> is null, Day returns null.				
Examples	<p>These statements extract the day (31) from the date literal 2004-01-31 and set <i>li_day_portion</i> to that value:</p> <pre>integer li_day_portion li_day_portion = Day(2004-01-31)</pre> <p>These statements check to be sure the date in <i>sle_date</i> is valid, and if so set <i>li_day_portion</i> to the day in the <i>sle_date</i>:</p> <pre>integer li_day_portion IF IsDate(sle_date.Text) THEN li_day_portion = Day(Date(sle_date.Text)) ELSE MessageBox("Error", & "This date is invalid: " & + sle_date.Text) END IF</pre>				
See also	<p>Date IsDate Month Year</p> <p>Day method for DataWindows in the <i>DataWindow Reference</i> or the online Help</p>				

DayName

Description Determines the day of the week in a date value and returns the weekday's name.

Syntax **DayName (date)**

Argument	Description
<i>date</i>	A date value for which you want the name of the day

Return value String. Returns a string whose value is the weekday (Sunday, Monday, and so on) of *date*. If *date* is null, DayName returns null.

Usage DayName returns a name in the language of the runtime files available on the machine where the application is run. If you have installed localized runtime files in the development environment or on a user's machine, then on that machine the name returned by DayName is in the language of the localized files.

For information about localized runtime files, which are available in French, German, Italian, Spanish, Dutch, Danish, Norwegian, and Swedish, see *Application Techniques*.

Examples These statements evaluate the date literal 2003-07-04 and set *day_name* to Sunday:

```
string day_name
day_name = DayName(2003-07-04)
```

These statements check to be sure the date in *sle_date* is valid, and if so set *day_name* to the day in *sle_date*:

```
string day_name

IF IsDate(sle_date.Text) THEN
    day_name = DayName(Date(sle_date.Text))
ELSE
    MessageBox("Error", &
        "This date is invalid: " &
        + sle_date.Text)
END IF
```

See also

Day
DayNumber
IsDate
DayName in the *DataWindow Reference*

DayNumber

Description Determines the day of the week of a date value and returns the number of the weekday.

Syntax **DayNumber** (*date*)

Argument	Description
<i>date</i>	The date value from which you want the number of the day of the week

Return value Integer. Returns an integer (1-7) representing the day of the week of *date*. Sunday is day 1, Monday is day 2, and so on. If *date* is null, DayNumber returns null.

Examples These statements evaluate the date literal 2000-01-31 and set *day_nbr* to 4 (January 31, 2000, was a Wednesday):

```
integer day_nbr
day_nbr = DayNumber(2000-01-31)
```

These statements check to be sure the date in *sle_date* is valid, and if so set *day_nbr* to the number of the day in the *sle_date*:

```
integer day_nbr

IF IsDate(sle_date.Text) THEN
    day_nbr = DayNumber(Date(sle_date.Text))
ELSE
    MessageBox("Error", &
    "This date is invalid: " &
    + sle_date.Text)
END IF
```

See also Day
DayName
IsDate
DayNumber in the *DataWindow Reference*

DaysAfter

Description

Determines the number of days one date occurs after another.

Syntax

DaysAfter (*date1*, *date2*)

Argument	Description
<i>date1</i>	A date value that is the start date of the interval being measured
<i>date2</i>	A date value that is the end date of the interval

Return value

Long. Returns a long whose value is the number of days *date2* occurs after *date1*. If *date2* occurs before *date1*, DaysAfter returns a negative number. If any argument's value is null, DaysAfter returns null.

Examples

This statement returns 4:

```
DaysAfter(2002-12-20, 2002-12-24)
```

This statement returns -4:

```
DaysAfter(2002-12-24, 2002-12-20)
```

This statement returns 0:

```
DaysAfter(2003-12-24, 2003-12-24)
```

This statement returns 5:

```
DaysAfter(2003-12-29, 2004-01-03)
```

If you declare *date1* and *date2* date variables and assign February 16, 2003, to *date1* and April 28, 2003, to *date2* as follows:

```
date date1, date2
```

```
date1 = 2003-02-16  
date2 = 2003-04-28
```

then each of the following statements returns 71:

```
DaysAfter(date1, date2)  
DaysAfter(2003-02-16, date2)  
DaysAfter(date1, 2003-04-28)  
DaysAfter(2003-02-16, 2003-04-28)
```

See also

RelativeDate

RelativeTime

SecondsAfter

DaysAfter in the *DataWindow Reference*

DBHandle

Description	Reports the handle for your DBMS.				
Applies to	Transaction objects				
Syntax	<code>transactionobject.DBHandle()</code>				
	<table border="1"> <thead> <tr> <th style="text-align: center;">Argument</th> <th style="text-align: center;">Description</th> </tr> </thead> <tbody> <tr> <td style="text-align: center;"><i>transactionobject</i></td><td>The current transaction object</td></tr> </tbody> </table>	Argument	Description	<i>transactionobject</i>	The current transaction object
Argument	Description				
<i>transactionobject</i>	The current transaction object				
Return value	<p><code>UnsignedLong</code>. Returns the handle for your DBMS. <i>Transactionobject</i> must exist, and the database must be connected. If <i>transactionobject</i> is null, <code>DBHandle</code> returns null. If <i>transactionobject</i> does not exist, an execution error occurs. If there is not enough memory to connect to your DBMS, <code>DBHandle</code> returns a negative number.</p>				
Usage	<p><code>DBHandle</code> returns a valid handle only if you are connected to the database. It is not able to determine if the database connection does not exist or has been lost.</p> <p>PowerBuilder uses the database handle internally to communicate with the database. If your database supports an API with functions that PowerBuilder does not support, you can use <code>DBHandle</code> to provide the handle as an argument to one of these external functions.</p>				
Examples	For examples, search for <code>DBHandle</code> in online Help.				

DebugBreak

Description	Suspends execution and opens the Debug window.
Syntax	<code>DebugBreak()</code>
Return value	None
Usage	Insert a call to the <code>DebugBreak</code> function into a script at a point at which you want to suspend execution and examine the application. Then enable just-in-time debugging and run the application in the development environment.
	When PowerBuilder encounters the <code>DebugBreak</code> function, the Debug window opens showing the current context.
Examples	This statement tests whether a variable is null and opens the Debug window if it is:

```
IF IsNull(auo_ext) THEN DebugBreak()
```

Dec

Description Converts a string to a decimal number or obtains a decimal value stored in a blob.

Syntax **Dec** (*stringorblob*)

Argument	Description
<i>stringorblob</i>	A string whose value you want returned as a decimal value or a blob in which the first value is the decimal you want. The rest of the contents of the blob is ignored. <i>Stringorblob</i> can also be an Any variable containing a string or blob.

Return value Decimal. Returns the value of *stringorblob* as a decimal. If *stringorblob* is not a valid PowerScript number or if it contains an incompatible datatype, Dec returns 0. If *stringorblob* is null, Dec returns null.

Examples This statement returns 24.3 as a decimal datatype:

```
Dec ("24 . 3")
```

This statement returns the contents of the SingleLineEdit sle_salary as a decimal number:

```
Dec (sle_salary.Text)
```

For an example of assigning and extracting values from a blob, see Real.

See also

Double

Integer

Long

Real

DeleteCategory

Description Deletes a category and the data values for that category from the category axis of a graph.

Graph controls in windows and user objects. Does not apply to graphs within DataWindow objects (because their data comes directly from the DataWindow).

Syntax

`controlname.DeleteCategory (categoryvalue)`

Argument	Description
<i>controlname</i>	The graph in which you want to delete a category.
<i>categoryvalue</i>	A value that is the category you want to delete from <i>controlname</i> . The value you specify must be the same datatype as the datatype of the category axis.

Return value Integer. Returns 1 if it succeeds and -1 if an error occurs. If any argument's value is null, DeleteCategory returns null.

Examples These statements delete the category whose name is entered in the SingleLineEdit sle_delete from the graph gr_product_data:

```
string CategName
CategName = sle_delete.Text
gr_product_data.DeleteCategory(CategName)
```

See also

DeleteData
DeleteSeries

DeleteColumn

Description Deletes a column.

Applies to ListView controls

Syntax *listviewname.DeleteColumn (index)*

Argument	Description
<i>listviewname</i>	The name of the ListView control from which you want to delete a column
<i>index</i>	The index number of the column you want to delete

Return value Integer. Returns 1 if it succeeds and -1 if an error occurs.

Examples This example deletes the second column in a ListView control:

```
lv_list.DeleteColumn(2)
```

See also DeleteColumns

DeleteColumns

Description Deletes all columns.

Applies to ListView controls

Syntax *listviewname.DeleteColumns ()*

Argument	Description
<i>listviewname</i>	The name of the ListView control from which you want to delete all columns

Return value Integer. Returns 1 if it succeeds and -1 if an error occurs.

Examples This example deletes all columns in a ListView control:

```
lv_list.DeleteColumns()
```

See also DeleteColumn

DeleteData

Description	Deletes a data point from a series of a graph. The remaining data points in the series are shifted left to fill the data point's category.								
Applies to	Graph controls in windows and user objects. Does not apply to graphs within DataWindow objects (because their data comes directly from the DataWindow).								
Syntax	<code>controlname.DeleteData (seriesnumber, datapointnumber)</code>								
	<table border="1"> <thead> <tr> <th>Argument</th><th>Description</th></tr> </thead> <tbody> <tr> <td><i>controlname</i></td><td>The name of the graph in which you want to delete a data value</td></tr> <tr> <td><i>seriesnumber</i></td><td>The number of the series containing the data value you want to delete from <i>controlname</i></td></tr> <tr> <td><i>datapointnumber</i></td><td>The number of the data point containing the data you want to delete</td></tr> </tbody> </table>	Argument	Description	<i>controlname</i>	The name of the graph in which you want to delete a data value	<i>seriesnumber</i>	The number of the series containing the data value you want to delete from <i>controlname</i>	<i>datapointnumber</i>	The number of the data point containing the data you want to delete
Argument	Description								
<i>controlname</i>	The name of the graph in which you want to delete a data value								
<i>seriesnumber</i>	The number of the series containing the data value you want to delete from <i>controlname</i>								
<i>datapointnumber</i>	The number of the data point containing the data you want to delete								
Return value	Integer. Returns 1 if it succeeds and -1 if an error occurs. If any argument's value is null, DeleteData returns null.								
Examples	These statements delete the data at data point 7 in the series named Costs in the graph gr_product_data:								
	<pre>integer SeriesNbr // Get the number of the series. SeriesNbr = gr_product_data.FindSeries("Costs") gr_product_data.DeleteData(SeriesNbr, 7)</pre>								
See also	AddData DeleteCategory DeleteSeries FindSeries								

DeleteItem

Deletes an item from a ListBox, DropDownListBox, or ListView control.

To delete an item from	Use
A ListBox or DropDownListBox control	Syntax 1
A ListView control	Syntax 2
A TreeView control	Syntax 3

Syntax 1

Description

For ListBox and DropDownListBox controls

Deletes an item from the list of values for a list box control.

Applies to

ListBox, DropDownListBox, PictureListBox, and DropDownListPictureListBox controls

Syntax

listboxname.DeleteItem (index)

Argument	Description
<i>listboxname</i>	The name of the ListBox, DropDownListBox, PictureListBox, or DropDownListPictureListBox from which you want to delete an item
<i>index</i>	The position number of the item you want to delete

Return value

Integer. Returns the number of items remaining in the list of values after the item is deleted. If an error occurs, DeleteItem returns -1. If any argument's value is null, DeleteItem returns null.

Usage

If the control's Sorted property is set, the order of the list is probably different from the order you specified when you defined the control. If you know the item's text, use FindItem to determine the item's index.

Examples

Assuming lb_actions contains 10 items, this statement deletes item 5 from lb_actions and returns 9:

```
lb_actions.DeleteItem(5)
```

These statements delete the first selected item in lb_actions:

```
integer li_Index  
li_Index = lb_actions.SelectedIndex()  
lb_actions.DeleteItem(li_Index)
```

This statement deletes the item "Personal" from the ListBox lb_purpose:

```
lb_purpose.DeleteItem( &  
    lb_purpose.FindItem("Personal", 1))
```

See also

AddItem, FindItem, InsertItem, SelectItem

Syntax 2

For ListView controls

Description Deletes the specified item from a ListView control.

Applies to ListView controls

Syntax ***listviewname.DeleteItem (index)***

Argument	Description
<i>listviewname</i>	The name of the ListView control from which you want to delete an item
<i>index</i>	The index number of the item you want to delete

Return value Integer. Returns 1 if it succeeds and -1 if an error occurs.

Examples This example uses SelectedIndex to find the index of the selected ListView item and then deletes the corresponding item:

```
integer index
index = lv_list.selectedIndex()
lv_list.DeleteItem(index)
```

See also

AddItem
FindItem
InsertItem
SelectItem
DeleteItems

Syntax 3

For TreeView controls

Description Deletes an item from a control and all its child items, if any.

Applies to TreeView controls

Syntax ***treeviewname.DeleteItem (itemhandle)***

Argument	Description
<i>treeviewname</i>	The name of the TreeView control from which you want to delete an item
<i>itemhandle</i>	The handle of the item you want to delete

Return value Integer. Returns 1 if it succeeds and -1 if an error occurs.

Usage If all items are children of a single item at the root level, you can delete all items in the TreeView with the handle for RootTreeItem as the argument for DeleteItem. Otherwise, you need to loop through the items at the first level.

Examples

This example deletes an item from a TreeView control:

```
long ll_tvi  
ll_tvi = tv_list.FindItem(CurrentTreeItem!, 0)  
tv_list.DeleteItem(ll_tvi)
```

This example deletes all items from a TreeView control when there are several items at the first level:

```
long tvi_hdl = 0  
DO UNTIL tv_1.FindItem(RootTreeItem!, 0) = -1  
    tv_1.DeleteItem(tvi_hdl)  
LOOP
```

See also

AddItem
FindItem
InsertItem
SelectItem
DeleteItems

DeletesItems

Description

Deletes all items from a ListView control.

Applies to

ListView controls

Syntax

listviewname.**DeletesItems** ()

Argument	Description
<i>listviewname</i>	The name of the ListView control from which you want to delete all items

Return value

Integer. Returns 1 if it succeeds and -1 if an error occurs.

Examples

This example deletes all the items in a ListView control:

```
lv_list.DeletesItems()
```

See also

DeleteItem

DeleteLargePicture

Description Deletes a picture from the large image list.

Applies to ListView controls

Syntax *listviewname.DeleteLargePicture (index)*

Argument	Description
<i>listviewname</i>	The name of the ListView control to which you want to delete a large picture from the image list
<i>index</i>	The index entry for the large picture you want to delete

Return value Integer. Returns 1 if it succeeds and -1 if an error occurs.

Examples This example deletes a large picture from a ListView control:

```
lv_list.DeleteLargePicture(1)
```

See also DeleteLargePictures

DeleteLargePictures

Description Deletes all large pictures from a ListView control.

Applies to ListView controls

Syntax *listviewname.DeleteLargePictures ()*

Argument	Description
<i>listviewname</i>	The name of the ListView control from which you want to delete all pictures from the large picture image list

Return value Integer. Returns 1 if it succeeds and -1 if an error occurs.

Examples This example deletes all large pictures from a ListView control:

```
lv_list.DeleteLargePictures()
```

See also DeleteLargePicture

DeletePicture

Description	Deletes a picture from the image list.						
Applies to	PictureListBox, DropDownPictureListBox, and TreeView controls						
Syntax	controlname.DeletePicture (index)						
	<table><thead><tr><th>Argument</th><th>Description</th></tr></thead><tbody><tr><td><i>controlname</i></td><td>The control from which you want to delete a picture</td></tr><tr><td><i>index</i></td><td>The index number of the picture you want to delete from the TreeView control's image list</td></tr></tbody></table>	Argument	Description	<i>controlname</i>	The control from which you want to delete a picture	<i>index</i>	The index number of the picture you want to delete from the TreeView control's image list
Argument	Description						
<i>controlname</i>	The control from which you want to delete a picture						
<i>index</i>	The index number of the picture you want to delete from the TreeView control's image list						
Return value	Integer. Returns 1 if it succeeds and -1 if an error occurs.						
Usage	When you delete a picture from the image list for a control, all subsequent pictures in the list are renumbered to fill the gap. Because the picture index for an item does not change, the pictures for items that use the affected index numbers will change.						
Examples	This example deletes the sixth image from the image list: <code>tv_list.DeletePicture(6)</code>						
See also	AddPicture DeletePictures						

DeletePictures

Description	Deletes all pictures from an image list.				
Applies to	PictureListBox, DropDownPictureListBox, and TreeView controls				
Syntax	controlname.DeletePictures ()				
	<table><thead><tr><th>Argument</th><th>Description</th></tr></thead><tbody><tr><td><i>controlname</i></td><td>The control in which you want to delete all pictures from the image list</td></tr></tbody></table>	Argument	Description	<i>controlname</i>	The control in which you want to delete all pictures from the image list
Argument	Description				
<i>controlname</i>	The control in which you want to delete all pictures from the image list				
Return value	Integer. Returns 1 if it succeeds and -1 if an error occurs.				
Examples	This example deletes all images from a TreeView control image list: <code>tv_list.DeletePictures()</code>				
See also	AddPicture DeletePicture				

DeleteSeries

Description	Deletes a series and its data values from a graph.						
Applies to	Graph controls in windows and user objects. Does not apply to graphs within DataWindow objects (because their data comes directly from the DataWindow).						
Syntax	<i>controlname.DeleteSeries (seriesname)</i>						
	<table border="1"> <thead> <tr> <th style="text-align: center;">Argument</th><th style="text-align: center;">Description</th></tr> </thead> <tbody> <tr> <td style="text-align: center;"><i>controlname</i></td><td>The graph in which you want to delete a series</td></tr> <tr> <td style="text-align: center;"><i>seriesname</i></td><td>A string whose value is the name of the series you want to delete from <i>controlname</i></td></tr> </tbody> </table>	Argument	Description	<i>controlname</i>	The graph in which you want to delete a series	<i>seriesname</i>	A string whose value is the name of the series you want to delete from <i>controlname</i>
Argument	Description						
<i>controlname</i>	The graph in which you want to delete a series						
<i>seriesname</i>	A string whose value is the name of the series you want to delete from <i>controlname</i>						
Return value	Integer. Returns 1 if it succeeds and -1 if an error occurs. If any argument's value is null, DeleteSeries returns null.						
Usage	The series in a graph are numbered consecutively, in the order they were added to the graph. When a series is deleted, the remaining series are renumbered.						
Examples	This script for the SelectionChanged event of a DropDownListBox assumes that the list box lists the series in the graph gr_data. When the user chooses an item, DeleteSeries deletes the series from the graph and DeleteItem deletes the name from the list box:						
	<pre>string ls_name ls_name = This.Text gr_data.DeleteSeries(ls_name) This.DeleteItem(This.FindItem(ls_name, 0))</pre>						
See also	AddSeries DeleteCategory DeleteData FindSeries						

DeleteSmallPicture

Description Deletes a small picture from a ListView control.

Applies to ListView controls

Syntax *listviewname.DeleteSmallPicture (index)*

Argument	Description
<i>listviewname</i>	The name of the ListView control from which you want to delete a small picture from the image list
<i>index</i>	The index number of the small picture you want to delete

Return value Integer. Returns 1 if it succeeds and -1 if an error occurs.

Examples This example deletes a small picture from a ListView control:

```
lv_list.DeleteSmallPicture(1)
```

See also DeleteSmallPictures

DeleteSmallPictures

Description Deletes all small pictures from a ListView control.

Applies to ListView controls

Syntax *listviewname.DeleteSmallPictures ()*

Argument	Description
<i>listviewname</i>	The name of the ListView control from which you want to delete all small pictures

Return value Integer. Returns 1 if it succeeds and -1 if an error occurs.

Examples This example deletes all small pictures from a ListView control:

```
lv_list.DeleteSmallPictures()
```

See also DeleteSmallPicture

DeleteStatePicture

Description	Deletes a state picture from a control.
Applies to	ListView and TreeView controls
Syntax	<code>controlname.DeleteStatePicture (index)</code>

Argument	Description
<i>controlname</i>	The name of the ListView or TreeView control from which you want to delete a picture from the state image list
<i>index</i>	The index number of the state picture you want to delete

Return value Integer. Returns 1 if it succeeds and -1 if an error occurs.

Examples This example deletes a state picture from a ListView control:

```
lv_list.DeleteStatePicture(1)
```

See also DeleteStatePictures

DeleteStatePictures

Description	Deletes all state pictures from a control.
Applies to	ListView and TreeView controls
Syntax	<code>controlname.DeleteStatePictures ()</code>

Argument	Description
<i>controlname</i>	The name of the ListView or TreeView control from which you want to delete all state pictures

Return value Integer. Returns 1 if it succeeds and -1 if an error occurs.

Examples This example deletes all state pictures from a ListView control:

```
lv_list.DeleteStatePictures()
```

See also DeleteStatePicture

DestroyModel

Description

Destroys the current performance analysis or trace tree model.

Applies to

Profiling and TraceTree objects

Syntax

instancename.DestroyModel ()

Argument	Description
<i>instancename</i>	Instance name of the Profiling or TraceTree object

Return value

ErrorReturn. Returns one of the following values:

- Success! – The function succeeded
- ModelNotFoundError! – The function failed because no model exists

Usage

When you are finished with the performance analysis or trace tree model you created using the BuildModel function, you must call DestroyModel to destroy the model as well as all the objects associated with that model. The memory allocated to a model will not be released until the object is destroyed.

Examples

This example destroys the performance analysis model previously created using the BuildModel function:

```
lpro_model.DestroyModel()  
DESTROY lpro_model
```

See also

[BuildModel](#)

DirectoryExists

Description	Determines if the named directory exists.				
Syntax	<code>DirectoryExists (<i>directoryname</i>)</code>				
	<table border="1"> <thead> <tr> <th style="text-align: center;">Argument</th><th style="text-align: center;">Description</th></tr> </thead> <tbody> <tr> <td style="text-align: center;"><i>directoryname</i></td><td>String for the name of the directory you want to verify as existing</td></tr> </tbody> </table>	Argument	Description	<i>directoryname</i>	String for the name of the directory you want to verify as existing
Argument	Description				
<i>directoryname</i>	String for the name of the directory you want to verify as existing				
Return value	Returns true if the directory exists. Returns false if the directory does not exist or if you pass a file name in the <i>directoryname</i> argument.				
Usage	You can use this method before attempting to move a file or delete a directory using other file system methods.				
Examples	This example determines if a directory exists before attempting to move a file to it; otherwise it displays a message box indicating that the path does not exist:				
	<pre>string ls_path="monthly targets" If DirectoryExists (ls_path) Then FileMove ("2000\may.csv", ls_path+"\may.csv") MessageBox ("File Mgr", "File moved to " & + ls_path + ".") Else MessageBox ("File Mgr", "Directory " + ls_path+& " does not exist") End If</pre>				
See also	FileMove GetCurrentDirectory RemoveDirectory				

DirList

Description	Populates a ListBox with a list of files. You can specify a path, a mask, and a file type to restrict the set of files displayed. If the window has an associated StaticText control, DirList can display the current drive and directory as well.										
Applies to	ListBox, DropDownListBox, PictureListBox, and DropDownPictureListBox controls										
Syntax	<code>listboxname.DirList (<i>filespec</i>, <i>filetype</i> {, <i>statictext</i>})</code>										
	<table border="1"> <thead> <tr> <th>Argument</th><th>Description</th></tr> </thead> <tbody> <tr> <td><i>listboxname</i></td><td>The name of the ListBox control you want to populate.</td></tr> <tr> <td><i>filespec</i></td><td>A string whose value is the file pattern. This is usually a mask (for example, *.INI or *.TXT). If you include a path, it becomes the current drive and directory.</td></tr> <tr> <td><i>filetype</i></td><td>An unsigned integer representing one or more types of files you want to list in the ListBox. Types are: <ul style="list-style-type: none"> • 0 – Read/write files • 1 – Read-only files • 2 – Hidden files • 4 – System files • 16 – Subdirectories • 32 – Archive (modified) files • 16384 – Drives • 32768 – Exclude read/write files from the list To list several types, add the numbers associated with the types. For example, to list read-write files, subdirectories, and drives, use 0+16+16384 or 16400 for <i>filetype</i>. </td></tr> <tr> <td><i>statictext</i> (optional)</td><td>The name of the StaticText in which you want to display the current drive and directory.</td></tr> </tbody> </table>	Argument	Description	<i>listboxname</i>	The name of the ListBox control you want to populate.	<i>filespec</i>	A string whose value is the file pattern. This is usually a mask (for example, *.INI or *.TXT). If you include a path, it becomes the current drive and directory.	<i>filetype</i>	An unsigned integer representing one or more types of files you want to list in the ListBox. Types are: <ul style="list-style-type: none"> • 0 – Read/write files • 1 – Read-only files • 2 – Hidden files • 4 – System files • 16 – Subdirectories • 32 – Archive (modified) files • 16384 – Drives • 32768 – Exclude read/write files from the list To list several types, add the numbers associated with the types. For example, to list read-write files, subdirectories, and drives, use 0+16+16384 or 16400 for <i>filetype</i> .	<i>statictext</i> (optional)	The name of the StaticText in which you want to display the current drive and directory.
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<i>statictext</i> (optional)	The name of the StaticText in which you want to display the current drive and directory.										
Return value	Boolean. Returns true if the search path is valid so that the ListBox is populated or the list is empty. DirList returns false if the ListBox cannot be populated (for example, <i>filespec</i> is a file, not a directory, or specifies an invalid path). If any argument's value is null, DirList returns null.										
Usage	You can call DirList when the window opens to populate the list initially. You should also call DirList in the script for the SelectionChanged event to repopulate the list box based on the new selection. (See the example in DirSelect.)										

Alternatives

Although DirList's features allow you to emulate the standard File Open and File Save windows, you can get the full functionality of these standard windows by calling GetFileOpenName and GetFileSaveName instead of DirList.

Examples

This statement populates the ListBox lb_emp with a list of read/write files with the file extension *TXT* in the search path *C:\EMPLOYEE*.TXT*:

```
lb_emp.DirList("C:\EMPLOYEE\*.TXT", 0)
```

This statement populates the ListBox lb_emp with a list of read-only files with the file extension *DOC* in the search path *C:\EMPLOYEE*.DOC* and displays the path specification in the StaticText st_path:

```
lb_emp.DirList("C:\EMPLOYEE\*.DOC", 1, st_path)
```

These statements in the script for a window Open event initialize a ListBox to all files in the current directory that match **.TXT*:

```
String s_filespec  
s_filespec = "*.TXT"  
lb_filelist.DirList(s_filespec, 16400, st_filepath)
```

See also

[DirSelect](#)

[GetFolder](#)

DirSelect

Description	When a ListBox has been populated with the DirList function, DirSelect retrieves the current selection and stores it in a string variable.						
Applies to	ListBox, DropDownListBox, PictureListBox, and DropDownPictureListBox controls						
Syntax	<code>listboxname.DirSelect (selection)</code>						
	<table border="1"> <thead> <tr> <th>Argument</th><th>Description</th></tr> </thead> <tbody> <tr> <td><i>listboxname</i></td><td>The name of the ListBox control from which you want to retrieve the current selection. The ListBox must have been populated using DirList, and the selection must be a drive letter, a file, or the name of a directory.</td></tr> <tr> <td><i>selection</i></td><td>A string variable in which the selected path name will be put.</td></tr> </tbody> </table>	Argument	Description	<i>listboxname</i>	The name of the ListBox control from which you want to retrieve the current selection. The ListBox must have been populated using DirList, and the selection must be a drive letter, a file, or the name of a directory.	<i>selection</i>	A string variable in which the selected path name will be put.
Argument	Description						
<i>listboxname</i>	The name of the ListBox control from which you want to retrieve the current selection. The ListBox must have been populated using DirList, and the selection must be a drive letter, a file, or the name of a directory.						
<i>selection</i>	A string variable in which the selected path name will be put.						
Return value	Boolean. Returns true if the current selection is a drive letter or a directory name (which can contain files and other directories) and false if it is a file (indicating the user's final choice). If any argument's value is null, DirSelect returns null.						
Usage	Use DirSelect in the SelectionChanged event to find out what the user chose. When the user's selection is a drive or directory, use the selection as a new directory specification for DirList.						
Examples	The following script for the SelectionChanged event for the ListBox lb_FileList calls DirSelect to test whether the user's selection is a file. If not, the script joins the directory name with the file pattern, and calls DirList to populate the ListBox and display the current drive and directory in the StaticText st_FilePath. If the current selection is a file, other code processes the file name:						
	<pre> string ls_filename, ls_filespec = "*.TXT" IF lb_FileList.DirSelect(ls_filename) THEN //If ls_filename is not a file, //append directory to ls_filespec. ls_filename = ls_filename + ls_filespec lb_filelist.DirList(ls_filename, & 16400, st_FilePath) ELSE ... //Process the file. END IF </pre>						
See also	DirList GetFolder						

Disable

Description	Disables an item on a menu. The menu item is dimmed (its color is changed to the user's disabled text color, usually gray), and the user cannot select it.				
Applies to	Menu objects				
Syntax	<code>menuname.Disable()</code>				
	<table border="1"> <thead> <tr> <th style="text-align: center;">Argument</th> <th style="text-align: center;">Description</th> </tr> </thead> <tbody> <tr> <td style="text-align: center;"><code>menuname</code></td><td>The name of the menu selection you want to deactivate (disable)</td></tr> </tbody> </table>	Argument	Description	<code>menuname</code>	The name of the menu selection you want to deactivate (disable)
Argument	Description				
<code>menuname</code>	The name of the menu selection you want to deactivate (disable)				
Return value	Integer. Returns 1 if it succeeds and -1 if an error occurs. If <code>menuname</code> is null, Disable returns null.				
	<p>Equivalent syntax Setting the menu's Enabled property is the same as calling Disable.</p> <pre><code>menuname.Enabled = false</code></pre> <p>This statement:</p>				
	<pre><code>m_appl.m_edit.Enabled = FALSE</code></pre> <p>is equivalent to:</p> <pre><code>m_appl.m_edit.Disable()</code></pre>				
Examples	This statement disables the <code>m_edit</code> menu item on the menu <code>m_appl</code> :				
	<pre><code>m_appl.m_edit.Disable()</code></pre>				
See also	Enable				

DisableCommit

Description Declares that a component's transaction updates are inconsistent and cannot be committed in their present state.

Applies to TransactionServer objects

Syntax *transactionserver*.**DisableCommit** ()

Argument	Description
<i>transactionserver</i>	Reference to the TransactionServer service instance

Return value Integer. Returns 1 if it succeeds and -1 if an error occurs.

Usage The DisableCommit function indicates that the current transaction cannot be committed because the component's work has not been completed; the instance remains active after the current method returns. The DisableCommit function corresponds to the disallowCommit transaction primitive in EA Server.

Examples The following example shows the use of the DisableCommit in a component method that performs database updates:

```
// Instance variables:  
// DataStore ids_datastore  
// TransactionServer ts  
Integer li_rc  
long ll_rv  
  
li_rc = this.GetContextService("TransactionServer", &  
    ts)  
IF li_rc <> 1 THEN  
    // handle the error  
END IF  
...  
ll_rv = ids_datastore.Update()  
  
IF ll_rv = 1 THEN  
    ts.EnableCommit()  
ELSE  
    ts.DisableCommit()  
END IF
```

See also EnableCommit
IsInTransaction
IsTransactionAborted
SetAbort
SetComplete
Which

DisconnectObject

Description	Releases any object that is connected to the specified OLEObject variable.				
Applies to	OLEObject objects				
Syntax	<code>oleobject.DisconnectObject()</code>				
	<table border="1"> <thead> <tr> <th style="text-align: center;">Argument</th> <th style="text-align: center;">Description</th> </tr> </thead> <tbody> <tr> <td style="text-align: center;"><i>oleobject</i></td><td>The name of an OLEObject variable that you want to disconnect from an OLE object. You cannot specify an OLEObject that is the Object property of an OLE control.</td></tr> </tbody> </table>	Argument	Description	<i>oleobject</i>	The name of an OLEObject variable that you want to disconnect from an OLE object. You cannot specify an OLEObject that is the Object property of an OLE control.
Argument	Description				
<i>oleobject</i>	The name of an OLEObject variable that you want to disconnect from an OLE object. You cannot specify an OLEObject that is the Object property of an OLE control.				
Return value	<p>Integer. Returns 0 if it succeeds and one of the following negative values if an error occurs:</p> <ul style="list-style-type: none"> -1 Invalid call: the argument is the Object property of a control -9 Other error <p>If <i>oleobject</i> is null, DisconnectObject returns null.</p>				
Usage	<p>The OLEObject variable is used for OLE automation, in which the PowerBuilder application asks the server application to manipulate the OLE object programmatically.</p> <p>For more information about OLE automation, see ConnectToObject.</p>				
Examples	<p>This example creates an OLEObject variable and connects it to a new Excel object; then after some unspecified code, it disconnects:</p> <pre> integer result OLEObject myoleobject myoleobject = CREATE OLEObject result = myoleobject.ConnectToNewObject(& "excel.application") . . . result = myoleobject.DisconnectObject() </pre>				
See also	ConnectToObject ConnectToNewObject				

DisconnectServer

Description Disconnects a client application from a server application.

Applies to Connection objects

Syntax ***connection.DisconnectServer ()***

Argument	Description
<i>connection</i>	The name of the Connection object used to establish the connection you want to delete

Return value Long. Returns 0 if it succeeds and one of the following values if an error occurs:

- 50 Distributed service error
- 52 Distributed communications error
- 53 Requested server not active
- 54 Server not accepting requests
- 55 Request terminated abnormally
- 56 Response to request incomplete
- 57 Not connected
- 62 Server busy

Usage After disconnecting from the server application, the client application needs to destroy the Connection object.

DisconnectServer causes all remote objects and proxy objects created for the client connection to be destroyed.

Examples In this example, the client application disconnects from the server application using the Connection object *myconnect*:

```
myconnect .DisconnectServer()  
destroy myconnect
```

See also ConnectToServer

Double

Description	Converts a string to a double or obtains a double value that is stored in a blob.
Syntax	Double (<i>stringorblob</i>)
Argument	Description
<i>stringorblob</i>	A string whose value you want returned as a double or a blob in which the first value is the double value. The rest of the contents of the blob is ignored. <i>Stringorblob</i> can also be an Any variable containing a double or blob.
Return value	Double. Returns the contents of <i>stringorblob</i> as a double. If <i>stringorblob</i> is not a valid PowerScript number or if it contains a non-numeric datatype, Double returns 0. If <i>stringorblob</i> is null, Double returns null.
Usage	To distinguish between a string whose value is the number 0 and a string whose value is not a number, use the IsNumber function before calling the Double function.
Examples	This statement returns 24.372 as a double: <code>Double ("24 . 372")</code> This statement returns the contents of the SingleLineEdit sle_distance as a double: <code>Double(sle_distance.Text)</code> After assigning blob data from the database to lb_blob, this example obtains the double value stored at position 20 in the blob (the length you specify for BlobMid must be at least as long as the value but can be longer): <code>double lb_num lb_num = Double(BlobMid(lb_blob, 20, 40))</code>
See also	Dec Integer Long Real

DoVerb

Description Requests the OLE server application to execute the specified verb for the OLE object in an OLE control or OLE DWObject.

Applies to OLE controls and OLE DWObjects (objects within a DataWindow object that is within a DataWindow control)

Syntax `objectref.DoVerb (verb)`

Argument	Description
<code>objectref</code>	The name of the OLE control or the fully qualified name of a OLE DWObject within a DataWindow control for which you want to execute a verb. The fully qualified name for a DWObject has this syntax: <code>dwcontrol.Object.dwobjectname</code>
<code>verb</code>	An integer identifying a verb known to the OLE server application. Verbs are operations that the server can perform on the OLE object. Check the documentation for the server's OLE implementation to find out what verbs it supports.

Return value Integer. Returns 0 if it succeeds and one of the following values if an error occurs:

- 1 Container is empty
- 2 Invalid verb for object
- 3 Verb not implemented by object
- 4 No verbs supported by object
- 5 Object cannot execute verb now
- 9 Other error

If any argument's value is null, DoVerb returns null.

Examples This example executes verb 7 for the object in the OLE control ole_1:

```
integer result
result = ole_1.DoVerb(7)
```

This example executes verb 7 for the object in the OLE DWObject ole_graph:

```
integer result
result = dw_1.Object.ole_graph.DoVerb(7)
```

See also Activate

OLEActivate in the *DataWindow Reference*

SelectObject

Drag

Description	Starts or ends the dragging of a control.						
Applies to	All controls except drawing objects (Lines, Ovals, Rectangles, and Rounded Rectangles)						
Syntax	<code>control.Drag (dragmode)</code>						
	<table border="1"> <thead> <tr> <th>Argument</th><th>Description</th></tr> </thead> <tbody> <tr> <td><i>control</i></td><td>The name of the control you want to drag or stop dragging</td></tr> <tr> <td><i>dragmode</i></td><td> <p>A value of the DragMode datatype indicating the action you want to take on control:</p> <ul style="list-style-type: none"> • Begin! – Put <i>control</i> in drag mode • Cancel! – Stop dragging <i>control</i> but do not cause a DragDrop event • End! – Stop dragging <i>control</i> and if <i>control</i> is over a target object, cause a DragDrop event </td></tr> </tbody> </table>	Argument	Description	<i>control</i>	The name of the control you want to drag or stop dragging	<i>dragmode</i>	<p>A value of the DragMode datatype indicating the action you want to take on control:</p> <ul style="list-style-type: none"> • Begin! – Put <i>control</i> in drag mode • Cancel! – Stop dragging <i>control</i> but do not cause a DragDrop event • End! – Stop dragging <i>control</i> and if <i>control</i> is over a target object, cause a DragDrop event
Argument	Description						
<i>control</i>	The name of the control you want to drag or stop dragging						
<i>dragmode</i>	<p>A value of the DragMode datatype indicating the action you want to take on control:</p> <ul style="list-style-type: none"> • Begin! – Put <i>control</i> in drag mode • Cancel! – Stop dragging <i>control</i> but do not cause a DragDrop event • End! – Stop dragging <i>control</i> and if <i>control</i> is over a target object, cause a DragDrop event 						
Return value	<p>Integer. For all controls except OLE controls, returns 1 if it succeeds and -1 if you try to nest drag events or try to cancel the drag when <i>control</i> is not in drag mode. The return value is usually not used.</p> <p>For OLE controls, returns the following values:</p> <ul style="list-style-type: none"> 2 Object was moved 1 Drag was canceled 0 Drag succeeded -1 Control is empty -9 Unspecified error <p>If any argument's value is null, Drag returns null.</p>						
Usage	<p>To see the list of draggable controls, open the Browser. All the objects in the hierarchy below dragobject are draggable.</p> <p>If you set the control's DragAuto property to true, PowerBuilder automatically puts the control in drag mode when the user clicks it. The user must hold the mouse button down to drag.</p> <p>When you use Drag(Begin!) in a control's Clicked event to manually put the control in drag mode, the user can drag the control by moving the mouse without holding down the mouse button. Clicking the left mouse button ends the drag. CANCEL! and END! are required <i>only</i> if you want to end the drag without requiring the user to click the left mouse button.</p>						

Dragging DataWindow controls

The Clicked event of a DataWindow control occurs when the user presses the mouse button, not when the mouse button is released. If you place Drag(Begin!) in a DataWindow control's Clicked event, releasing the mouse button ends the drag. To achieve the same behavior as with other controls, define a user-defined event for the DataWindow control called lbuttonup and map it to the pbm_lbuttonup event ID. Then place the following code in the lbuttonup event script (*ib_dragflag* is a boolean instance variable):

```
IF NOT ib_dragflag THEN
    this.Drag(Begin!)
    ib_dragflag = TRUE
ELSE
    ib_dragflag = FALSE
END IF
```

To make something happen when the user drags a control onto a target object, write scripts for one or more of the target's drag events (DragDrop, DragEnter, DragLeave, and DragWithin).

Examples

This statement puts sle_emp into drag mode:

```
sle_emp.Drag(Begin!)
```

See also

DraggedObject

DraggedObject

Description

Returns a reference to the control that triggered a drag event.

Obsolete function

You no longer need to call the DraggedObject function in a drag event. Use the event's source argument instead.

Syntax

DraggedObject ()

Return value

DragObject, a special datatype that includes all draggable controls (all the controls but no drawing objects). Returns a reference to the control that is currently being dragged.

No control

If no control is being dragged, an execution error message is displayed.

Usage

Call DraggedObject in a drag event for the target object. The drag events are DragDrop, DragEnter, DragLeave, and DragWithin. Use TypeOf to obtain the datatype of the control. To access the properties of the control, you can assign the DragObject reference to a variable of that control's datatype (see the example).

Examples

These statements set which_control equal to the datatype of the control that is currently being dragged, and then set ls_text_value to the text property of the dragged control:

```
SingleLineEdit sle_which
CommandButton cb_which
string ls_text_value
DragObject which_control

which_control = DraggedObject()

CHOOSE CASE TypeOf(which_control)

CASE CommandButton!
    cb_which = which_control
    ls_text_value = cb_which.Text
CASE SingleLineEdit!
    sle_which = which_control
    ls_text_value = sle_which.Text
END CHOOSE
```

See also

Drag, TypeOf

Draw

Description Draws a picture control at a specified location in the current window.

Applies to Picture controls

Syntax **picture.Draw (xlocation, ylocation)**

Argument	Description
<i>picture</i>	The name of the picture control you want to draw in the current window
<i>xlocation</i>	The x coordinate of the location (in PowerBuilder units) at which you want to draw the picture
<i>ylocation</i>	The y coordinate of the location (in PowerBuilder units) at which you want to draw the picture

Return value Integer. Returns 1 if it succeeds and -1 if an error occurs. If any argument's value is null, Draw returns null. The return value is usually not used.

Usage Using the Draw function is faster and produces less flicker than successively changing the X property of a picture. This is because the Draw function draws directly on the window rather than recreating a small window with the picture in it for each change. Therefore, use Draw to draw pictures in animation.

To create animation, you can place a picture outside the visible portion of the window and then use the Draw function to draw it at different locations in the window. However, the image remains at all the positions where you draw it. If you change the position by small increments, each new drawing of the picture covers up most of the previous image.

Using Draw does not change the position of the picture control—it just displays the control's image at the specified location. Use the Move function to actually change the position of the control.

Examples This statement draws the bitmap p_Train at the location specified by the X and Y coordinates 100 and 200:

```
p_Train.Draw(100, 200)
```

These statements draw the bitmap p_Train in many different locations so it appears to move from left to right across the window:

```
integer horizontal
FOR horizontal = 1 TO 2000 STEP 8
    p_Train.Draw(horizontal, 100)
NEXT
```

See also

[Move](#)

EditLabel

Put a label in a ListView or TreeView control into edit mode.

To enable editing of a label in a	Use
ListView control	Syntax 1
TreeView control	Syntax 2

Syntax 1

Description

For editing a label in a ListView

Puts a label in a ListView into edit mode.

Applies to

ListView controls

Syntax

listviewname.EditLabel (*index*)

Argument	Description
<i>listviewname</i>	The ListView control in which you want to enable label editing
<i>index</i>	The index of the ListView item to be edited

Return value

Integer. Returns 1 if it succeeds and -1 if an error occurs.

Usage

The EditLabels property for the ListView must be set to true to enable editing of labels. When this property is true, calling the EditLabel function sets focus on the item and enables editing. To disable editing when the user has finished editing the label, set the EditLabels property to false in the EndLabelEdit event.

If the EditLabels property is set to false, the EditLabel function does not enable editing.

Examples

This example allows the user to edit the label of the first selected item in the ListView control lv_1:

```
integer li_selected
li_selected = lv_1.SelectedIndex()
lv_1.EditLabels = TRUE
lv_1.EditLabel(li_selected)
```

See also

FindItem

Syntax 2

Description

Puts a label in a TreeView into edit mode.

Applies to

TreeView controls

Syntax

`treeviewname>EditLabel (itemhandle)`

Argument	Description
<code>treeviewname</code>	The TreeView control in which you want to enable label editing
<code>itemhandle</code>	The handle of the item to be edited

Return value

Integer. Returns 1 if it succeeds and -1 if an error occurs.

Usage

The EditLabels property for the TreeView must be set to true to enable editing of labels. When this property is true, calling the EditLabel function sets focus on the item and enables editing. To disable editing when the user has finished editing the label, set the EditLabels property to false in the EndLabelEdit event.

If the EditLabels property is set to false, the EditLabel function does not enable editing.

Examples

This example allows the user to edit the label of the current TreeView item:

```
long ll_tvi  
ll_tvi = tv_list.FindItem(SelectedItem!, 0)  
tv_list.EditLabels = TRUE  
tv_list>EditLabel(ll_tvi)
```

See also

[FindItem](#)

Enable

Description	Enables an item on a menu so a user can select it.
Applies to	Menu objects
Syntax	<code>menuname.Enable()</code>
Argument	Description
<code>menuname</code>	The name of the menu selection you want to enable
Return value	Integer. Returns 1 if it succeeds and -1 if an error occurs. If <code>menuname</code> is null, Enable returns null.
Usage	Enabling a menu item changes its color to the active color (not the dimmed, or disabled, color). Calling Enable sets the item's Enabled property to true.
	Equivalent syntax Setting the menu's Enabled property is the same as calling Enable.
	<code>menuname.Enabled = TRUE</code>
	This statement:
	<code>menu_appl.m_delete.Enabled = TRUE</code>
	is equivalent to:
	<code>menu_appl.m_delete.Enable()</code>
Examples	This statement enables the m_delete menu selection on the menu m_appl:
	<code>m_appl.m_delete.Enable()</code>
See also	Disable

EnableCommit

Description Declares that a component's work may be incomplete but its transaction updates are consistent and can be committed.

Applies to TransactionServer objects

Syntax *transactionserver*.**EnableCommit** ()

Argument	Description
<i>transactionserver</i>	Reference to the TransactionServer service instance

Return value Integer. Returns 1 if it succeeds and -1 if an error occurs.

Usage The EnableCommit function indicates that the component should not be deactivated after the current method invocation. However, if the component instance is deactivated, the current transaction can be committed. The EnableCommit function corresponds to the continueWork transaction primitive in EAServer.

Examples The following example shows the use of EnableCommit in a component method that performs database updates:

```
// Instance variables:  
// DataStore ids_datastore  
// TransactionServer ts  
Integer li_rc  
long ll_rv  
  
li_rc = this.GetContextService("TransactionServer",ts)  
IF li_rc <> 1 THEN  
    // handle the error  
END IF  
...  
ll_rv = ids_datastore.Update()  
IF ll_rv = 1 THEN  
    ts.EnableCommit()  
ELSE  
    ts.DisableCommit()  
END IF
```

See also [DisableCommit](#)
[IsInTransaction](#)
[IsTransactionAborted](#)
[Lookup](#)
[SetAbort](#)
[SetComplete](#)
[Which](#)

EntryList

Description

Provides a list of the top-level entries included in a trace tree model.

Applies to

TraceTree objects

Syntax

instancename.EntryList (*list*)

Argument	Description
<i>instancename</i>	Instance name of the TraceTree object.
<i>list</i>	An unbounded array variable of datatype TraceTreeNode in which EntryList stores a TraceTreeNode object for each top-level entry in the trace tree model. This argument is passed by reference.

Return value

ErrorReturn. Returns the following values:

- Success! – The function succeeded
- ModelNotFoundError! – The function failed because no model exists

Usage

You use the EntryList function to extract a list of the top-level entries or nodes included in a trace tree model. Each top-level entry listed is defined as a TraceTreeNode object and provides the type of activity represented by that node.

You must have previously created the trace tree model from a trace file using the BuildModel function.

Examples

This example gets the top-level entries or nodes in a trace tree model and then loops through the list extracting information about each node. The of_dumpnode function takes a TraceTreeNode object and a level as arguments and returns a string containing information about the node:

```

TraceTree ltct_model
TraceTreeNode ltctn_list[], ltctn_node
Long ll_index,ll_limit
String ls_line

ltct_model = CREATE TraceTree
ltct_model.BuildModel()
ltct_model.EntryList(ltctn_list)
ll_limit = UpperBound(ltctn_list)
FOR ll_index = 1 TO ll_limit
    ltctn_node = ltctn_list[ll_index]
    ls_line += of_dumpnode(ltctn_node,0)
NEXT
...

```

See also

BuildModel

ExecRemote

Asks a DDE server application to execute the specified command.

To send	Use
A single command to a DDE server application (a cold link)	Syntax 1
A command to a DDE server application after you have opened a channel (a warm link)	Syntax 2

Syntax 1

Description

Syntax

For sending single commands

Sends a single command to a DDE server application, called a **cold** link.

ExecRemote (*command*, *aplname*, *topicname*)

Argument	Description
<i>command</i>	A string whose value is the command you want a DDE server application to execute. To determine the correct command format, see the documentation for the server application.
<i>aplname</i>	A string whose value is the DDE name of the server application.
<i>topicname</i>	A string identifying the data or the instance of the DDE application you want to use with the command. In Microsoft Excel, for example, the topic name could be system or the name of an open spreadsheet.

Return value

Integer. Returns 1 if it succeeds. If it fails, it returns a negative integer. Possible values are:

- 1 Link was not started
- 2 Request denied
- 3 Could not terminate server

If any argument's value is null, ExecRemote returns null.

Usage

The DDE server application must already be running when you call a DDE function. Use the Run function to start the application if necessary.

The ExecRemote function allows you to start a cold link or use a warm link between the PowerBuilder client application and the DDE server application.

A *cold link* is a single DDE command and is not associated with a DDE channel. Each time you call ExecRemote without opening a channel (Syntax 1), Windows polls all running applications to find one that acknowledges the request. This is also true for the related functions GetRemote and SetRemote.

A *warm link* is associated with a DDE channel (see Syntax 2).

	A DDE hot link, which enables automatic updating of data in the PowerBuilder client application, involves other functions. For more information, see the StartHotLink function.
Examples	This statement asks Microsoft Excel to save the active spreadsheet as file <i>REGION.XLS</i> . A channel is not open, so the function arguments specify the application and topic (the name of the spreadsheet): <code>ExecRemote(" [Save ()] ", "Excel", "REGION.XLS")</code>
See also	CloseChannel GetRemote OpenChannel SetRemote StartHotLink

Syntax 2

For commands over an opened channel									
Description	Sends a command to a DDE server application when you have already called OpenChannel and established a warm link with the server.								
Syntax	ExecRemote (<i>command</i>, <i>handle</i> {, <i>windowhandle</i> })								
	<table border="1"> <thead> <tr> <th>Argument</th><th>Description</th></tr> </thead> <tbody> <tr> <td><i>command</i></td><td>A string whose value is the command you want a DDE server application to execute. The format of the command depends on the DDE application you want to execute the command.</td></tr> <tr> <td><i>handle</i></td><td>A long that identifies the channel to the DDE server application. The OpenChannel function returns <i>handle</i> when you call it to open a DDE channel.</td></tr> <tr> <td><i>windowhandle</i> (optional)</td><td>The handle to the window that you want to act as the DDE client. Specify this parameter to control which window is acting as the DDE client when you have more than one open window. If you do not specify <i>windowhandle</i>, the active window acts as the DDE client.</td></tr> </tbody> </table>	Argument	Description	<i>command</i>	A string whose value is the command you want a DDE server application to execute. The format of the command depends on the DDE application you want to execute the command.	<i>handle</i>	A long that identifies the channel to the DDE server application. The OpenChannel function returns <i>handle</i> when you call it to open a DDE channel.	<i>windowhandle</i> (optional)	The handle to the window that you want to act as the DDE client. Specify this parameter to control which window is acting as the DDE client when you have more than one open window. If you do not specify <i>windowhandle</i> , the active window acts as the DDE client.
Argument	Description								
<i>command</i>	A string whose value is the command you want a DDE server application to execute. The format of the command depends on the DDE application you want to execute the command.								
<i>handle</i>	A long that identifies the channel to the DDE server application. The OpenChannel function returns <i>handle</i> when you call it to open a DDE channel.								
<i>windowhandle</i> (optional)	The handle to the window that you want to act as the DDE client. Specify this parameter to control which window is acting as the DDE client when you have more than one open window. If you do not specify <i>windowhandle</i> , the active window acts as the DDE client.								
Return value	Integer. Returns 1 if it succeeds. If an error occurs, ExecRemote returns a negative integer. Possible values are: -1 Link was not started -2 Request denied -9 <i>Handle</i> is null								
Usage	The DDE server application must already be running when you call a DDE function. Use the Run function to start the application if necessary.								

The **ExecRemote** function allows you start a cold link or use warm link between the PowerBuilder client application and the DDE server application.

A *cold link* is a single DDE command and is not associated with a DDE channel (see Syntax 1).

A *warm link* is associated with a DDE channel. You establish a channel for the DDE conversation with **OpenChannel** before sending commands with this syntax of **ExecRemote**. A warm link is useful when you need to send several commands to the DDE server application. Because the channel is open, **ExecRemote** does not need to have Windows poll all running applications again. After you have called **ExecRemote** or the related functions **GetRemote** or **SetRemote**, and finished the work with the DDE server, call **CloseChannel** to end the DDE conversation.

A DDE *hot link*, which enables automatic updating of data in the PowerBuilder client application, involves other functions. For more information, see the **StartHotLink** function.

Examples

This excerpt from a script asks the DDE channel to Microsoft Excel to save the active spreadsheet as file *REGION.XLS*. The **OpenChannel** function names the server application and the topic, so **ExecRemote** only needs to specify the channel handle. The script is associated with a button on a window, whose handle is specified as the last argument of **OpenChannel**:

```
long handle

handle = OpenChannel("Excel", "REGION.XLS", &
                     Handle(Parent))
. . . // Some processing
ExecRemote("[Save]", handle)
CloseChannel(handle, Handle(Parent))
```

See also

CloseChannel
GetRemote
OpenChannel
SetRemote

Exp

Description	Raises e to the specified power.				
Syntax	Exp (<i>n</i>)				
	<table><thead><tr><th>Argument</th><th>Description</th></tr></thead><tbody><tr><td><i>n</i></td><td>The power to which you want to raise e (2.71828)</td></tr></tbody></table>	Argument	Description	<i>n</i>	The power to which you want to raise e (2.71828)
Argument	Description				
<i>n</i>	The power to which you want to raise e (2.71828)				
Return value	Double. Returns e raised to the power <i>n</i> . If <i>n</i> is null, Exp returns null.				
<hr/> Inverse of Exp The inverse of the Exp function is the Log function. <hr/>					
Examples	This statement returns 7.38905609893065. Exp (2) These statements convert a natural logarithm (base e) back to a regular number. When executed, Exp sets value to 200: <pre>double value, x = log(200) value = Exp(x)</pre>				
See also	Log LogTen Exp method for DataWindows in the <i>DataWindow Reference</i> or online Help.				

ExpandAll

Description	Recursively expands a specified item.						
Applies to	TreeView controls						
Syntax	<code>treeviewname.ExpandAll (itemhandle)</code>						
	<table><thead><tr><th>Argument</th><th>Description</th></tr></thead><tbody><tr><td><i>treeviewname</i></td><td>The TreeView control in which you want to expand an item and all the subordinate items in its hierarchy</td></tr><tr><td><i>itemhandle</i></td><td>The handle of the item you want to expand</td></tr></tbody></table>	Argument	Description	<i>treeviewname</i>	The TreeView control in which you want to expand an item and all the subordinate items in its hierarchy	<i>itemhandle</i>	The handle of the item you want to expand
Argument	Description						
<i>treeviewname</i>	The TreeView control in which you want to expand an item and all the subordinate items in its hierarchy						
<i>itemhandle</i>	The handle of the item you want to expand						
Return value	Integer. Returns 1 if it succeeds and -1 if an error occurs.						
Usage	To expand all levels in a TreeViewItem, use the ExpandAll function for the RootTreeItem.						
Examples	This example expands all levels of a TreeView control: <pre>long ll_tvi ll_tvi = tv_list.FindItem(RootTreeItem! , 0) tv_list.ExpandAll(ll_tvi)</pre>						
See also	CollapseItem ExpandItem FindItem						

ExpandItem

Description	Expands a specified item.						
Applies to	TreeView controls						
Syntax	<code>treeviewname.ExpandItem (itemhandle)</code>						
	<table><thead><tr><th>Argument</th><th>Description</th></tr></thead><tbody><tr><td><i>treeviewname</i></td><td>The TreeView control in which you want to expand an item</td></tr><tr><td><i>itemhandle</i></td><td>The handle of the item you want to expand</td></tr></tbody></table>	Argument	Description	<i>treeviewname</i>	The TreeView control in which you want to expand an item	<i>itemhandle</i>	The handle of the item you want to expand
Argument	Description						
<i>treeviewname</i>	The TreeView control in which you want to expand an item						
<i>itemhandle</i>	The handle of the item you want to expand						
Return value	Integer. Returns 1 if it succeeds and -1 if an error occurs.						

Usage	ExpandItem expands only a single item. To expand a specified item including its children, use ExpandAll.
Examples	This example expands the current level of a TreeView:
See also	CollapseItem ExpandAll FindItem

Fact

Description	Determines the factorial of a number.				
Syntax	Fact (<i>n</i>)				
	<table><thead><tr><th>Argument</th><th>Description</th></tr></thead><tbody><tr><td><i>n</i></td><td>The number for which you want the factorial</td></tr></tbody></table>	Argument	Description	<i>n</i>	The number for which you want the factorial
Argument	Description				
<i>n</i>	The number for which you want the factorial				
Return value	Double. Returns the factorial of <i>n</i> . If <i>n</i> is null, Fact returns null.				
Examples	This statement returns 24 (that is, 1 * 2 * 3 * 4): Fact (4) Both these statements return 1: Fact (1) Fact (0)				
See also	Fact method for DataWindows in the <i>DataWindow Reference</i> or online Help				

FileClose

Description Closes the file associated with the specified file number. The file number was assigned to the file with the FileOpen function.

Syntax **FileClose (*file#*)**

Argument	Description
<i>file#</i>	The integer assigned to the file you want to close. The FileOpen function returns the file number when it opens the file.

Return value Integer. Returns 1 if it succeeds and -1 if an error occurs. If *file#* is null, FileClose returns null.

Usage The file is saved in the encoding format in which it was opened.

Examples These statements open and then close the file *EMPLOYEE.DAT*. The variable *li_FileNum* stores the number assigned to the file when FileOpen opens the file. FileClose uses that number to close the file:

```
integer li_FileNum
li_FileNum = FileOpen ("EMPLOYEE.DAT")
. . . // Some processing
FileClose(li_FileNum)
```

See also
[FileLength](#)
[FileOpen](#)
[FileReadEx](#)
[FileWriteEx](#)

FileCopy

Description Copies one file to another, optionally overwriting the target file.

Syntax **FileCopy (*sourcefile*, *targetfile* {, *replace* })**

Argument	Description
<i>sourcefile</i>	String for the name of the file you want to copy
<i>targetfile</i>	String for the name of the file you are copying to
<i>replace</i> (optional)	Boolean specifying whether to replace the target file (true) or not (false)

Return value Integer. Returns values as follows:

- 1 – Success
- 1 – Error opening *sourcefile*
- 2 – Error writing *targetfile*

Usage	If you do not specify a fully qualified path for <i>sourcefile</i> or for <i>targetfile</i> , the function works relative to the current directory. If you do not specify the <i>replace</i> argument, the FileCopy function does not replace a file in the target directory that has the same name as the name you specify in the <i>targetfile</i> argument (This is equivalent to setting the <i>replace</i> value to false).
Examples	The following example copies a file from the current directory to a different directory and saves the return value in a variable. It does not replace a file of the same name if one already exists in the target directory:
	<pre>integer li_FileNum li_FileNum = FileCopy ("jazz.gif" , & "C:\emusic\jazz.gif", FALSE)</pre>

See also	FileMove GetCurrentDirectory
----------	---

FileDelete

Description	Deletes the named file.				
Syntax	FileDelete (filename)				
	<table border="1"> <thead> <tr> <th>Argument</th> <th>Description</th> </tr> </thead> <tbody> <tr> <td><i>filename</i></td> <td>A string whose value is the name of the file you want to delete</td> </tr> </tbody> </table>	Argument	Description	<i>filename</i>	A string whose value is the name of the file you want to delete
Argument	Description				
<i>filename</i>	A string whose value is the name of the file you want to delete				
Return value	Boolean. Returns true if it succeeds, false if an error occurs. If <i>filename</i> is null, FileDelete returns null.				
Examples	These statements delete the file the user selected in the Open File window:				
	<pre>integer ret, value string docname, named value = GetFileOpenName("Select File," & docname, named, "DOC", & "Doc Files (*.DOC),*.DOC") IF value = 1 THEN ret = MessageBox("Delete", & "Delete file?", Question!, OKCancel!) IF ret = 1 THEN FileDelete(docname)</pre>				
See also	FileExists				

FileEncoding

Description Checks the encoding of the specified file.

Syntax **FileEncoding (filename)**

Argument	Description
<i>filename</i>	The name of the file you want to test for encoding type

Return value A value of the enumerated datatype Encoding. Values are:

- EncodingANSI!
- EncodingUTF8!
- EncodingUTF16LE!
- EncodingUTF16BE!

If *filename* does not exist, returns null.

Usage Use this function to determine the encoding used in an external file before attempting to use it in a PowerBuilder application.

Examples The following example opens a file in stream mode and tests to determine whether it uses ANSI encoding. If it does, it reads data from the file into a blob and uses the String function to convert the blob to a Unicode string:

```

long ll_filenum
integer li_bytes
string ls_unicode
blob lb_ansi
encoding eRet

ll_filenum = FileOpen("employee.dat", StreamMode!,
    Read!, LockWrite!, Replace!)

// test the file's encoding
eRet = FileEncoding("employee.dat")

if eRet = EncodingANSI! then
    li_bytes = FileReadEx(ll_filenum, lb_ansi)
    ls_unicode = string(lb_ansi, EncodingANSI!)
else
    li_bytes = FileReadEx(ll_filenum, ls_unicode)
end if
FileClose(ll_filenum)

```

See also Blob, FileClose, FileOpen, FileReadEx, FileWriteEx, String

FileExists

Description	Reports whether the specified file exists.				
Syntax	FileExists (filename)				
	<table border="1"> <thead> <tr> <th style="text-align: center;">Argument</th> <th style="text-align: center;">Description</th> </tr> </thead> <tbody> <tr> <td style="text-align: center;"><i>filename</i></td><td>A string whose value is the name of a file</td></tr> </tbody> </table>	Argument	Description	<i>filename</i>	A string whose value is the name of a file
Argument	Description				
<i>filename</i>	A string whose value is the name of a file				
Return value	Boolean. Returns true if the file exists, false if it does not exist. If <i>filename</i> is null, FileExists returns null.				
Usage	If <i>filename</i> is locked by another application, causing a sharing violation, FileExists also returns false.				
Examples	This example determines if the file the user selected in the Save File window exists and, if so, asks the user if the file can be overwritten:				
	<pre> string ls_docname, ls_named integer li_ret boolean lb_exist GetFileSaveName("Select File," ls_docname, & ls_named, "pbl", & "Doc Files (*.DOC),*.DOC") lb_exist = FileExists(ls_docname) IF lb_exist THEN li_ret = MessageBox("Save", & "OK to write over" + ls_docname, & Question!, YesNo!) </pre>				
See also	FileDelete				

FileLength

Description Reports the length of a file whose size does not exceed 2GB in bytes.

Syntax **FileLength (*filename*)**

Argument	Description
<i>filename</i>	A string whose value is the name of the file for which you want to know the length. If <i>filename</i> is not on the current application library search path, you must specify the fully qualified name.

Return value Long. Returns the length in bytes of the file identified by *filename*. If the file does not exist, FileLength returns -1. If *filename* is null, FileLength returns null.

Usage Call FileLength before or after you call FileOpen to check the length of a file before you call FileRead. The FileRead function can read a maximum of 32,765 bytes at a time. The length returned by FileLength always includes the byte-order mark (BOM). For example, suppose the hexadecimal display of the file *SomeFile.txt* is FF FE 54 00 68 00 69 00 73 00, then the following statement returns 10, which includes the BOM:

```
ll_length = FileLength("SomeFile.txt")
```

File security

If any security is set for the file (for example, if you are sharing the file on a network), you must call FileLength before FileOpen or after FileClose. Otherwise, you get a sharing violation.

The FileLength function cannot return the length of files whose size exceeds 2GB. Use FileLength64 to find the length of larger files.

Examples This statement returns the length of the file *EMPLOYEE.DAT* in the current directory:

```
FileLength ("EMPLOYEE.DAT")
```

These statements determine the length of the *EMPTXT* file in the *EAST* directory and open the file:

```
long LengthA  
integer li_FileNum  
LengthA = FileLength ("C:\EAST\EMP.TXT")  
li_FileNum = FileOpen ("C:\EAST\EMP.TXT", &  
TextMode!, Read!, LockReadWrite!)
```

The examples for FileRead illustrate reading files of different lengths.

See also FileClose, FileLength64, FileOpen, FileReadEx, FileWriteEx

FileLength64

Description	Reports the length of a file of any size in bytes.				
Syntax	FileLength64 (<i>filename</i>)				
	<table border="1"> <thead> <tr> <th>Argument</th><th>Description</th></tr> </thead> <tbody> <tr> <td><i>filename</i></td><td>A string whose value is the name of the file for which you want to know the length. If <i>filename</i> is not on the current application library search path, you must specify the fully qualified name.</td></tr> </tbody> </table>	Argument	Description	<i>filename</i>	A string whose value is the name of the file for which you want to know the length. If <i>filename</i> is not on the current application library search path, you must specify the fully qualified name.
Argument	Description				
<i>filename</i>	A string whose value is the name of the file for which you want to know the length. If <i>filename</i> is not on the current application library search path, you must specify the fully qualified name.				
Return value	Longlong. Returns the length in bytes of the file identified by <i>filename</i> . If the file does not exist, FileLength64 returns -1. If <i>filename</i> is null, FileLength64 returns null.				
Usage	<p>Call FileLength64 before or after you call FileOpen to check the length of a file before you call FileRead. The FileRead function can read a maximum of 32,765 bytes at a time. Use the FileReadEx function to read longer files.</p> <p>The length returned by FileLength64 always includes the byte-order mark (BOM). For example, suppose the hexadecimal display of the file <i>SomeFile.txt</i> is FF FE 54 00 68 00 69 00 73 00, then the following statement returns 10, which includes the BOM:</p> <pre>ll_length = FileLength64 ("SomeFile.txt")</pre>				
	<p>File security If any security is set for the file (for example, if you are sharing the file on a network), you must call FileLength64 before FileOpen or after FileClose. Otherwise, you get a sharing violation.</p>				
Examples	This statement returns the length of the file <i>EMPLOYEE.DAT</i> in the current directory:				
	<pre>FileLength64 ("EMPLOYEE.DAT")</pre>				
	These statements determine the length of the <i>EMP.TXT</i> file in the <i>EAST</i> directory and open the file:				
	<pre>long LengthA integer li_FileNum LengthA = FileLength64 ("C:\EAST\EMP.TXT") li_FileNum = FileOpen ("C:\EAST\EMP.TXT", & LineMode!, Read!, LockReadWrite!)</pre>				
	The examples for FileRead illustrate reading files of different lengths.				
See also	FileClose, FileLength, FileOpen, FileReadEx, FileWriteEx				

FileMove

Description	Moves a file.						
Syntax	FileMove (<i>sourcefile</i> , <i>targetfile</i>)						
	<table><thead><tr><th>Argument</th><th>Description</th></tr></thead><tbody><tr><td><i>sourcefile</i></td><td>String for the name of the file you want to move</td></tr><tr><td><i>targetfile</i></td><td>String for the name of the location you are moving the file</td></tr></tbody></table>	Argument	Description	<i>sourcefile</i>	String for the name of the file you want to move	<i>targetfile</i>	String for the name of the location you are moving the file
Argument	Description						
<i>sourcefile</i>	String for the name of the file you want to move						
<i>targetfile</i>	String for the name of the location you are moving the file						
Return value	<p>Integer. Returns values as follows:</p> <ul style="list-style-type: none">1 – Success-1 – Error opening <i>sourcefile</i>-2 – Error writing <i>targetfile</i>						
Usage	You cannot write to a target file if a file with the same name already exists in the target directory. If you want to copy over a target file, you can use FileCopy and set the <i>replace</i> argument to true.						
Examples	This example moves a file from the current directory to a different directory and saves the return value in the <i>li_FileNum</i> variable:						
See also	<p>FileCopy GetCurrentDirectory</p>						

```
integer li_FileNum  
li_FileNum = FileMove ("june.csv", &  
"H:/project/june2000.csv" )
```

FileOpen

Description Opens the specified file for reading or writing and assigns it a unique integer file number. You use this integer to identify the file when you read, write, or close the file. The optional arguments *filemode*, *fileaccess*, *filelock*, and *writemode* determine the mode in which the file is opened.

Syntax

```
FileOpen ( filename {, filemode {, fileaccess {, filelock {, writemode {, encoding }}}}} )
```

Argument	Description
<i>filename</i>	A string whose value is the name of the file you want to open. If <i>filename</i> is not on the current directory's relative search path, you must enter the fully qualified name.
<i>filemode</i> (optional)	A value of the FileMode enumerated type that specifies how the end of a file read or file write is determined. Values are: <ul style="list-style-type: none"> • LineMode! – (Default) Read or write the file a line at a time • StreamMode! – Read blocks of binary data • TextMode! – Read text blocks For more information, see Usage below.
<i>fileaccess</i> (optional)	A value of the FileAccess enumerated type that specifies whether the file is opened for reading or writing. Values are: <ul style="list-style-type: none"> • Read! – (Default) Read-only access • Write! – Write-only access If PowerBuilder does not find the file, a new file is created if the <i>fileaccess</i> argument is set to Write!
<i>filelock</i> (optional)	A value of the FileLock enumerated type specifying whether others have access to the opened file. Values are: <ul style="list-style-type: none"> • LockReadWrite! – (Default) Only the user who opened the file has access • LockRead! – Only the user who opened the file can read it, but everyone has write access • LockWrite! – Only the user who opened the file can write to it, but everyone has read access • Shared! – All users have read and write access.
<i>writemode</i> (optional)	A value of the WriteMode enumerated datatype. When <i>fileaccess</i> is Write!, specifies whether existing data in the file is overwritten. Values are: <ul style="list-style-type: none"> • Append! – (Default) Write data to the end of the file • Replace! – Replace all existing data in the file <i>Writemode</i> is ignored if the <i>fileaccess</i> argument is Read!

Argument	Description
<i>encoding</i>	Character encoding of the file you want to create. Specify this argument when you create a new text file using text or line mode. If you do not specify an encoding, the file is created with ANSI encoding. Values are: <ul style="list-style-type: none"> • EncodingANSI! (default) • EncodingUTF8! • EncodingUTF16LE! • EncodingUTF16BE!

Return value

Integer. Returns the file number assigned to *filename* if it succeeds and -1 if an error occurs. If any argument's value is null, FileOpen returns null.

Usage

The mode in which you open a file determines the behavior of the functions used to read and write to a file. There are two functions that read data from a file: FileRead and FileReadEx, and two functions that write data to a file: FileWrite and FileWriteEx. FileRead and FileWrite have limitations on the amount of data that can be read or written and are maintained for backward compatibility. They do not support text mode. For more information, see FileRead and FileWrite.

The support for reading from and writing to blobs and strings for the FileReadEx and FileWriteEx functions depends on the mode. The following table shows which datatypes are supported in each mode.

Table 10-2: FileReadEx and FileWriteEx datatype support by mode

Mode	Blob	String
Line	Not supported	Supported
Stream	Supported	Not supported
Text	Supported	Supported

When a file has been opened in line mode, each call to the FileReadEx function reads until it encounters a carriage return (CR), linefeed (LF), or end-of-file mark (EOF). Each call to FileWriteEx adds a CR and LF at the end of each string it writes.

When a file has been opened in stream mode or text mode, FileReadEx reads the whole file until it encounters an EOF or until it reaches a length specified in an optional parameter. FileWriteEx writes the full contents of the string or blob or until it reaches a length specified in an optional parameter.

The optional length parameter applies only to blob data. If the length parameter is provided when the datatype of the second parameter is string, the code will not compile.

In all modes, PowerBuilder can read ANSI, UTF-16, and UTF-8 files.

The behavior in stream and text modes is very similar. However, stream mode is intended for use with binary files, and text mode is intended for use with text files. When you open an existing file in stream mode, the file's internal pointer, which indicates the next position from which data will be read, is set to the first byte in the file.

A byte-order mark (BOM) is a character code at the beginning of a data stream that indicates the encoding used in a Unicode file. For UTF-8, the BOM uses three bytes and is EF BB BF. For UTF-16, the BOM uses two bytes and is FF FE for little endian and FE FF for big endian.

When you open an existing file in text mode, the file's internal pointer is set based on the encoding of the file:

- If the encoding is ANSI, the pointer is set to the first byte
- If the encoding is UTF-16LE or UTF-16BE, the pointer is set to the third byte, immediately after the BOM
- If the encoding is UTF-8, the pointer is set to the fourth byte, immediately after the BOM

If you specify the optional encoding argument and the existing file does not have the same encoding, FileOpen returns -1.

File not found

If PowerBuilder does not find the file, it creates a new file, giving it the specified name, if the *fileaccess* argument is set to Write!. If the argument is not set to Write!, FileOpen returns -1.

If the optional *encoding* argument is not specified and the file does not exist, the file is created with ANSI encoding.

When you create a new text file using FileOpen, use line mode or text mode. If you specify the encoding parameter, the BOM is written to the file based on the specified encoding.

When you create a new binary file using stream mode, the encoding parameter, if provided, is ignored.

Examples

This example uses the default arguments and opens the file *EMPLOYEE.DAT* for reading. The default settings are LineMode!, Read!, LockReadWrite!, and EncodingANSI!. FileReadEx reads the file line by line and no other user is able to access the file until it is closed:

```
integer li_FileNum  
li_FileNum = FileOpen ("EMPLOYEE.DAT")
```

This example opens the file *EMPLOYEE.DAT* in the *DEPT* directory in stream mode (StreamMode!) for write only access (Write!). Existing data is overwritten (Replace!). No other users can write to the file (LockWrite!):

```
integer li_FileNum  
li_FileNum = FileOpen ("C:\DEPT\EMPLOYEE.DAT", &  
    StreamMode!, Write!, LockWrite!, Replace!)
```

This example creates a new file that uses UTF8 encoding. The file is called *new.txt* and is in the *D:\temp* directory. It is opened in text mode with write-only access, and no other user can read or write to the file:

```
integer li_ret  
string ls_file  
ls_file = "D:\temp\new.txt"  
li_ret = FileOpen(ls_file, TextMode!, Write!, &  
    LockReadWrite!, Replace!, EncodingUTF8!)
```

See also

[FileClose](#)
[FileLength64](#)
[FileRead](#)
[FileReadEx](#)
[FileWrite](#)
[FileWriteEx](#)

FileRead

Description	Reads data from the file associated with the specified file number, which was assigned to the file with the FileOpen function. FileRead is maintained for backward compatibility. Use the FileReadEx function for new development.						
Syntax	FileRead (<i>file#</i>, <i>variable</i>)						
	<table border="1"> <thead> <tr> <th>Argument</th><th>Description</th></tr> </thead> <tbody> <tr> <td><i>file#</i></td><td>The integer assigned to the file when it was opened</td></tr> <tr> <td><i>variable</i></td><td>The name of the string or blob variable into which you want to read the data</td></tr> </tbody> </table>	Argument	Description	<i>file#</i>	The integer assigned to the file when it was opened	<i>variable</i>	The name of the string or blob variable into which you want to read the data
Argument	Description						
<i>file#</i>	The integer assigned to the file when it was opened						
<i>variable</i>	The name of the string or blob variable into which you want to read the data						
Return value	Integer. Returns the number of bytes read. If an end-of-file mark (EOF) is encountered before any characters are read, FileRead returns -100. If the file is opened in LineMode and a CR or LF is encountered before any characters are read, FileRead returns 0. If an error occurs, FileRead returns -1. If any argument's value is null, FileRead returns null. If the file length is greater than 32,765 bytes, FileRead returns 32,765.						
Usage	<p>FileRead can read files with ANSI, UTF-8, UTF-16LE, and UTF-16BE encoding.</p> <p>If the file is an ANSI or UTF-8 file and is read into a string, FileRead converts the text to Unicode before saving it in the string variable. No conversion is needed for UTF-16 files. For Unicode files, the BOM is not written to the string.</p> <p>If the file is read into a blob, FileRead saves the contents of the file with no conversion. For Unicode files, the BOM is not written to the blob in text mode, but it <i>is</i> written to the blob in stream mode.</p> <p>If the file was opened in line mode, FileRead reads a line of the file (that is, until it encounters a CR, LF, or EOF). It stores the contents of the line in the specified variable, skips the line-end characters, and positions the file pointer at the beginning of the next line. If the second argument is a blob, FileRead returns -1.</p> <p>If the file was opened in text mode, FileRead returns -1. Use FileReadEx to read a file in text mode.</p> <p>If the file was opened in stream mode, FileRead reads to the end of the file or the next 32,765 bytes, whichever is shorter. FileRead begins reading at the file pointer, which is positioned at the beginning of the file when the file is opened for reading. If the file is longer than 32,765 bytes, FileRead automatically positions the pointer after each read operation so that it is ready to read the next chunk of data.</p>						

FileRead can read a maximum of 32,765 bytes at a time. Therefore, before calling the FileRead function, call the FileLength64 function to check the file length. If your system has file sharing or security restrictions, you might need to call FileLength64 before you call FileOpen. Use FileReadEx to read longer files.

An end-of-file mark is a null character (ASCII value 0). Therefore, if the file being read contains null characters, FileRead stops reading at the first null character, interpreting it as the end of the file. For Unicode files and files that you convert to Unicode, you must make sure that the file length value is an even number. Otherwise FileRead cannot parse the entire file.

Examples

This example reads the file *EMP_DATA.TXT* if it is short enough to be read with one call to FileRead:

```
integer li_FileNum
string ls_Emp_Input
long ll_FLength

ll_FLength = FileLength64 ("C:\HR\EMP_DATA.TXT")
li_FileNum = FileOpen ("C:\HR\EMP_DATA.TXT", &
LineMode!)
IF ll_FLength < 32767 THEN
    FileRead(li_FileNum, ls_Emp_Input)
END IF
```

This example reads the file *EMP_PIC1.BMP* and stores the data in the blob *Emp_Id_Pic*. The number of bytes read is stored in *li_bytes*:

```
integer li_fnum, li_bytes
blob Emp_Id_Pic

li_fnum = FileOpen ("C:\HR\EMP_PIC1.BMP", &
StreamMode!)
li_bytes = FileRead (li_fnum, Emp_Id_Pic)
```

See also

FileClose
FileLength64
FileOpen
FileReadEx
FileSeek64
FileWriteEx

FileReadEx

Description Reads data from the file associated with the specified file number, which was assigned to the file with the FileOpen function.

Syntax

FileReadEx (*file#*, *blob* {, *length* })

FileReadEx (*file#*, *string*)

Argument	Description
<i>file#</i>	The integer assigned to the file when it was opened.
<i>blob</i> or <i>string</i>	The name of the string or blob variable into which you want to read the data.
<i>length</i>	In text or stream mode, the number of bytes a retrieve requires. The default value is the length of the file.

Return value

Long. Returns the number of bytes read. If an end-of-file mark (EOF) is encountered before any characters are read, FileReadEx returns -100. If the file is opened in LineMode and a CR or LF is encountered before any characters are read, FileReadEx returns 0. If an error occurs, FileReadEx returns -1. FileReadEx returns -1 if you attempt to read from a string in stream mode or read from a blob in line mode. If any argument's value is null, FileReadEx returns null.

FileReadEx returns long

Unlike the FileRead function that it replaces, the FileReadEx function returns a long value.

Usage

FileReadEx can read files with ANSI, UTF-8, UTF-16LE, and UTF-16BE encoding.

If the file is opened in line mode, FileReadEx reads a line of the file (that is, until it encounters a CR, LF, or EOF). It stores the contents of the line in the specified variable, skips the line-end characters, and positions the file pointer at the beginning of the next line.

The optional *length* parameter applies only to blob data. If the *length* parameter is provided when the datatype of the second parameter is string, the code will not compile.

If the file was opened in stream or text mode, FileReadEx reads to the end of the file or the next *length* bytes, whichever is shorter. FileReadEx begins reading at the file pointer, which is positioned at the beginning of the file when the file is opened for reading. If the file is longer than *length* bytes, FileReadEx automatically positions the pointer after each read operation so that it is ready to read the next chunk of data.

An end-of-file mark is a null character (ASCII value 0). Therefore, if the file being read contains null characters, FileReadEx stops reading at the first null character, interpreting it as the end of the file. For Unicode files and files that you convert to Unicode, you must make sure that the file length value is an even number. Otherwise FileReadEx cannot parse the entire file.

If the file is an ANSI or UTF-8 file and is read into a string, FileReadEx converts the text to Unicode before saving it in the string variable. The BOM is not written to the string.

If the file is an ANSI or UTF-8 file and is read into a blob, FileReadEx saves the contents of the file with no conversion. The BOM is not written to the blob in text mode, but it is written to the blob in stream mode.

If the file is in Unicode, no conversion is required.

Examples

This example reads the file *EMP_DATA.TXT* into a string in text mode. If the file is not in Unicode format, its contents, apart from the BOM, are converted to Unicode and written to the string:

```
integer li_FileNum  
string ls_Emp_Input  
  
li_FileNum = FileOpen("C:\HR\EMP_DATA.TXT", &  
    TextMode!)  
    FileReadEx(li_FileNum, ls_Emp_Input)  
END IF
```

This example reads the file *EMP_PIC1.BMP* and stores the data in the blob *Emp_Id_Pic*. The number of bytes read is stored in *ll_bytes*:

```
integer li_fnum  
long ll_bytes  
blob Emp_Id_Pic  
  
li_fnum = FileOpen("C:\HR\EMP_PIC1.BMP", &  
    StreamMode!)  
    ll_bytes = FileReadEx(li_fnum, Emp_Id_Pic)
```

See also

FileClose
FileLength64
FileOpen
FileRead
FileSeek64
FileWriteEx

FileSeek

Description Moves the file pointer to the specified position in a file whose size does not exceed 2GB. The file pointer is the position in the file at which the next read or write begins.

Syntax **FileSeek** (*file#*, *position*, *origin*)

Argument	Description
<i>file#</i>	The integer assigned to the file when it was opened.
<i>position</i>	A long whose value is the new position of the file pointer relative to the position specified in <i>origin</i> , in bytes.
<i>origin</i>	The value of the SeekType enumerated datatype specifying where you want to start the seek. Values are: <ul style="list-style-type: none"> • FromBeginning! – (Default) At the beginning of the file • FromCurrent! – At the current position • FromEnd! – At the end of the file

Return value Long. Returns the file position after the seek operation has been performed. If any argument's value is null, FileSeek returns null.

Usage Use FileSeek to move within a binary file that you have opened in stream mode. FileSeek positions the file pointer so that the next FileReadEx or FileWriteEx occurs at that position within the file.

If *origin* is set to FromBeginning!, and the file is not opened in stream mode, the byte-order mark is ignored automatically. For example, suppose the file's hexadecimal display is FF FE 54 00 68 00 69 00 73 00, the following example illustrates the behavior:

```
long ll_pos

// after the following statement, the file pointer is
// at 68, not 54, and ll_pos = 2, not 4
ll_pos = FileSeek( filenum, 2, FromBeginning!)

// ll_pos = 2, not 4
ll_pos = FileSeek( filenum, 0, FromCurrent!)

// ll_pos = 2, not 4
ll_pos = FileSeek( filenum, -6, FromEnd!)
```

The FileSeek function cannot handle files whose size exceeds 2GB. Use FileSeek64 to move the file pointer in larger files.

Examples

This example positions the file pointer 14 bytes from the end of the file:

```
integer li_FileNum
li_FileNum = FileOpen("emp_data")
FileSeek(li_FileNum, -14, FromEnd!)
```

This example moves the file pointer from its current position 14 bytes toward the end of the file. In this case, if no processing has occurred after FileOpen to affect the file pointer, specifying FromCurrent! is the same as specifying FromBeginning!:

```
integer li_FileNum
li_FileNum = FileOpen("emp_data")
FileSeek(li_FileNum, 14, FromCurrent!)
```

See also

[FileReadEx](#)

[FileSeek64](#)

[FileWriteEx](#)

FileSeek64

Description

Moves the file pointer to the specified position in a file of any size. The file pointer is the position in the file at which the next read or write begins.

Syntax

FileSeek64 (*file#*, *position*, *origin*)

Argument	Description
<i>file#</i>	The integer assigned to the file when it was opened.
<i>position</i>	A long whose value is the new position of the file pointer relative to the position specified in <i>origin</i> , in bytes.
<i>origin</i>	The value of the SeekType enumerated datatype specifying where you want to start the seek. Values are: <ul style="list-style-type: none"> • FromBeginning! – (Default) At the beginning of the file • FromCurrent! – At the current position • FromEnd! – At the end of the file

Return value

Longlong. Returns the file position after the seek operation has been performed. If any argument's value is null, FileSeek64 returns null.

Usage

Use FileSeek64 to move within a binary file that you have opened in stream mode. FileSeek64 positions the file pointer so that the next FileReadEx or FileWriteEx occurs at that position within the file.

If *origin* is set to FromBeginning!, and the file is not opened in stream mode, the byte-order mark is ignored automatically. For example, suppose the file's hexadecimal display is FF FE 54 00 68 00 69 00 73 00, the following example illustrates the behavior:

```
long ll_pos

// after the following statement, the file pointer is
// at 68, not 54, and ll_pos = 2, not 4
ll_pos = FileSeek64( filenum, 2, FromBeginning!)

// ll_pos = 2, not 4
ll_pos = FileSeek64( filenum, 0, FromCurrent!)

// ll_pos = 2, not 4
ll_pos = FileSeek64( filenum, -6, FromEnd!)
```

Examples

This example positions the file pointer 14 bytes from the end of the file:

```
integer li_FileNum
li_FileNum = FileOpen("emp_data")
FileSeek64(li_FileNum, -14, FromEnd!)
```

This example moves the file pointer from its current position 14 bytes toward the end of the file. In this case, if no processing has occurred after FileOpen to affect the file pointer, specifying FromCurrent! is the same as specifying FromBeginning!:

```
integer li_FileNum
li_FileNum = FileOpen("emp_data")
FileSeek64(li_FileNum, 14, FromCurrent!)
```

See also

[FileReadEx](#)
[FileSeek](#)
[FileWriteEx](#)

FileWrite

Description

Writes data to the file associated with the specified file number. The file number was assigned to the file with the FileOpen function. FileWrite is maintained for backward compatibility. Use the FileWriteEx function for new development.

Syntax

FileWrite (*file#*, *variable*)

Argument	Description
<i>file#</i>	The integer assigned to the file when the file was opened
<i>variable</i>	A string or blob whose value is the data you want to write to the file

Return value

Integer. Returns the number of bytes written if it succeeds and it returns -1 if an error occurs. If any argument's value is null, FileWrite returns null.

Usage

FileWrite can write to files with ANSI, UTF-8, UTF-16LE, and UTF-16BE encoding.

FileWrite writes its data at the position identified by the file pointer. If the file was opened with the *writemode* argument set to Replace!, the file pointer is initially at the beginning of the file. After each call to FileWrite, the pointer is immediately after the last write. If the file was opened with the *writemode* argument set to Append!, the file pointer is initially at the end of the file and moves to the end of the file after each write.

FileWrite sets the file pointer following the last character written. If the file was opened in line mode, FileWrite writes a carriage return (CR) and linefeed (LF) after the last character in *variable* and places the file pointer after the CR and LF.

If the data is in a string and the associated file uses ANSI or UTF-8 encoding, FileWrite converts the string to ANSI or UTF-8 encoding before saving it to the associated file.

The behavior of the FileWrite function when the file is opened with the EncodingANSI! parameter or with no encoding parameter is platform dependent. On the Windows and Solaris platforms, FileWrite does not convert multilanguage characters to UTF-8 and saves the file with ANSI encoding. On the Linux platform, if the string contains multilanguage characters, FileWrite converts the multi-language characters to UTF-8 and saves the file with UTF-8 encoding.

If the file is opened in stream mode, no conversion is done. If the file was opened in text mode, FileWrite returns -1. Use FileWriteEx to write to files in text mode.

For Unicode files and files that you convert to Unicode, you must make sure that the file length value is an even number. Otherwise `FileWrite` cannot parse the entire file.

Length limit

`FileWrite` can write only 32,766 bytes at a time, which includes the string terminator character. If the length of *variable* exceeds 32,765 bytes, `FileWrite` writes the first 32,765 bytes and returns 32,765. Use `FileWriteEx` to handle variables that have more than 32,765 bytes.

Examples

This script excerpt opens *EMP_DATA.TXT* and writes the string *New Employees* at the end of the file. The variable *li_FileNum* stores the number of the opened file:

```
integer li_FileNum
li_FileNum = FileOpen("C:\HR\EMP_DATA.TXT", &
    LineMode!, Write!, LockWrite!, Append!)
FileWrite(li_FileNum, "New Employees")
```

The following example reads a blob from the database and writes it to a file. The SQL SELECT statement assigns the picture data to the blob *Emp_Id_Pic*. Then `FileOpen` opens a file for writing in stream mode and `FileWrite` writes the blob to the file. You could use the `Len` function to test whether the blob was too big for a single `FileWrite` call:

```
integer li_FileNum
blob emp_id_pic
SELECTBLOB salary_hist INTO : emp_id_pic
    FROM Employee WHERE Employee.Emp_Num = 100
    USING Emp_tran;
li_FileNum = FileOpen( &
    "C:\EMPLOYEE\EMP_PICS.BMP", &
    StreamMode!, Write!, Shared!, Replace!)
FileWrite(li_FileNum, emp_id_pic)
```

See also

[FileClose](#)
[FileLength64](#)
[FileOpen](#)
[FileRead](#)
[FileReadEx](#)
[FileSeek64](#)
[FileWriteEx](#)

FileWriteEx

Description Writes data to the file associated with the specified file number. The file number was assigned to the file with the FileOpen function.

Syntax **FileWriteEx** (*file#*, *blob* {, *length* })
FileWriteEx (*file#*, *string*)

Argument	Description
<i>file#</i>	The integer assigned to the file when the file was opened
<i>blob or string</i>	A blob or string whose value is the data you want to write to the file.
<i>length</i>	In text or stream mode, the number of bytes to be written. The default value is the length of the file.

Return value Long. Returns the number of bytes written if it succeeds and -1 if an error occurs. FileWriteEx returns -1 if you attempt to write to a string in stream mode or to a blob in line mode. If any argument's value is null, FileWriteEx returns null.

FileWriteEx returns long

Unlike the `FileWrite` function that it replaces, the `FileWriteEx` function returns a long value.

Usage FileWriteEx can write to files with ANSI, UTF-8, UTF-16LE, and UTF-16BE encoding.

FileWriteEx writes its data at the position identified by the file pointer. If the file was opened with the *writemode* argument set to Replace!, the file pointer is initially at the beginning of the file. After each call to FileWriteEx, the pointer is immediately after the last write. If the file was opened with the *writemode* argument set to Append!, the file pointer is initially at the end of the file and moves to the end of the file after each write.

FileWriteEx sets the file pointer following the last character written. If the file was opened in line mode, FileWriteEx writes a carriage return (CR) and linefeed (LF) after the last character in *variable* and places the file pointer after the CR and LF.

If the file was opened in stream or text mode, FileWriteEx writes the full contents of the string or blob or the next *length* bytes, whichever is shorter. The optional *length* parameter applies only to blob data. If the *length* parameter is provided when the datatype of the second parameter is string, the code will not compile.

If the data is in a string and the associated file uses ANSI or UTF-8 encoding, **FileWriteEx** converts the string to ANSI or UTF-8 encoding before saving it to the associated file. If the file is opened in stream mode, no conversion is done. For Unicode files and files that you convert to Unicode, you must make sure that the file length value is an even number. Otherwise **FileWriteEx** cannot parse the entire file.

If the file does not have a byte-order mark (BOM) it is created automatically.

Examples

This script excerpt opens *EMP_DATA.TXT* and writes the string New Employees at the end of the file. The variable *li_FileNum* stores the number of the opened file:

```
integer li_FileNum
li_FileNum = FileOpen("C:\HR\EMP_DATA.TXT", &
                      TextMode!, Write!, LockWrite!, Append!)
FileWriteEx(li_FileNum, "New Employees")
```

The following example reads a blob from the database and writes it to a file. The SQL SELECT statement assigns the picture data to the blob *Emp_Id_Pic*. Then **FileOpen** opens a file for writing in stream mode and **FileWriteEx** writes the blob to the file. You could use the **Len** function to test whether the blob was too big for a single **FileWrite** call:

```
integer li_FileNum
blob emp_id_pic
SELECTBLOB salary_hist INTO : emp_id_pic
    FROM Employee WHERE Employee.Emp_Num = 100
    USING Emp_tran;
li_FileNum = FileOpen("C:\EMPLOYEE\EMP_PICS.BMP", &
                      StreamMode!, Write!, Shared!, Replace!)
FileWriteEx(li_FileNum, emp_id_pic)
```

See also

[FileClose](#)
[FileLength64](#)
[FileOpen](#)
[FileReadEx](#)
[FileSeek64](#)

Fill

Description Builds a string of the specified length by repeating the specified characters until the result string is long enough.

Syntax **Fill (chars, n)**

Argument	Description
<i>chars</i>	A string whose value will be repeated to fill the return string
<i>n</i>	A long whose value is the length of the string you want returned

Return value String. Returns a string *n* characters long filled with the characters in the argument *chars*. If the argument *chars* has more than *n* characters, the first *n* characters of *chars* are used to fill the return string. If the argument *chars* has fewer than *n* characters, the characters in *chars* are repeated until the return string has *n* characters. If any argument's value is null, Fill returns null.

Usage Use Fill in printing routines to create a line or other special effect. For example, you can fill the amount line of a check with asterisks, or simulate a total line in a screen display by repeating hyphens below a column of figures.

Examples This statement returns a string whose value is 35 stars:

```
Fill ("*", 35)
```

This statement returns the string -+-+-+:-

```
Fill ("-+", 7)
```

This statement returns 10 tildes (~):

```
Fill ("~", 10)
```

See also

Space

Fill method for DataWindows in the *DataWindow Reference* or online Help

FillA

Description	Builds a string of the specified length in bytes by repeating the specified characters until the result string is long enough.						
Syntax	FillA (chars, n)						
	<table border="1"> <thead> <tr> <th>Argument</th><th>Description</th></tr> </thead> <tbody> <tr> <td><i>chars</i></td><td>The string whose value is repeated to fill the return string</td></tr> <tr> <td><i>n</i></td><td>A long specifying the number of bytes in the return string</td></tr> </tbody> </table>	Argument	Description	<i>chars</i>	The string whose value is repeated to fill the return string	<i>n</i>	A long specifying the number of bytes in the return string
Argument	Description						
<i>chars</i>	The string whose value is repeated to fill the return string						
<i>n</i>	A long specifying the number of bytes in the return string						
Return value	String. Returns a string <i>n</i> bytes long filled with the characters in the argument <i>chars</i> . If the argument <i>chars</i> has more than <i>n</i> bytes, the first <i>n</i> bytes of <i>chars</i> are used to fill the return string. If the argument <i>chars</i> has fewer than <i>n</i> bytes, the characters in <i>chars</i> are repeated until the return string has <i>n</i> bytes. If any argument's value is null, FillA returns null.						
Usage	FillA replaces the functionality that Fill had in DBCS environments in PowerBuilder 9. In SBCS environments, Fill, FillW, and FillA return the same results.						

FillW

Description	Builds a string of the specified length by repeating the specified characters until the result string is long enough. This function is obsolete. It has the same behavior as Fill in SBCS and DBCS environments.
Syntax	FillW (chars, n)

Find

Description	Finds data in a DataWindow control or DataStore, or text in a RichTextEdit control or RichTextEdit DataWindow or DataStore. You can specify search direction and whether to match whole words and case. Finds the specified text in the control and highlights the text if found. For syntax for DataWindows and DataStores, see the Find method for DataWindows in the <i>DataWindow Reference</i> or online Help.
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Applies to RichTextEdit controls and DataWindow controls (or DataStore objects) whose content has the RichTextEdit presentation style

Syntax `controlname.Find (searchtext, forward, insensitive, wholeword, cursor)`

Argument	Description
<code>controlname</code>	The name of the RichTextEdit, DataWindow control, or DataStore whose contents you want to search.
<code>searchtext</code>	A string whose value is the text you want to find. For the RichTextEdit control, <code>searchtext</code> is limited to 99 characters.
<code>forward</code>	A boolean value indicating the direction you want to search. Values are: <ul style="list-style-type: none"> • TRUE – The search proceeds forward from the cursor position or, if <code>cursor</code> is false, from the start of the document. • FALSE – The search proceeds backward from the cursor position or, if <code>cursor</code> is false, from the end of the document.
<code>insensitive</code>	A boolean value indicating the search string and the found text must match case. Values are: <ul style="list-style-type: none"> • TRUE – The search is not sensitive to case. • FALSE – The search is case-sensitive.
<code>wholeword</code>	A boolean value indicating that the found text must be a whole word. Values are: <ul style="list-style-type: none"> • TRUE – The found text must be a whole word. • FALSE – The found text can be a partial word.
<code>cursor</code>	A boolean value indicating where the search begins. Values are: <ul style="list-style-type: none"> • TRUE – The search begins at the cursor position. • FALSE – The search begins at the start of the document if <code>forward</code> is true or at the end if <code>forward</code> is false.

Return value Integer. Returns the number of characters found. Find returns 0 if no matching text is found, and returns -1 if the DataWindow's presentation style is not RichTextEdit or an error occurs.

Examples This example searches the RichTextEdit `rte_1` for text the user specifies in the SingleLineEdit `sle_search`. The search proceeds forward from the cursor position. The search is case insensitive and not limited to whole words:

```
integer li_charsfound
li_charsfound = rte_1.Find(sle_search.Text, &
    TRUE, TRUE, FALSE, TRUE)
```

See also

[FindNext](#)

FindCategory

Description	Obtains the number of a category in a graph when you know the category's label.								
Applies to	Graph controls in windows and user objects, and graphs in DataWindow controls								
Syntax	<code>controlname.FindCategory ({ graphcontrol, } categoryvalue)</code>								
	<table border="1"> <thead> <tr> <th style="text-align: center;">Argument</th><th style="text-align: center;">Description</th></tr> </thead> <tbody> <tr> <td style="text-align: center;"><i>controlname</i></td><td>A string whose value is the name of the graph in which you want to find a specific category, or the name of the DataWindow control containing the graph.</td></tr> <tr> <td style="text-align: center;"><i>graphcontrol</i> (DataWindow control only)</td><td>(Optional) A string whose value is the name of the graph in the DataWindow control in which you want to find a specific category.</td></tr> <tr> <td style="text-align: center;"><i>categoryvalue</i></td><td>A value that is the category for which you want the number. The value you specify must be the same datatype as the datatype of the category axis.</td></tr> </tbody> </table>	Argument	Description	<i>controlname</i>	A string whose value is the name of the graph in which you want to find a specific category, or the name of the DataWindow control containing the graph.	<i>graphcontrol</i> (DataWindow control only)	(Optional) A string whose value is the name of the graph in the DataWindow control in which you want to find a specific category.	<i>categoryvalue</i>	A value that is the category for which you want the number. The value you specify must be the same datatype as the datatype of the category axis.
Argument	Description								
<i>controlname</i>	A string whose value is the name of the graph in which you want to find a specific category, or the name of the DataWindow control containing the graph.								
<i>graphcontrol</i> (DataWindow control only)	(Optional) A string whose value is the name of the graph in the DataWindow control in which you want to find a specific category.								
<i>categoryvalue</i>	A value that is the category for which you want the number. The value you specify must be the same datatype as the datatype of the category axis.								
Return value	Integer. Returns the number of the category named in <i>categoryvalue</i> in the graph <i>controlname</i> , or if <i>controlname</i> is a DataWindow control, in <i>graphcontrol</i> . If an error occurs, FindCategory returns -1. If any argument's value is null, FindCategory returns null.								
Usage	Most of the category manipulation functions require a category number, rather than a name. However, when you delete and insert categories, existing categories are renumbered to keep the numbering consecutive. Use FindCategory when you know only a category's label or when the numbering may have changed.								
Examples	<p>These statements obtain the number of a category in the graph gr_prod_data. The category name is the text in the SingleLineEdit sle_ctgry:</p> <pre>integer CtgryNbr CtgryNbr =gr_prod_data.FindCategory(sle_ctgry.Text)</pre> <p>These statements obtain the number of the category named Qty in the graph gr_computers in the DataWindow control dw_equip:</p> <pre>integer CtgryNbr CtgryNbr = dw_equip.FindCategory("gr_computers", "Qty")</pre>								
See also	AddCategory DeleteData DeleteSeries FindSeries								

FindClassDefinition

Description Searches for an object in one or more PowerBuilder libraries (PBLs) and provides information about its class definition.

Syntax **FindClassDefinition** (*classname* {, *librarylist*})

Argument	Description
<i>classname</i>	The name of an object (also called a class or class definition) for which you want information.
<i>librarylist</i> (optional)	An array of strings whose values are the fully qualified pathnames of PBLs. If you omit <i>librarylist</i> , FindClassDefinition searches the library list associated with the running application.

Return value ClassDefinition. Returns an object reference with information about the definition of *classname*. If any arguments are null, FindClassDefinition returns null.

Usage There are two ways to get a ClassDefinition object containing class definition information:

- For an instantiated object in your application, use its ClassDefinition property
- For an object stored in a PBL, call FindClassDefinition

Examples This example searches the libraries for the running application to find the class definition for w_genapp_frame:

```
ClassDefinition cd_windef
cd_windef = FindClassDefinition("w_genapp_frame")
```

This example searches the libraries in the array *ls_libraries* to find the class definition for w_genapp_frame:

```
ClassDefinition cd_windef
string ls_libraries[ ]

ls_libraries[1] = "c:\pwrs\bizapp\windows.pbl"
ls_libraries[2] = "c:\pwrs\framewk\windows.pbl"
ls_libraries[3] = "c:\pwrs\framewk\ancestor.pbl"

cd_windef = FindClassDefinition(
    "w_genapp_frame", ls_libraries)
```

See also
[FindFunctionDefinition](#)
[FindMatchingFunction](#)
[FindTypeDefinition](#)

FindFunctionDefinition

Description Searches for a global function in one or more PowerBuilder libraries (PBLs) and provides information about the script definition.

Syntax **FindFunctionDefinition** (*functionname* {, *librarylist* })

Argument	Description
<i>functionname</i>	The name of a global function for which you want information.
<i>librarylist</i> (optional)	An array of strings whose values are the fully qualified pathnames of PBLs. If you omit <i>librarylist</i> , FindFunctionDefinition searches the library list associated with the running application.

Return value ScriptDefinition. Returns an object reference with information about the script of *functionname*. If any arguments are null, FindFunctionDefinition returns null.

Usage You can call FindClassDefinition to get a class definition for a global function. However, the ScriptDefinition object provides information tailored for functions.

Examples This example searches the libraries for the running application to find the function definition for f_myfunction:

```
ScriptDefinition sd_myfunc
sd_myfunc = FindFunctionDefinition("f_myfunction")
```

This example searches the libraries in the array *ls_libraries* to find the class definition for w_genapp_frame:

```
ScriptDefinition sd_myfunc
string ls_libraries[ ]

ls_libraries[1] = "c:\pwrs\bizapp\windows.pbl"
ls_libraries[2] = "c:\pwrs\framewk\windows.pbl"
ls_libraries[3] = "c:\pwrs\framewk\ancestor.pbl"

sd_myfunc = FindFunctionDefinition( &
    "f_myfunction", ls_libraries)
```

See also [FindClassDefinition](#)
[FindMatchingFunction](#)
[FindTypeDefinition](#)

FindItem

Finds the next item in a list.

To find the next item	Use
In a ListBox, DropDownListBox, PictureListBox, or DropDownPictureListBox	Syntax 1
In a ListView control based upon its label	Syntax 2
By relative position in a ListView control	Syntax 3
By relative position in a TreeView control	Syntax 4

Syntax 1

Description

Finds the next item in a ListBox that begins with the specified search text.

Applies to

ListBox, DropDownListBox, PictureListBox, and DropDownPictureListBox controls

Syntax

listboxname.FindItem (*text*, *index*)

Argument	Description
<i>listboxname</i>	The name of the ListBox control in which you want to find an item.
<i>text</i>	A string whose value is the starting text of the item you want to find.
<i>index</i>	The number of the item just before the first item to be searched. To search the whole list, specify 0.

Return value

Integer. Returns the index of the first matching item. To match, the item must start with the specified text; however, the text in the item can be longer than the specified text. If no match is found or if an error occurs, FindItem returns -1. If any argument's value is null, FindItem returns null.

Usage

When FindItem finds the matching item, it returns the index of the item but does not select (highlight) the item. To find and select the item, use the SelectItem function.

Examples

Assume the ListBox *lb_actions* contains the following list:

Index number	Item text
1	Open files
2	Close files
3	Copy files
4	Delete files

Then these statements start searching for Delete starting with item 2 (Close files). FindItem sets Index to 4:

```
integer Index
Index = lb_actions.FindItem("Delete", 1)
```

See also

AddItem
DeleteItem
InsertItem
SelectItem

Syntax 2

Description Searches for the next item whose label matches the specified search text.

Applies to ListView controls

Syntax

listviewname.FindItem (*startindex*, *label*, *partial*, *wrap*)

Argument	Description
<i>listviewname</i>	The ListView control for which you want to search for items
<i>startindex</i>	The index number from which you want your search to begin
<i>label</i>	The string that is the target of the search
<i>partial</i>	If set to true, the search looks for a partial label match
<i>wrap</i>	If set to true, the search returns to the first index item after it has finished

Return value

Integer. Returns the index of the item found if it succeeds and -1 if an error occurs.

Usage

The search starts from *startindex* + 1 by default. To search from the beginning, specify 0.

If *partial* is set to true, the search string matches any label that begins with the specified text. If *partial* is set to false, the search string must match the entire label.

If *wrap* is set to true, the search wraps around to the first index item after searching to the end. If *wrap* is set to false, the search stops at the last index item in the ListView.

FindItem does not select the item it finds. You must use the item's selected property in conjunction with FindItem to select the resulting match.

Examples

This example takes the value from a SingleLineEdit control and passes it to FindItem:

```

listviewitem l_lvi
integer li_index
string ls_label

ls_label = sle_find.Text
IF ls_label = "" THEN
    MessageBox("Error" , &
               "Enter the name of a list item")
    sle_find.SetFocus()
ELSE
    li_index = lv_list.FindItem(0,ls_label,
TRUE,TRUE)
END IF
IF li_index = -1 THEN
    MessageBox("Error" , "Item not found.")
ELSE
    lv_list.GetItem (li_index, l_lvi )
    l_lvi.HasFocus = TRUE
    l_lvi.Selected = TRUE
    lv_list.SetItem(li_index,l_lvi)
END IF

```

See also

[AddItem](#), [DeleteItem](#), [InsertItem](#), [SelectItem](#)

Syntax 3

Description

For ListView controls

Search for the next item relative to a specific location in the ListView control.

Applies to

ListView controls

Syntax

listviewname.**FindItem** (*startindex*, *direction*, *focused*, *selected*,
cuthighlighted, *drophighlighted*)

Argument	Description
<i>listviewname</i>	The ListView control for which you want to search for items.
<i>startindex</i>	The index number from which you want your search to begin.
<i>direction</i>	The direction in which to search. Values are: DirectionAll! DirectionUp! DirectionDown! DirectionLeft! DirectionRight!

Argument	Description
<i>focused</i>	If set to true, the search looks for the next ListView item that has focus.
<i>selected</i>	If set to true, the search looks for the next ListView item that is selected.
<i>cuthighlighted</i>	If set to true, the search looks for the next ListView item that is the target of a cut operation.
<i>drophighlighted</i>	If set to true, the search looks for next ListView item that is the target of a drag and drop operation.

Return value	Integer. Returns the index of the item found if it succeeds and -1 if an error occurs.
Usage	<p>The search starts from <i>startindex</i> + 1 by default. If you want to search from the beginning, specify 0.</p> <p>FindItem does not select the item it finds. You must use the item's selected property in conjunction with FindItem to select the resulting match.</p> <p>If <i>focused</i>, <i>selected</i>, <i>cuthighlighted</i>, and <i>drophighlighted</i> are set to false, the search finds the next item in the ListView control.</p>
Examples	This example uses FindItem to search from the selected ListView item:
	<pre> listviewitem l_lvi integer li_index li_startindex li_startindex = lv_list.SelectedIndex() li_index = lv_list.FindItem(li_startindex, & DirectionDown!, FALSE, FALSE ,FALSE, FALSE) IF li_index = -1 THEN MessageBox("Error", "Item not found.") ELSE lv_list.GetItem (li_index, l_lvi) l_lvi.HasFocus = TRUE l_lvi.Selected = TRUE lv_list.SetItem(li_index,l_lvi) END IF </pre>
See also	AddItem DeleteItem InsertItem SelectItem

Syntax 4

Description

For TreeView controls

Applies to

Find an item based on its position in a TreeView control.

Syntax

`treeviewname.FindItem (navigationcode, itemhandle)`

Argument	Description
<code>treeviewname</code>	The name of the TreeView control in which you want to find a specified item.
<code>navigationcode</code>	A value of the TreeNavigation enumerated datatype specifying the relationship between <code>itemhandle</code> and the item you want to find. See the table in Usage note for a list of valid values.
<code>itemhandle</code>	A long for the handle of an item related via <code>navigationcode</code> to the item for which you are searching.

Return value

Long. Returns the item handle if it succeeds and -1 if an error occurs.

Usage

FindItem does not select the item it finds. You must use the item's selected property in conjunction with FindItem to select the result of the FindItem search.

FindItem never finds a collapsed item, except when looking for ChildTreeItem!, which causes an item to expand. CurrentItem! is not changed until after the clicked event occurs. To return the correct handle for the current item when the user clicks it, create a custom event to return the handle and post it in the clicked event.

If `navigationcode` is RootTreeItem!, FirstVisibleTreeItem!, CurrentTreeItem!, or DropHighlightTreeItem!, set `itemhandle` to 0.

The following table shows valid values for the `navigationcode` argument.

Table 10-3: Valid values for the navigationcode argument of FindItem

Navigationcode value	What FindItem finds
RootTreeItem!	The first item at level 1. Returns -1 if no items have been inserted into the control.
NextTreeItem!	The sibling after <code>itemhandle</code> . A sibling is an item at the same level with the same parent. Returns -1 if there are no more siblings.
PreviousTreeItem!	The sibling before <code>itemhandle</code> . Returns -1 if there are no more siblings.
ParentTreeItem!	The parent of <code>itemhandle</code> . Returns -1 if the item is at level 1.

Navigationcode value	What FindItem finds
ChildTreeItem!	The first child of <i>itemhandle</i> . If the item is collapsed, ChildtreeItem! causes the node to expand. Returns -1 if the item has no children or if the item is not populated yet.
FirstVisibleTreeItem!	The first item visible in the control, regardless of level. The position of the scroll bar determines the first visible item.
NextVisibleTreeItem!	The next expanded item after <i>itemhandle</i> , regardless of level. The NextVisible and PreviousVisible values allow you to walk through all the visible children and branches of an expanded node. Returns -1 if the item is the last expanded item in the control.
PreviousVisibleTreeItem!	To scroll to an item that is beyond the reach of the visible area of the control, use FindItem and then SelectItem.
CurrentTreeItem!	The next expanded item before <i>itemhandle</i> , regardless of level. Returns -1 if the item is the first root item.
DropHighlightTreeItem!	The selected item. Returns -1 if the control never had focus and nothing has been selected.
	The item whose DropHighlighted property was most recently set. Returns -1 if the property was never set or if it has been set back to false because of other activity in the control.

Examples

To return the correct handle when the current item is clicked, place this code in a custom event that is posted in the item's clicked event:

```
long ll_tvi
ll_tvi = tv_list.FindItem(CurrentTreeItem!, 0)
```

This example finds the first item on the first level of a TreeView control:

```
long ll_tvi
ll_tvi = tv_list.FindItem(RootTreeItem!, 0)
```

See also

DeleteItem
GetItem
InsertItem
SelectItem

FindMatchingFunction

Description Finds out what function in a class matches a specified signature. The signature is a combination of a script name and an argument list.

Applies to ClassDefinition objects

Syntax `classdefobject.FindMatchingFunction (scriptname, argumentlist)`

Argument	Description
<code>classdefobject</code>	The name of the ClassDefinition object describing the class in which you want to find a function.
<code>scriptname</code>	A string whose value is the name of the function.
<code>argumentlist</code>	An unbounded array of strings whose values are the datatypes of the function arguments. If the variable is passed by reference, the string must include "ref" before the datatype. If the variable is an array, you must include array brackets after the datatype. The format is: <code>{ ref } datatype { [] }</code> For a bounded array, the argument must include the range, as in: <code>ref integer [1 TO 10]</code>

Return value ScriptDefinition. Returns an object instance with information about the matching function. If no matching function is found, FindMatchingFunction returns null. If any argument is null, it also returns null.

Usage In searching for the function, PowerBuilder examines the collapsed inheritance hierarchy. The found function may be defined in the current object or in any of its ancestors.

Arguments passed by reference To find a function with an argument that is passed by reference, you must specify the REF keyword. If you have a VariableDefinition object for a function argument, check the CallingConvention argument to determine if the argument is passed by reference.

In documentation for PowerBuilder functions, arguments passed by reference are described as a variable, rather than simply a value. The PowerBuilder Browser does not report which arguments are passed by reference.

Examples

This example gets the ScriptDefinition object that matches the PowerBuilder window object function OpenUserObjectWithParm and looks for the version with four arguments. If it finds a match, the example calls the function uf_scriptinfo, which creates a report about the script:

```

string ls_args []
ScriptDefinition sd

ls_args[1] = "ref dragobject"
ls_args[2] = "double"
ls_args[3] = "integer"
ls_args[4] = "integer"

sd = c_obj.FindMatchingFunction( &
    "OpenUserObjectWithParm", ls_args)
IF NOT IsValid(sd) THEN
    mle_1.Text = "No matching script"
ELSE
    mle_1.Text = uf_scriptinfo(sd)
END IF

```

The uf_scriptinfo function gets information about the function that matched the signature and builds a string. Scriptobj is the ScriptDefinition object passed to the function:

```

string s, lineend
integer li
lineend = "~r~n"

// Script name
s = s + scriptobj.Name + lineend
// datatype of the return value
s = s + scriptobj.ReturnType.DataTypeOf + lineend

// List argument names
s = s + "Arguments:" + lineend
FOR li = 1 to UpperBound(scriptobj.ArgumentList)
    s = s + scriptobj.ArgumentList[li].Name + lineend
NEXT

// List local variables
s = s + "Local variables:" + lineend
FOR li = 1 to UpperBound(scriptobj.LocalVariableList)
    s = s + scriptobj.LocalVariableList[li].Name &
        + lineend
NEXT
RETURN s

```

See also

[FindClassDefinition](#)
[FindFunctionDefinition](#)
[FindTypeDefinition](#)

FindNext

Description

Finds the next occurrence of text in the control and highlights it, using criteria set up in a previous call of the Find function.

Applies to

RichTextEdit controls and DataWindow controls whose content has the RichTextEdit presentation style

Syntax

controlname.**FindNext** ()

Argument	Description
<i>controlname</i>	The name of the RichTextEdit or DataWindow control whose contents you want to search

Return value

Integer. Returns the number of characters found. FindNext returns 0 if no matching text is found and -1 if the DataWindow's presentation style is not RichTextEdit or an error occurs.

Examples

This example searches the RichTextEdit rte_1 for text the user specifies in the SingleLineEdit sle_search. The search proceeds forward from the cursor position, is case insensitive, and is not limited to whole words:

```
integer li_charsfound  
li_charsfound = rte_1.Find(sle_search.Text, &  
    TRUE, TRUE, FALSE, TRUE)
```

A second button labeled FindNext would have a script like this:

```
rte_1.FindNext()
```

See also

[Find](#)

FindSeries

Description	Obtains the number of a series in a graph when you know the series' name.								
Applies to	Graph controls in windows and user objects, and graphs in DataWindow controls								
Syntax	controlname.FindSeries ({ graphcontrol, } seriesname)								
	<table border="1"> <thead> <tr> <th style="text-align: center;">Argument</th><th style="text-align: center;">Description</th></tr> </thead> <tbody> <tr> <td style="text-align: center;"><i>controlname</i></td><td>The name of the graph containing the series for which you want the number, or the name of the DataWindow control containing the graph</td></tr> <tr> <td style="text-align: center;"><i>graphcontrol</i> (DataWindow control only)</td><td>(Optional) A string whose value is the name of the graph in the DataWindow control containing the series</td></tr> <tr> <td style="text-align: center;"><i>seriesname</i></td><td>A string whose value is the name of the series for which you want the number</td></tr> </tbody> </table>	Argument	Description	<i>controlname</i>	The name of the graph containing the series for which you want the number, or the name of the DataWindow control containing the graph	<i>graphcontrol</i> (DataWindow control only)	(Optional) A string whose value is the name of the graph in the DataWindow control containing the series	<i>seriesname</i>	A string whose value is the name of the series for which you want the number
Argument	Description								
<i>controlname</i>	The name of the graph containing the series for which you want the number, or the name of the DataWindow control containing the graph								
<i>graphcontrol</i> (DataWindow control only)	(Optional) A string whose value is the name of the graph in the DataWindow control containing the series								
<i>seriesname</i>	A string whose value is the name of the series for which you want the number								
Return value	Integer. Returns the number of the series named in <i>seriesname</i> in the graph <i>controlname</i> , or if <i>controlname</i> is a DataWindow control, in <i>graphcontrol</i> . If an error occurs, FindSeries returns -1. If any argument's value is null, FindSeries returns null.								
Usage	Most of the series manipulation functions require a series number, rather than a name. However, when you delete and insert series, existing series are renumbered so that the series are numbered consecutively. Use FindSeries when you know only a series' name or when the numbering may have changed.								
Examples	These statements store the number of the series in the graph gr_product_data that was entered in the SingleLineEdit sle_series in <i>SeriesNbr</i> :								
	<pre>integer SeriesNbr SeriesNbr = & gr_product_data.FindSeries(sle_series.Text)</pre>								
	These statements obtain the number of the series named PCs in the graph gr_computers in the DataWindow control dw_equipment and store it in <i>SeriesNbr</i> :								
	<pre>integer SeriesNbr SeriesNbr = & dw_equipment.FindSeries("gr_computers", "PCs")</pre>								
See also	AddSeries DeleteSeries FindCategory								

FindTypeDefinition

Description Searches for a type in one or more PowerBuilder libraries (PBLs) and provides information about its type definition. You can also get type definitions for system types.

Syntax **FindTypeDefinition (*typename* {, *librarylist* })**

Argument	Description
<i>typename</i>	The name of a simple datatype, enumerated datatype, or class for which you want information. To find a type definition for a nested type, use this form: <i>libraryEntryName`typename</i>
<i>librarylist</i> (optional)	An array of strings whose values are the fully qualified pathnames of PBLs. If you omit <i>librarylist</i> , FindTypeDefinition searches the library list associated with the running application. PowerBuilder also searches its own libraries for built-in definitions, such as enumerated datatypes and system classes.

Return value TypeDefinition. Returns an object reference with information about the definition of *typename*. If any arguments are null, FindTypeDefinition returns null.

Usage The returned TypeDefinition object is a ClassDefinition, SimpleTypeDefinition, or EnumerationDefinition object. You can test the Category property to find out which one it is.

If you want to get information for a class, call FindClassDefinition instead. The arguments are the same and you are saved the step of checking that the returned object is a ClassDefinition object.

If you want to get information for a global function, call FindFunctionDefinition.

Examples This example gets a TypeDefinition object for the grGraphType enumerated datatype. It checks the category of the type definition and, since it is an enumeration, assigns it to an EnumerationDefinition object type and saves the name in a string:

```
TypeDefinition td_graphtype
EnumerationDefinition ed_graphtype
string enumname
```

```
td_graphtype = FindTypeDefinition("grgraphtype")
IF td_graphtype.Category = EnumeratedType! THEN
    ed_graphtype = td_graphtype
    enumname = ed_graphtype.Enumeration[1].Name
END IF
```

This example is a function that takes a definition name as an argument. The argument is typename. It finds the named TypeDefinition object, checks its category, and assigns it to the appropriate definition object:

```
TypeDefinition td_def
SimpleTypeDefinition std_def
EnumerationDefinition ed_def
ClassDefinition cd_def

td_def = FindTypeDefinition(typename)
CHOOSE CASE td_def.Category
CASE SimpleType!
    std_def = td_def
CASE EnumeratedType!
    ed_def = td_def
CASE ClassOrStructureType!
    cd_def = td_def
END CHOOSE
```

This example searches the libraries in the array *ls_libraries* to find the class definition for *w_genapp_frame*:

```
TypeDefinition td_windef
string ls_libraries[ ]

ls_libraries[1] = "c:\pwrs\bizapp\windows.pbl"
ls_libraries[2] = "c:\pwrs\framewk\windows.pbl"
ls_libraries[3] = "c:\pwrs\framewk\ancestor.pbl"

td_windef = FindTypeDefinition(
    "w_genapp_frame", ls_libraries)
```

See also

[FindClassDefinition](#)
[FindFunctionDefinition](#)
[FindMatchingFunction](#)

FromAnsi

Description Converts a blob containing an ANSI character string to a Unicode string.

Syntax **FromAnsi (*blob*)**

Argument	Description
<i>blob</i>	A blob containing an ANSI character string you want to convert to a Unicode string

Return value String. Returns a character string if it succeeds and an empty string if it fails.

Usage The FromAnsi function converts an ANSI character string contained in a blob to a Unicode character string.

FromAnsi has the same result as `String(blob, EncodingANSI!)` and will be obsolete in a future release of PowerBuilder.

Unicode file format

Unicode files sometimes have two extra bytes at the start of the file to indicate that they are Unicode files.

See also [FromUnicode](#)
[String](#)
[ToAnsi](#)
[ToUnicode](#)

FromUnicode

Description Converts a blob containing a Unicode character string to a string in the file format of the current version of PowerBuilder.

Syntax **FromUnicode (*blob*)**

Argument	Description
<i>blob</i>	A blob containing a Unicode character string you want to convert to a string in the file format of the current version of PowerBuilder

Return value String. Returns a character string if it succeeds and an empty string if it fails.

Usage The FromUnicode function converts a Unicode blob to a Unicode character string and has the same result as `String(blob)`. This function will be obsolete in a future release of PowerBuilder.

Unicode file format

Unicode files sometimes have two extra bytes at the start of the file to indicate that they are Unicode files. If you are opening a Unicode file in stream mode, skip the first two bytes if they are present.

See also	FromAnsi ToAnsi ToUnicode
----------	---------------------------------

GarbageCollect

Description	Forces immediate garbage collection.
Syntax	GarbageCollect ()
Return value	None
Usage	Forces garbage collection to occur immediately. PowerBuilder makes a pass to identify unused objects, including those with circular references, then deletes unused objects and classes.
Examples	This statement initiates garbage collection: GarbageCollect ()
See also	GarbageCollectGetTimeLimit GarbageCollectSetTimeLimit

GarbageCollectGetTimeLimit

Description	Gets the current minimum interval for garbage collection.
Syntax	GarbageCollectGetTimeLimit ()
Return value	Long. Returns the current minimum garbage collection interval.
Usage	Reads the current minimum period between garbage collection passes.
Examples	This statement returns the interval between garbage collection passes in the variable CollectTime: long CollectTime

CollectTime = **GarbageCollectGetTimeLimit()**

See also

[GarbageCollect](#), [GarbageCollectSetTimeLimit](#)

GarbageCollectSetTimeLimit

Description

Sets the minimum interval between garbage collection passes.

Syntax

GarbageCollectSetTimeLimit (newtimeinmilliseconds)

Argument	Description
<i>newtimeinmilliseconds</i>	A long (in milliseconds) that you want to set as the minimum period between garbage collection cycles. If null, the existing interval is not changed.

Return value

Long. Returns the interval that existed before this function was called. If *newTime* is null, then null is returned and the current interval is not changed.

Usage

Specifies the minimum interval between garbage collection passes: garbage collection passes will not happen before this interval has expired. Garbage collection can effectively be disabled by setting the minimum limit to a very large number. If garbage collection is disabled, unused classes will not be flushed out of the class cache.

Examples

This example sets the interval between garbage collection passes to 1 second and sets the variable *OldTime* to the length of the previous interval:

```
long OldTime, NewTime  
NewTime = 1000 /* 1 second */  
OldTime = GarbageCollectSetTimeLimit(NewTime)
```

See also

[GarbageCollect](#), [GarbageCollectGetTimeLimit](#)

GetActiveSheet

Description	Returns the currently active sheet in an MDI frame window.				
Applies to	MDI frame windows				
Syntax	<code>mdiframewindow.GetActiveSheet()</code>				
	<table border="1"> <thead> <tr> <th style="text-align: center;">Argument</th> <th style="text-align: center;">Description</th> </tr> </thead> <tbody> <tr> <td style="text-align: center;"><code>mdiframewindow</code></td><td>The MDI frame window for which you want the active sheet</td></tr> </tbody> </table>	Argument	Description	<code>mdiframewindow</code>	The MDI frame window for which you want the active sheet
Argument	Description				
<code>mdiframewindow</code>	The MDI frame window for which you want the active sheet				
Return value	Window. Returns the sheet that is currently active in <code>mdiframewindow</code> . If no sheet is active, GetActiveSheet returns an invalid value. If <code>mdiframewindow</code> is null, GetActiveSheet returns null.				
Usage	Use the IsValid function to determine whether GetActiveSheet has returned a valid window value.				
Examples	These statements determine the active sheet in the MDI frame window <code>w_frame</code> and change the text of the menu selection <code>m_close</code> on the menu <code>m_file</code> on the menu bar <code>m_main</code> . If no sheet is active, the text is Close Window:				
	<pre>// Declare variable for active sheet window activesheet string mtext activesheet = w_frame.GetActiveSheet() IF IsValid(activesheet) THEN // There is an active sheet, so get its title; // change the text of the menu to read // Close plus the title of the active sheet mtext = "Close " + activesheet.Title m_main.m_file.m_close.Text = mtext ELSE // No sheet is active, menu says Close Window m_main.m_file.m_close.Text = "Close Window" END IF</pre>				
See also	IsValid				

GetAlignment

Description Obtains the alignment of the paragraph containing the insertion point in a RichTextEdit control.

Applies to RichTextEdit controls

Syntax **rtename.GetAlignment ()**

Argument	Description
<i>rtename</i>	The name of the RichTextEdit control in which you want to find out the alignment of the paragraph containing the insertion point

Return value Alignment. A value of the Alignment enumerated datatype indicating the alignment of the paragraph containing the insertion point.

Usage When several paragraphs are selected, the insertion point is at the beginning or end of the selection, depending on how the user made the selection. The value reported depends on the location of the insertion point.

Examples This examples saves the alignment setting of the paragraph that contains the insertion point:

```
alignment l_align  
l_align = rte_1.GetAlignment()
```

See also GetSpacing, GetTextStyle, SetAlignment, SetSpacing, SetTextStyle

GetApplication

Description Gets the handle of the current Application object so you can get and set properties of the application.

Syntax **GetApplication ()**

Return value Application. Returns the handle of the current application object.

Usage The GetApplication function lets you write generic code for an application, making it reusable in other applications. You do not have to code the actual name of the application when you want to set application properties.

Examples To change whether Toolbar Tips are displayed, you can get the handle of the application object and set the ToolbarTips property:

```
application app  
app = GetApplication()  
app.ToolbarTips = FALSE
```

The previous example could be coded more simply as follows:

```
GetApplication().ToolbarTips = FALSE
```

GetArgElement

Description	Returns the value in the specified argument.						
Applies to	Window ActiveX controls						
Syntax	activexcontrol.GetArgElement (index)						
	<table border="1"> <thead> <tr> <th>Argument</th><th>Description</th></tr> </thead> <tbody> <tr> <td><i>activexcontrol</i></td><td>Identifier for the instance of the PowerBuilder window ActiveX control. When used in HTML, the ActiveX control is the NAME attribute of the OBJECT element. When used in other environments, references the control that contains the PowerBuilder window ActiveX.</td></tr> <tr> <td><i>index</i></td><td>Integer specify the argument to return.</td></tr> </tbody> </table>	Argument	Description	<i>activexcontrol</i>	Identifier for the instance of the PowerBuilder window ActiveX control. When used in HTML, the ActiveX control is the NAME attribute of the OBJECT element. When used in other environments, references the control that contains the PowerBuilder window ActiveX.	<i>index</i>	Integer specify the argument to return.
Argument	Description						
<i>activexcontrol</i>	Identifier for the instance of the PowerBuilder window ActiveX control. When used in HTML, the ActiveX control is the NAME attribute of the OBJECT element. When used in other environments, references the control that contains the PowerBuilder window ActiveX.						
<i>index</i>	Integer specify the argument to return.						
Return value	Any. Returns the specified argument.						
Usage	<p>Call this function after calling <code>InvokePBFunction</code> or <code>TriggerPBEEvent</code> to access the updated value in an argument passed by reference.</p> <p>JavaScript scripts must use this function to access arguments passed by reference. VBScript scripts can use this function if they established the argument list via calls to <code>SetArgElement</code>.</p>						
Examples	This JavaScript example calls the <code>GetArgElement</code> function:						
	<pre>... theArg = f.textToPB.value; PBRX1.SetArgElement(1, theArg); theFunc = "of_argref"; retcd = PBRX1.InvokePBFunction(theFunc, numargs); rc = parseInt(PBRX1.GetLastReturn()); IF (rc != 1) { alert("Error. Empty string."); } backByRef = PBRX1.GetArgElement(1); ...</pre>						
See also	<code>GetLastReturn</code> , <code>InvokePBFunction</code> , <code>SetArgElement</code> , <code>TriggerPBEEvent</code>						

GetAutomationNativePointer

Description Gets a pointer to the OLE object associated with the OLEObject variable. The pointer lets you call OLE functions in an external DLL for the object.

Applies to OLEObject

Syntax *oleobject*.**GetAutomationNativePointer** (*pointer*)

Argument	Description
<i>oleobject</i>	The name of an OLEObject variable containing the object for which you want the native pointer.
<i>pointer</i>	An UnsignedLong variable in which you want to store the pointer. If GetAutomationNativePointer cannot get a valid pointer, <i>pointer</i> is set to 0.

Return value Integer. Returns 0 if it succeeds and -1 if an error occurs.

Usage *Pointer* is a pointer to OLE's IUnknown interface. You can use it with the OLE QueryInterface function to get other interface pointers. When you call GetAutomationNativePointer, PowerBuilder calls OLE's AddRef function, which locks the pointer. You can release the pointer in your DLL function or in a PowerBuilder script with the ReleaseAutomationNativePointer function.

This function is useful only for external DLL calls. It is not related to the SetAutomationPointer function.

Examples This example creates an OLEObject object, connects to an automation server, and gets a pointer for making external function calls. After processing, the pointer is released:

```

OLEObject oleobj_report
UnsignedLong lul_oleptr
integer li_rtn

oleobj_report = CREATE OLEObject
oleobj_report.ConnectToObject ("report.doc")
li_rtn = &
oleobj_report.GetAutomationNativePointer(lul_oleptr)
IF li_rtn = 0 THEN
    ... // Call external functions for automation
    oleobj_report.&
    ReleaseAutomationNativePointer(lul_oleptr)
END IF

```

See also GetNativePointer
 ReleaseAutomationNativePointer
 ReleaseNativePointer

GetByte

Description	Extracts data of type Byte from a blob variable.								
Syntax	GetByte (<i>blobvariable</i> , <i>n</i> , <i>b</i>)								
	<table border="1"> <thead> <tr> <th>Argument</th><th>Description</th></tr> </thead> <tbody> <tr> <td><i>blobvariable</i></td><td>A variable of the Blob datatype from which you want to extract a value of the Byte datatype</td></tr> <tr> <td><i>n</i></td><td>The number of the position in <i>blobvariable</i> at which you want to retrieve a value of the Byte datatype</td></tr> <tr> <td><i>b</i></td><td>Variable of the Byte datatype in which you want to store the returned data of type Byte</td></tr> </tbody> </table>	Argument	Description	<i>blobvariable</i>	A variable of the Blob datatype from which you want to extract a value of the Byte datatype	<i>n</i>	The number of the position in <i>blobvariable</i> at which you want to retrieve a value of the Byte datatype	<i>b</i>	Variable of the Byte datatype in which you want to store the returned data of type Byte
Argument	Description								
<i>blobvariable</i>	A variable of the Blob datatype from which you want to extract a value of the Byte datatype								
<i>n</i>	The number of the position in <i>blobvariable</i> at which you want to retrieve a value of the Byte datatype								
<i>b</i>	Variable of the Byte datatype in which you want to store the returned data of type Byte								
Return value	Integer. Returns 1 if it succeeds or -1 if <i>n</i> exceeds the scope of <i>blobvariable</i> ; it returns null if the value of any of its arguments is null.								
Usage	If you want to get the value of the initial character in a blob, you can use the Byte function without using an argument defining the position of the character.								
Examples	This example converts the text in a SingleLineEdit to a blob before obtaining the byte value of the character at the third position:								
	<pre>Int li_rtn Byte lb_byte Blob myBlob myBlob = Blob (sle_1.text, EncodingUTF8!) li_rtn = GetByte(myBlob, 3, lb_byte) messagebox("getbyte", string(lb_byte))</pre>								
See also	Byte SetByte								

GetByteArray

Description	Obtains an array of Byte values stored in a blob.				
Syntax	GetByteArray (<i>input</i>)				
	<table border="1"> <thead> <tr> <th style="text-align: center;">Argument</th> <th style="text-align: center;">Description</th> </tr> </thead> <tbody> <tr> <td style="text-align: center;"><i>input</i></td><td>A Blob datatype that you want to return as an array of bytes.</td></tr> </tbody> </table>	Argument	Description	<i>input</i>	A Blob datatype that you want to return as an array of bytes.
Argument	Description				
<i>input</i>	A Blob datatype that you want to return as an array of bytes.				
Return value	Any. Returns the value of the <i>input</i> variable as an array of Byte datatypes if it succeeds; it returns 0 if the <i>input</i> variable is not a valid blob.				
Usage	The returned value can be assigned directly to a byte array.				
Examples	This example converts a blob passed in an argument to an array of bytes:				
	Byte ly_byte[] ly_byte[] = GetByteArray (blobarg)				
See also	Blob GetByte				

GetCertificateLabel

Description	Called by EA Server to allow the user to select one of the available SSL certificate labels for authentication. This function is used by PowerBuilder clients connecting to EA Server.								
Applies to	SSLCallBack objects								
Syntax	sslcallback.GetCertificateLabel (<i>thesessioninfo</i>, <i>labels</i>)								
	<table border="1"> <thead> <tr> <th style="text-align: center;">Argument</th> <th style="text-align: center;">Description</th> </tr> </thead> <tbody> <tr> <td style="text-align: center;"><i>sslcallback</i></td><td>An instance of a customized SSLCallBack object.</td></tr> <tr> <td style="text-align: center;"><i>thesessioninfo</i></td><td>A CORBAObject that contains information about the SSL session. This information can optionally be displayed to the user to provide details about the session.</td></tr> <tr> <td style="text-align: center;"><i>labels</i></td><td>An array of string values that contains the available certificate labels. The user must select one of these labels.</td></tr> </tbody> </table>	Argument	Description	<i>sslcallback</i>	An instance of a customized SSLCallBack object.	<i>thesessioninfo</i>	A CORBAObject that contains information about the SSL session. This information can optionally be displayed to the user to provide details about the session.	<i>labels</i>	An array of string values that contains the available certificate labels. The user must select one of these labels.
Argument	Description								
<i>sslcallback</i>	An instance of a customized SSLCallBack object.								
<i>thesessioninfo</i>	A CORBAObject that contains information about the SSL session. This information can optionally be displayed to the user to provide details about the session.								
<i>labels</i>	An array of string values that contains the available certificate labels. The user must select one of these labels.								
Return value	String. Returns one of the labels passed to the function.								
Usage	A PowerBuilder application does not usually call the GetCertificateLabel function directly. GetCertificateLabel is called by EA Server when an EA Server client has not specified a certificate label for an SSL connection that requires it.								

To override the behavior of any of the functions of the SSLCallBack object, create a standard class user object that descends from SSLCallBack and customize this object as necessary. To let EA Server know which object to use when a callback is required, specify the name of the object in the callbackImpl SSL property. You can set this property value by calling the SetGlobalProperty function.

If you do not provide an implementation of GetCertificateLabel, EA Server receives the CORBA::NO_IMPLEMENT exception and the default implementation of this callback is used. The default implementation always returns the first certificate in the list of labels. If no labels are supplied, the CtsSecurity::NoCertificateException is raised. Any exceptions that may be raised by the function should be added to its prototype.

If your implementation of the callback returns an empty string, the default implementation described above is used and the first certificate label in the list is returned. If the server requires mutual authentication and that certificate is acceptable to the server, the connection proceeds. If the certificate is not acceptable, the connection is refused.

To obtain a useful return value, provide the user with available certificate labels from the *labels* array passed to the function and ask the user to select one of them. You can also supply additional information obtained from the passed *thesessioninfo* object.

You can enable the user to cancel the attempt to connect by throwing an exception in this callback function. All exceptions thrown in SSLCallback functions return a CTSSecurity::UserAbortedException to the server. You need to catch the exception by wrapping the ConnectToServer function in a try-catch block.

Examples

This example checks whether any certificate labels are available. To give the user more context, it displays host and port information obtained from the SSL session information object in the message box that informs the user that no certificates are available. If certificates are available, it opens a response window that displays available certificate labels.

The response window returns the text of the selected item using CloseWithReturn:

```
int    idx, numLabels
long   rc
String ls_rc, sText, sLocation
w_response w_ssl_response
CTSSecurity_sslSessionInfo mySessionInfo

rc = thesessioninfo._narrow(mySessionInfo, &
                           "SessionInfo" )
sLocation = mySessionInfo.getProperty( "host" ) + &
               ":" + mySessionInfo.getProperty( "port" )
numLabels = upperbound(labels)

IF numLabels <= 0 THEN
  MessageBox ("Personal certificate required", &
             "A certificate is required for connection to " &
             + sLocation + "~nNo certificates are available")
  ls_rc = ""
ELSE
  sText = "Available certificates: "
  FOR idx=1 to numLabels
    sText += "~nCertificate[" + &
              string(idx) + "]: " + labels[idx]
  NEXT
  OpenWithParm( w_ssl_response, SText )
  ls_rc = Message.StringParm

  IF ls_rc = "cancel" then
    userabortedexception uae
    uae = create userabortedexception
    uae.setmessage("User cancelled connection" &
                  + " when asked for certificate")
    throw uae
  END IF
END IF
RETURN ls_rc
```

See also

[ConnectToServer](#), [GetCredentialAttribute](#), [GetPin](#), [TrustVerify](#)

GetChildrenList

Description	Provides a list of the children of a routine included in a trace tree model.						
Applies to	TraceTreeObject, TraceTreeRoutine, and TraceTreeGarbageCollect objects						
Syntax	<i>instancename</i> .GetChildrenList (<i>list</i>)						
	<table border="1"> <thead> <tr> <th style="text-align: center;">Argument</th><th style="text-align: center;">Description</th></tr> </thead> <tbody> <tr> <td style="text-align: center;"><i>instancename</i></td><td>Instance name of the TraceTreeObject, TraceTreeRoutine, or TraceTreeGarbageCollect object.</td></tr> <tr> <td style="text-align: center;"><i>list</i></td><td>An unbounded array variable of datatype TraceTreeNode in which GetChildrenList stores a TraceTreeNode object for each child of a routine. This argument is passed by reference.</td></tr> </tbody> </table>	Argument	Description	<i>instancename</i>	Instance name of the TraceTreeObject, TraceTreeRoutine, or TraceTreeGarbageCollect object.	<i>list</i>	An unbounded array variable of datatype TraceTreeNode in which GetChildrenList stores a TraceTreeNode object for each child of a routine. This argument is passed by reference.
Argument	Description						
<i>instancename</i>	Instance name of the TraceTreeObject, TraceTreeRoutine, or TraceTreeGarbageCollect object.						
<i>list</i>	An unbounded array variable of datatype TraceTreeNode in which GetChildrenList stores a TraceTreeNode object for each child of a routine. This argument is passed by reference.						
Return value	<p>ErrorReturn. Returns the following values:</p> <ul style="list-style-type: none"> • Success! – The function succeeded • ModelNotFoundError! – The model does not exist 						
Usage	<p>You use the GetChildrenList function to extract a list of the children of a routine (the classes and routines it calls) included in a trace tree model. Each child listed is defined as a TraceTreeNode object and provides the type of activity represented by that child.</p> <p>You must have previously created the trace tree model from a trace file using the BuildModel function.</p> <p>When the GetChildrenList function is called for TraceTreeGarbageCollect objects, each child listed usually represents the destruction of a garbage collected object.</p>						
Examples	<p>This example checks the activity type of a node included in the trace tree model. If the activity type is an occurrence of a routine, it determines the name of the class that contains the routine and provides a list of the classes and routines called by that routine:</p> <pre> TraceTree ltct_node TraceTreeNode ltctn_list ... CHOOSE CASE node.ActivityType CASE ActRoutine! TraceTreeRoutine ltctr_rout ltctr_rout = ltct_node </pre>						

```

        result += "Enter " + ltctrtrout.ClassName &
        + "." + ltctrtrout.name + " " &
        + String(ltctrtrout.ObjectID) + " " &
        + String(ltctrtrout.EnterTimerValue) &
        + "~r~n" ltctrtrout.GetChildrenList(ltctn_list)
    ...

```

See also

BuildModel

GetColumn

Description

Retrieves column information for a DataWindow, child DataWindow, or ListView control.

For syntax for a DataWindow or a child DataWindow, see the **GetColumn** method for DataWindows in the *DataWindow Reference* or the online Help.

Applies to

ListView controls

Syntax

`listviewname.GetColumn (index, label, alignment, width)`

Argument	Description
<i>listviewname</i>	The name of the ListView control from which you want to find the properties for a column.
<i>index</i>	An integer whose value is the index of the column for which you want to find properties.
<i>label</i>	A string identifying the label of the column for which you want to find properties. This argument is passed by reference.
<i>alignment</i>	A value of the enumerated datatype Alignment specifying the alignment of the column for which you want to find properties. Values are: <ul style="list-style-type: none"> • Center! • Justify! • Left! • Right! This argument is passed by reference.
<i>width</i>	An integer whose value is the width of the column for which you want to find properties. This argument is passed by reference.

Return value	<code>Integer</code> . Returns 1 if it succeeds and -1 if an error occurs.
Usage	Use <i>label</i> , <i>alignment</i> , and <i>width</i> to retrieve the properties for a specified column.
Examples	This example uses the instance variable <i>li_col</i> to pass the column number to <code>GetColumn</code> and retrieve the properties for the column. The script uses <code>SetColumn</code> to change the column's alignment:
	<pre> string ls_label,ls_align int li_width alignment la_align IF lv_list.View <> ListViewReport! THEN lv_list.View = ListViewReport! END IF IF li_col = 0 THEN MessageBox("Error!","Click on a Column bar.", & StopSign!) ELSE lv_list.GetColumn(li_col, ls_label, la_align, & li_width) lv_list.SetColumn(li_col, ls_label, Right!, & li_width) END IF </pre>
See also	<code>SetColumn</code>

GetCommandDDE

Description	Obtains the command sent by the client application when your application is a DDE server.				
Syntax	GetCommandDDE (<i>string</i>)				
	<table border="1"> <thead> <tr> <th style="text-align: center;">Argument</th> <th style="text-align: center;">Description</th> </tr> </thead> <tbody> <tr> <td style="text-align: center;"><i>string</i></td> <td>A string variable in which <code>GetCommandDDE</code> will store the command</td> </tr> </tbody> </table>	Argument	Description	<i>string</i>	A string variable in which <code>GetCommandDDE</code> will store the command
Argument	Description				
<i>string</i>	A string variable in which <code>GetCommandDDE</code> will store the command				
Return value	<code>Integer</code> . Returns 1 if it succeeds and -1 if an error occurs (such as the function was called in the wrong context). If <i>string</i> is null, <code>GetCommandDDE</code> returns null.				

Usage When a DDE client application sends a command to your application, the action triggers a RemoteExec event in the active window. In that event's script, you call GetCommandDDE to find out what command has been sent. You decide how your application will respond to the command.

To enable DDE server mode, use the function StartServerDDE, in which you decide how your application will be known to other applications.

Examples This excerpt from a script for the RemoteExec event checks to see if the action requested by the DDE client is Open Next Sheet. If it is, the DDE server opens another instance of the sheet DataSheet. If the requested action is Shut Down, the DDE server shuts itself down. Otherwise, it lets the DDE client know the requested action was invalid.

The variables *ii_sheetnum* and *i_DataSheet[]* are instance variables for the window that responds to the DDE event:

```
integer ii_sheetnum  
DataSheet i_DataSheet[ ]
```

This script that follows uses the local variable *ls_Action* to store the command sent by the client application:

```
string ls_Action  
  
GetCommandDDE(ls_Action)  
IF ls_Action = "Open Next Sheet" THEN  
    ii_sheetnum = ii_sheetnum + 1  
    OpenSheet(i_DataSheet[ii_sheetnum], w_frame_emp)  
ELSEIF ls_Action = "Shut Down" THEN  
    HALT CLOSE  
ELSE  
    RespondRemote(FALSE)  
END IF
```

See also [GetCommandDDEOrigin](#)
[StartServerDDE](#)
[StopServerDDE](#)

GetCommandDDEOrigin

Description	When called by the DDE server application, obtains the application name parameter used by the DDE client sending the command.				
Syntax	GetCommandDDEOrigin (<i>applstring</i>)				
	<table><thead><tr><th>Argument</th><th>Description</th></tr></thead><tbody><tr><td><i>applstring</i></td><td>A string variable in which GetCommandDDEOrigin will store the name of the server application</td></tr></tbody></table>	Argument	Description	<i>applstring</i>	A string variable in which GetCommandDDEOrigin will store the name of the server application
Argument	Description				
<i>applstring</i>	A string variable in which GetCommandDDEOrigin will store the name of the server application				
Return value	Integer. Returns 1 if it succeeds and -1 if an error occurs (such as the function was called in the wrong context). If <i>applstring</i> is null, GetCommandDDEOrigin returns null.				
Usage	The server application calling this function can use the application name (its own DDEname) to determine if it wants to respond to this command. Otherwise, the function provides no additional information about the client.				
Examples	This script uses the local variable <i>ls_name</i> to store the name the client application used to identify the server application:				
	<pre>string ls_name GetCommandDDEOrigin(ls_name)</pre>				
See also	GetCommandDDE StartServerDDE StopServerDDE				

GetCommandString

Description Returns the command string sent by dbmlsync to the synchronization server.

Applies to MLSync controls

Syntax *syncObject*.**GetCommandString ()**

Argument	Description
<i>syncObject</i>	The name of the MLSync object that starts a synchronization for which you want to get the actual dbmlsync command submitted to the synchronization server.

Return value String. Returns the command string that is set for submission to the synchronization server. Returns -1 if required properties are missing. (Datasource, Publication, and MLUser, and MLServerVersion are required properties.) When this occurs, a descriptive error is written to the ErrorText property of the MLSync object.

Usage To minimize confusion to an end user, you might want to hide certain command line arguments in a customized synchronization options window for your MobiLink application. In this case you can call the GetCommandString function to return the command line generated by the options window, then add on values for the options that you hide from the user.

Examples For MLSync objects, you can allow a user to edit the command line arguments for a synchronization call as follows:

```
long rc
string cmd
cmd = myMLSync.GetCommandString()
//   Edit cmd however you wish
...
rc = myMLSync.Synchronize(cmd)
```

See also [GetSyncRegistryProperties](#)
[SetParm](#)
[SetSyncRegistryProperties](#)
[Synchronize](#)

GetCompanyName

Description

Returns the company name for the current execution context.

Applies to

ContextInformation objects

Syntax

`servicereference.GetCompanyName (name)`

Argument	Description
<code>servicereference</code>	Reference to the ContextInformation service instance.
<code>name</code>	String into which the function places the company name. This argument is passed by reference.

Return value

`Integer`. Returns 1 if the function succeeds and -1 if an error occurs.

Usage

Call this function to determine the company name (such as Sybase, Inc.).

Examples

This example calls the GetCompanyName function:

```
String ls_company
Integer li_return
ContextInformation ci
ci = create ContextInformation
//or GetContextService("ContextInformation", ci)
li_return = ci.GetCompanyName(ls_company)
IF li_return = 1 THEN
    sle_co_name.text = ls_company
END IF
```

See also

[GetContextService](#)
[GetFixesVersion](#)
[GetHostObject](#)
[GetMajorVersion](#)
[GetMinorVersion](#)
[GetName](#)
[GetShortName](#)
[GetVersionName](#)

GetContextKeywords

Description Retrieves one or more values associated with a specified keyword.

Applies to ContextKeyword objects

Syntax **servicereference.GetContextKeywords (name, values)**

Argument	Description
<i>servicereference</i>	Reference to the ContextKeyword service instance.
<i>name</i>	String specifying the keyword for which the function returns corresponding values.
<i>values</i>	Unbounded String array into which the function places the values that correspond to <i>name</i> . This argument is passed by reference.

Return value Integer. Returns the number of elements in *values* if the function succeeds and -1 if an error occurs.

Usage Call this function to access environment variables.

This function can also be used with a PowerBuilder EAServer component to return the value of a specific property from the component's *.props* file. To enumerate the properties of an EAServer component, use the Jaguar::Repository API.

Examples This example calls the GetContextKeywords function:

```

String ls_keyword
Integer li_count, li_return
ContextKeyword lcx_key

li_return = this.GetContextService &
            ("ContextKeyword", lcx_key)
ls_keyword = sle_name.Text
lcx_key.GetContextKeywords &
            (ls_keyword, is_values)
FOR li_count = 1 to UpperBound(is_values)
    lb_parms.AddItem(is_values[li_count])
NEXT

```

See also [GetContextService](#)

GetContextService

Description	Returns a reference to a context-specific instance of the specified service.
Applies to	Any object
Syntax	GetContextService (<i>servicename</i>, <i>servicereference</i>)
Argument	Description
<i>servicename</i>	<p>String specifying the service object. Valid values are:</p> <ul style="list-style-type: none"> • ContextInformation – Context information service • ContextKeyword or Keyword – Context keyword service (use Keyword as the <i>servicename</i> on all EASever platforms except AIX) • CORBACurrent – CORBA current service for client- or component-management of EASever transactions • ErrorLogging – Error logging service for PowerBuilder components running in a transaction server such as EASever or COM+ • Internet – Internet service • SSLServiceProvider – SSL service provider service that allows PowerBuilder clients to establish SSL connections to EASever components • TransactionServer – Transaction server service for PowerBuilder components running in a transaction server such as EASever or COM+
<i>servicereference</i>	PowerObject into which the function places a reference to the service object specified by <i>servicename</i> . This argument is passed by reference.
Return value	Integer. Returns 1 if the function succeeds and a negative integer if an error occurs. The return value -1 indicates an unspecified error.
Usage	<p>Call this function to establish a reference to a service object, allowing you to access methods and properties in the service object. You must call this function before calling service object functions.</p> <p>In Windows applications, you can use ContextKeyword or Keyword as the <i>servicename</i> argument when you get an instance of the ContextKeyword service. On all EASever platforms except AIX, you must use Keyword.</p>

Using a CREATE statement

You can instantiate these objects with a PowerScript CREATE statement.

However, this always creates an object for the default context (native PowerBuilder execution environment), regardless of where the application is running.

Examples

This example calls the GetContextService function and displays the class of the service in a single line edit box:

```
Integer li_return  
ContextKeyword lcx_key  
  
li_return = this.GetContextService &  
           ("Keyword", lcx_key)  
sle_classname.Text = ClassName(lcx_key)  
....
```

See also

BeginTransaction
GetCompanyName
GetContextKeywords
GetHostObject
GetMajorVersion
GetMinorVersion
GetName
GetShortName
GetURL
GetVersionName
HyperLinkToURL
Init
PostURL

GetCredentialAttribute

Description Called by EA Server to allow the user to supply user credentials dynamically. This function is used by PowerBuilder clients connecting to EA Server.

Applies to SSLCallBack objects

Syntax `sslcallback.GetCredentialAttribute (thesessioninfo, attr, attrvalues)`

Argument	Description
<code>sslcallback</code>	An instance of a customized SSLCallBack object.
<code>thesessioninfo</code>	A CORBAObject that contains information about the SSL session. This information can optionally be displayed to the user to provide details about the session.
<code>attr</code>	A long indicating whether the user needs to specify the path name of an INI file or a profile file. Values are: <ul style="list-style-type: none"> • 1 CRED_ATTR_ENTRUST_INIFILE • 2 CRED_ATTR_ENTRUST_USERPROFILE
<code>attrvalues</code>	An array of string values that contains the available attribute values.

Return value String. Returns the selected attribute value.

Usage A PowerBuilder application does not usually call the GetCredentialAttribute function directly. GetCredentialAttribute is called by EA Server if the useEntrustID property has been set and the EA Server client has not specified the path name of an Entrust INI file or profile.

To override the behavior of any of the functions of the SSLCallBack object, create a standard class user object that descends from SSLCallBack and customize this object as necessary. To let EA Server know which object to use when a callback is required, specify the name of the object in the callbackImpl SSL property. You can set this property value by calling the SetGlobalProperty function.

If you do not provide an implementation of GetCredentialAttribute, EA Server receives the CORBA::NO_IMPLEMENT exception and the default implementation of this callback is used. The default implementation always returns the first value in the list of values supplied. If there are no values supplied, it raises CtsSecurity::NoValueException. Any exceptions that may be raised by the function should be added to its prototype.

If your implementation of the callback returns an empty string, the default implementation described above is used and the first value in the list is returned. If that value is acceptable to the server, the connection proceeds. If the value is not acceptable, the connection is refused.

To obtain a useful return value, provide the user with available attribute values from the *attrvalues* array passed to the function and ask the user to select one of them. You can also supply additional information, such as the server certificate, obtained from the passed *thesessioninfo* object.

You can enable the user to cancel the attempt to connect by throwing an exception in this callback function. All exceptions thrown in SSLCallback functions return a CTSecurity::UserAbortedException to the server. You need to catch the exception by wrapping the ConnectToServer function in a try-catch block.

Examples

This example checks whether the server requires the location of an INI file or an Entrust user profile and displays an appropriate message. If the *attrvalues* array provides a list of choices, it displays the choices in a message box and prompts the user to enter a selection in a text box:

```
int    idx, numAttrs
String  sText, sLocation
numAttrs = upperbound(attrValues)
w_response w_ssl_response

IF attr = 1 THEN
    MessageBox("EntrustINI file required", &
               "Please specify the location of the INI file")
ELSEIF attr = 2 THEN
    MessageBox("Entrust profile required", &
               "Please specify the location of the profile")
END IF

IF numAttrs <> 0 THEN
    sText = "Locations available: "
    FOR idx = 1 to numAttrs
        sText += "~nattrValues[" + string(idx) + "]: " &
                 + attrvalues[idx]
    NEXT
    OpenWithParm( w_ssl_response, SText )
    ls_rc = Message.StringParm
    IF ls_rc = "cancel" then
        userabortedexception uae
        uae = create userabortedexception
        uae.setmessage("User cancelled connection")
        throw uae
    END IF
END IF
RETURN ls_rc
```

See also

[ConnectToServer](#), [GetCertificateLabel](#), [GetPin](#), [TrustVerify](#)

GetCurrentDirectory

Description	Gets the current directory for your target application.
Syntax	GetCurrentDirectory()
Return value	String. Returns the full path name for the current directory.
Examples	This example puts the current directory name in a SingleLineEdit control: <pre>sle_1.text = GetCurrentDirectory()</pre>
See also	ChangeDirectory, CreateDirectory, DirectoryExists, RemoveDirectory

GetData

Obtains data from a control.

To obtain	Use
The value of a data point in a series in a graph	Syntax 1
The unformatted data from an EditMask control	Syntax 2
Data from an OLE server	Syntax 3

Syntax 1

For data points in graphs

Description	Gets the value of a data point in a series in a graph.
Applies to	Graph controls in windows and user objects, and in DataWindow controls
Syntax	<code>controlname.GetData ({ graphcontrol, } seriesnumber, datapoint {, datatype })</code>

Argument	Description
<i>controlname</i>	The name of the graph from which you want data, or the name of the DataWindow control containing the graph.
<i>graphcontrol</i> (DataWindow control only)	(Optional) A string whose value is the name of the graph from which you want the data when <i>controlname</i> is a DataWindow.
<i>seriesnumber</i>	The number identifying the series from which you want data.
<i>datapoint</i>	The number of the data point for which you want the value.

Argument	Description
<i>datatype</i> (scatter graph only)	(Optional) A value of the grDataType enumerated datatype specifying whether you want the x or y value of the data point in a scatter graph. Values are: <ul style="list-style-type: none"> • <i>xValue!</i> – The x value of the data point • <i>yValue!</i> – (Default) The y value of the data point

Return value Double. Returns the value of the data in *datapoint* if it succeeds and 0 if an error occurs. If any argument's value is null, GetData returns null.

Usage You can use GetData only for graphs whose values axis is numeric. For graphs with other types of values axes, use the GetDataValue function instead.

Examples These statements obtain the data value of data point 3 in the series named Costs in the graph gr_computers in the DataWindow control dw_equipment:

```
integer SeriesNbr
double data_value
// Get the number of the series.
SeriesNbr = &
dw_equipment.FindSeries("gr_computers", "Costs")
data_value = dw_equipment.GetData(&
"gr_computers" , SeriesNbr, 3)
```

These statements obtain the data value of the data point under the mouse pointer in the graph gr_prod_data and store it in *data_value*:

```
integer SeriesNbr, ItemNbr
double data_value
grObjectType MouseHit

MouseHit = &
gr_prod_data.ObjectAtPointer(SeriesNbr, ItemNbr)
IF MouseHit = TypeSeries! THEN
    data_value = &
    gr_prod_data.GetData(SeriesNbr, ItemNbr)
END IF
```

These statements obtain the x value of the data point in the scatter graph gr_sales_yr and store it in *data_value*:

```
integer SeriesNbr, ItemNbr
double data_value
gr_product_data.ObjectAtPointer(SeriesNbr, ItemNbr)
data_value = &
gr_sales_yr.GetData(SeriesNbr, ItemNbr, xValue!)
```

See also DeleteData, FindSeries, GetDataValue, InsertData, ObjectAtPointer

Syntax 2

For EditMask controls

Description

Gets the unformatted text from an EditMask control.

Applies to

EditMask controls

Syntax

`editmaskname.GetData (datavariable)`

Argument	Description
<code>editmaskname</code>	The name of the EditMask control containing the data.
<code>datavariable</code>	A variable to which <code>GetData</code> will assign the unformatted data in the EditMask control. The datatype of <code>datavariable</code> must match the datatype of the EditMask control, which you select in the Window painter. Available datatypes are date, DateTime, decimal, double, string, and time.

Return value

Integer. Returns 1 if it succeeds and -1 if an error occurs. If any argument's value is null, `GetData` returns null.

Usage

You can find out the datatype of an EditMask control by looking at its `MaskDataType` property, which holds a value of the `MaskDataType` enumerated datatype.

Examples

This example gets data of datatype date from the EditMask control `em_date`. Formatting characters for the date are ignored. The `String` function converts the date to a string so it can be assigned to the SingleLineEdit `sle_date`:

```
date d
em_date.GetData(d)
sle_date.Text = String(d, "mm-dd-yy")
```

This example gets string data from the EditMask control `em_string` and assigns the result to `sle_string`. Characters in the edit mask are ignored:

```
string s
em_string.GetData(s)
sle_string.Text = s
```

Syntax 3**For data in an OLE server**

Description

Gets data from the OLE server associated with an OLE control using Uniform Data Transfer.

Applies to

OLE controls and OLE custom controls

Syntax

olename.**GetData** (*clipboardformat*, *data*)

Argument	Description
<i>olename</i>	The name of the OLE or custom control containing the object you want to populate with data
<i>clipboardformat</i>	<p>The format for the data. You can specify a standard format with a value of the ClipboardFormat enumerated datatype. You can specify a nonstandard format as a string.</p> <p>Values for <i>clipboardformat</i> are:</p> <ul style="list-style-type: none"> ClipFormatBitmap! ClipFormatDIB! ClipFormatDIF! ClipFormatEnhMetafile! ClipFormatHdrop! ClipFormatLocale! ClipFormatMetafilePict! ClipFormatOEMText! ClipFormatPalette! ClipFormatPenData! ClipFormatRIFF! ClipFormatSYLK! ClipFormatText! ClipFormatTIFF! ClipFormatUnicodeText! ClipFormatWave! <p>If <i>clipboardformat</i> is an empty string or a null value, GetData uses the format ClipFormatText!</p>
<i>data</i>	A string or blob variable that will contain the data from the OLE server. If the data you want to get is not appropriate for a string, you must use a blob variable.

Return value

Integer. Returns 0 if it succeeds and -1 if an error occurs.

Usage

GetData will return an error if you specify a clipboard format that the OLE server does not support. To find out what formats it supports, see the documentation for the OLE server.

GetData operates via Uniform Data Transfer, a mechanism defined by Microsoft for exchanging data with container applications. PowerBuilder enables data transfer via a global handle. The OLE server must also support data transfer via a global handle. If it does not, you cannot transfer data to or from that server.

Examples

After the user has activated a Microsoft Word document and edited its contents, this example gets the contents from the OLE control `ole_word6` and stores the contents in the string `ls_oledata`. The contents of the string are then displayed in the MultiLineEdit `mle_text`:

```
string ls_oledata
integer li_rtn

li_rtn = ole_word6.GetData( &
    ClipFormatText!, ls_oledata)
mle_text.Text = ls_oledata
```

One OLE control displays a Microsoft Word document containing a table of data. This example gets the data in the report and assigns it to a graph in a second OLE control. Microsoft Graph in the second control interprets the first row in the table as headings, and subsequent rows as categories or series, depending on the settings on the Data menu:

```
string ls_data
integer li_rtn

li_rtn = ole_word.GetData(ClipFormatText!, ls_data)
IF li_rtn <> 1 THEN RETURN

li_rtn = ole_graph.SetData(ClipFormatText!, ls_data)
```

See also

[SetData](#)

GetDataDDE

Description

Obtains data sent from another DDE application and stores it in the specified string variable. PowerBuilder can use GetDataDDE when acting as a DDE client or a DDE server application.

Syntax

GetDataDDE (*string*)

Argument	Description
<i>string</i>	A string variable in which GetDataDDE will put the data received from a remote DDE application

Return value

Integer. Returns 1 if it succeeds and -1 if an error occurs (such as the function was called in the wrong context). If *string* is null, GetDataDDE returns null.

Usage

GetDataDDE is usually called in the window-level script for a RemoteSend event when your application is a DDE server or HotLinkAlarm event when your application is a DDE client.

Examples

Assuming that your PowerBuilder DDE client application has established a hot link with row 7, column 15 of an Excel spreadsheet, and that the value in that row and column address has changed from red to green (which triggers the HotLinkAlarm event in your application), this script for the HotLinkAlarm event calls GetDataDDE to store the new value in the variable *Str20*:

```
// In the script for a HotLinkAlarm event
string Str20
GetDataDDE(Str20)
```

See also

[GetDataDDEOrigin](#)
[OpenChannel](#)
[StopServerDDE](#)
[StopServerDDE](#)

GetDataDDEOrigin

Description	Determines the origin of data from a hot-linked DDE server application or a DDE client application, and if successful, stores the application's DDE identifiers in the specified strings. PowerBuilder can use GetDataDDEOrigin when it is acting as a DDE client or as a DDE server application.								
Syntax	GetDataDDEOrigin (<i>applstring</i>, <i>topicstring</i>, <i>itemstring</i>)								
	<table border="1"> <thead> <tr> <th>Argument</th><th>Description</th></tr> </thead> <tbody> <tr> <td><i>applstring</i></td><td>A string variable in which GetDataDDEOrigin will store the name of the server application</td></tr> <tr> <td><i>topicstring</i></td><td>A string variable in which GetDataDDEOrigin will store the topic (for example, in Microsoft Excel, the topic could be <i>REGION.XLS</i>)</td></tr> <tr> <td><i>itemstring</i></td><td>A string variable in which GetDataDDEOrigin will store the item identification (for example, in Microsoft Excel, the item could be <i>RIC2</i>)</td></tr> </tbody> </table>	Argument	Description	<i>applstring</i>	A string variable in which GetDataDDEOrigin will store the name of the server application	<i>topicstring</i>	A string variable in which GetDataDDEOrigin will store the topic (for example, in Microsoft Excel, the topic could be <i>REGION.XLS</i>)	<i>itemstring</i>	A string variable in which GetDataDDEOrigin will store the item identification (for example, in Microsoft Excel, the item could be <i>RIC2</i>)
Argument	Description								
<i>applstring</i>	A string variable in which GetDataDDEOrigin will store the name of the server application								
<i>topicstring</i>	A string variable in which GetDataDDEOrigin will store the topic (for example, in Microsoft Excel, the topic could be <i>REGION.XLS</i>)								
<i>itemstring</i>	A string variable in which GetDataDDEOrigin will store the item identification (for example, in Microsoft Excel, the item could be <i>RIC2</i>)								
Return value	Integer. Returns 1 if it succeeds and -1 if an error occurs (such as the function was called in the wrong context). If any argument's value is null, GetDataDDEOrigin returns null.								
Usage	<p>Call GetDataDDEOrigin in the window-level script for a RemoteSend event or a HotLinkAlarm event.</p> <p>When your application is a DDE server, call GetDataDDEOrigin in the script for the RemoteSend event. Use it to determine the topic and item requested by the client. The application name is the application specified by the client (the server's own DDEname).</p> <p>When your application is a DDE client, call GetDataDDEOrigin in the script for the HotLinkAlarm event. Use it to identify the source of the data when hot links may exist for more than one topic within the server application or for more than one application.</p>								
Examples	This example illustrates how to call GetDataDDEOrigin:								
	<pre>string WhichAppl, WhatTopic, WhatLoc GetDataDDEOrigin(WhichAppl, WhatTopic, WhatLoc)</pre>								
See also	GetDataDDE OpenChannel StartServerDDE StopServerDDE								

GetDataLabelling

Description	Determines whether the data at a given data point is labeled in a DirectX 3D graph.												
Applies to	Graph controls in windows and user objects, and graphs in DataWindow controls												
Syntax	<code>controlname.GetDataLabelling ({graphcontrol,} series, datapoint, value)</code>												
	<table border="1"> <thead> <tr> <th>Argument</th><th>Description</th></tr> </thead> <tbody> <tr> <td><i>controlname</i></td><td>The name of the graph from which you want data, or the name of the DataWindow control containing the graph.</td></tr> <tr> <td><i>graphcontrol</i> (DataWindow control only)</td><td>(Optional) A string whose value is the name of the graph in the DataWindow control.</td></tr> <tr> <td><i>seriesnumber</i></td><td>The number that identifies the series for which you want the data label setting.</td></tr> <tr> <td><i>datapoint</i></td><td>The data point for which you want to obtain a label.</td></tr> <tr> <td><i>value</i></td><td>A boolean passed by reference that indicates whether the data point has a label.</td></tr> </tbody> </table>	Argument	Description	<i>controlname</i>	The name of the graph from which you want data, or the name of the DataWindow control containing the graph.	<i>graphcontrol</i> (DataWindow control only)	(Optional) A string whose value is the name of the graph in the DataWindow control.	<i>seriesnumber</i>	The number that identifies the series for which you want the data label setting.	<i>datapoint</i>	The data point for which you want to obtain a label.	<i>value</i>	A boolean passed by reference that indicates whether the data point has a label.
Argument	Description												
<i>controlname</i>	The name of the graph from which you want data, or the name of the DataWindow control containing the graph.												
<i>graphcontrol</i> (DataWindow control only)	(Optional) A string whose value is the name of the graph in the DataWindow control.												
<i>seriesnumber</i>	The number that identifies the series for which you want the data label setting.												
<i>datapoint</i>	The data point for which you want to obtain a label.												
<i>value</i>	A boolean passed by reference that indicates whether the data point has a label.												
Return value	Returns 1 if it succeeds and -1 if an error occurs. If any argument's value is null, GetDataLabelling returns null.												
Usage	GetDataLabelling determines whether a data label is set for data points from DirectX 3D Area, Bar, Col, or Line graphs. You cannot use this method with DirectX 3D Pie graphs.												
Examples	In a DataWindow Clicked event, these statements obtain the number of the series and data point clicked by the user in gr_1 and determine whether the label is set for that data point.												

```

integer SeriesNbr, ItemNbr
boolean refB
grObjectType clickedtype

clickedtype = this.ObjectAtPointer("gr_1", &
    SeriesNbr, ItemNbr)

this.GetDataLabelling("gr_1", SeriesNbr, &
    ItemNbr, refB)

```

These statements obtain the number of the series and data point clicked by the user in a graph object and determine whether the label is set for that data point.

```
integer SeriesNbr, ItemNbr
boolean refB
grObjectType clickedtype

clickedtype = this.ObjectAtPointer(SeriesNbr, ItemNbr)

this.GetDataLabelling(SeriesNbr, ItemNbr, refB)
```

See also

[GetSeriesLabelling](#)
[SetDataLabelling](#)
[SetSeriesLabelling](#)

GetDataPieExplode

Description Reports the percentage of the pie graph's radius that a pie slice is exploded. An exploded slice is moved away from the center of the pie in order to draw attention to the data.

Applies to Graph controls in windows and user objects, and graphs in DataWindow controls

Syntax `controlname.GetDataPieExplode ({ graphcontrol, } series, datapoint, percentage)`

Argument	Description
<i>controlname</i>	The name of the graph for which you want the percentage a pie slice is exploded, or the name of the DataWindow control containing the graph
<i>graphcontrol</i> (DataWindow control only)	(Optional) A string whose value is the name of the graph in the DataWindow control for which you want the percentage a pie slice is exploded
<i>series</i>	The number that identifies the series
<i>datapoint</i>	The number of the exploded data point (that is, the pie slice)
<i>percentage</i>	An integer variable in which you want to store the percentage of the graph's radius that the pie slice is exploded

Return value Integer. Returns 1 if it succeeds and -1 if an error occurs. If any argument's value is null, GetDataPieExplode returns null.

Examples

This example reports the percentage that a pie slice is exploded when the user clicks on that slice. The code checks whether the graph is a pie graph using the property GraphType. It then finds out whether the user clicked on a pie slice by checking the series and data point values set by ObjectAtPointer. The script is for the DoubleClicked event of a graph object:

```
integer series, datapoint
grObjectType clickedtype
integer percentage

percentage = 50
IF (This.GraphType <> PieGraph! and &
    This.GraphType <> Pie3D!) THEN RETURN
clickedtype = This.ObjectAtPointer(series, &
    datapoint)

IF (series > 0 and datapoint > 0) THEN
    This.GetDataPieExplode(series, datapoint, &
        percentage)
    MessageBox("Explosion Percentage", &
        "Data point " + This.CategoryName(datapoint) &
        + " in series " + This.SeriesName(series) &
        + " is exploded " + String(percentage) + "%")
END IF
```

See also

[SetDataPieExplode](#)

GetDataStyle

Finds out the appearance of a data point in a graph. Each data point in a series can have individual appearance settings. There are different syntaxes, depending on what settings you want to check.

To get the	Use
Data point's colors	Syntax 1
Line style and width used by the data point	Syntax 2
Fill pattern or symbol for the data point	Syntax 3

GetDataStyle provides information about a single data point. The series to which the data point belongs has its own style settings. In general, the style values for the data point are the same as its series' settings. Use SetDataStyle to change the style values for individual data points. Use GetSeriesStyle and SetSeriesStyle to get and set style information for the series.

The graph stores style information for properties that do not apply to the current graph type. For example, you can find out the fill pattern for a data point or a series in a 2-dimensional line graph, but that fill pattern will not be visible.

For the enumerated datatype values that GetDataStyle stores in *linestyle* and *enumvariable*, see SetDataStyle.

Syntax 1

Description

For the colors of a data point

Obtains the colors associated with a data point in a graph.

Applies to

Graph controls in windows and user objects, and graphs in DataWindow controls

Syntax

`controlname.GetDataStyle ({ graphcontrol, } seriesnumber, datapointnumber, colortype, colorvariable)`

Argument	Description
<code>controlname</code>	The name of the graph for which you want the color of a data point, or the name of the DataWindow control containing the graph.
<code>graphcontrol</code> (Data Window control only)	(Optional) When <code>controlname</code> is a DataWindow control, the name of the graph for which you want the color of a data point.
<code>seriesnumber</code>	The number of the series in which you want the color of a data point.

Argument	Description
<i>datapointnumber</i>	The number of the data point for which you want the color.
<i>colortype</i>	A value of the grColorType enumerated datatype specifying the aspect of the data point for which you want the color. Values are: <ul style="list-style-type: none"> • Background! – The background color • Foreground! – Text (fill color) • LineColor! – The color of the line • Shade! – The shaded area of three-dimensional graphics
<i>colorvariable</i>	A long variable in which you want to store the color.

Return value

Integer. Returns 1 if it succeeds and -1 if an error occurs. Stores a color value in *colorvariable*. If any argument's value is null, GetDataStyle returns null.

Examples

This example gets the text (foreground) color used for data point 6 in the series named Salary in the graph gr_emp_data. It stores the color value in the variable *color_nbr*:

```
long color_nbr
integer SeriesNbr

// Get the number of the series
SeriesNbr = gr_emp_data.FindSeries("Salary")

// Get the color
gr_emp_data.GetDataStyle(SeriesNbr, 6, &
                        Foreground!, color_nbr)
```

This example gets the background color used for data point 6 in the series entered in the SingleLineEdit sle_series in the DataWindow graph gr_emp_data. It stores the color value in the variable *color_nbr*:

```
long color_nbr
integer SeriesNbr

// Get the number of the series
SeriesNbr = FindSeries("gr_emp_data", sle_series.Text)

// Get the color
dw_emp_data.GetDataStyle("gr_emp_data", &
                        SeriesNbr, 6, Background!, color_nbr)
```

See also

FindSeries, GetSeriesStyle, SetDataStyle, SetSeriesStyle

Syntax 2

For the line style and width used by a data point

Description

Obtains the line style and width for a data point in a graph.

Applies to

Graph controls in windows and user objects, and graphs in DataWindow controls

Syntax

`controlname.GetLineStyle ({ graphcontrol, } seriesnumber,
datapointnumber, linestyle, linewidth)`

Argument	Description
<code>controlname</code>	The name of the graph for which you want the line style and width of a data point, or the name of the DataWindow control containing the graph.
<code>graphcontrol</code> (DataWindow control only)	(Optional) A string whose value is the name of the graph (in the DataWindow control) for which you want the line style and width of a data point.
<code>seriesnumber</code>	The number of the series in which you want the line style and width of a data point.
<code>datapointnumber</code>	The number of the data point for which you want the line style and width.
<code>linestyle</code>	A variable of type LineStyle in which you want to store the line style.
<code>linewidth</code>	An integer variable in which you want to store the width of the line. The width is measured in pixels.

Return value

Integer. Returns 1 if it succeeds and -1 if an error occurs. For the specified series and data point, stores its line style in `linestyle` and the line's width in `linewidth`. If any argument's value is null, `GetDataStyle` returns null.

Usage

For the enumerated datatype values that `GetDataStyle` will store in `linestyle`, see `SetLineStyle`.

Examples

This example gets the line style and width of data point 10 in the series named Costs in the graph `gr_product_data`. It stores the information in the variables `line_style` and `line_width`:

```

integer SeriesNbr, line_width
LineStyle line_style

// Get the number of the series
SeriesNbr = gr_product_data.FindSeries("Costs")
gr_product_data.GetLineStyle(SeriesNbr, 10, &
    line_style, line_width)

```

This example gets the line style and width for data point 6 in the series entered in the SingleLineEdit sle_series in the graph gr_depts in the DataWindow control dw_employees. The information is stored in the variables *line_style* and *line_width*:

```
integer SeriesNbr, line_width
LineStyle line_style

// Get the number of the series
SeriesNbr = dw_employees.FindSeries( &
    " gr_depts " , sle_series.Text)

// Get the line style and width
dw_employees.GetLineStyle("gr_depts", SeriesNbr, &
    6, line_style, line_width)
```

See also

[FindSeries](#), [GetSeriesStyle](#), [SetLineStyle](#), [SetSeriesStyle](#)

Syntax 3

Description

Obtains the fill pattern or symbol of a data point in a graph.

Applies to

Graph controls in windows and user objects, and graphs in DataWindow controls

Syntax

controlname.**GetDataStyle** ({ *graphcontrol*, } *seriesnumber*, *datapointnumber*, *enumvariable*)

Argument	Description
<i>controlname</i>	The name of the graph for which you want the fill pattern or symbol type of a data point, or the name of the DataWindow control containing the graph.
<i>graphcontrol</i> (DataWindow control only) (optional)	A string whose value is the name of the graph (in the DataWindow control) for which you want the fill pattern or symbol type of a data point.
<i>seriesnumber</i>	The number of the series in which you want the fill pattern or symbol type of a data point.
<i>datapointnumber</i>	The number of the data point for which you want the fill pattern or symbol type.
<i>enumvariable</i>	The variable in which you want to store the data style. You can specify a FillPattern or grSymbolType variable. The data style information stored will depend on the variable type.

Return value Integer. Returns 1 if it succeeds and -1 if an error occurs. Stores, according to the type of *enumvariable*, a value of that enumerated datatype representing the fill pattern or symbol used for the specified data point. If any argument's value is null, **GetDataStyle** returns null.

Usage For the enumerated datatype values that **GetDataStyle** will store in *enumvariable*, see **SetDataStyle**.

Examples This example gets the pattern used to fill data point 10 in the series named Costs in the graph gr_product_data. The information is stored in the variable *data_pattern*:

```
integer SeriesNbr
FillPattern data_pattern

// Get the number of the series
SeriesNbr = gr_product_data.FindSeries("Costs")
gr_product_data.GetDataStyle(SeriesNbr, 10, &
    data_pattern)
```

This example gets the pattern used to fill data point 6 in the series entered in the SingleLineEdit sle_series in the graph gr_depts in the DataWindow control dw_employees. The information is assigned to the variable *data_pattern*:

```
integer SeriesNbr
FillPattern data_pattern

// Get the number of the series
SeriesNbr = dw_employees.FindSeries("gr_depts", &
    sle_series.Text)

// Get the pattern
dw_employees.GetDataStyle("gr_depts", SeriesNbr, &
    6, data_pattern)
```

These statements store in the variable *symbol_type* the symbol of data point 10 in the series named Costs in the graph gr_product_data:

```
integer SeriesNbr
grSymbolType symbol_type

// Get the number of the series
SeriesNbr = gr_product_data.FindSeries("Costs")
gr_product_data.GetDataStyle(SeriesNbr, 10, &
    symbol_type)
```

These statements store the symbol for a data point in the variable *symbol_type*. The data point is the sixth point in the series named in the SingleLineEdit *sle_series* in the graph *gr_depts* in the DataWindow control *dw_employees*:

```
integer SeriesNbr
grSymbolType symbol_type

// Get the number of the series
SeriesNbr = dw_employees.FindSeries("gr_depts", &
    sle_series.Text)

// Get the symbol
dw_employees.GetDataStyle("gr_depts", SeriesNbr, &
    6, symbol_type)
```

See also

FindSeries, GetSeriesStyle, SetDataStyle, SetSeriesStyle

GetDataTransparency

Description	Obtains the transparency percentage of a data point in a DirectX 3D graph (those with 3D rendering).
Applies to	Graph controls in windows and user objects, and graphs in DataWindow controls
Syntax	<i>controlname.GetDataTransparency ({ graphcontrol, } seriesnumber, datapoint, transparency)</i>

Argument	Description
<i>controlname</i>	The name of the graph from which you want data, or the name of the DataWindow control containing the graph.
<i>graphcontrol</i> (DataWindow control only)	(Optional) A string whose value is the name of the graph in the DataWindow control from which you want the data.
<i>seriesnumber</i>	The number that identifies the series from which you want data.
<i>datapoint</i>	The number of the data point for which you want the transparency value.
<i>transparency</i>	Integer value for percent transparency. A value of 0 means that the data point is opaque and a value of 100 means that it is completely transparent.

Return value	Integer. Returns 1 if it succeeds and -1 if an error occurs. If any argument's value is null, GetDataTransparency returns null.
Usage	GetDataTransparency retrieves data from any DirectX 3D graph (those with 3D rendering).
Examples	These statements obtain the transparency percentage of data point 3 in the series named Costs in the graph gr_computers in the DataWindow control dw_equipment: <pre>integer SeriesNbr, rtn, transp_value // Get the number of the series. SeriesNbr = dw_equipment.FindSeries(& "gr_computers", "Costs") rtn = dw_equipment.GetDataTransparency(& "gr_computers" , SeriesNbr, 3, transp_value)</pre> These statements obtain the transparency percentage of data point 2 in the series Costs in the graph gr_computers: <pre>integer SeriesNbr, rtn, transp_value SeriesNbr = gr_computers.FindSeries("Costs") rtn = gr_computers.GetDataTransparency(SeriesNbr, & 2, transp_value)</pre>
See also	FindSeries GetSeriesTransparency SetSeriesTransparency SetDataTransparency

GetValue

Description	Obtains the value of a data point in a series in a graph.														
Applies to	Graph controls in windows and user objects, and graphs in DataWindow controls														
Syntax	<code>controlname.GetValue ({ graphcontrol, } seriesnumber, datapoint, datavariable {, xory})</code>														
	<table border="1"> <thead> <tr> <th>Argument</th><th>Description</th></tr> </thead> <tbody> <tr> <td><i>controlname</i></td><td>The name of the graph from which you want data, or the name of the DataWindow control containing the graph.</td></tr> <tr> <td><i>graphcontrol</i> (DataWindow control only)</td><td>(Optional) A string whose value is the name of the graph in the DataWindow control from which you want the data.</td></tr> <tr> <td><i>seriesnumber</i></td><td>The number that identifies the series from which you want data.</td></tr> <tr> <td><i>datapoint</i></td><td>The number of the data point for which you want the value.</td></tr> <tr> <td><i>datavariable</i></td><td>The name of a variable that will hold the data value. The variable's datatype can be date, DateTime, double, string, or time. The variable must have the same datatype as the values axis of the graph.</td></tr> <tr> <td><i>xory</i> (scatter graph only)</td><td>(Optional) A value of the grDataType enumerated datatype specifying whether you want the x or y value of the data point in a scatter graph. Values are: <ul style="list-style-type: none"> • <i>xValue!</i> – The x value of the data point • <i>yValue!</i> – (Default) The y value of the data point </td></tr> </tbody> </table>	Argument	Description	<i>controlname</i>	The name of the graph from which you want data, or the name of the DataWindow control containing the graph.	<i>graphcontrol</i> (DataWindow control only)	(Optional) A string whose value is the name of the graph in the DataWindow control from which you want the data.	<i>seriesnumber</i>	The number that identifies the series from which you want data.	<i>datapoint</i>	The number of the data point for which you want the value.	<i>datavariable</i>	The name of a variable that will hold the data value. The variable's datatype can be date, DateTime, double, string, or time. The variable must have the same datatype as the values axis of the graph.	<i>xory</i> (scatter graph only)	(Optional) A value of the grDataType enumerated datatype specifying whether you want the x or y value of the data point in a scatter graph. Values are: <ul style="list-style-type: none"> • <i>xValue!</i> – The x value of the data point • <i>yValue!</i> – (Default) The y value of the data point
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<i>controlname</i>	The name of the graph from which you want data, or the name of the DataWindow control containing the graph.														
<i>graphcontrol</i> (DataWindow control only)	(Optional) A string whose value is the name of the graph in the DataWindow control from which you want the data.														
<i>seriesnumber</i>	The number that identifies the series from which you want data.														
<i>datapoint</i>	The number of the data point for which you want the value.														
<i>datavariable</i>	The name of a variable that will hold the data value. The variable's datatype can be date, DateTime, double, string, or time. The variable must have the same datatype as the values axis of the graph.														
<i>xory</i> (scatter graph only)	(Optional) A value of the grDataType enumerated datatype specifying whether you want the x or y value of the data point in a scatter graph. Values are: <ul style="list-style-type: none"> • <i>xValue!</i> – The x value of the data point • <i>yValue!</i> – (Default) The y value of the data point 														
Return value	Integer. Returns 1 if it succeeds and -1 if an error occurs. If any argument's value is null, GetValue returns null.														
Usage	GetValue retrieves data from any graph. The data is stored in <i>datavariable</i> , whose datatype must match the datatype of the graph's values axis. If the values axis is numeric, you can also use the GetData function.														
Examples	These statements obtain the data value of data point 3 in the series named Costs in the graph gr_computers in the DataWindow control dw_equipment:														

```

integer SeriesNbr, rtn
double data_value

// Get the number of the series.
SeriesNbr = dw_equipment.FindSeries( &
    "gr_computers", "Costs")
rtn = dw_equipment.GetValue( &
    "gr_computers" , SeriesNbr, 3, data_value)
  
```

These statements obtain the data value of the data point under the mouse pointer in the graph gr_prod_data and store it in *data_value*. If the user does not click on a data point, then *ItemNbr* is set to 0. The categories of the graph are time values:

```
integer SeriesNbr, ItemNbr, rtn  
time data_value  
grObjectType MouseHit  
  
MouseHit = &  
    gr_prod_data.ObjectAtPointer(SeriesNbr, ItemNbr)  
IF ItemNbr > 0 THEN  
    rtn = gr_prod_data.GetDataValue( &  
        SeriesNbr, ItemNbr, data_value)  
END IF
```

These statements obtain the x value of the data point in the scatter graph gr_sales_yr and store it in *data_value*. If the user does not click on a data point, then *ItemNbr* is set to 0. The datatype of the category axis is Date:

```
integer SeriesNbr, ItemNbr, rtn  
date data_value  
  
gr_product_data.ObjectAtPointer(SeriesNbr, ItemNbr)  
IF ItemNbr > 0 THEN  
    rtn = gr_sales_yr.GetDataValue( &  
        SeriesNbr, ItemNbr, data_value, xValue!)  
END IF
```

See also

[DeleteData](#)
[FindSeries](#)
[InsertData](#)
[ObjectAtPointer](#)

GetDateLimits

Description Retrieves the maximum and minimum date limits specified for the calendar.

Applies to MonthCalendar control

Syntax **controlname.GetDateLimits (min, max)**

Argument	Description
<i>controlname</i>	The name of the MonthCalendar control for which you want to determine the date limits
<i>min</i>	A date value returned by reference that represents the minimum date that can be referenced or displayed in the calendar
<i>max</i>	A date value returned by reference that represents the maximum date that can be referenced or displayed in the calendar

Return value Integer. Returns 0 when both limits are retrieved successfully and one of the following negative values otherwise:

- 1 No limits were set
- 2 Unknown failure

Usage Use the SetDateLimits function to set minimum and maximum dates. If no date limits have been set, GetDateLimits returns -1 and sets *min* and *max* to January 1, 1900.

Examples This example displays a message box that shows the minimum and maximum dates set for a control:

```

integer li_return
Date mindate, maxdate
string str1, str2

li_return = mc_1.GetDateLimits(mindate, maxdate)
If li_return = -1 then
    str1 = "No minimum and maximum dates are set"
elseif li_return = -2 then
    str1 = "Unknown failure"
else
    str1 = "Minimum date is " + string(mindate)
    str2 = "Maximum date is " + string(maxdate)
end if

MessageBox("Date Limits", str1 + "~r~n" + str2)

```

See also SetDateLimits

GetDbmISyncPath

Description	Retrieves the full path and file name of the <i>dbmISync.exe</i> that is installed on the workstation.				
Applies to	MLSync and MLSynchronization controls				
Syntax	SyncObject.GetDbmISyncPath ()				
	<table border="1" style="width: 100%; border-collapse: collapse;"> <thead> <tr> <th style="text-align: center; padding: 2px;">Argument</th> <th style="text-align: center; padding: 2px;">Description</th> </tr> </thead> <tbody> <tr> <td style="padding: 2px;"><i>syncObject</i></td> <td style="padding: 2px;">The name of the synchronization object</td> </tr> </tbody> </table>	Argument	Description	<i>syncObject</i>	The name of the synchronization object
Argument	Description				
<i>syncObject</i>	The name of the synchronization object				
Return value	String. Returns the value of full path and file name of the synchronization executable. Returns -1 if <i>dbmISync.exe</i> is not found.				
Usage	This property uses the value of the synchronization object's MLServerVersion property to decide which version of dbmISync to return.				
Examples	This function enables the use of Help buttons for the Additional Options and Extended Options fields as displayed on the default ML Server tab page of the <i>w_appname_sync_options</i> dialog box that is generated by the MobiLink synchronization wizard. The Clicked event for these Help buttons has the following script:				

```

string sCmd
sCmd = i_uosync.GetDbmISyncPath()
if len(sCmd) > 0 then
    sCmd += " ?"
    // sCmd += ' -l' for help with extended options
    run(sCmd, Normal!)
end if

```

GetDisplayRange

Description Retrieves the first and last date of the currently displayed date range and returns the number of months than span the display.

Applies to MonthCalendar control

Syntax **controlname.GetDisplayRange (start, end {, d })**

Argument	Description
<i>controlname</i>	The name of the MonthCalendar control for which you want the range of dates
<i>start</i>	A date specifying the first date in the displayed range returned by reference
<i>end</i>	A date specifying the last date in the displayed range returned by reference
<i>d</i> (optional)	A value of the MonthCalDisplayState enumerated variable. Values are: EntirelyDisplayed! – Gets the range of dates for which all days in each month are displayed PartlyDisplayed! – Gets the range of dates for which any days in each month are displayed (default)

Return value Integer. Returns the number of months in the display range if it succeeds and -1 if it fails.

Usage The GetDisplayRange function retrieves the beginning and end dates of the range of dates currently displayed in the calendar.

If you do not supply the optional *d* argument (or specify PartlyDisplayed!), GetDisplayRange returns the number of months for which any of the days in the month display. If the calendar displays one month, the return value is 3, because the last few days of the previous month and the first few days of the next month are included.

If you supply EntirelyDisplayed! as the *d* argument, GetDisplayRange returns the number of months for which all of the days in the month display. It ignores the leading and trailing days.

For example, if the calendar display shows the 12 months from November 2004 to October 2005 and you do not supply the *d* argument, GetDisplayRange returns 14 and the *start* and *end* arguments are set to October 25, 2004 and November 6, 2005.

If you supply EntirelyDisplayed! as the *d* argument, GetDisplayRange returns 12 and the *start* and *end* arguments are set to November 1, 2004 and October 31, 2005.

Examples

This example displays a message box that shows the number of months in the display range and its start and end dates. Because the third argument is set to PartlyDisplayed!, the range returned will be greater than the number of full months displayed. If only one month displays and it neither begins on the first day of the week nor ends on the last day of the week, *li_return* will be 3:

```
integer li_return
Date startdate, enddate
string str1, string str2

li_return = mc_1.GetDisplayRange(startdate, enddate, &
    PartlyDisplayed!)
str1 = "Range is " + string(li_return) + " months"
str2 = "Start date is " + string(startdate) + "~r~n"
str2 += "End date is " + string(enddate)

MessageBox(str1, str2)
```

This example finds out how many complete months are shown in the current display and sets the scroll rate to that number:

```
integer li_return
Date startdate, enddate

li_return = mc_1.GetDisplayRange(startdate, enddate, &
    EntirelyDisplayed!)
mc_1.ScrollRate = li_return
```

See also

[GetSelectedRange](#)

GetDynamicDate

Description Obtains data of type Date from the DynamicDescriptionArea after you have executed a dynamic SQL statement.

Restriction

You can use this function *only* after executing Format 4 dynamic SQL statements.

Syntax

DynamicDescriptionArea.**GetDynamicDate** (*index*)

Argument	Description
<i>DynamicDescriptionArea</i>	The name of the DynamicDescriptionArea, usually SQLDA.
<i>index</i>	An integer identifying the output parameter descriptor from which you want to get the data. Index must be less than or equal to the value in NumOutputs in DynamicDescriptionArea.

Return value

Date. Returns the Date data in the output parameter descriptor identified by *index* in *DynamicDescriptionArea*. Returns 1900-01-01 if an error occurs. If any argument's value is null, GetDynamicDate returns null.

Usage

After you fetch data using Format 4 dynamic SQL statements, the DynamicDescriptionArea, usually SQLDA, contains information about the data retrieved. The SQLDA property NumOutputs specifies the number of data descriptors returned. The property array OutParmType contains values of the ParmType enumerated datatype specifying the datatype of each value returned.

Use GetDynamicDate when the value of OutParmType is TypeDate! for the value in the array that you want to retrieve.

Examples

These statements set Today to the Date data in the second output parameter descriptor:

```
Date Today
Today = GetDynamicDate(SQLDA, 2)
```

If you have executed Format 4 dynamic SQL statements, data is stored in the DynamicDescriptionArea. This example finds out the datatype of the stored data and uses a CHOOSE CASE statement to assign it to local variables.

If the SELECT statement is:

```
SELECT emp_start_date FROM employee;
```

then the code at CASE Typedate! will be executed.

For each case, other processing could assign the value to a DataWindow so that the value would not be overwritten when another value has the same ParmType:

```
Date Datevar
Time Timevar
DateTime Datetimevar
Double Doublevar
String Stringvar

FOR n = 1 to SQLDA.NumOutputs
    CHOOSE CASE SQLDA.OutParmType[n]
        CASE TypeString!
            Stringvar = SQLDA.GetDynamicString(n)
            ... // Other processing
        CASE TypeDecimal!, TypeDouble!, &
            TypeInteger!, TypeLong!, &
            TypeReal!, TypeBoolean!
            Doublevar = SQLDA.GetDynamicNumber(n)
            ... // Other processing
        CASE TypeDate!
            Datevar = SQLDA.GetDynamicDate(n)
            ... // Other processing
        CASE TypeDateTime!
            Datetimevar = SQLDA.GetDynamicDateTime(n)
            ... // Other processing
        CASE TypeTime!
            Timevar = SQLDA.GetDynamicTime(n)
            ... // Other processing
        CASE ELSE
            MessageBox("Dynamic SQL", &
                "datatype unknown.")
        END CHOOSE
    NEXT
```

See also

[GetDynamicDateTime](#)
[GetDynamicNumber](#)
[GetDynamicString](#)
[GetDynamicTime](#)
[SetDynamicParm](#)
[Using dynamic SQL](#)

GetDynamicDateTime

Description Obtains data of type DateTime from the DynamicDescriptionArea after you have executed a dynamic SQL statement.

Restriction

You can use this function *only* after executing Format 4 dynamic SQL statements.

Syntax *DynamicDescriptionArea.GetDynamicDateTime (index)*

Argument	Description
<i>DynamicDescriptionArea</i>	The name of the DynamicDescriptionArea, usually SQLDA.
<i>index</i>	An integer identifying the output parameter descriptor from which you want to get the data. <i>Index</i> must be less than or equal to the value in NumOutputs in DynamicDescriptionArea.

Return value DateTime. Returns the DateTime data in the output parameter descriptor identified by *index* in *DynamicDescriptionArea*. Returns 1900-01-01 00:00:00.000000 if an error occurs. If any argument's value is null, GetDynamicDateTime returns null.

Usage Use GetDynamicDateTime when the value of OutParmType is TypeDateTime! for the value that you want to retrieve from the array.

To test for the error value, you must use the DateTime function to construct the value to which you want to compare the returned value. PowerBuilder does not support DateTime literals.

Examples These statements set *SystemDateTime* to the DateTime data in the second output parameter descriptor:

```
DateTime SystemDateTime
SystemDateTime = SQLDA.GetDynamicDateTime(2)
IF SystemDateTime = &
    DateTime(1900-01-01, 00:00:00) THEN
    ... // Error handling
END IF
```

For an example of retrieving data from the DynamicDescriptionArea, see GetDynamicDate.

See also GetDynamicDate, GetDynamicNumber, GetDynamicString, GetDynamicTime, SetDynamicParm, Using dynamic SQL

GetDynamicDecimal

Description	Obtains numeric data from the DynamicDescriptionArea after you have executed a dynamic SQL statement.						
Restriction							
	You can use this function <i>only</i> after executing Format 4 dynamic SQL statements.						
Syntax	<i>DynamicDescriptionArea</i> . GetDynamicDecimal (<i>index</i>)						
	<table border="1"> <thead> <tr> <th>Argument</th><th>Description</th></tr> </thead> <tbody> <tr> <td><i>DynamicDescriptionArea</i></td><td>The name of the DynamicDescriptionArea, usually SQLDA.</td></tr> <tr> <td><i>index</i></td><td>An integer identifying the output parameter descriptor from which you want to get the data. <i>Index</i> must be less than or equal to the value in NumOutputs in <i>DynamicDescriptionArea</i>.</td></tr> </tbody> </table>	Argument	Description	<i>DynamicDescriptionArea</i>	The name of the DynamicDescriptionArea, usually SQLDA.	<i>index</i>	An integer identifying the output parameter descriptor from which you want to get the data. <i>Index</i> must be less than or equal to the value in NumOutputs in <i>DynamicDescriptionArea</i> .
Argument	Description						
<i>DynamicDescriptionArea</i>	The name of the DynamicDescriptionArea, usually SQLDA.						
<i>index</i>	An integer identifying the output parameter descriptor from which you want to get the data. <i>Index</i> must be less than or equal to the value in NumOutputs in <i>DynamicDescriptionArea</i> .						
Return value	Decimal. Returns the numeric data in the output parameter descriptor identified by <i>index</i> in <i>DynamicDescriptionArea</i> . Returns 0 if an error occurs. If any argument's value is null, GetDynamicDecimal returns null.						
Usage	Use GetDynamicDecimal when the value of OutParmType is TypeDecimal! or TypeLongLong! for the value that you want to retrieve from the array.						
Examples	These statements set <i>DeptId</i> to the numeric data in the second output parameter descriptor:						
	<pre>Integer DeptId DeptId = SQLDA.GetDynamicDecimal(2)</pre>						
	For an example of retrieving data from the DynamicDescriptionArea, see GetDynamicDate.						
See also	GetDynamicDate GetDynamicNumber GetDynamicString GetDynamicTime SetDynamicParm Using dynamic SQL						

GetDynamicNumber

Description Obtains numeric data from the DynamicDescriptionArea after you have executed a dynamic SQL statement.

Restriction

You can use this function *only* after executing Format 4 dynamic SQL statements.

Syntax *DynamicDescriptionArea*.**GetDynamicNumber** (*index*)

Argument	Description
<i>DynamicDescriptionArea</i>	The name of the DynamicDescriptionArea, usually SQLDA.
<i>index</i>	An integer identifying the output parameter descriptor from which you want to get the data. <i>Index</i> must be less than or equal to the value in NumOutputs in <i>DynamicDescriptionArea</i> .

Return value Double. Returns the numeric data in the output parameter descriptor identified by *index* in *DynamicDescriptionArea*. Returns 0 if an error occurs. If any argument's value is null, GetDynamicNumber returns null.

Usage Use GetDynamicNumber when the value of OutParmType is TypeByte!, TypeInteger!, TypeDouble!, TypeLong!, TypeReal!, or TypeBoolean! for the value that you want to retrieve from the array.

For OutParmType values of TypeDecimal! or TypeLongLong!, use GetDynamicDecimal instead.

Examples These statements set *DeptId* to the numeric data in the second output parameter descriptor:

```
Integer DeptId  
DeptId = SQLDA.GetDynamicNumber(2)
```

For an example of retrieving data from the DynamicDescriptionArea, see GetDynamicDate.

See also [GetDynamicDate](#)
[GetDynamicDateTime](#)
[GetDynamicDecimal](#)
[GetDynamicString](#)
[GetDynamicTime](#)
[SetDynamicParm](#)
[Using dynamic SQL](#)

GetDynamicString

Description Obtains data of type String from the DynamicDescriptionArea after you have executed a dynamic SQL statement.

Restriction

You can use this function *only* after executing Format 4 dynamic SQL statements.

Syntax

DynamicDescriptionArea.**GetDynamicString** (*index*)

Argument	Description
<i>DynamicDescriptionArea</i>	The name of the DynamicDescriptionArea, usually SQLDA.
<i>index</i>	An integer identifying the output parameter descriptor from which you want to get the data. <i>Index</i> must be less than or equal to the value in NumOutputs in <i>DynamicDescriptionArea</i> .

Return value

String. Returns the string data in the output parameter descriptor identified by *index* in *DynamicDescriptionArea*. Returns the empty string (" ") if an error occurs. If any argument's value is null, GetDynamicString returns null.

Usage

Use GetDynamicString when the value of OutParmType is TypeString! for the value that you want to retrieve from the array.

Examples

These statements set LName to the String data in the second output descriptor:

```
String LName
LName = SQLDA.GetDynamicString(2)
```

For an example of retrieving data from the DynamicDescriptionArea, see GetDynamicDate.

See also

GetDynamicDate
GetDynamicDateTime
GetDynamicNumber
GetDynamicTime
SetDynamicParm
Using dynamic SQL

GetDynamicTime

Description Obtains data of type Time from the DynamicDescriptionArea after you have executed a dynamic SQL statement.

Restriction

You can use this function *only* after executing Format 4 dynamic SQL statements.

Syntax	<i>DynamicDescriptionArea</i> . GetDynamicTime (<i>index</i>)
Argument	Description
<i>DynamicDescriptionArea</i>	The name of the DynamicDescriptionArea, usually SQLDA.
<i>index</i>	An integer identifying the output parameter descriptor from which you want to get the data. <i>Index</i> must be less than or equal to the value in NumOutputs in <i>DynamicDescriptionArea</i> .

Return value Time. Returns the Time data in the output parameter descriptor identified by *index* in *DynamicDescriptionArea*. Returns 00:00:00.000000 if an error occurs. If any argument's value is null, GetDynamicTime returns null.

Usage Use GetDynamicTime when the value of OutParmType is TypeTime! for the value that you want to retrieve from the array.

Examples These statements set *Start* to the Time data in the first output parameter descriptor:

```
Time Start
Start = SQLDA.GetDynamicTime(1)
```

For an example of retrieving data from the DynamicDescriptionArea, see GetDynamicDate.

See also

GetDynamicDate
 GetDynamicDateTime
 GetDynamicNumber
 GetDynamicString
 SetDynamicParm
 Using dynamic SQL

GetEnvironment

Description Gets information about the operating system, processor, and screen display of the system.

Syntax **GetEnvironment** (*environmentinfo*)

Argument	Description
<i>environmentinfo</i>	The name of the Environment object that will hold the information about the environment

Return value Integer. Returns 1 if it succeeds and -1 if an error occurs. If *environmentinfo* is null, GetEnvironment returns null.

Usage In cross-platform development projects, you can call GetEnvironment in scripts and take actions based on the operating system. You can also find out the processor (Intel 386 or 486, 68000, and so on). The information also includes version numbers of the operating system and PowerBuilder.

You can call GetEnvironment to find out the number of colors supported by the system and the size of the screen. You can use the size information in a window's Open script to reset its X and Y properties.

Examples This script runs another PowerBuilder application and uses the OSType property of the Environment object to determine how to specify the path:

```

string path
environment env
integer rtn

rtn = GetEnvironment(env)
IF rtn <> 1 THEN RETURN

CHOOSE CASE env.OSType
CASE aix!
    path = "/export/home/pb_apps/analyze.exe"
CASE Windows!, WindowsNT!
    path = "C:\PB_apps\analyze.exe"
CASE ELSE
    RETURN
END CHOOSE
Run(path)

```

This example displays a message box that shows the major, minor, and fixes versions and the build number of PowerBuilder:

```
string ls_version
environment env
integer rtn

rtn = GetEnvironment (env)

IF rtn <> 1 THEN RETURN
ls_version = "Version: " + string(env.pbmajorrevision)
ls_version += "." + string(env.pbminorrevision)
ls_version += "." + string(env.pbfixedrevision)
ls_version += " Build: " + string(env.pbbuildnumber)

MessageBox("PowerBuilder Version", ls_version)
```

GetFileOpenName

Description Displays the system's Open File dialog box and allows the user to select a file or enter a file name.

Syntax

GetFileOpenName (*title*, *pathname*, *filename* {, *extension* {, *filter* {, *initdir* {, *aFlag* } } } })

GetFileOpenName (*title*, *pathname*, *filename[]* {, *extension* {, *filter* {, *initdir* {, *aFlag* } } } })

Argument	Description
<i>title</i>	A string whose value is the title of the dialog box.
<i>pathname</i>	A string variable in which you want to store the returned path. If the user selects a single file, the <i>pathname</i> variable contains the path name and file name.
<i>filename</i> , <i>filename[]</i>	A string variable in which the returned file name is stored or an array of string variables in which multiple selected file names are stored. Specifying an array of string variables enables multiple selection in the dialog box.
<i>extension</i> (optional)	A string whose value is a 1- to 3-character default file extension. The default is no extension.

Argument	Description
<i>filter</i> (optional)	A string whose value is a text description of the files to include in the list box and the file mask that you want to use to select the displayed files (for example, <code>*.*</code> or <code>*.exe</code>). The format for <i>filter</i> is: <code>description,*. ext</code> To specify multiple filter patterns for a single display string, use a semicolon to separate the patterns, for example: <code>"Graphic Files (*.bmp;*.gif;*.jpg;*.jpeg), *.bmp;*.gif;*.jpg;*.jpeg"</code> The default is: <code>"All Files (*.*) , *.*"</code>
<i>initdir</i> (optional)	A string whose value is the initial directory name. The default is the current directory.
<i>aFlag</i> (optional)	An unsigned long whose value determines which options are enabled in the dialog box. The value of each option's flag is calculated as 2 to the power of (<i>index</i> - 1), where <i>index</i> is the integer associated with the option. The value of the aggregate flag passed to <code>GetFileOpenName</code> is the sum of the individual option flags. See the table in the Usage section for a list of options, the index associated with each option, and the option's meaning.

Return value Integer. Returns 1 if it succeeds, 0 if the user clicks the Cancel button or Windows cancels the display, and -1 if an error occurs. If any argument's value is null, `GetFileOpenName` returns null.

Usage If you specify a DOS-style file extension and the user enters a file name with no extension, PowerBuilder appends the default extension to the file name. If you specify a file mask to act as a filter, PowerBuilder displays only files that match the mask.

If you specify a string for the *filename* argument, the user can select only one file. The *pathname* argument contains the path name and the file name, for example `C:\temp\test.txt`.

If you specify a string array for the *filename* argument, the user can select more than one file. If the user selects multiple files, the *pathname* argument contains the path only, for example `C:\temp`. If the user selects a single file, its name is appended to the *pathname* argument, for example `C:\temp\test.txt`.

You use the *filter* argument to limit the types of files displayed in the list box and to let the user know what those limits are. For example, to display the description Text Files (*.TXT) and only files with the extension .TXT, specify the following for *filter*:

```
"Text Files (*.TXT) , *.TXT"
```

To specify more than one file extension in *filter*, enter multiple descriptions and extension combinations and separate them with commas. For example:

```
"PIF files, *.PIF, Batch files, *.BAT"
```

The dialog boxes presented by GetFileOpenName and GetFileSaveName are system dialog boxes. They provide standard system behavior, including control over the current directory. When users change the drive, directory, or folder in the dialog box, they change the current directory or folder. The newly selected directory or folder becomes the default for file operations until they exit the application, unless the optional *initdir* argument is passed.

The *aFlag* argument is used to pass one or more options that determine the appearance of the dialog box. For each option, the value of the flag is $2^{\wedge}(\text{index} - 1)$, where *index* is an integer associated with each option as shown in the following table. You can pass multiple options by passing an aggregate flag, calculated by adding the values of the individual flags.

If you do not pass an *aFlag*, the Explorer-style open file dialog box is used. If you do pass a flag, the old-style dialog box is used by default. Some options do not apply when the Explorer-style dialog box is used. For those that do apply, add the option value for using the Explorer-style dialog box (2) to the value of the option if you want to display an Explorer-style dialog box.

For example, passing the flag 32768 ($2^{\wedge}15$) to the GetFileSaveName function opens the old-style dialog box with the Read Only check box selected by default. Passing the flag 32770 opens the Explorer-style dialog box with the Read Only check box selected by default.

Table 10-4: Option values for GetFileOpenName and GetFileSaveName

Index	Constant name	Description
1	OFN_CREATEPROMPT	If the specified file does not exist, prompt for permission to create the file. If the user chooses to create the file, the dialog box closes; otherwise the dialog box remains open.
2	OFN_EXPLORER	Use an Explorer-style dialog box.
3	OFN_EXTENSIONDIFFERENT	The file extension entered differed from the extensions specified in extension.
4	OFN_FILEMUSTEXIST	Only the names of existing files can be entered.
5	OFN_HIDEREADONLY	Hide the Read Only check box.
6	OFN_LONGNAMES	Use long file names. Ignored for Explorer-style dialog boxes.
7	OFN_NOCHANGEDIR	Restore the current directory to its original value if the user changed the directory while searching for files. This option has no effect for GetFileOpenName on Windows NT, 2000, and XP.

Index	Constant name	Description
8	OFN_NODEREFERENCELINKS	Return the path and file name of the selected shortcut (<i>.lnk</i> file); otherwise the path and file name pointed to by the shortcut are returned.
9	OFN_NOLONGNAMES	Use short file names (8.3 format). Ignored for Explorer-style dialog boxes.
10	OFN_NONETWORKBUTTON	Hide the Network button. Ignored for Explorer-style dialog boxes.
11	OFN_NOREADONLYRETURN	The file returned is not read only and is not in a write-protected directory.
12	OFN_NOTEFILECREATE	Do not create the file before the dialog box is closed. This option should be specified if the application saves the file on a network share where files can be created but not modified. No check is made for write protection, a full disk, an open drive door, or network protection. A file cannot be reopened once it is closed.
13	OFN_NOVALIDATE	Invalid characters are allowed in file names.
14	OFN_OVERWRITEPROMPT	Used in Save As dialog boxes. Generates a message box if the selected file already exists.
15	OFN_PATHMUSTEXIST	Only valid paths and file names can be entered.
16	OFN_READONLY	Select the Read Only check box when the Save dialog box is created.

Opening a file

Use the `FileOpen` function to open a selected file.

Examples

The following example displays a Select File dialog box that allows multiple selection. The file types are TXT, DOC, and all files, and the initial directory is *C:\Program Files\Sybase*. The option flag 18 specifies that the Explorer-style dialog box is used ($2^1 = 2$), and the Read Only check box is hidden ($2^4 = 16$). The selected filenames are displayed in a MultiLineEdit control.

If the user selects a single file, the *docpath* variable contains both the path and the file name. The example contains an IF clause to allow for this.

```
string docpath, docname []
integer i, li_cnt, li_rtn, li_filenum
```

```
    li_rtn = GetFileOpenName("Select File", &
        docpath, docname[], "DOC", &
        + "Text Files (*.TXT),*.TXT," &
        + "Doc Files (*.DOC),*.DOC," &
        + "All Files (*.*), *.*", &
        "C:\Program Files\Sybase", 18)

    mle_selected.text = ""
    IF li_rtn < 1 THEN return
    li_cnt = Upperbound(docname)

    // if only one file is picked, docpath contains the
    // path and file name
    if li_cnt = 1 then
        mle_selected.text = string(docpath)
    else

        // if multiple files are picked, docpath contains the
        // path only - concatenate docpath and docname
        for i=1 to li_cnt
            mle_selected.text += string(docpath) &
                + "\\" +(string(docname[i]))+"~r~n"
        next
    end if
```

In the following example, the dialog box has the title Open and displays text files, batch files, and INI files in the Files of Type drop-down list. The initial directory is *d:\temp*. The option flag 512 specifies that the old-style dialog box is used and the Network button is hidden ($2^9 = 512$).

```
// instance variables
// string is_filename, is_fullname
int    li_fileid

if GetFileOpenName ("Open", is_fullname, is_filename, &
    "txt", "Text Files (*.txt),*.txt,INI Files " &
    + "(*.ini), *.ini,Batch Files (*.bat),*.bat", &
    "d:\temp", 512) < 1 then return

li_fileid = FileOpen (is_fullname, StreamMode!)
FileRead (li_fileid, mle_notepad.text)
FileClose (li_fileid)
```

See also

[DirList](#)
[DirSelect](#)
[GetFileSaveName](#)
[GetFolder](#)

GetFileSaveName

Description	Displays the system's Save File dialog box with the specified file name displayed in the File name box. The user can enter a file name or select a file from the grayed list.
Syntax	<pre>GetFileSaveName (title, pathname, filename {, extension {, filter { , initdir { , aFlag } } } })</pre> <pre>GetFileSaveName (title, pathname, filename [] {, extension {, filter { , initdir { , aFlag } } } })</pre>
Argument Description	
<i>title</i>	A string whose value is the title of the dialog box.
<i>pathname</i>	A string variable whose value is the default path name and which stores the returned path. If the user selects a single file, the <i>pathname</i> variable contains the path name and file name. The default file name is displayed in the File name box; the user can specify another name.
<i>filename</i> , <i>filename[]</i>	A string variable in which the returned file name is stored or an array of string variables in which multiple selected file names are stored. Specifying an array of string variables enables multiple selection in the dialog box.
<i>extension</i> (optional)	A string whose value is a 1- to 3-character default file extension. The default is no extension.
<i>filter</i> (optional)	A string whose value is the description of the displayed files and the file extension that you want use to select the displayed files (the filter). The format for <i>filter</i> is: <i>description</i> .*. <i>ext</i> The default is: "All Files (*.*) , *.*"
<i>initdir</i> (optional)	A string whose value is the initial directory name. The default is the current directory.
<i>aFlag</i> (optional)	An unsigned long whose value determines which options are enabled in the dialog box. The value of each option's flag is calculated as 2 to the power of (<i>index</i> -1), where <i>index</i> is the integer associated with the option. The value of the aggregate flag passed to GetFileOpenName is the sum of the individual option flags. See the table in the Usage section for GetFileOpenName for a list of options, the index associated with each option, and the option's meaning.
Return value	Integer. Returns 1 if it succeeds, 0 if the user clicks the Cancel button or Windows cancels the display, and -1 if an error occurs. If any argument's value is null, GetFileSaveName returns null.

Usage

If you specify a DOS-style extension and the user enters a file name with no extension, PowerBuilder appends the default extension to the file name. If you specify a file mask to act as a filter, PowerBuilder displays only files that match the mask.

If you specify a string for the *filename* argument, the user can select only one file. The *pathname* argument contains the path name and the file name, for example *C:\temp\test.txt*.

If you specify a string array for the *filename* argument, the user can select more than one file. If the user selects multiple files, the *pathname* argument contains the path only, for example *C:\temp*. If the user selects a single file, its name is appended to the *pathname* argument, for example *C:\temp\test.txt*. For an example that shows the use of a string array, see the [GetFileOpenName](#) function.

For usage notes on the *filter*, *initdir*, and *aFlag* arguments, see the [GetFileOpenName](#) function.

Examples

These statements display the Select File dialog box so that the user can select a single file. The default file extension is *.DOC*, the filter is all files, and the initial directory is *C:\My Documents*. The *aFlag* option 32770 specifies that an Explorer-style dialog box is used with the Read Only check box selected when the dialog box is created. If a file is selected successfully, its path displays in a SingleLineEdit control:

```
string ls_path, ls_file
int li_rc

ls_path = sle_1.Text
li_rc = GetFileName ( "Select File", &
    ls_path, ls_file, "DOC", &
    "All Files (*.*) , *.*" , "C:\My Documents" , &
    32770)

IF li_rc = 1 Then
    sle_1.Text = ls_path
End If
```

See also

[DirList](#)
[DirSelect](#)
[GetFileOpenName](#)
[GetFolder](#)

GetFirstSheet

Description	Obtains the top sheet in the MDI frame, which may or may not be active.				
Applies to	MDI frame windows				
Syntax	<code>mdiframewindow.GetFirstSheet()</code>				
	<table border="1" style="width: 100%; border-collapse: collapse;"> <thead> <tr> <th style="text-align: center; padding: 2px;">Argument</th> <th style="text-align: center; padding: 2px;">Description</th> </tr> </thead> <tbody> <tr> <td style="padding: 2px;"><code>mdiframewindow</code></td> <td style="padding: 2px;">The MDI frame window for which you want the top sheet</td> </tr> </tbody> </table>	Argument	Description	<code>mdiframewindow</code>	The MDI frame window for which you want the top sheet
Argument	Description				
<code>mdiframewindow</code>	The MDI frame window for which you want the top sheet				
Return value	Window. Returns the first (top) sheet in the MDI frame. If no sheet is open in the frame, GetFirstSheet returns an invalid value. If <code>mdiframewindow</code> is null, GetFirstSheet returns null.				
Usage	To cycle through the open sheets in a frame, use <code>GetFirstSheet</code> and <code>GetNextSheet</code> . Do not use these functions in combination with <code>GetActiveSheet</code> .				

Did `GetFirstSheet` return a valid window?

Use the `IsValid` function to find out if the return value is valid. If it is not, then no sheet is open.

Examples	This script for a menu selection returns the top sheet in the MDI frame:
	<pre>window wSheet string wName wSheet = ParentWindow.GetFirstSheet() IF IsValid(wSheet) THEN // There is an open sheet wName = wsheet.ClassName() MessageBox("First Sheet is", wName) END IF</pre>

See also	<code>GetNextSheet</code> <code>IsValid</code>
----------	---

GetFixesVersion

Description Returns the fix level for the current PowerBuilder execution context. For example, at maintenance level 10.2.1, the fix version is 1.

Applies to ContextInformation objects

Syntax **servicereference.GetFixesVersion (fixversion)**

Argument	Description
<i>servicereference</i>	Reference to the ContextInformation service instance.
<i>fixversion</i>	Integer into which the function places the fix version. This argument is passed by reference.

Return value Integer. Returns 1 if the function succeeds and -1 if an error occurs.

Usage Call this function to determine the current fix version.

Examples This example calls the GetFixesVersion function:

```

String ls_name
Constant String ls_currver = "8.0.3"
Integer li_majver, li_minver, li_fixver
ContextInformation ci

this.GetContextService ("ContextInformation", ci)
ci.GetMajorVersion(li_majver)
ci.GetMinorVersion(li_minver)
ci.GetFixesVersion(li_fixver)
IF li_majver <> 8 THEN
    MessageBox("Error", &
        "Must be at Version " + ls_currver)
ELSEIF li_minver <> 0 THEN
    MessageBox("Error", &
        "Must be at Version " + ls_currver)
ELSEIF li_fixver <> 3 THEN
    MessageBox("Error", &
        "Must be at Version " + ls_currver)
END IF

```

See also

- GetCompanyName
- GetHostObject
- GetMajorVersion
- GetMinorVersion
- GetName
- GetShortName
- GetVersionName

GetFocus

Description	Determines the control that currently has focus.
Syntax	GetFocus ()
Return value	GraphicObject. Returns the control that currently has focus. Returns an invalid control reference if an error occurs.
	Use the IsValid function to determine whether GetFocus has returned a valid control.
Examples	These statements set <i>which_control</i> equal to the datatype of the control that currently has focus, and then set <i>text_value</i> to the text property of the control: GraphicObject which_control SingleLineEdit sle_which CommandButton cb_which string text_value which_control = GetFocus() CHOOSE CASE TypeOf(which_control) CASE CommandButton! cb_which = which_control text_value = cb_which.Text CASE SingleLineEdit! sle_which = which_control text_value = sle_which.Text CASE ELSE text_value = "" END CHOOSE
See also	IsValid SetFocus

GetFolder

Description	Displays a folder selection dialog box.						
Syntax	GetFolder (<i>title</i>, <i>directory</i>)						
	<table border="1"> <thead> <tr> <th>Argument</th><th>Description</th></tr> </thead> <tbody> <tr> <td><i>title</i></td><td>String for a title that displays above a list box containing a tree view for folder selection.</td></tr> <tr> <td><i>directory</i></td><td>String for the directory name passed by reference to the folder selection dialog box. The directory name is selected, and its subfolders, if any, are displayed in a dialog box tree view.</td></tr> </tbody> </table>	Argument	Description	<i>title</i>	String for a title that displays above a list box containing a tree view for folder selection.	<i>directory</i>	String for the directory name passed by reference to the folder selection dialog box. The directory name is selected, and its subfolders, if any, are displayed in a dialog box tree view.
Argument	Description						
<i>title</i>	String for a title that displays above a list box containing a tree view for folder selection.						
<i>directory</i>	String for the directory name passed by reference to the folder selection dialog box. The directory name is selected, and its subfolders, if any, are displayed in a dialog box tree view.						
Return value	Integer. Returns 1 if the function succeeds, 0 if the user selects cancel (or the dialog box is closed), -1 if an error occurs.						
Usage	The directory selected by the user is returned in the same variable that is passed to the folder selection dialog box.						
Examples	This example displays the folder contents of the Sybase directory in a folder selection dialog box. The string passed in the <i>title</i> argument displays above the tree view:						
	<pre>string ls_path = "d:\program files\sybase" integer li_result li_result = GetFolder("my targets", ls_path) sle_1.text=ls_path // puts the user-selected path in a SingleLineEdit box.</pre>						
See also	DirectoryExists DirList DirSelect GetCurrentDirectory GetFileOpenName GetFileSaveName						

GetGlobalProperty

Description	Returns the value of an SSL global property. This function is used by PowerBuilder clients connecting to EAServer.								
Applies to	SSLServiceProvider object								
Syntax	<code>sslserviceprovider.GetGlobalProperty (<i>property</i>, <i>values</i>)</code>								
	<table border="1"> <thead> <tr> <th style="text-align: center;">Argument</th><th style="text-align: center;">Description</th></tr> </thead> <tbody> <tr> <td><i>sslserviceprovider</i></td><td>Reference to the SSLServiceProvider service instance.</td></tr> <tr> <td><i>property</i></td><td>The name of the SSL property for which you want to return values. For a complete list of supported SSL properties, see your EAServer documentation or the online Help for the Connection object.</td></tr> <tr> <td><i>values</i></td><td>An array of string values for the specified SSL property.</td></tr> </tbody> </table>	Argument	Description	<i>sslserviceprovider</i>	Reference to the SSLServiceProvider service instance.	<i>property</i>	The name of the SSL property for which you want to return values. For a complete list of supported SSL properties, see your EAServer documentation or the online Help for the Connection object.	<i>values</i>	An array of string values for the specified SSL property.
Argument	Description								
<i>sslserviceprovider</i>	Reference to the SSLServiceProvider service instance.								
<i>property</i>	The name of the SSL property for which you want to return values. For a complete list of supported SSL properties, see your EAServer documentation or the online Help for the Connection object.								
<i>values</i>	An array of string values for the specified SSL property.								
Return value	<p>Long. Returns one of the following values:</p> <ul style="list-style-type: none"> 0 Success -1 Unknown property -3 Property has no value -10 An EAServer or SSL failure has occurred -11 Bad argument list 								
Usage	<p>The GetGlobalProperty function allows PowerBuilder clients that connect to EAServer through SSL to access global SSL properties.</p> <p>Any properties set using the SSLServiceProvider interface are global to all connections made by the client to all EAServer servers. You can override any of the global settings at the connection level by specifying them as options to the Connection object or JaguarORB object.</p> <p>Only clients can get and set SSL properties. Server components do not have permission to use the SSLServiceProvider service.</p>								
Examples	<p>The following example shows the use of the GetGlobalProperty function to get the value of the sessLingerTime property:</p> <pre>SSLServiceProvider ssl string ls_values [] long rc ... this.GetContextService("SSLServiceProvider", ssl) rc = ssl.GetGlobalProperty("sessLingerTime", ls_values) ...</pre>								
See also	SetGlobalProperty								

GetHostObject

Description Provides a reference to the context's host object.

Host object support

Currently, host object support is implemented only in the window ActiveX when running under Internet Explorer. In this situation GetHostObject returns a reference to the IWebBrowserApp ActiveX automation server object.

Applies to ContextInformation objects

Syntax `servicereference.GetHostObject (hostobject)`

Argument	Description
<code>servicereference</code>	Reference to the Context Information service instance
<code>hostobject</code>	PowerObject into which the function places a reference to the ActiveX automation server object

Return value Integer. Returns 1 if the function succeeds and -1 if an error occurs.

Usage Call this function to obtain a reference to the context object model. If running the window ActiveX under Internet Explorer 3.0 or greater and `hostobject` is an uninstantiated OleObject variable, the function returns a reference to an ActiveX automation server object, which you can use to control the hosting browser. If host object support is not available, the function returns -1 and `hostobject` is null.

Examples This example calls the GetHostObject function. `Ici_info` is an instance variable of type ContextInformation, which has been populated using the GetContextService function; `ole1` is an instance variable of type OLEObject:

```
Integer li_return

li_return = ici_info.GetHostObject(ole1)
IF li_return = 1 THEN
    sle_1.Text = "GetHostObject succeeded"
ELSE
    sle_1.Text = "GetHostObject failed"
    cb_goback.Enabled = FALSE
    cb_navigate.Enabled = FALSE
END IF
```

See also GetCompanyName
GetName
GetShortName
GetVersionName

GetItem

Retrieves data associated with a specified item in ListView and TreeView controls.

To retrieve data associated with a specified	Use
ListView control item	Syntax 1
ListView control item and column	Syntax 2
TreeView item	Syntax 3

Syntax 1

Description

Retrieves a ListViewItem object from a ListView control so you can examine its properties.

Applies to

ListView controls

Syntax

listviewname.**GetItem** (*index*, {*column*}, *item*)

Argument	Description
<i>listviewname</i>	The name of the ListView control for which you want to retrieve the ListView item
<i>index</i>	The index number of the item you want to retrieve
<i>column</i>	The index number of the column for which you want item information
<i>item</i>	The ListViewItem variable in which you want to store the ListViewItem object

Return value

Integer. Returns 1 if it succeeds and -1 if an error occurs. Stores a ListViewItem object in a ListViewItem variable.

Usage

You can retrieve properties for any ListView item with this syntax. If you do not specify a column, GetItem retrieves properties for the first column of an item. Only report views display multiple columns.

To retrieve labels only, use syntax 2. You can use GetColumn to obtain column properties that are not specific to a ListView item.

To change pictures and other property values associated with a ListView item, use GetItem, change the property values, and use SetItem to apply the changes back to the ListView.

For ListView controls

Examples

This example uses GetItem to move the second item in the lv_list ListView control to the fifth item. It retrieves item 2, inserts it into the ListView control as item 5, and then deletes the original item:

```
listviewitem l_lvi

lv_list.GetItem(2, l_lvi)
lv_list.InsertItem(5, l_lvi)
lv_list.DeleteItem(2)
```

See also

[GetColumn](#)

[SetItem](#)

Syntax 2**For ListView controls****Description**

Retrieves the value displayed for a ListView item in a specified column.

Applies to

ListView controls

Syntax

listviewname.GetItem (index, column, label)

Argument	Description
<i>listviewname</i>	The name of the ListView control from which you want to retrieve a displayed value.
<i>index</i>	The index number of the item for which you want to retrieve a displayed value.
<i>column</i>	The index number of the column for which you want to retrieve a value. If the ListView is not a multicolumn report view, all the items are considered to be in column 1.
<i>label</i>	A string variable in which you store the displayed value.

Return value

Integer. Returns 1 if it succeeds and -1 if an error occurs. Stores the displayed value of the ListView column in a string variable.

Usage

To retrieve property values for a ListView item, use Syntax 1.

Examples

This example gets the displayed values from column 1 and column 3 of the first row of the lv_list ListView and displays them in the sle_info SingleLineEdit control.

```
string ls_artist, ls_comp

lv_list.GetItem(1, 1 , ls_comp)
lv_list.GetItem(1, 3 , ls_artist)
sle_info.text = ls_artist +" wrote " + ls_comp + ". "
```

See also

[SetItem](#)

Syntax 3

For TreeView controls

Description

Retrieves the data associated with the specified item.

Applies to

TreeView controls

Syntax

`treeviewname.GetItem (itemhandle, item)`

Argument	Description
<code>treeviewname</code>	The name of the TreeView control in which you want to get data for a specified item
<code>itemhandle</code>	The handle for the item for which you want to retrieve information
<code>item</code>	A TreeViewItem variable in which you want to store the item identified by the item handle

Return value

Integer. Returns 1 if it succeeds and -1 if an error occurs.

Usage

Use GetItem to retrieve the state information associated with a specific item in a TreeView (such as label, handle, or picture index). After you have retrieved the information, you can use it in your application. To change a property of an item, call GetItem to assign the item to a TreeViewItem variable, change its properties, and call SetItem to copy the changes back to the TreeView.

Examples

This code for the Clicked event gets the clicked item and changes it overlay picture. The SetItem function copies the change back to the TreeView:

```
treeviewitem tvi
This.SetItem(handle, tvi)
tvi.OverlayPictureIndex = 1
This.SetItem(handle, tvi)
```

This example tracks items in the SelectionChanged event. If there is no prior selection, the value of `l_tviod` is zero:

```
treeviewitem l_tvine, l_tviod

// Get the treeview item that was the old selection
tv_list.GetItem(oldhandle, l_tviod)

// Get the treeview item that is currently selected
tv_list.GetItem(newhandle, l_tvine)

// Print the labels for the two items in the
// SingleLineEdit
sle_get.Text = "Selection changed from " &
+ String(l_tviod.Label) + " to " &
+ String(l_tvine.Label)
```

See also

[InsertItem](#)

GetItemAtPointer

Description	Gets the handle or the index of the item under the cursor.				
Applies to	ListView controls, TreeView controls				
Syntax	<code>controlname.GetItemAtPointer ()</code>				
	<table><thead><tr><th style="text-align: center;">Argument</th><th style="text-align: center;">Description</th></tr></thead><tbody><tr><td style="text-align: center;"><i>controlname</i></td><td>The name of the control whose handle or index you want to obtain.</td></tr></tbody></table>	Argument	Description	<i>controlname</i>	The name of the control whose handle or index you want to obtain.
Argument	Description				
<i>controlname</i>	The name of the control whose handle or index you want to obtain.				
Return value	Long. Returns the index (ListView) or handle (TreeView) of the item under the cursor. Returns -1 for failure.				
Usage	System events that select an item in a ListView or TreeView control, such as the Clicked event, already have an argument that passes the index for the ListView or the handle for the TreeView. The GetItemAtPointer function allows you to retrieve the index or handle in user events (or system events without an index or handle argument) for a ListView or TreeView control.				
Examples	This example places the handle of a TreeView item in a SingleLineEdit box: <pre>integer li_index li_index= tv_1.GetItemAtPointer () sle_1.text = string (li_index)</pre>				
See also	FindItem SelectItem				

GetLastReturn

Description	Returns the return value from the last InvokePBFunction or TriggerPBEVENT function.
Applies to	Window ActiveX controls
Syntax	<code>activexcontrol.GetLastReturn ()</code>
Argument	Description
<code>activexcontrol</code>	Identifier for the instance of the PowerBuilder window ActiveX control. When used in HTML, the ActiveX control is the NAME attribute of the object element. When used in other environments, this references the control that contains the PowerBuilder window ActiveX.
Return value	Any. Returns the last return value.
Usage	Call this function after calling InvokePBFunction or TriggerPBEVENT to access the return value. JavaScript scripts must use this function to access return values from InvokePBFunction and TriggerPBEVENT. VBScript scripts can either use this function or access the return value using an argument in InvokePBFunction or TriggerPBEVENT.
Examples	This JavaScript example calls the GetLastReturn function:
	<pre>... retcd = PBRX1.TriggerPBEVENT(theEvent, numargs); rc = parseInt(PBRX1.GetLastReturn()); if (rc != 1) { alert("Error. Empty string."); } ... </pre>
	This VBScript example calls the GetLastReturn function:
	<pre>... retcd = PBRX1.TriggerPBEVENT(theEvent, & numargs, args) rc = PBRX1.GetLastReturn() IF rc <> 1 THEN msgbox "Error. Empty string." END IF ... </pre>
See also	GetArgElement InvokePBFunction SetArgElement TriggerPBEVENT

GetLibraryList

Description	Gets the files in the library search path of the application.
Syntax	GetLibraryList ()
Return value	String. Returns the current library list with complete paths. Multiple libraries are separated by commas.
Usage	You should call GetLibraryList and append any libraries you want to add to the list before updating the search path using the SetLibraryList function.
Examples	This example obtains the list of libraries, adds a library to the list, then resets the list:
See also	AddToLibraryList SetLibraryList

```
string ls_list, ls_newlist

ls_list = getlibrarylist ()
ls_newlist = ls_list + ",c:\my_library.pbl"
setlibrarylist (ls_newlist)
```

GetMajorVersion

Description Returns the major version for the current PowerBuilder execution context. For example, at maintenance level 11.5.1 the major version is 11.

Applies to ContextInformation objects

Syntax `servicereference.GetMajorVersion (majorversion)`

Argument	Description
<code>servicereference</code>	Reference to the ContextInformation service instance.
<code>majorversion</code>	Integer into which the function places the major version. This argument is passed by reference.

Return value Integer. Returns 1 if the function succeeds and -1 if an error occurs.

Usage Call this function to determine the current major version.

Examples This example calls the GetMajorVersion function:

```

String ls_name
Constant String ls_currver = "8.0.3"
Integer li_majver, li_minver, li_fixver
ContextInformation ci

this.GetContextService ("ContextInformation", ci)

GetMajorVersion(li_majver)
ci.GetMinorVersion(li_minver)
ci.GetFixesVersion(li_fixver)
IF li_majver <> 8 THEN
    MessageBox("Error", &
        "Must be at Version " + ls_currver)
ELSEIF li_minver <> 0 THEN
    MessageBox("Error", &
        "Must be at Version " + ls_currver)
ELSEIF li_fixver <> 3 THEN
    MessageBox("Error", &
        "Must be at Version " + ls_currver)
END IF

```

See also [GetCompanyName](#)
[GetFixesVersion](#)
[GetHostObject](#)
[GetMinorVersion](#)
[GetName](#)
[GetShortName](#)
[GetVersionName](#)

GetMessage

Description	Returns the error message from objects of type Throwable.				
Syntax	<code>throwableobject.GetMessage ()</code>				
	<table border="1"> <thead> <tr> <th>Argument</th><th>Description</th></tr> </thead> <tbody> <tr> <td><code>throwableobject</code></td><td>Object of type Throwable from which you want to retrieve an error message</td></tr> </tbody> </table>	Argument	Description	<code>throwableobject</code>	Object of type Throwable from which you want to retrieve an error message
Argument	Description				
<code>throwableobject</code>	Object of type Throwable from which you want to retrieve an error message				
Return value	String. The error text for system error objects, such as RuntimeError, is preset.				
Usage	You can set the error message for an object of type Throwable using the SetMessage function.				
Examples	<p>This example catches a system error message and displays that error in a message box. Catching the system error prevents the application from terminating when the arccosine argument, entered by the application user, is not in the required range:</p> <pre> Double ld_num ld_num = Double (sle_1.text) TRY sle_2.text = string (acos (ld_num)) CATCH (runtimeerror er) MessageBox("Runtime Error", er.GetMessage()) END TRY </pre> <p>This example catches and displays a user error message from the Clicked event of a button that calls the user-defined function, wf_acos. The user-defined function catches a runtime error—preventing the application from terminating—and then sets the message for a user object, uo_exception, that inherits from the Exception object type:</p> <pre> TRY wf_acos() CATCH (uo_exception u_ex) messageBox("Out of Range", u_ex.GetMessage()) END TRY </pre> <p>Code for the wf_acos function is shown in the SetMessage function.</p>				
See also	SetMessage				

GetMinorVersion

Description Returns the minor version for the current PowerBuilder execution context. For example, at maintenance level 11.5.1 the minor version is 5.

Applies to ContextInformation objects

Syntax `servicereference.GetMinorVersion (minorversion)`

Argument	Description
<code>servicereference</code>	Reference to the ContextInformation service instance.
<code>minorversion</code>	Integer into which the function places the minor version. This argument is passed by reference.

Return value Integer. Returns 1 if the function succeeds and -1 if an error occurs.

Usage Call this function to determine the current minor version.

Examples This example calls the GetMinorVersion function:

```

String ls_name
Constant String ls_currver = "8.0.3"
Integer li_majver, li_minver, li_fixver
ContextInformation ci

this.GetContextService("ContextInformation", ci)

ci.GetMajorVersion(li_majver)
ci.GetMinorVersion(li_minver)
ci.GetFixesVersion(li_fixver)
IF li_majver <> 8 THEN
    MessageBox("Error", &
        "Must be at Version " + ls_currver)
ELSEIF li_minver <> 0 THEN
    MessageBox("Error", &
        "Must be at Version " + ls_currver)
ELSEIF li_fixver <> 3 THEN
    MessageBox("Error", &
        "Must be at Version " + ls_currver)
END IF

```

See also [GetCompanyName](#)
[GetFixesVersion](#)
[GetHostObject](#)
[GetMajorVersion](#)
[GetName](#)
[GetShortName](#)
[GetVersionName](#)

GetName

Description	Gets the name for the current execution context.						
Applies to	ContextInformation objects						
Syntax	<code>servicereference.GetName (name)</code>						
	<table border="1"> <thead> <tr> <th>Argument</th><th>Description</th></tr> </thead> <tbody> <tr> <td><i>servicereference</i></td><td>Reference to the ContextInformation service instance.</td></tr> <tr> <td><i>name</i></td><td>String into which the function places the name. This argument is passed by reference.</td></tr> </tbody> </table>	Argument	Description	<i>servicereference</i>	Reference to the ContextInformation service instance.	<i>name</i>	String into which the function places the name. This argument is passed by reference.
Argument	Description						
<i>servicereference</i>	Reference to the ContextInformation service instance.						
<i>name</i>	String into which the function places the name. This argument is passed by reference.						
Return value	<code>Integer</code> . Returns 1 if the function succeeds and -1 if an error occurs.						
Usage	Call this function to determine the current execution environment. The window plug-in and window ActiveX contexts are obsolete in the current version of PowerBuilder. For PowerBuilder 12.5 applications, the only value passed for the <i>name</i> argument is "PowerBuilder Runtime".						
Examples	This example calls the GetName function. <i>ci</i> is an instance variable of type ContextInformation:						
	<pre>String ls_name this.GetContextService("ContextInformation", ci) ci.GetName(ls_name) IF ls_name <> "PowerBuilder Runtime" THEN cb_close.visible = FALSE END IF</pre>						
See also	GetCompanyName GetContextService GetFixesVersion GetHostObject GetMajorVersion GetMinorVersion GetShortName GetVersionName						

GetNativePointer

Description Gets a pointer to the OLE object associated with the OLE control. The pointer lets you call OLE functions in an external DLL for the object.

Applies to OLE controls and OLE custom controls

Syntax `olename.GetNativePointer (pointer)`

Argument	Description
<code>olename</code>	The name of the OLE control containing the object for which you want the native pointer.
<code>pointer</code>	A UnsignedLong variable in which you want to store the pointer. If GetNativePointer cannot get a valid pointer, <code>pointer</code> is set to 0.

Return value Integer. Returns 0 if it succeeds and -1 if an error occurs.

Usage `Pointer` is a pointer to OLE's IUnknown interface. You can use it with the OLEQueryInterface function to get other interface pointers.

When you call GetNativePointer, PowerBuilder calls OLE's AddRef function, which locks the pointer. You must release the pointer in your DLL function or in a PowerBuilder script with the ReleaseNativePointer function.

Only for external DLL calls

This function is only useful for external DLL calls. It is not related to the SetAutomationPointer function.

Examples This example gets a pointer for the OLECustomControl `ocx_spell` for making external function calls for OLE automation:

```
UnsignedLong lul_oleptr
integer li rtn

li rtn = ocx_spell.GetNativePointer(lul_oleptr)
IF li rtn = 0 THEN
    ... // Call external functions for automation
    ocx_spell.ReleaseNativePointer(lul_oleptr)
END IF
```

See also [GetAutomationNativePointer](#)
[ReleaseAutomationNativePointer](#)
[ReleaseNativePointer](#)

GetNextSheet

Description Obtains the sheet that is behind the specified sheet in the MDI frame.

Applies to MDI frame windows

Syntax *mdiframewindow.GetNextSheet (sheet)*

Argument	Description
<i>mdiframewindow</i>	The MDI frame window in which you want the next sheet
<i>sheet</i>	The sheet for which you want the sheet that is behind it

Return value Window. Returns the sheet that is behind *sheet* in the MDI frame. If there is no sheet behind *sheet*, GetNextSheet returns an invalid value. If any argument's value is null, GetNextSheet returns null.

Usage To cycle through the open sheets in a frame, use GetFirstSheet to get the front sheet and GetNextSheet one or more times to get the rest of the sheets. Test each return value with IsValid to see if you have reached the last sheet. Do not use GetFirstSheet and GetNextSheet in combination with GetActiveSheet.

Did GetNextSheet return a valid window?

Use the IsValid function to find out if GetNextSheet returned a valid window. If there is no sheet behind the one you specified, the return value is not valid.

Examples The following script for a menu selection loops through the open sheets in front-to-back order and displays the names of the open sheets in the ListBox *lb_sheets*:

```

boolean bValid
window wSheet

lb_sheets.Reset()
wSheet = ParentWindow.GetFirstSheet()
IF IsValid(wSheet) THEN
    lb_sheets.AddItem(wSheet.Title)
    DO
        wSheet = ParentWindow.GetNextSheet(wSheet)
        bValid = IsValid (wSheet)
        IF bValid THEN lb_sheets.AddItem(wSheet.Title)
    LOOP WHILE bValid
END IF

```

See also [GetFirstSheet](#)
[IsValid](#)

GetObjectRevisionFromRegistry

Description	Assigns synchronization property values saved in the Windows registry to a synchronization object.				
Applies to	MLSynchronization, MLSync controls				
Syntax	SyncObject.GetObjectRevisionFromRegistry ()				
	<table><thead><tr><th style="text-align: center;">Argument</th><th style="text-align: center;">Description</th></tr></thead><tbody><tr><td style="text-align: center;"><i>syncObject</i></td><td>The name of the synchronization object</td></tr></tbody></table>	Argument	Description	<i>syncObject</i>	The name of the synchronization object
Argument	Description				
<i>syncObject</i>	The name of the synchronization object				
Return value	Integer. Returns the value of ObjectRevision. Returns -1 if the registry key is not found or if the SyncRegistryKey property of the synchronization object is not set.				
Usage	The registry key is located under the HKEY_CURRENT_USER\SyncRegistryKey\DBSyncType where <i>SyncRegistryKey</i> is the value of the synchronization object's SyncRegistryKey property and <i>DBSyncType</i> is MobiLink.				
See also	GetSyncRegistryProperties SetSyncRegistryProperties				

GetOrigin

Description Finds the X and Y coordinates of the upper-left corner of the ListView item.

Applies to ListView controls

Syntax *listviewname.GetOrigin (x , y)*

Argument	Description
<i>listviewname</i>	The ListView control for which you want to find the coordinates of the upper-left corner
<i>x</i>	An integer variable in which you want to store the X coordinate for the ListView control
<i>y</i>	An integer variable in which you want to store the Y coordinate for the ListView control

Return value Integer. Returns 1 if it succeeds and – 1 if it fails.

Usage Use GetOrigin to find the position of a dragged object relative to the upper left corner of a ListView control.

Examples This example moves a static text clock to the upper-left coordinates of the selected ListView item:

```

integer li_index
listviewitem l_lvi

li_index = lv_list.SelectedIndex()
lv_list.GetItem(li_index, l_lvi)

lv_list.GetOrigin(l_lvi.ItemX, l_lvi.ItemY)

sle_info.Text = "X is "+ String(l_lvi.ItemX) &
+ " and Y is " + String(l_lvi.ItemY)

st_clock.Move(l_lvi.itemx , l_lvi.ItemY)

MessageBox("Clock Location", "X is " &
+ String(st_clock.X) &
+ ", and Y is " &
+ String(st_clock.Y)+"." )

```

GetParagraphSetting

Description	Gets the size of the indentation, left margin, or right margin of the paragraph containing the insertion point in a RichTextEdit control.						
Applies to	RichTextEdit controls						
Syntax	<code>rtecontrol.GetParagraphSetting (<i>whichsetting</i>)</code>						
	<table border="1"> <thead> <tr> <th>Argument</th><th>Description</th></tr> </thead> <tbody> <tr> <td><i>rtecontrol</i></td><td>The name of the control for which you want paragraph information.</td></tr> <tr> <td><i>whichsetting</i></td><td> A value of the ParagraphSetting enumerated datatype specifying the setting for which you want the value. Values are: <ul style="list-style-type: none"> • <code>Indent!</code> – Returns the indentation of the paragraph • <code>LeftMargin!</code> – Returns the left margin of the paragraph • <code>RightMargin!</code> – Returns the right margin of the paragraph </td></tr> </tbody> </table>	Argument	Description	<i>rtecontrol</i>	The name of the control for which you want paragraph information.	<i>whichsetting</i>	A value of the ParagraphSetting enumerated datatype specifying the setting for which you want the value. Values are: <ul style="list-style-type: none"> • <code>Indent!</code> – Returns the indentation of the paragraph • <code>LeftMargin!</code> – Returns the left margin of the paragraph • <code>RightMargin!</code> – Returns the right margin of the paragraph
Argument	Description						
<i>rtecontrol</i>	The name of the control for which you want paragraph information.						
<i>whichsetting</i>	A value of the ParagraphSetting enumerated datatype specifying the setting for which you want the value. Values are: <ul style="list-style-type: none"> • <code>Indent!</code> – Returns the indentation of the paragraph • <code>LeftMargin!</code> – Returns the left margin of the paragraph • <code>RightMargin!</code> – Returns the right margin of the paragraph 						
Return value	Long. Returns the size of the specified setting in thousandths of an inch. GetParagraphSetting returns -1 if an error occurs. If <i>whichsetting</i> is null, it returns null.						
Examples	This example gets the indentation setting for the current paragraph:						
	<pre>long ll_indent ll_indent = rte_1.GetParagraphSetting(Indent!)</pre>						
See also	GetAlignment GetSpacing GetTextColor GetTextStyle SetParagraphSetting						

GetParent

Description	Obtains the parent of the specified object.				
Applies to	Any object				
Syntax	<code><i>objectname</i>.GetParent ()</code>				
	<table border="1"> <thead> <tr> <th>Argument</th><th>Description</th></tr> </thead> <tbody> <tr> <td><i>objectname</i></td><td>A control in a window or user object or an item on a menu for which you want the parent object</td></tr> </tbody> </table>	Argument	Description	<i>objectname</i>	A control in a window or user object or an item on a menu for which you want the parent object
Argument	Description				
<i>objectname</i>	A control in a window or user object or an item on a menu for which you want the parent object				
Return value	PowerObject. Returns a reference to the parent of <i>objectname</i> .				

Examples

In event scripts for a user object that will be used as a tab page, you can use code like the following to make references to the parent Tab control generic:

```
// a_tab is generic;
// it does not know about specific pages
tab a_tab

// a_tab_page is generic;
// it does not know about specific controls
userobject a_tab_page

// Get values for the Tab control and the tab page
a_tab = this.GetParent()
// Somewhat redundant, for illustration only
a_tab_page = this

// Set properties for the tab page
a_tab_page.PowerTipText = "Important property page"
// Set properties for the Tab control
a_tab.PowerTips = TRUE

// Run Tab control functions
a_tab.SelectTab(a_tab_page)
```

You cannot refer to controls on the user object because *a_tab_page* does not know about them. You cannot refer to specific pages in the Tab control because *a_tab* does not know about them either.

In event scripts for controls on the tab page user object, you can use two levels of GetParent to refer to the user object and the Tab control containing the user object as a tab page:

```
// For a control, add one more level of GetParent()
// and you can make the same settings as above
tab a_tab
userobject a_tab_page

a_tab_page = this.GetParent()
a_tab = a_tab_page.GetParent()

a_tab_page.PowerTipText = "Important property page"
a_tab.PowerTips = TRUE

a_tab.SelectTab(a_tab_page)
```

See also

ParentWindow
“Pronouns” on page 11

GetPin

Description	Called by EA Server to obtain a PIN for use with an SSL connection. This function is used by PowerBuilder clients connecting to EA Server.								
Applies to	SSLCallBack objects								
Syntax	<code>sslcallback.GetPin (thesessioninfo, timedout)</code>								
	<table border="1"> <thead> <tr> <th>Argument</th><th>Description</th></tr> </thead> <tbody> <tr> <td><code>sslcallback</code></td><td>An instance of a customized SSLCallBack object.</td></tr> <tr> <td><code>thesessioninfo</code></td><td>A CORBAObject that contains information about the SSL session. This information can optionally be displayed to the user to provide details about the session.</td></tr> <tr> <td><code>timedout</code></td><td>A boolean value that indicates the reason for the callback. A value of true indicates that the PIN timed out and must be obtained again. A value of false indicates that the PIN was not specified at the time of the SSL connection.</td></tr> </tbody> </table>	Argument	Description	<code>sslcallback</code>	An instance of a customized SSLCallBack object.	<code>thesessioninfo</code>	A CORBAObject that contains information about the SSL session. This information can optionally be displayed to the user to provide details about the session.	<code>timedout</code>	A boolean value that indicates the reason for the callback. A value of true indicates that the PIN timed out and must be obtained again. A value of false indicates that the PIN was not specified at the time of the SSL connection.
Argument	Description								
<code>sslcallback</code>	An instance of a customized SSLCallBack object.								
<code>thesessioninfo</code>	A CORBAObject that contains information about the SSL session. This information can optionally be displayed to the user to provide details about the session.								
<code>timedout</code>	A boolean value that indicates the reason for the callback. A value of true indicates that the PIN timed out and must be obtained again. A value of false indicates that the PIN was not specified at the time of the SSL connection.								
Return value	String. Returns the PIN specified by the user.								
Usage	<p>A PowerBuilder application does not usually call the GetPin function directly. GetPin is called by EA Server when an EA Server client has not specified a PIN for logging in to a PKCS 11 token for an SSL connection.</p> <p>To override the behavior of any of the functions of the SSLCallBack object, create a standard class user object that descends from SSLCallBack and customize this object as necessary. To let EA Server know which object to use when a callback is required, specify the name of the object in the callbackImpl SSL property. You can set this property value by calling the SetGlobalProperty function.</p> <p>If you do not provide an implementation of GetPin, EA Server receives the CORBA::NO_IMPLEMENT exception and an empty string is returned. To obtain a useful return value, code the function to request the user to provide a PIN. You can supply information to the user such as the token name from the passed <code>thesessioninfo</code> object.</p> <p>If an incorrect PIN or an empty string is returned, EA Server invokes the TrustVerify callback.</p> <p>You can enable the user to cancel the attempt to connect by throwing an exception in this callback function. All exceptions thrown in SSLCallback functions return a CTSSecurity::UserAbortedException to the server. You need to catch the exception by wrapping the ConnectToServer function in a try-catch block.</p>								

Examples

This example prompts the user to enter a PIN for a new SSL session or when a session has timed out. In practice you would want to replace the user's entry in the text box with asterisks and allow the user more than one attempt to enter a correct PIN:

```
//instance variables
//string ls_tokenName
// SSLServiceProvider isspp_jag

CTSSecurity_sslSessionInfo mySessionInfo
ls_tokenName = mySessionInfo.getProperty( "tokenName" )
w_response w_pin

IF timedout THEN
    MessageBox("The SSL session has expired", &
               "Please reenter the PIN for access to the " + &
               ls_tokenName + " certificate database.")
ELSE
    MessageBox("The SSL session requires a PIN", &
               "Please enter the PIN for access to the " + &
               ls_tokenName + " certificate database.")
END IF

string s_PIN
userabortedexception ue_cancelled

// open prompt for PIN
Open(w_pin)
// get value entered
s_PIN = Message.StringParm

// set property if we're not to abort
if s_PIN <> ABORT_VALUE then
    isspp_jag.setglobalproperty("pin", s_PIN)

// otherwise, abort..
else
    ue_cancelled = CREATE userabortedexception
    ue_cancelled.text = "User cancelled request when " &
                       + "asked for PIN."
    throw ue_cancelled
end if
return s_PIN
```

See also

[ConnectToServer](#), [GetCertificateLabel](#), [GetCredentialAttribute](#), [TrustVerify](#)

GetRecordSet

Description	Returns the current ADO Recordset object.						
Applies to	ADOResultSet objects						
Syntax	adoresultset.GetRecordSet (adorecordsetobject)						
	<table border="1"> <thead> <tr> <th>Argument</th><th>Description</th></tr> </thead> <tbody> <tr> <td><i>adoresultset</i></td><td>An ADOResultSet object that contains an ADO Recordset.</td></tr> <tr> <td><i>adorecordsetobject</i></td><td>An OLEObject object into which the function places the current ADO Recordset. This argument is passed by reference.</td></tr> </tbody> </table>	Argument	Description	<i>adoresultset</i>	An ADOResultSet object that contains an ADO Recordset.	<i>adorecordsetobject</i>	An OLEObject object into which the function places the current ADO Recordset. This argument is passed by reference.
Argument	Description						
<i>adoresultset</i>	An ADOResultSet object that contains an ADO Recordset.						
<i>adorecordsetobject</i>	An OLEObject object into which the function places the current ADO Recordset. This argument is passed by reference.						
Return value	Integer. Returns 1 if it succeeds and -1 if an error occurs.						
Usage	Use the GetRecordSet function to return an ADO Recordset as an OLEObject object that can be used in PowerBuilder as a native ADO Recordset. The ADOResultSet object that contains the ADO Recordset must first have been populated using the SetRecordSet or SetResultSet function.						
Examples	<p>This example generates a result set in a ResultSet object from an existing DataStore object. The ResultSet object is used to populate a new ADOResultSet object. The GetRecordSet function on the ADOResultSet object is used to return an ADO Recordset as an OLEObject that can be used with ADO Recordset methods.</p> <pre> resultset lrs_resultset ADOResultset lrs_ADOresultset OLEObject loo_ADOrecordset // Generate a result set from an existing DataStore ds_source.GenerateResultSet(lrs_resultset) // Create a new ADOResultSet object and populate it // from the generated result set lrs_ADOresultset = CREATE ADOResultSet lrs_ADOresultset.SetResultSet(lrs_resultset) // Pass the data in the ADOResultSet object // to an OLEObject you can use as an ADO Recordset loo_ADOrecordset = CREATE OLEObject lrs_ADOresultset.GetRecordSet(loo_ADOrecordset) // Call native ADO Recordset methods on the OLEObject loo_ADOrecordset.MoveFirst() </pre>						
See also	GenerateResultSet method for DataWindows in the <i>DataWindow Reference</i> or the online Help SetRecordSet SetResultSet						

GetRemote

Asks a DDE server application to provide data and stores that data in the specified variable. There are two ways of calling GetRemote, depending on the type of DDE connection you have established.

To	Use
Make a single request of a DDE server application (called a cold link)	Syntax 1
Request data from a DDE server application after you have opened a channel (called a warm link)	Syntax 2

Syntax 1

Description

Asks a DDE server application to provide data and stores that data in the specified variable without requiring an open channel. This syntax is appropriate when you will make only one or two requests of the server.

Syntax

GetRemote (*location*, *target*, *applname*, *topicname* {, *bAnsi*})

Argument	Description
<i>location</i>	A string whose value is the location of the data you want returned from the DDE server application. The format of <i>location</i> depends on the particular DDE server application that will receive the message.
<i>target</i>	A string variable into which the returned data will be placed.
<i>applname</i>	A string whose value is the DDE name of the DDE server application. If another PowerBuilder application is the DDE server, this is the application name specified in its StartServerDDE function call.
<i>topicname</i>	A string identifying the data or the instance of the application you want to use with the command (for example, in Microsoft Excel, the topic name could be system or the name of an open spreadsheet). If another PowerBuilder application is the DDE server, this is the topic specified in its StartServerDDE function call.
<i>bAnsi</i> (optional)	A boolean identifying whether the string to get from the DDE server is in ANSI format. If <i>bAnsi</i> is NULL, false, or empty, PowerBuilder will first try to get the DDE data as a UNICODE formatted string. If <i>bAnsi</i> is true, PowerBuilder will try to get the DDE data as an ANSI formatted string.

Return value	<p>Integer. Returns 1 if it succeeds and a negative integer if an error occurs. Values are:</p> <ul style="list-style-type: none"> -1 Link was not started -2 Request denied <p>If any argument's value is null, GetRemote returns null.</p>
Usage	<p>When using DDE, your PowerBuilder application must have an open window, which will be the client window. For this syntax, the active window is the DDE client window.</p> <p>For more information about DDE channels and warm and cold links, see the two syntaxes of the ExecRemote function.</p>
Examples	<p>These statements ask Microsoft Excel to get the data in row 1 column 2 of a worksheet called <i>PROFIT.XLS</i> and put it in a PowerBuilder string called <i>ls_ProfData</i>. The single GetRemote call establishes a cold link, gets the data, and ends the link:</p> <pre>string ls_ProfData GetRemote("R1C2", ls_ProfData, & "Excel", "PROFIT.XLS")</pre>

See also

ExecRemote
SetRemote

Syntax 2**Description****For DDE requests via an open channel**

Asks a DDE server application to provide data and stores that data in the specified variable when you have already established a warm link by opening a channel to the server. A warm link, with an open channel, is more efficient when you intend to make several DDE requests.

Syntax

GetRemote (*location*, *target*, *handle* {, *windowhandle*} {, *bAns*})

Argument	Description
<i>location</i>	A string whose value is the location of the data you want returned. The format of the location depends on the DDE application that will receive the request.
<i>target</i>	A PowerBuilder string variable into which the returned data will be placed.
<i>handle</i>	A long that identifies the channel to the DDE server application. The OpenChannel function returns <i>handle</i> when you call it to open a DDE channel.

Argument	Description
<i>windowhandle</i> (optional)	The handle to the window that is acting as the DDE client. Specify this parameter to control which window the data is returned to when you have more than one open window.
<i>bAnsi</i> (optional)	A boolean identifying whether the string to get from the DDE server is in ANSI format. If <i>bAnsi</i> is NULL, false, or empty, PowerBuilder will first try to get the DDE data as a UNICODE formatted string. If <i>bAnsi</i> is true, PowerBuilder will try to get the DDE data as an ANSI formatted string.

Return value

Integer. Returns 1 if it succeeds and a negative integer if an error occurs. Values are:

- 1 Link was not started
- 2 Request denied
- 9 *Handle* is null

Usage

When using DDE, your PowerBuilder application must have an open window, which will be the client window. For this syntax, you can specify the client window with the *windowhandle* argument.

Before using this syntax, call OpenChannel to establish a DDE channel.

For more information about DDE channels and warm and cold links, see the ExecRemote function.

Examples

These statements ask the channel identified by handle (a Microsoft Excel worksheet) to get the data in row 1 column 2 and save it in a PowerBuilder string called *ls_ProfData*. GetRemote utilizes the warm link established by the OpenChannel function:

```

String ls_ProfData
long handle

handle = OpenChannel("Excel", "REGION.XLS")
...
GetRemote("R1C2", ls_ProfData, handle)
...
CloseChannel(handle)

```

The following example is similar to the previous one. However, it specifically associates the DDE channel with the window w_rpt:

```
String ls_ProfData
long handle

handle = OpenChannel("Excel", "REGION.XLS", &
    Handle(w_rpt))
...
GetRemote("R1C2", ls_ProfData, &
    handle, Handle(w_rpt))
...
CloseChannel(handle, Handle(w_rpt))
```

See also [CloseChannel](#), [ExecRemote](#), [OpenChannel](#), [SetRemote](#)

GetSelectedDate

Description Retrieves the selected date.

Applies to MonthCalendar control

Syntax ***controlname.GetSelectedDate (d)***

Argument	Description
<i>controlname</i>	The name of the MonthCalendar control for which you want to get the selected date
<i>d</i>	A date value returned by reference that indicates the date selected

Return value Integer. Returns 0 for success and one of the following negative values otherwise:

-1 A range of dates is selected

-2 Unknown failure

Usage If a range of dates is selected, GetSelectedDate returns -1 and retrieves the earliest selected date.

Examples This example retrieves the selected date into *seldate*:

```
integer li_return
Date seldate

li_return = mc_1.GetSelectedDate(seldate)
```

See also [GetSelectedRange](#), [SetSelectedDate](#), [SetSelectedRange](#)

GetSelectedRange

Description	Retrieves the range of selected dates.								
Applies to	MonthCalendar control								
Syntax	controlname.GetSelectedRange (start, end)								
	<table border="1"> <thead> <tr> <th>Argument</th><th>Description</th></tr> </thead> <tbody> <tr> <td><i>controlname</i></td><td>The name of the MonthCalendar control for which you want to determine the range of selected dates</td></tr> <tr> <td><i>start</i></td><td>A date value returned by reference that indicates the earliest date selected when a range of dates has been selected</td></tr> <tr> <td><i>end</i></td><td>A date value returned by reference that indicates the latest date selected when a range of dates has been selected</td></tr> </tbody> </table>	Argument	Description	<i>controlname</i>	The name of the MonthCalendar control for which you want to determine the range of selected dates	<i>start</i>	A date value returned by reference that indicates the earliest date selected when a range of dates has been selected	<i>end</i>	A date value returned by reference that indicates the latest date selected when a range of dates has been selected
Argument	Description								
<i>controlname</i>	The name of the MonthCalendar control for which you want to determine the range of selected dates								
<i>start</i>	A date value returned by reference that indicates the earliest date selected when a range of dates has been selected								
<i>end</i>	A date value returned by reference that indicates the latest date selected when a range of dates has been selected								
Return value	Integer. Returns 0 for success, -1 if only one date is selected, and -2 for an unknown failure.								
Usage	If only one date is selected, GetSelectedRange returns -1 and the selected date is retrieved in the start and end parameters.								
Examples	<p>This code in the DateChanged event prompts the user to enter a second date after the first date in a range is entered, and then asks the user to confirm the range selected:</p> <pre> date startdate, enddate integer li_return li_return = mc_1.GetSelectedRange(startdate, enddate) if li_return = -1 then MessageBox("Selected Dates", & "Please select a return date") elseif li_return = 0 then MessageBox("Selected Dates", "You have selected " & + string(startdate) + " - " string(enddate) & + "~r~nClick OK to confirm") else MessageBox("Selected Dates", & "An error has occurred. Please reselect your " & + "travel dates") end if </pre>								
See also	GetDisplayRange GetSelectedDate SetSelectedDate SetSelectedRange								

GetSeriesLabelling

Description	Determines whether the data for a given series is labeled in a DirectX 3D graph.
Applies to	Graph controls in windows and user objects, and graphs in DataWindow controls
Syntax	<code>controlname.GetSeriesLabelling ({graphcontrol,} series, value)</code>
Argument	Description
<i>controlname</i>	The name of the graph from which you want data, or the name of the DataWindow control containing the graph.
<i>graphcontrol</i> (DataWindow control only)	{Optional} A string whose value is the name of the graph in the DataWindow control.
<i>series</i>	The string that names the series for which you want the series label setting.
<i>value</i>	A boolean passed by reference that indicates whether the series has a label.
Return value	Returns 1 if it succeeds and -1 if an error occurs. If any argument's value is null, GetSeriesLabelling returns null.
Usage	GetSeriesLabelling retrieves the data from DirectX 3D Area, Bar, Col, or Line graphs. You cannot use this method with DirectX 3D Pie graphs.
Examples	These statements obtain the number of the series and datapoint for the graph gr_1 in the DataWindow control dw_employee and then set the series label.

```

integer SeriesNbr, ItemNbr
boolean refB
string ls_SeriesName
grObjectType clickedtype

// Get the number of the series and datapoint
clickedtype = this.ObjectAtPointer("gr_1", &
    SeriesNbr, ItemNbr)

//Get the name of series
ls_SeriesName = dw_employee.SeriesName("gr_1", &
    SeriesNbr)

// Set Series label
dw_employee.GetSeriesLabelling("gr_1", &
    ls_SeriesName, refB)

```

These statements obtain the number of the series and datapoint for the graph gr_1 and then set the series label.

```
integer SeriesNbr, ItemNbr  
boolean refB  
string ls_SeriesName  
grObjectType clickedtype  
  
clickedtype = gr_1.ObjectAtPointer(SeriesNbr, &  
ItemNbr)  
  
ls_SeriesName = gr_1.SeriesName(SeriesNbr)  
  
gr_1.GetSeriesLabelling(ls_SeriesName, refB)
```

See also

[GetDataLabelling](#), [SetDataLabelling](#), [SetSeriesLabelling](#)

GetSeriesStyle

Finds out the appearance of a series in a graph. The appearance settings for individual data points can override the series settings, so the values obtained from GetSeriesStyle may not reflect the current state of the graph. There are several syntaxes, depending on what settings you want.

To	Use
Get the series' colors	Syntax 1
Get the line style and width used by the series	Syntax 2
Get the fill pattern or symbol for the series	Syntax 3
Find out if the series is an overlay (a series shown as a line on top of another graph type)	Syntax 4

GetSeriesStyle provides information about a series. The data points in the series can have their own style settings. Use SetSeriesStyle to change the style values for a series. Use GetDataStyle to get style information for a data point and SetDataStyle to override series settings and set style information for individual data points.

The graph stores style information for properties that do not apply to the current graph type. For example, you can find out the fill pattern for a data point or a series in a two-dimensional line graph, but that fill pattern will not be visible.

Syntax 1**For the colors of a series**

Description

Obtains the colors associated with a series in a graph.

Applies to

Graph controls in windows and user objects, and graphs in DataWindow controls

Syntax

```
controlname.GetSeriesStyle ( { graphcontrol, } seriesname, colortype,
colorvariable )
```

Argument	Description
<i>controlname</i>	The name of the graph in which you want to obtain the color of a series, or the name of the DataWindow control containing the graph.
<i>graphcontrol</i> (DataWindow control only)	(Optional) A string whose value is the name of the graph in the DataWindow control for which you want the color of a series.
<i>seriesname</i>	A string whose value is the name of the series for which you want the color.
<i>colortype</i>	A value of the grColorType enumerated datatype specifying the aspect of the series for which you want the color: <ul style="list-style-type: none"> • Foreground! – Text color • Background! – Background color • LineColor! – Line color • Shade! – Shade (for graphs that are 3-dimensional or have solid data markers)
<i>colorvariable</i>	A long variable in which you want to store the color's RGB value.

Return value

Integer. Returns 1 if it succeeds and -1 if an error occurs. Stores in *colorvariable* the RGB value of the specified series and item. If any argument's value is null, GetSeriesStyle returns null.

Examples

These statements store in the variable *color_nbr* the text (foreground) color used for a series in the graph *gr_emp_data*. The series name is the text in the SingleLineEdit *sle_series*:

```
long color_nbr
gr_emp_data.GetSeriesStyle(sle_series.Text, &
                           Foreground!, color_nbr)
```

These statements store in the variable *color_nbr* the background color used for the series PCs in the graph gr_computers in the DataWindow control dw_equipment:

```
long color_nbr  
// Get the color.  
dw_equipment.GetSeriesStyle("gr_computers", &  
    "PCs", Background!, color_nbr)
```

These statements store the color for the series under the mouse pointer in the graph gr_product_data in *line_color*:

```
string SeriesName  
integer SeriesNbr, Data_Point  
long line_color  
grObjectType MouseHit  
  
MouseHit = ObjectAtPointer(SeriesNbr, Data_Point)  
  
IF MouseHit = TypeSeries! THEN  
    SeriesName = &  
        gr_product_data.SeriesName(SeriesNbr)  
  
        gr_product_data.GetSeriesStyle(SeriesName, &  
            LineColor!, line_color)  
END IF
```

See also

[AddSeries](#)
[GetDataStyle](#)
[FindSeries](#)
[SetDataStyle](#)
[SetSeriesStyle](#)

Syntax 2**For the line style and width used by a series**

Description

Obtains the line style and width for a series in a graph.

Applies to

Graph controls in windows and user objects, and graphs in DataWindow controls

Syntax

```
controlname.GetSeriesStyle ( { graphcontrol, } seriesname, linestyle,  
linewidth )
```

Argument	Description
<i>controlname</i>	The name of the graph for which you want the line style and width for a series in a graph, or the name of the DataWindow control containing the graph.
<i>graphcontrol</i> (DataWindow control only)	(Optional) A string whose value is the name of the graph in the DataWindow control for which you want the line style information.
<i>seriesname</i>	A string whose value is the name of the series for which you want the line style information.
<i>linestyle</i>	A variable of type LineStyle in which you want to store the line style of <i>seriesname</i> .
<i>linewidth</i>	An integer variable in which you want to store the line width for <i>seriesname</i> . The width is measured in pixels.

Return value

Integer. Returns 1 if it succeeds and -1 if an error occurs. Stores in *linestyle* a value of the LineStyle enumerated datatype and in *linewidth* the width of the line used for the specified series. If any argument's value is null, GetSeriesStyle returns null.

Examples

These statements store in the variables *line_style* and *line_width* the line style and width for the series under the mouse pointer in the graph *gr_product_data*:

```

string SeriesName
integer SeriesNbr, Data_Point, line_width
LineStyle line_style
grObjectType MouseHit

MouseHit = ObjectAtPointer(SeriesNbr, Data_Point)

IF MouseHit = TypeSeries! THEN
    SeriesName = &
        gr_product_data.SeriesName(SeriesNbr)

    gr_product_data.GetSeriesStyle(SeriesName, &
        line_style, line_width)
END IF

```

See also

AddSeries, GetDataStyle, FindSeries, SetDataStyle, SetSeriesStyle

Syntax 3

Description

For the fill pattern or symbol of a series

Applies to

Obtains the fill pattern or symbol of a series in a graph.

Graph controls in windows and user objects, and graphs in DataWindow controls

Syntax

`controlname.GetSeriesStyle ({ graphcontrol, } seriesname, enumvariable)`

Argument	Description
<i>controlname</i>	The name of the graph for which you want the style information for a series in a graph, or the name of the DataWindow control containing the graph.
<i>graphcontrol</i> (DataWindow control only)	(Optional) A string whose value is the name of the graph in the DataWindow control for which you want the style information.
<i>seriesname</i>	A string whose value is the name of the series for which you want the style information.
<i>enumvariable</i>	The variable in which you want to store the style information. You can specify a FillPattern or grSymbolType variable. The style information that GetSeriesStyle stores depends on the variable type.

Return value

Integer. Returns 1 if it succeeds and -1 if an error occurs. Stores in *enumvariable* a value of the appropriate enumerated datatype for the fill pattern or symbol used for the specified series. If any argument's value is null, GetSeriesStyle returns null.

Usage

See SetSeriesStyle for a list of the enumerated datatype values that GetSeriesStyle stores in *enumvariable*.

Examples

These statements store in the variable *data_pattern* the fill pattern for the series under the mouse pointer in the graph *gr_product_data*:

```

string SeriesName
integer SeriesNbr, Data_Point
FillPattern data_pattern
grObjectType MouseHit

MouseHit = ObjectAtPointer(SeriesNbr, Data_Point)

IF MouseHit = TypeSeries! THEN
    SeriesName = &
        gr_product_data.SeriesName(SeriesNbr)

    gr_product_data.GetSeriesStyle(SeriesName, &
        data_pattern)
END IF

```

This example stores in the variable *data_pattern* the fill pattern for the series under the pointer in the graph gr_depts in the DataWindow control dw_employees. It then sets the fill pattern for the series Total Salary in the graph gr_dept_data to that pattern:

```
string SeriesName
integer SeriesNbr, Data_Point
FillPattern data_pattern
grObjectType MouseHit

MouseHit = &
ObjectAtPointer("gr_depts" , SeriesNbr, &
Data_Point)

IF MouseHit = TypeSeries! THEN
    SeriesName = &
dw_employees.SeriesName("gr_depts" , SeriesNbr)

dw_employees.GetSeriesStyle("gr_depts" , &
SeriesName, data_pattern)

gr_dept_data.SetSeriesStyle("Total Salary", &
data_pattern)
END IF
```

In these examples, you can change the datatype of *data_pattern* (the variable specified as the last argument) to find out the symbol type.

See also

AddSeries
GetDataStyle
FindSeries
SetDataStyle
SetSeriesStyle

Syntax 4**Description****For determining whether a series is an overlay**

Reports whether a series in a graph is an overlay—whether it is shown as a line on top of another graph type.

Applies to

Graph controls in windows and user objects, and graphs in DataWindow controls

Syntax

controlname.**GetSeriesStyle** ({ *graphcontrol*, } *seriesname*,*overlayindicator*)

Argument	Description
<i>controlname</i>	The name of the graph for which you want the overlay status of a series in a graph, or the name of the DataWindow control containing the graph.
<i>graphcontrol</i> (DataWindow control only)	(Optional) A string whose value is the name of the graph in the DataWindow control for which you want the overlay status.
<i>seriesname</i>	A string whose value is the name of the series for which you want the overlay status.
<i>overlayindicator</i>	A boolean variable in which you want to store a value indicating whether the series is an overlay. GetSeriesStyle sets <i>overlayindicator</i> to true if the series is an overlay and false if it is not.

Return value

Integer. Returns 1 if it succeeds and -1 if an error occurs. Stores in *overlayindicator* true if the specified series is an overlay and false if it is not. If any argument's value is null, GetSeriesStyle returns null.

Examples

These statements find out whether a series in the graph gr_emp_data is an overlay. The series name is the text in the SingleLineEdit sle_series:

```
boolean is_overlay
gr_emp_data.GetSeriesStyle(sle_series.Text, &
    is_overlay)
```

GetSeriesTransparency

Description Obtains the transparency percentage of a series in a DirectX 3D graph (those with 3D rendering).

Applies to Graph controls in windows and user objects, and graphs in DataWindow controls

Syntax `controlname.GetSeriesTransparency ({ graphcontrol, } series, transparency)`

Argument	Description
<i>controlname</i>	The name of the graph from which you want series transparency data, or the name of the DataWindow control containing the graph.
<i>graphcontrol</i> (DataWindow control only)	(Optional) A string whose value is the name of the graph in the DataWindow control from which you want the series data.
<i>series</i>	The string that identifies the series from which you want the transparency value.
<i>transparency</i>	Integer value for percent transparency. A value of 0 means that the series is opaque and a value of 100 means that it is completely transparent.

Return value Integer. Returns 1 if it succeeds and -1 if an error occurs. If any argument's value is null, GetSeriesTransparency returns null.

Usage GetSeriesTransparency retrieves data from any DirectX 3D graph (those with 3D rendering).

Examples These statements obtain the transparency value of the series named Costs in the graph gr_computers in the DataWindow control dw_equipment:

```

string SeriesName
integer rtn, ser_transp_value

// Get the number of the series.
SeriesNbr = dw_equipment.FindSeries( &
    "gr_computers", "Costs")
rtn = dw_equipment.GetSeriesTransparency( &
    "gr_computers" , SeriesNbr, ser_transp_value)

```

These statements obtain the transparency value of the series named Income in the graph gr_1.

```
string SeriesName  
integer rtn, ser_transp_value  
  
SeriesNbr = gr_1.FindSeries("Income")  
rtn = gr_1.GetSeriesTransparency(SeriesName, &  
    ser_transp_value)
```

See also

FindSeries, GetDataTransparency, SetDataTransparency,
SetSeriesTransparency

GetShortName

Description

Gets the short name for the current PowerBuilder execution context.

Applies to

ContextInformation objects

Syntax

servicereference.**GetShortName** (*shortname*)

Argument	Description
<i>servicereference</i>	Reference to the ContextInformation service instance.
<i>shortname</i>	String into which the function places the short name. This argument is passed by reference.

Return value

Integer. Returns 1 if the function succeeds and -1 if an error occurs.

Usage

Call this function to determine the current execution environment. The window plug-in and window ActiveX contexts are obsolete in the current version of PowerBuilder. For PowerBuilder 12.5 applications, the only value passed for the *shortname* argument is "PBRUN".

Examples

This example calls the GetShortName function. *ci* is an instance variable of type ContextInformation:

```
String ls_name  
  
this.GetContextService("ContextInformation", ci)  
ci.GetShortName(ls_name)  
IF ls_name <> "PBRUN" THEN  
    cb_close.visible = FALSE  
END IF
```

See also

GetCompanyName, GetContextService, GetFixesVersion, GetHostObject,
GetMajorVersion, GetMinorVersion, GetName, GetVersionName

GetSpacing

Description	Obtains the line spacing of the paragraph containing the insertion point in a RichTextEdit control.				
Applies to	RichTextEdit controls				
Syntax	<i>rtename.GetSpacing ()</i>				
	<table border="1"> <thead> <tr> <th style="text-align: center;">Argument</th><th style="text-align: center;">Description</th></tr> </thead> <tbody> <tr> <td style="text-align: center;"><i>rtename</i></td><td>The name of the RichTextEdit control in which you want to find out the line spacing of the paragraph containing the insertion point</td></tr> </tbody> </table>	Argument	Description	<i>rtename</i>	The name of the RichTextEdit control in which you want to find out the line spacing of the paragraph containing the insertion point
Argument	Description				
<i>rtename</i>	The name of the RichTextEdit control in which you want to find out the line spacing of the paragraph containing the insertion point				
Return value	Spacing. A value of the Spacing enumerated datatype indicating the line spacing of the paragraph containing the insertion point.				
Usage	When the user selects several paragraphs, the insertion point is at the beginning or end of the selection, depending on how the user made the selection. The value reported depends on the location of the insertion point.				
Examples	This example stores a value of the enumerated datatype spacing in the variable <i>l_spacing</i> . The value is the spacing for the paragraph with the insertion point:				
	spacing <i>l_spacing</i> <i>l_spacing</i> = rte_1. GetSpacing()				
See also	GetTextStyle SetSpacing SetTextStyle				

GetStatus

Description Returns the status of the EA Server transaction associated with the calling thread.

Applies to CORBACurrent objects

Syntax **CORBACurrent.GetStatus ()**

Argument	Description
<i>CORBACurrent</i>	Reference to the CORBACurrent service instance

Return value Integer. Returns -1 if an error occurs and one of the following positive integers if it succeeds:

1. Status active
2. Status marked rollback
3. Status prepared
4. Status committed
5. Status rolled back
6. Status unknown
7. Status no transaction
8. Status preparing
9. Status committing
10. Status rolling back

Usage The GetStatus function can be used to determine the current status of a transaction by the client or component that initiated the transaction using the BeginTransaction function. EA Server must be using the two-phase commit transaction coordinator (OTS/XA).

GetStatus returns 1 when the transaction has started and no prepares have been issued.

When GetStatus returns 4 or 5, heuristics may exist; otherwise, the transaction would have been completed and destroyed and the value 7 returned.

A return value of 6 indicates that the transaction is in a transient condition and a subsequent call will eventually return another status. I

If GetStatus returns 8, 9, or 10, the transaction has begun but not yet completed the process of preparing, committing, or rolling back, probably because responses from participants in the transaction are pending.

Examples

This example shows the use of GetStatus to obtain the state of the current transaction:

```
// Instance variable:  
// CORBACurrent corbcurr  
integer li_rc, li_status  
  
li_rc = this.GetContextService("CORBACurrent", &  
    corbcurr)  
IF li_rc <> 1 THEN  
    // handle the error  
END IF  
li_rc = corbcurr.Init("iiop://jagserver:2000")  
IF li_rc <> 1 THEN  
    // handle the error  
ELSE  
    li_status = corbcurr.GetStatus()  
    CHOOSE CASE li_status  
        CASE 1  
            // take appropriate action for each value  
            ...  
    END CHOOSE  
END IF
```

See also

BeginTransaction
CommitTransaction
GetContextService
GetTransactionName
Init
ResumeTransaction
RollbackOnly
RollbackTransaction
SetTimeout
SuspendTransaction

GetSyncRegistryProperties

Description Returns an integer to determine whether to use synchronization properties saved in the registry.

Applies to MLSyncrhonization, MLSync controls

Syntax `syncObject.GetSyncRegistryProperties ()`

Argument	Description
<code>syncObject</code>	The name of the synchronization object.

Return value Integer. Returns 1 for success and -1 for failure. Failure occurs if SyncRegistryKey property is not set or if the key does not exist in the Windows registry.

Usage The GetSyncRegistryProperties function sets synchronization object properties from values stored in the registry. The properties it can set include: AdditionalOpts, DownloadOnly, ExtendedOpts, Host, LogFileName, LogOpts, MLServerVersion, MLUser, ObjectRevision, Port, Publication, UploadOnly, UseLogFile, and UseWindow.

It cannot set secured properties such as AuthenticateParms, DBPass, and EncryptionKey that are never saved to the Windows registry.

Examples The MLSync object generated by the MobiLink wizard for SQL Anywhere uses the following code in its Constructor event:

```

long      rc
long      RegistryRevision
RegistryRevision =this.GetObjectRevisionFromRegistry()
IF RegistryRevision < this.ObjectRevision THEN
    rc = this.SetSyncRegistryProperties()
ELSE
    rc = this.GetSyncRegistryProperties()
END IF

```

This code gets the values of authentication properties stored in the Windows registry only if the build number stored in the registry is higher than the build number of the running application.

See also

[GetCommandString](#)
[GetObjectRevisionFromRegistry](#)
[SetParm](#)
[SetSyncRegistryProperties](#)

GetText

Description	Returns the Value property as a text string with the specified Format or CustomFormat applied.				
Applies to	DatePicker controls				
Syntax	<code>controlname.GetText()</code>				
	<table border="1"> <thead> <tr> <th style="text-align: center;">Argument</th> <th style="text-align: center;">Description</th> </tr> </thead> <tbody> <tr> <td style="text-align: center;"><code>controlname</code></td><td>The name of the control for which you want to get the text</td></tr> </tbody> </table>	Argument	Description	<code>controlname</code>	The name of the control for which you want to get the text
Argument	Description				
<code>controlname</code>	The name of the control for which you want to get the text				
Return value	String.				
Usage	Returns the date and time stored in the Value property as a text string formatted according to the Format property, or if Format is set to dtfCustom!, according to the format specified in the CustomFormat property.				
Examples	This example retrieves the date and time stored in the Value property of <code>dp_1</code> to the string <code>ls_text</code> :				
	<pre>string ls_text ls_text = dp_1.GetText()</pre>				
See also	GetValue , SetValue				

GetTextColor

Description	Obtains the color of selected text in a RichTextEdit control.				
Applies to	RichTextEdit controls				
Syntax	<code>rtnename.GetTextColor()</code>				
	<table border="1"> <thead> <tr> <th style="text-align: center;">Argument</th> <th style="text-align: center;">Description</th> </tr> </thead> <tbody> <tr> <td style="text-align: center;"><code>rtnename</code></td><td>The name of the RichTextEdit control in which you want to find out the color of selected text</td></tr> </tbody> </table>	Argument	Description	<code>rtnename</code>	The name of the RichTextEdit control in which you want to find out the color of selected text
Argument	Description				
<code>rtnename</code>	The name of the RichTextEdit control in which you want to find out the color of selected text				
Return value	Long. Returns the long value that specifies the color of the currently selected text. If text of different colors is selected, GetTextColor returns the color of the first selected character. GetTextColor returns -1 if an error occurs.				
Examples	This example stores a long representing the color of the selected text in <code>rte_1</code> :				
	<pre>long ll_color ll_color = rte_1.GetTextColor()</pre>				

See also

[GetTextStyle](#), [SetTextColor](#), [SetTextStyle](#)

GetTextStyle

Description

Finds out whether selected text has text styles (such as bold or italic) assigned to it.

Applies to

RichTextEdit controls

Syntax

rtnname.**GetTextStyle** (*textstyle*)

Argument	Description
<i>rtnname</i>	The name of the RichTextEdit control in which you want to find the formatting of selected text.
<i>textstyle</i>	A value of the enumerated datatype TextStyle specifying the text style you want to check for. Values are: Bold! Italic! Strikeout! Subscript! Superscript! Underlined!

Return value

Boolean. Returns true if the selected text is formatted with the specified text style and false if it is not. If *textstyle* is null, GetTextStyle returns null.

Usage

Text can be formatted with more than one text style. To test for different styles, call GetTextStyle more than once.

Examples

A previously defined structure is an instance variable *istr_text* for the current window. The structure contains the boolean fields: *b_isBold*, *b_isItalic*, and *b_isUnderlined*. This example checks whether the selected text has these styles and stores true or false values in the structure for each style:

```
istr_text.b_isBold = rte_fancy.GetTextStyle(Bold!)
istr_text.b_isItalic = rte_fancy.GetTextStyle(Italic!)
istr_text.b_isUnderlined = &
    rte_fancy.GetTextStyle(Underlined!)
```

See also

[GetTextColor](#)

[SetSpacing](#)

[SetTextColor](#)

[SetTextStyle](#)

GetToday

Description	Returns the value that the calendar uses as today's date.
Applies to	DatePicker, MonthCalendar controls
Syntax	<code>controlname.GetToday()</code>
Argument	Description
<code>controlname</code>	The name of the control for which you want to get today's date
Return value	Date.
Usage	By default, the current system date is set as the Today date. You can use the SetToday function to specify a different date.
Examples	This example retrieves the Today date in a DatePicker control into <i>currentdate</i> :
	<code>Date currentdate currentdate = dp_1.GetToday()</code>
See also	SetToday

GetToolbar

Description	Gets the current values for alignment, visibility, and title of the specified toolbar.
Applies to	MDI frame and sheet windows
Syntax	<code>window.GetToolbar(toolbarindex, visible {, alignment {, floatingtitle } })</code>
Argument	Description
<code>window</code>	The MDI frame or sheet to which the toolbar belongs
<code>toolbarindex</code>	An integer whose value is the index of the toolbar for which you want the current settings
<code>visible</code>	A boolean variable in which you want to store a value indicating whether the toolbar is visible
<code>alignment</code> (optional)	A variable of the ToolbarAlignment enumerated datatype in which you want to store the current alignment of the toolbar
<code>floatingtitle</code> (optional)	A string variable in which you want to store the toolbar title that is displayed when the alignment is Floating!

Return value Integer. Returns 1 if it succeeds. GetToolbar returns -1 if there is no toolbar for the index you specify or if an error occurs. If any argument's value is null, returns null.

Usage To find out the position of the docked or floating toolbar, call GetToolbarPos.

Examples This example finds out whether toolbar 1 is visible. It also gets the alignment and title of toolbar 1. The values are stored in the variables *lb_visible*, *lta_align*, and *ls_title*:

```
integer li_rtn
boolean lb_visible
toolbaralignment lta_align

li_rtn = w_frame.GetToolbar(1, lb_visible, &
                           lta_align, ls_title)
```

This example displays the settings for the toolbar index the user specifies in *sle_index*. The IF and CHOOSE CASE statements convert the values to strings so they can be displayed in *mle_toolbar*:

```
integer li_index, li_rtn
boolean lb_visible
toolbaralignment lta_align
string ls_visible, ls_align, ls_title

li_index = Integer(sle_index.Text)
li_rtn = w_frame.GetToolbar(li_index, &
                           lb_visible, lta_align, ls_title)

IF li_rtn = -1 THEN
    MessageBox("Toolbars", "Can't get" &
               + " toolbar settings.")
    RETURN -1
END IF

IF lb_visible = TRUE THEN
    ls_visible = "TRUE"
ELSE
    ls_visible = "FALSE"
END IF

CHOOSE CASE lta_align
CASE AlignAtTop!
    ls_align = "top"
CASE AlignAtLeft!
    ls_align = "left"
CASE AlignAtRight!
```

```

        ls_align = "right"
CASE AlignAtBottom!
    ls_align = "bottom"
CASE Floating!
    ls_align = "floating"
END CHOOSE

mle_1.Text = ls_visible + "~r~n" &
+ ls_align + "~r~n" &
+ ls_title

```

See also [GetToolbarPos](#)
[SetToolbar](#)
[SetToolbarPos](#)

GetToolbarPos

Gets position information for the specified toolbar.

To get	Use
Docking position of a docked toolbar	Syntax 1
Coordinates and size of a floating toolbar	Syntax 2

Syntax 1

Description Gets the position of a docked toolbar.

Applies to MDI frame and sheet windows

Syntax `window.GetToolbarPos (toolbarindex, dockrow, offset)`

Argument	Description
<code>window</code>	The MDI frame or sheet to which the toolbar belongs.
<code>toolbarindex</code>	An integer whose value is the index of the toolbar for which you want the current settings.
<code>dockrow</code>	An integer variable in which you want to store the number of the docking row for the specified toolbar. Docking rows are numbered from left to right or top to bottom.
<code>offset</code>	An integer variable in which you want to store the offset of the toolbar from the beginning of the docking row. For toolbars at the top or bottom, <code>offset</code> is measured from the left edge. For toolbars at the left or right, <code>offset</code> is measured from the top.

For docked toolbars

Return value Integer. Returns 1 if it succeeds. GetToolbarPos returns -1 if there is no toolbar for the index you specify or if an error occurs. If any argument's value is null, GetToolbarPos returns null.

Usage To find out whether the docked toolbar is at the top, bottom, left, or right edge of the window, call GetToolbar.

Syntax 1 for GetToolbarPos gets the most recent docked position, even if the toolbar is currently floating.

Examples In this example, the user has specified a toolbar index in sle_2. The example gets the toolbar position information and displays it in a MultiLineEdit mle_1:

```
integer li_index, li_rtn
integer li_dockrow, li_offset

li_index = Integer(sle_2.Text)
li_rtn = w_frame.GetToolbarPos(li_index, &
    li_dockrow, li_offset)

// Report the position settings
IF li_rtn = 1 THEN
    mle_1.Text = String(li_dockrow) + "~r~n" &
        + String(li_offset)
ELSE
    mle_1.Text = "Can't get toolbar position"
END IF
```

See also

[GetToolbar](#)

[SetToolbar](#)

[SetToolbarPos](#)

Syntax 2

Description

For floating toolbars

Gets the position and size of a floating toolbar.

Applies to

MDI frame and sheet windows

Syntax

window.GetToolbarPos (*toolbarindex*, *x*, *y*, *width*, *height*)

Argument	Description
<i>window</i>	The MDI frame or sheet to which the toolbar belongs.
<i>toolbarindex</i>	An integer whose value is the index of the toolbar for which you want the current settings.
<i>x</i>	An integer variable in which you want to store the x coordinate of the floating toolbar. If the toolbar is docked, <i>x</i> is set to the most recent value.

Argument	Description
<i>y</i>	An integer variable in which you want to store the y coordinate of the floating toolbar. If the toolbar is docked, <i>y</i> is set to the most recent value.
<i>width</i>	An integer variable in which you want to store the width of the floating toolbar. If the toolbar is docked, <i>width</i> is set to the most recent value.
<i>height</i>	An integer variable in which you want to store the height of the floating toolbar. If the toolbar is docked, <i>height</i> is set to the most recent value.
Return value	Integer. Returns 1 if it succeeds. GetToolbarPos returns -1 if there is no toolbar for the index you specify or if an error occurs. If any argument's value is null, returns null.
Usage	To find out whether the toolbar is floating, call GetToolbar . Syntax 2 for GetToolbarPos gets the most recent floating position, even if the toolbar is currently docked.
Examples	This example gets the x and y coordinates and the width and height of toolbar 1:
	<pre>int ix, iy, iw, ih, li_rtn li_rtn = w_frame.GetToolbarPos(1, ix, iy, iw, ih) IF li_rtn = -1 THEN mle_1.Text = "Can't get toolbar position" ELSE mle_1.Text = String(ix) + "~r~n" & + String(iy) + "~r~n" & + String(iw) + "~r~n" & + String(ih) END IF</pre>
See also	GetToolbar SetToolbar SetToolbarPos

GetTransactionName

Description Returns a string describing the EA Server transaction associated with the calling thread.

Applies to CORBACurrent objects

Syntax **CORBACurrent.GetTransactionName()**

Argument	Description
<i>CORBACurrent</i>	Reference to the CORBACurrent service instance

Return value String. Returns a printable string describing the transaction if a transaction exists and an empty string otherwise.

Usage The GetTransactionName function returns a string identifying the transaction associated with the calling thread. This string is typically used for debugging.

GetTransactionName can be called by a client or a component that is marked as OTS style. EA Server must be using the two-phase commit transaction coordinator (OTS/XA).

Examples This example shows the use of GetTransactionName to return information about a transaction to a client:

```
// Instance variables:  
// CORBACurrent corbccurr  
string ls_transacname  
  
// Get an instance of the CORBACurrent object  
// and initialize it  
...  
ls_transacname = corbccurr.GetTransactionName()  
MessageBox("Transaction Name", ls_transacname)
```

See also BeginTransaction
CommitTransaction
GetContextService
GetStatus
Init
ResumeTransaction
RollbackOnly
RollbackTransaction
SetTimeout
SuspendTransaction

GetURL

Description	Returns HTML for the specified URL.
Applies to	Inet objects
Syntax	<code>servicereference.GetURL (<i>urlname</i>, <i>data</i>)</code>

Argument	Description
<i>servicereference</i>	Reference to the Internet service instance
<i>urlname</i>	String specifying the URL whose source data is returned in <i>data</i>
<i>data</i>	InternetResult descendant containing an overridden InternetData function that handles the HTML source for <i>urlname</i>

Return value	<p>Integer. Returns values as follows:</p> <ul style="list-style-type: none"> 1 Success -1 General error -2 Invalid URL -4 Cannot connect to the Internet
Usage	<p>Call this function to access HTML source for a URL.</p> <p><i>Data</i> references a standard class user object that descends from InternetResult and that has an overridden InternetData function. This overridden function then performs the processing you want with the returned HTML. Because the Internet returns data asynchronously, <i>data</i> must reference a variable that remains in scope after the function executes (such as a window-level instance variable).</p> <p>For more information on the InternetResult standard class user object and the InternetData function, use the PowerBuilder Browser.</p>

Timeout value for retrieving HTML source

The GetURL function relies on *wininet.dll* to obtain the HTML source and returns -1 when the retrieval time exceeds the DLL timeout value. When you install Internet Explorer 7 or later, the default timeout value for this DLL is 30 seconds. Although it is possible to change the timeout value by configuring a DWORD ReceiveTimeOut registry key under HKEY_CURRENT_USER\SOFTWARE\Microsoft\Windows\CurrentVersion\Internet Settings, this is not recommended, since it can also affect the behavior of the Internet Explorer browser.

Examples

This example calls the GetURL function. *Inet_base* is an instance variable of type inet:

```
iir_msgbox = CREATE n_ir_msgbox
inet_base.GetURL(sle_url.text, iir_msgbox)
```

See also

[HyperLinkToURL](#), [InternetData](#), [PostURL](#)

GetValue

Description

Returns the date and time in the Value property of the control.

Applies to

DatePicker control

Syntax

```
controlname.GetValue ( d, t )
controlname.GetValue ( dt )
```

Argument	Description
<i>controlname</i>	The name of the control for which you want to get the date and time
<i>d</i>	The date value in the Value property returned by reference
<i>t</i>	The time value in the Value property returned by reference
<i>dt</i>	The DateTime value in the Value property returned by reference

Return value

Integer. Returns 1 for success and one of the following negative values for failure:

- 1 Invalid date and/or time values
- 2 Other error

Usage

The GetValue function can return the date and time parts of the Value property in separate date and time variables or a single DateTime variable.

Examples

In this example, the GetValue function is called twice, once to return separate date and time values and once to return a DateTime value. The values returned are written to a multiline edit control:

```
date d
time t
datetime dt
integer li_ret1, li_ret2

li_ret1 = dp_1.GetValue(d, t)
li_ret2 = dp_1.GetValue(dt)

mle_1.text += string(d) + " ~r~n"
```

```
mle_1.text += string(t) + " ~r~n"
mle_1.text += string(dt) + " ~r~n"
```

See also [GetText](#), [SetValue](#)

GetVersionName

Description Gets complete version information for the current PowerBuilder execution context. A complete version includes a major version, a minor version, and a fix level (such as 8.0.3).

Applies to ContextInformation objects

Syntax **servicereference.GetVersionName (name)**

Argument	Description
<i>servicereference</i>	Reference to the ContextInformation service instance.
<i>name</i>	String into which the function places the version name. This argument is passed by reference.

Return value Integer. Returns 1 if the function succeeds and -1 if an error occurs.

Usage Call this function to determine the maintenance level of the current context.

Examples This example calls the GetVersionName function. *ci* is an instance variable of type ContextInformation:

```
String ls_name
String ls_version
Constant String ls_currver = "8.0.3"

GetContextService("ContextInformation", ci)
ci.GetVersionName(ls_version)
IF ls_version <> ls_currver THEN
    MessageBox("Error", &
               "Must be at Version " + ls_currver)
END IF
```

See also [GetCompanyName](#)
[GetFixesVersion](#)
[GetHostObject](#)
[GetMajorVersion](#)
[GetMinorVersion](#)
[GetName](#)
[GetShortName](#)

Handle

Description Obtains the Windows handle of a PowerBuilder object. You can get the handle of the application, a window, or a control, but not a drawing object.

Syntax **Handle** (*objectname* {, *previous* })

Argument	Description
<i>objectname</i>	The name of the PowerBuilder object for which you want the handle. <i>Objectname</i> can be any PowerBuilder object, including an application or control, but cannot be a drawing object.
<i>previous</i> (optional)	(Obsolete argument) A boolean indicating whether you want the handle of the previous instance of an application. You can use this argument with the Application object only. In current versions of Windows, Handle always returns 0 when this argument is set to true.

Return value Long. Returns the handle of *objectname*. If *objectname* is an application and *previous* is true, Handle always returns 0.

If *objectname* cannot be referenced at runtime, Handle returns 0 (for example, if *objectname* is a window and is not open).

Usage Use Handle when you need an object handle as an argument to Windows Software Development Kit (SDK) functions or the PowerBuilder Send function.

Use IsValid instead of the Handle function to determine whether a window is open.

When you ask for the handle of the application, Handle returns 0 when you are using the PowerBuilder Run command. As far as Windows is concerned, your application does not have a handle when it is run from PowerBuilder. When you build and run an executable version of your application, the Handle function returns a valid handle for the application.

If you ask for the handle of a previous instance of an application by setting the previous flag to true, Handle always returns 0 in current versions of Windows. Use the Windows FindWindow function to determine whether an instance of the application's main window is already open.

Examples This statement returns the handle to the window w_child:

```
Handle (w_child)
```

These statements use an external function called FlashWindow to change the title bar of a window to inactive and then return it to active. The external function declaration is:

```
function boolean flashwindow(uint hnd, boolean inst) &
    library "user.exe"
```

The code that flashes the window's title bar is:

```
integer nLoop      // Loop counter
long hWnd         // Handle to control

// Get the handle to a PowerBuilder window.
hWnd = Handle(Parent)
// Make the title bar flash 300 times.
FOR nLoop = 1 to 300
    FlashWindow (hWnd, true)
NEXT
// Return the window to its original state.
FlashWindow (hWnd, FALSE)
```

For applications, the Handle function does not return a useful value when the *previous* flag is true. You can use the FindWindow Windows function to determine whether a Windows application is already running. FindWindow returns the handle of a window with a given title.

Declare FindWindow and SetForegroundWindow as global external functions:

```
PUBLIC FUNCTION unsignedlong FindWindow (long &
    classname, string windowname) LIBRARY "user32.dll" &
    ALIAS FOR FindWindowW
PUBLIC FUNCTION int SetForegroundWindow (unsignedlong &
    hwnd) LIBRARY "user32.dll" ALIAS FOR &
    SetForegroundWindowW
```

Then add code like the following to your application's Open event:

```
unsignedlong hwnd

hwnd = FindWindow( 0, "Main Window")
if hwnd = 0 then
    // no previous instance, so open the main window
    open( w_main )
else
    // open the previous instance window and halt
    SetForegroundWindow( hwnd )
    HALT CLOSE
end if
```

See also

Send

Hide

Description Makes an object or control invisible. Users cannot interact with an invisible object. It does not respond to any events, so the object is also, in effect, disabled.

Applies to Any object

Syntax *objectname.Hide ()*

Argument	Description
<i>objectname</i>	The name of the object or control you want to make invisible

Return value Integer. Returns 1 if it succeeds and -1 if an error occurs. If *objectname* is null, Hide returns null.

Usage If the object you want to hide is already invisible, then Hide has no effect.

You cannot use Hide to hide a drop-down or cascading menu or any menu that has an MDI frame window as its parent window. Nor can you hide a window that has been opened as an MDI sheet.

You can use the Disable function to disable menu items, which displays them in the disabled color and makes them inactive.

To disable an object so that it does not respond to events, but is still visible, set its Enabled property.

You can set an object's Visible property instead of calling Hide:

objectname.Visible = false

This statement:

lb_Options.Visible = FALSE

is equivalent to:

lb_Options.Hide()

Examples

This statement hides the ListBox *lb_options*:

lb_options.Hide()

In the script for a menu item, this statement hides the CommandButton *cb_delete* on the active sheet in the MDI frame *w_mdi*. The active sheets are of type *w_sheet*:

```
w_sheet w_active
w_active = w_mdi.GetActiveSheet()
IF IsValid(w_active) THEN w_active.cb_delete.Hide()
```

See also

Show

Hour

Description	Obtains the hour in a time value. The hour is based on a 24-hour clock.				
Syntax	Hour (time)				
	<table border="1"> <thead> <tr> <th>Argument</th><th>Description</th></tr> </thead> <tbody> <tr> <td><i>time</i></td><td>The time from which you want to obtain the hour</td></tr> </tbody> </table>	Argument	Description	<i>time</i>	The time from which you want to obtain the hour
Argument	Description				
<i>time</i>	The time from which you want to obtain the hour				
Return value	Integer. Returns an integer (00 to 23) whose value is the hour portion of <i>time</i> . If <i>time</i> is null, Hour returns null.				
Examples	<p>This statement returns the current hour:</p> <pre>Hour (Now ())</pre> <p>This statement returns 19:</p> <pre>Hour (19:01:31)</pre>				
See also	Minute Now Second Hour method for DataWindows in the <i>DataWindow Reference</i> or online Help				

HyperLinkToURL

Description	Opens the default Web browser, displaying the specified URL.						
Applies to	Inet objects						
Syntax	servicereference.HyperlinkToURL (url)						
	<table border="1"> <thead> <tr> <th>Argument</th><th>Description</th></tr> </thead> <tbody> <tr> <td><i>servicereference</i></td><td>Reference to the Internet service instance</td></tr> <tr> <td><i>url</i></td><td>String specifying the URL to open in the default Web browser</td></tr> </tbody> </table>	Argument	Description	<i>servicereference</i>	Reference to the Internet service instance	<i>url</i>	String specifying the URL to open in the default Web browser
Argument	Description						
<i>servicereference</i>	Reference to the Internet service instance						
<i>url</i>	String specifying the URL to open in the default Web browser						
Return value	Integer. Returns 1 if the function succeeds and -1 if an error occurs.						
Usage	Call this function to display a URL from a PowerBuilder application.						
Examples	<p>This example calls the HyperlinkToURL function. <i>Iinet_base</i> is an instance variable of type inet:</p> <pre>GetContextService ("Internet", iinet_base) iinet_base.HyperlinkToURL(sle_url.text)</pre>						
See also	GetURL PostURL						

Idle

Description Sets a timer so that PowerBuilder triggers an Application Idle event when there has been no user activity for a specified number of seconds.

Syntax

Idle (n)

Argument	Description
<i>n</i>	The number of seconds of user inactivity allowed before PowerBuilder triggers an Application Idle event. A value of 0 terminates Idle detection.

Return value Integer. Returns 1 if it starts the timer, and -1 if it cannot start the timer or *n* is 0 and the timer has not been started. Note that when the timer has been started and you change *n*, Idle does not start a new timer; it resets the current timer interval to the new number of seconds. If *n* is null, Idle returns null. The return value is usually not used.

Usage Use Idle to shut off or restart an application when there is no user activity. This is often done for security reasons.

Idle starts a timer after each user activity (such as a keystroke or a mouse click), and after *n* seconds of inactivity it triggers an Idle event. The Idle event script for an application typically closes some windows, logs off the database, and exits the application or calls the Restart function.

The timer is reset when any of the following activities occur:

- A mouse movement or mouse click in any window of the application
- Any keyboard activity when a window of the PowerBuilder application is current
- A mouse click or any mouse movement over the icon when a PowerBuilder application is minimized
- Any keyboard activity when the PowerBuilder application is minimized and is current (its name is highlighted)
- Any retrieval on a visible DataWindow that causes the edit control to be painted

Tip

To capture movement, write script in the MouseMove or Key events of the window or sheet. (Keyboard activity does not trigger MouseMove events.) Disable the DataWindow control and tab ordering during iterative retrieves so the Idle timer is not reset.

Examples	This statement sends an Idle event after five minutes of inactivity: <code>Idle(300)</code>
	This statement turns off idle detection: <code>Idle(0)</code>
	This example shows how to use the Idle event to stop the application and restart it after two minutes of inactivity. This is often used for computers that provide information in a public place. Include this statement in the script for the application's Open event: <code>Idle(120) // Sends an Idle event after 2 minutes.</code>
	Include these statements in the script for the application's Idle event to terminate the application and then restart it: <code>// Statements to set the database to the desired // state ... Restart() // Restarts the application</code>
See also	Restart Timer

ImpersonateClient

Description	Allows a COM object running on COM+ to take on the security attributes of the client for the duration of a call.				
Applies to	TransactionServer objects				
Syntax	<code>transactionserver.ImpersonateClient()</code>				
	<table border="1"> <thead> <tr> <th>Argument</th> <th>Description</th> </tr> </thead> <tbody> <tr> <td><code>transactionserver</code></td> <td>Reference to the TransactionServer service instance</td> </tr> </tbody> </table>	Argument	Description	<code>transactionserver</code>	Reference to the TransactionServer service instance
Argument	Description				
<code>transactionserver</code>	Reference to the TransactionServer service instance				
Return value	Integer. Returns 1 if it succeeds and -1 if an error occurs.				
Usage	ImpersonateClient allows a COM object to run in the client's security context for the duration of a call. Running in the client's security context gives the server process access to the same resources as the client. This can either restrict or expand the server's access to resources. For example, if the client does not have update rights to a database but the server does, impersonating the client before accessing the database prevents the client from updating the database.				

After completing the processing that requires the client's security context, call `RevertToSelf` to revert to the server's security context.

Examples

This example creates an instance of the transaction server context object and impersonates the client to perform some processing:

```
TransactionServer txninfo_test
integer li_rc
li_rc = GetContextService( "TransactionServer",  &
                           txninfo_test )
// Handle error if necessary

// Impersonate the client
txninfo_test.ImpersonateClient()
// Perform processing with client security context
...
// Revert to server's security context
txninfo_test.RevertToSelf()
```

See also

[IsCallerInRole](#)
[IsImpersonating](#)
[IsSecurityEnabled](#)
[RevertToSelf](#)

ImportClipboard

Description

Inserts data into a DataWindow control, DataStore object, or graph control from tab-separated, comma-separated, or XML data on the clipboard.

For DataWindow and DataStore syntax, see the `ImportClipboard` method for DataWindows in the *DataWindow Reference* or the online Help.

Applies to

Graph controls in windows and user objects. Does not apply to graphs within DataWindow objects, because their data comes directly from the DataWindow.

Syntax

`graphname.ImportClipboard ({ importtype}, { startrow {, endrow {, startcolumn } } })`

Argument	Description
<i>importtype</i> (optional)	<p>An enumerated value of the SaveAsType DataWindow constant. Valid type arguments for ImportClipboard are:</p> <ul style="list-style-type: none"> Text! CSV! XML! <p>If you want to generate an XML trace file, the XML! argument is required.</p>
<i>graphname</i>	<p>The name of the graph control to which you want to copy data from the clipboard.</p>
<i>startrow</i> (optional)	<p>The number of the first detail row in the clipboard that you want to copy. The default is 1.</p> <p>For default XML import, if <i>startrow</i> is supplied, the first N ($startrow - 1$) elements are skipped, where N is the DataWindow row size.</p> <p>For template XML import, if <i>startrow</i> is supplied, the first ($startrow - 1$) occurrences of the repetitive row mapping defined in the template are skipped.</p>
<i>endrow</i> (optional)	<p>The number of the last detail row in the clipboard that you want to copy. The default is the rest of the rows.</p> <p>For default XML import, if <i>endrow</i> is supplied, import stops when $N * endrow$ elements have been imported, where N is the DataWindow row size.</p> <p>For template XML import, if <i>endrow</i> is supplied, import stops after <i>endrow</i> occurrences of the repetitive row mapping defined in the template have been imported.</p>
<i>startcolumn</i> (optional)	<p>The number of the first column in the clipboard that you want to copy. The default is 1.</p> <p>For default XML import, if <i>startcolumn</i> is supplied, import skips the first ($startcolumn - 1$) elements in each row.</p> <p>This argument has no effect on template XML import.</p>

Return value

Returns the number of rows that were imported if it succeeds and one of the following negative integers if an error occurs:

- 1 No rows or *startrow* value supplied is greater than the number of rows in the string
- 2 Input data does not match number of columns or required column type
- 3 Invalid argument
- 4 Invalid input

-11 XML Parsing Error; XML parser libraries not found, or XML not well formed

-12 XML Template does not exist or does not match the DataWindow

If any argument's value is null, ImportClipboard returns null. If the optional *importtype* argument is specified and is not a valid type, ImportClipboard returns -3.

Usage

The clipboard data must be formatted in tab-separated or comma-separated columns or in XML. The datatypes and order of the DataWindow object's columns must match the data on the clipboard.

For graphs, ImportClipboard uses only three columns and ignores other columns. Each row of data must contain three pieces of information. The information depends on the type of graph:

- For all graph types except scatter, the first column to be imported is the series name, the second column contains the category, and the third column contains the data.
- For scatter graphs, the first column to be imported is the series name, the second column is the data's x value, and the third column is the y value.

If a series or category already exists in the graph, the data is assigned to it. Otherwise, the series and categories are added to the graph.

You can add data to more than one series by specifying different series names in the first column.

Examples

If the clipboard contains the data shown below and the graph does not have any data yet, then the next statement produces a graph with two series and three categories. The clipboard data is:

```
Sales 94Jan3000
Sales 94Mar2200
Sales 94May2500
Sales 95Jan4000
Sales 95Mar3200
Sales 95May3500
```

This statement copies all the data in the clipboard, as shown above, to gr_employee:

```
gr_employee.ImportClipboard()
```

This statement copies the data from the clipboard starting with row 2 column 3 and copying to row 30 column 5 to the graph gr_employee:

```
gr_employee.ImportClipboard(2, 30, 3)
```

See also

[ImportFile](#)
[ImportString](#)

ImportFile

Description

Inserts data into a DataWindow control, DataStore object, or graph control from data in a file. The data can be tab-separated text, comma-separated text, XML, or dBase format 2 or 3. The format of the file depends on whether the target is a DataWindow (or DataStore) or a graph and on the type of graph.

For DataWindow and DataStore syntax, see the [ImportFile](#) method for DataWindows in the *DataWindow Reference* or the online Help.

Applies to

Graph controls in windows and user objects. Does not apply to graphs within DataWindow objects, because their data comes directly from the DataWindow.

Syntax

```
graphname.ImportFile ( { importtype}, filename {, startrow {, endrow {, startcolumn } } } )
```

Argument	Description
<i>graphname</i>	The name of the graph control to which you want to copy data from the specified file.
<i>importtype</i> (optional)	An enumerated value of the SaveAsType DataWindow constant. If this argument is specified, the <i>importtype</i> argument can be specified without an extension. Valid type arguments for ImportFile are: Text! CSV! XML! DBase2! DBase3!
<i>filename</i>	A string whose value is the name of the file from which you want to copy data. The file must be an ASCII, tab-separated file (TXT), comma-separated file (CSV), Extensible), or dBase format 2 or 3 file (DBF). Specify the file's full name. If the optional <i>importtype</i> is not specified, the name must end in the appropriate extension. If <i>filename</i> is an empty string or if it is null, ImportFile displays the File Open dialog box and allows the user to select a file. The remaining arguments are ignored.

Argument	Description
<i>startrow</i> (optional)	<p>The number of the first detail row in the file that you want to copy. The default is 1.</p> <p>For default XML import, if <i>startrow</i> is supplied, the first N ($startrow - 1$) elements are skipped, where N is the DataWindow row size.</p> <p>For template XML import, if <i>startrow</i> is supplied, the first ($startrow - 1$) occurrences of the repetitive row mapping defined in the template are skipped.</p>
<i>endrow</i> (optional)	<p>The number of the last detail row in the file that you want to copy. The default is the rest of the rows.</p> <p>For default XML import, if <i>endrow</i> is supplied, import stops when $N * endrow$ elements have been imported, where N is the DataWindow row size.</p> <p>For template XML import, if <i>endrow</i> is supplied, import stops after <i>endrow</i> occurrences of the repetitive row mapping defined in the template have been imported.</p>
<i>startcolumn</i> (optional)	<p>The number of the first column in the file that you want to copy. The default is 1.</p> <p>For default XML import, if <i>startcolumn</i> is supplied, import skips the first (<i>startcolumn</i> - 1) elements in each row.</p> <p>This argument has no effect on template XML import.</p>

Return value

Long. Returns the number of rows that were imported if it succeeds and one of the following negative integers if an error occurs:

- 1 No rows or *startrow* value supplied is greater than the number of rows in the file
- 2 Empty file or input data does not match number of columns or required column type
- 3 Invalid argument
- 4 Invalid input
- 5 Could not open the file
- 6 Could not close the file
- 7 Error reading the text
- 8 Unsupported file name suffix (must be *.txt, *.csv, *.dbf or *.xml)
- 10 Unsupported dBase file format (not version 2 or 3)

-11 XML Parsing Error; XML parser libraries not found or XML not well formed

-12 XML Template does not exist or does not match the DataWindow

-15 File size exceeds limit

If any argument's value is null, ImportFile returns null. If the optional *importtype* argument is specified and is not a valid type, ImportFile returns -3.

Usage

The format of the file can be indicated by specifying the optional *importtype* parameter, or by including the appropriate file extension.

For graph controls, ImportFile only uses three columns and ignores other columns. Each row of data must contain three pieces of information. The information depends on the type of graph:

- For all graph types except scatter, the first column to be imported is the series name, the second column contains the category, and the third column contains the data.
- For scatter graphs, the first column to be imported is the series name, the second column is the data's x value, and the third column is the y value.

You can add data to more than one series by specifying different series names in the first column. To let users select the file to import, specify a null string for *filename*. PowerBuilder displays the Select Import File dialog box.

Double quotes The location and number of double quote marks in a field in a tab delimited file affect how they are handled when the file is imported. If a string is enclosed in one pair of double quotes, the quotes are discarded. If it is enclosed in three pairs of double quotes, one pair is retained when the string is imported. If the string is enclosed in two pairs of double quotes, the first pair is considered to enclose a null string, and the rest of the string is discarded.

When there is a double quote at the beginning of a string, any characters after the second double quote are discarded. If there is no second double quote, the tab character delimiting the fields is not recognized as a field separator and all characters up to the next occurrence of a double quote, including a carriage return, are considered to be part of the string. A validation error is generated if the combined strings exceed the length of the first string.

Double quotes after the first character in the string are rendered literally. Here are some examples of how tab-delimited strings are imported into a two-column DataWindow:

Text in file	Result
"Joe" TAB "Donaldson"	Joe Donaldson
Bernice TAB """"Ramakrishnan""""	Bernice "Ramakrishnan"
""Mary"" TAB ""Li""	Empty cells
"Mich"ael TAB """"Lopes""""	Mich "Lopes"
"Amy TAB Doherty"	Amy<TAB>Doherty in first cell, second cell empty
3"""" TAB 4"	3"""" 4"

Specifying a null string for file name

If you specify a null string for *filename*, the remaining arguments are ignored. All the rows and columns in the file are imported.

Examples

This statement copies all the data in the file *D:\EMPLOYEE.TXT* to *gr_employee* starting at the first row:

```
gr_employee.ImportFile("D:\EMPLOYEE.TXT")
```

This statement copies the data from the file *D:\EMPLOYEE.TXT* starting with row 2 column 3 and ending with row 30 column 5 to the graph *gr_employee*:

```
gr_employee.ImportFile("D:\EMPLOYEE.TXT", 2, 30, 3)
```

The following statements are equivalent. Both import the contents of the XML file named *myxmlldata*:

```
gr_control.ImportFile(myxmlldata.xml)
gr_control.ImportFile(XML!, myxmlldata)
```

This example causes PowerBuilder to display the Specify Import File dialog box:

```
string null_str
SetNull(null_str)
dw_main.ImportFile(null_str)
```

See also

[ImportClipboard](#)
[ImportString](#)

ImportString

Description	Inserts data into a DataWindow control, DataStore object, or graph control from tab-separated, comma-separated, or XML data in a string. The way data is arranged in the string in tab-delimited columns depends on whether the target is a DataWindow (or DataStore) or a graph, and on the type of graph.
Applies to	For DataWindow and DataStore syntax, see the ImportString method for DataWindows in the <i>DataWindow Reference</i> or the online Help.
Syntax	graphname.ImportString ({ importtype}, string {, startrow {, endrow {, startcolumn } } })
<hr/>	
Argument	Description
<i>graphname</i>	The name of the graph control to which you want to copy data from the specified string.
<i>importtype</i> (optional)	A value of the SaveAsType enumerated datatype (PowerBuilder) or a string (Web DataWindow) specifying the format of the imported string. Valid type arguments are: Text! CSV! XML! If you want to generate an XML trace file, the XML! argument is required.
<i>string</i>	A string from which you want to copy the data. The string should contain tab-separated or comma-separated columns or XML with one row per line (see Usage).
<i>startrow</i> (optional)	The number of the first detail row in the string that you want to copy. The default is 1. For default XML import, if <i>startrow</i> is supplied, the first <i>N</i> (<i>startrow</i> - 1) elements are skipped, where <i>N</i> is the DataWindow row size. For template XML import, if <i>startrow</i> is supplied, the first (<i>startrow</i> - 1) occurrences of the repetitive row mapping defined in the template are skipped.

Argument	Description
<i>endrow</i> (optional)	The number of the last detail row in the string that you want to copy. The default is the rest of the rows. For default XML import, if <i>endrow</i> is supplied, import stops when $N * \text{endrow}$ elements have been imported, where N is the DataWindow row size. For template XML import, if <i>endrow</i> is supplied, import stops after <i>endrow</i> occurrences of the repetitive row mapping defined in the template have been imported.
<i>startcolumn</i> (optional)	The number of the first column in the string that you want to copy. The default is 1. For default XML import, if <i>startcolumn</i> is supplied, import skips the first (<i>startcolumn</i> - 1) elements in each row. This argument has no effect on template XML import.

Return value

Returns the number of data points that were imported if it succeeds and one of the following negative integers if an error occurs:

- 1 No rows or *startrow* value supplied is greater than the number of rows in the string
- 2 Empty string or input data does not match number of columns or required column type
- 3 Invalid argument
- 4 Invalid input
- 11 XML Parsing Error; XML parser libraries not found or XML not well formed
- 12 XML Template does not exist or does not match the DataWindow

If any argument's value is null, ImportString returns null. If the optional *importtype* argument is specified and is not a valid type, ImportString returns -3.

Usage

For graph controls, ImportString only uses three columns on each line and ignores other columns. The three columns must contain information that depends on the type of graph:

- For all graph types except scatter, the first column to be imported is the series name, the second column contains the category, and the third column contains the data.
- For scatter graphs, the first column to be imported is the series name, the second column is the data's x value, and the third column is the y value.

You can add data to more than one series by specifying different series names in the first column.

Examples

These statements copy the data from the string *ls_Text* starting with row 2 column 3 and ending with row 30 column 5 to the graph *gr_employee*:

```
string ls_Text
ls_Text = . . .
gr_employee.ImportString(ls_Text, 2, 30, 3)
```

The following script stores data for two series in the string *ls_gr* and imports the data into the graph *gr_custbalance*. The categories in the data are A, B, and C:

```
string ls_gr

ls_gr = "series1~tA~t12~r~n"
ls_gr = ls_gr + "series1~tB~t13~r~n"
ls_gr = ls_gr + "series1~tC~t14~r~n"
ls_gr = ls_gr + "series2~tA~t15~r~n"
ls_gr = ls_gr + "series2~tB~t14~r~n"
ls_gr = ls_gr + "series2~tC~t12.5~r~n"

gr_custbalance.ImportString(ls_gr, 1)
```

See also

[ImportClipboard](#)
[ImportFile](#)

IncomingCallList

Description

Provides a list of the callers of a routine included in a performance analysis model.

Applies to

ProfileRoutine object

Syntax

iinstancename.IncomingCallList (*list*, *aggregrateduplicateroutinecalls*)

Argument	Description
<i>instancename</i>	Instance name of the ProfileRoutine object.
<i>list</i>	An unbounded array variable of datatype ProfileCall in which IncomingCallList stores a ProfileCall object for each caller of the routine. This argument is passed by reference.

Argument	Description
<i>aggregateduplicateroutinecalls</i>	A boolean indicating whether duplicate routine calls will result in the creation of a single or of multiple ProfileCall objects.
Return value	<p>ErrorReturn. Returns one of the following values:</p> <ul style="list-style-type: none"> • Success! – The function succeeded • ModelNotFoundError! – The model does not exist
Usage	<p>Use this function to extract a list of the callers of a routine included in a performance analysis model. Each caller is defined as a ProfileCall object and provides the called routine and the calling routine, the number of times the call was made, and the elapsed time. The callers are listed in no particular order.</p>
	<p>You must have previously created the performance analysis model from a trace file using the BuildModel function.</p>
	<p>The <i>aggregateduplicateroutinecalls</i> argument indicates whether duplicate routine calls will result in the creation of a single or of multiple ProfileCall objects. This argument has no effect unless line tracing is enabled and a calling routine calls the current routine from more than one line. If <i>aggregateduplicateroutinecalls</i> is true, a new ProfileCall object is created that aggregates all calls from the calling routine to the current routine. If <i>aggregateduplicateroutinecalls</i> is false, multiple ProfileCall objects are returned, one for each line from which the calling routine called the called routine.</p>
Examples	<p>This example gets a list of the routines included in a performance analysis model and then gets a list of the routines that called each routine:</p>
	<pre> Long ll_cnt ProfileCall lproc_call[] lpro_model.BuildModel() lpro_model.RoutineList(i_routinelist) FOR ll_cnt = 1 TO UpperBound(ipropt_list) ipropt_list[ll_cnt].IncomingCallList(lproc_call, & TRUE) ... NEXT </pre>
See also	BuildModel
	OutgoingCallList

Init

Sets ORB property values or initializes an instance of the CORBACurrent service object.

To	Use
Set ORB property values for client connections to EA Server using the JaguarORB object	Syntax 1
Initialize an instance of the CORBACurrent service object for client- or component-managed transactions	Syntax 2

Syntax 1

Description

For setting ORB property values

Sets ORB property values. This function is used by PowerBuilder clients connecting to EA Server.

Applies to

JaguarORB objects

Syntax

jaguarorb.Init (options)

Argument	Description
<i>jaguarorb</i>	An instance of JaguarORB.
<i>options</i>	A string that specifies one or more ORB property values. If you specify multiple property values, you need to separate the property values with commas. For a complete list of supported ORB properties, see the online Help for the Options property of the Connection object.

Return value

Long. Returns 0 if it succeeds and a negative number if an error occurs.

Usage

ORB properties configure settings required by the EA Server ORB driver.

You do not need to call the Init function to use the JaguarORB object. If you do not call Init, the EA Server ORB driver uses the default property values.

The Init function can be called multiple times on the same JaguarORB object. PowerBuilder creates a new internal instance of the JaguarORB object the first time and uses this object for all subsequent calls.

For additional examples, see the functions on the See also list.

Examples

The following example shows the use of the Init function to set the RetryCount and RetryDelay ORB properties:

```
JaguarORB my_orb
CORBAObject my_corbaobj
...
```

```

...
my_orb = CREATE JaguarORB
my_orb.Init ("ORBRetryCount=3, ORBRetryDelay=1000")
...
...

```

See also

[Object_To_String](#)
[Resolve_Initial_References](#)
[String_To_Object](#)

Syntax 2

Description

Initializes an instance of the CORBACurrent service object.

Applies to

CORBACurrent objects

Syntax

`CORBACurrent.Init ({ connection | URL })`

Argument	Description
<i>CORBACurrent</i>	Reference to the CORBACurrent service instance.
<i>connection</i>	The name of the Connection object for which a connection has already been established to a valid EAServer host. Either <i>connection</i> or <i>URL</i> is required if the Init function is called by a client.
<i>URL</i>	String. The name of a URL that identifies a valid EAServer host. Either <i>connection</i> or <i>URL</i> is required if the Init function is called by a client.

Return value

Integer. Returns 0 if it succeeds and one of the following values if the service object could not be initialized:

- 1 Unknown error
- 2 Service object not running in EAServer (no argument) or Connection object not connected to EAServer (argument is Connection object)
- 3 ORB initialization error
- 4 Error on a call to the `ORB.resolve_initial_references("TransactionCurrent")` method
- 5 Error on a call to the narrow method

Usage	<p>The <code>Init</code> function can be called from a PowerBuilder component running in EAServer whose transaction property is marked as OTS style, or by a PowerBuilder client. The <code>Init</code> function <i>must</i> be called to initialize the <code>CORBACurrent</code> object before any other functions are called. EAServer must be using the two-phase commit transaction coordinator (OTS/XA) and a reference to the <code>CORBACurrent</code> object must first be obtained using the <code>GetContextService</code> function.</p> <p>When <code>Init</code> is called from a PowerBuilder component running in EAServer, no arguments are required. If the calling component is not marked as OTS style, the <code>CORBACurrent</code> object is not initialized.</p> <p>When <code>Init</code> is called from a PowerBuilder client and the client is responsible for the transaction, the <code>CORBACurrent</code> object must be initialized by calling <code>Init</code> with either a <code>Connection</code> object or a URL string as the argument. In the case of a <code>Connection</code> object, the client must already be connected to a valid EAServer host using that <code>Connection</code> object. Using a <code>Connection</code> object is preferred because the code is more portable.</p>
Examples	<p>This example shows the use of <code>Init</code> in a PowerBuilder EAServer component to initialize an instance of the <code>CORBACurrent</code> object:</p> <pre>// Instance variables: // CORBACurrent corbccurr int li_rc li_rc = this.GetContextService("CORBACurrent" , corbccurr) IF li_rc <> 1 THEN // handle the error ELSE li_rc = corbccurr.init() IF li_rc <> 0 THEN // handle the error END IF END IF</pre> <p>In this example, <code>Init</code> is called by a PowerBuilder client application that has already connected to EAServer using the <code>myconn</code> <code>Connection</code> object and has created a reference called <code>corbccurr</code> to the <code>CORBACurrent</code> object:</p> <pre>li_rc = corbccurr.init(myconn) IF li_rc <> 0 THEN // handle the error END IF</pre>

In this example, the PowerBuilder client application calls the `Init` function using a valid URL:

```
li_rc = corbcurr.init( "iiop://localhost:2000" )
IF li_rc <> 0 THEN
    // handle the error
END IF
```

See also

[BeginTransaction](#)
[CommitTransaction](#)
[GetContextService](#)
[GetStatus](#)
[GetTransactionName](#)
[ResumeTransaction](#)
[RollbackOnly](#)
[RollbackTransaction](#)
[SetTimeout](#)
[SuspendTransaction](#)

InputFieldChangeData

Description

Modifies the data value of input fields in a RichTextEdit control.

Applies to

RichTextEdit controls

Syntax

rtename.**InputFieldChangeData** (*inputfieldname*, *inputfieldvalue*)

Argument	Description
<i>rtename</i>	The name of the RichTextEdit control in which you want to change the data in the specified input fields.
<i>inputfieldname</i>	A string whose value is the name of input fields whose value you want to change. There can be more than one input field with a given name.
<i>inputfieldvalue</i>	A string whose value is the data to be assigned to the specified input fields.

Return value

Integer. Returns 1 if it succeeds and -1 if an error occurs. If any argument's value is null, `InputFieldChangeData` returns null.

Usage

All the input fields that have the same name contain the same data. When you call `InputFieldChangeData`, you affect all the fields of the specified name.

Examples This script is part of the SelectionChanged event for the ListBox *lb_instruments*. When the user clicks on an item in the ListBox, the selected instrument name is assigned to the input field called *instrument* in the RichTextEdit *rte_1*:

```
integer rtn  
rtn = rte_1.InputFieldChangeData &  
    ("instrument", lb_instruments.SelectedItem())  
  
st_status.Text = String(rtn)
```

If the text in *rte_1* looks like this:

Dear {title} {lastname}:

We're happy you have rented a {instrument} for your child. Please perform regular maintenance for the {instrument} as instructed by your child's teacher. You can buy {instrument} supplies and instruction books at your local music stores.

Then after the user picks *trumpet* in the ListBox, the script inserts *trumpet* for every occurrence of the {instrument} field. The other fields are not affected:

Dear {title} {lastname}:

We're happy you have rented a trumpet for your child. Please perform regular maintenance for the trumpet as instructed by your child's teacher. You can buy trumpet supplies and instruction books at your local music stores.

See also

[InputFieldCurrentName](#)
[InputFieldDeleteCurrent](#)
[InputFieldGetData](#)
[InputFieldInsert](#)
[InputFieldLocate](#)
[DataSource](#)

InputFieldCurrentName

Description	Gets the name of the input field when the insertion point is in an input field in a RichTextEdit control.
Applies to	RichTextEdit controls
Syntax	<i>rtname.InputFieldCurrentName ()</i>

Argument	Description
<i>rtename</i>	The name of the RichTextEdit control in which you want to get the input field's name

Return value
String. Returns the name of the input field. If the insertion point is not in an input field or if an error occurs, it returns the empty string ("").

Examples
This example gets the name of the input field containing the insertion point:

```
string ls_inputname
ls_inputname = rte_1.InputFieldCurrentName()
```

See also
InputFieldChangeData
InputFieldDeleteCurrent
InputFieldGetData
InputFieldInsert
InputFieldLocate
DataSource

InputFieldDeleteCurrent

Description
Deletes the input field that is selected in a RichTextEdit control.

Applies to
RichTextEdit controls

Syntax
rtename.InputFieldDeleteCurrent ()

Argument	Description
<i>rtename</i>	The name of the RichTextEdit control in which you want to delete the input field that is selected

Return value
Integer. Returns 1 if it succeeds and -1 if there is no input field at the insertion point, the input field is activated for editing, or an error occurs.

Usage
All the input fields that have the same name contain the same data but they can be deleted independently. If one of a group of input fields with the same name is deleted, the others are not affected. If all the input fields of the same name are deleted, the RichTextEdit control remembers the data from those input fields. It will use that data to initialize a new input field that has the same name as the deleted fields.

The input field must be the only selection. If other text is selected too, InputFieldDeleteCurrent fails. When an input field is the current and only selection, the highlight flashes.

InputFieldDeleteCurrent deletes only the current field. Other fields with the same name within the document are not affected. If the RichTextEdit control uses the **DataSource** function to share data with a DataWindow, the current field is deleted from all instances of the document.

Examples	This example deletes the input field containing the insertion point:
	<pre>integer li_rtn li_rtn = rte_1.InputFieldDeleteCurrent()</pre>
See also	InputFieldChangeData InputFieldGetData InputFieldCurrentName InputFieldInsert InputFieldLocate DataSource

InputFieldGetData

Description	Get the data in the specified input field in a RichTextEdit control.						
Applies to	RichTextEdit controls						
Syntax	rtename.InputFieldGetData (<i>inputfieldname</i>)						
	<table border="1"> <thead> <tr> <th>Argument</th><th>Description</th></tr> </thead> <tbody> <tr> <td><i>rtename</i></td><td>The name of the RichTextEdit control in which you want to get data from the selected input field</td></tr> <tr> <td><i>inputfieldname</i></td><td>A string whose value is the name of input field from which you want to get the data</td></tr> </tbody> </table>	Argument	Description	<i>rtename</i>	The name of the RichTextEdit control in which you want to get data from the selected input field	<i>inputfieldname</i>	A string whose value is the name of input field from which you want to get the data
Argument	Description						
<i>rtename</i>	The name of the RichTextEdit control in which you want to get data from the selected input field						
<i>inputfieldname</i>	A string whose value is the name of input field from which you want to get the data						
Return value	String. The data in the input field. InputFieldGetData returns the empty string ("") if the field does not exist or an error occurs.						
Examples	This example gets the data in the input field empname:						
	<pre>string ls_name ls_name = rte_1.InputFieldGetData(empname)</pre>						
See also	InputFieldChangeData InputFieldCurrentName InputFieldDeleteCurrent InputFieldInsert InputFieldLocate DataSource						

InputFieldInsert

Description Inserts a named input field at the insertion point in a RichTextEdit control.

Applies to RichTextEdit controls

Syntax *rtnename*.**InputFieldInsert** (*inputfieldname*)

Argument	Description
<i>rtnename</i>	The name of the RichTextEdit control in which you want to insert an input field
<i>inputfieldname</i>	A string whose value is the name of input field to be inserted. The name does not have to be unique

Return value Integer. Returns 1 if it succeeds and -1 if an error occurs. If *inputfieldname* is null, InputFieldInsert returns null.

Usage There can be several input fields with the same name. Fields of a given name all have the same data value. When you call InputFieldChangeData for a named input field, all fields with that name are changed.

Examples If there is a selection, InputFieldInsert inserts the field at the beginning of the selection. The input field and the selection remain selected:

```
st_status.Text = String( &
    rte_1.InputFieldInsert("lastname"))
```

See also [InputFieldChangeData](#)
[InputFieldCurrentName](#)
[InputFieldDeleteCurrent](#)
[InputFieldGetData](#)
[InputFieldLocate](#)
[DataSource](#)

InputFieldLocate

Description Locates an input field in a RichTextEdit control and moves the insertion point there.

Applies to RichTextEdit controls

Syntax *rtnename*.**InputFieldLocate** (*location* {, *inputfieldname* })

Argument	Description
<i>rtnename</i>	The name of the RichTextEdit control in which you want to locate an input field.
<i>location</i>	A value of the Location enumerated datatype that specifies the occurrence of the input field you want to locate. Values are: <ul style="list-style-type: none"> • First! – The first occurrence in the document of <i>inputfieldname</i>, or if no name is specified, the first input field in the document • Last! – The last occurrence in the document of <i>inputfieldname</i>, or if no name is specified, the last input field in the document • Next! – The occurrence of <i>inputfieldname</i> that is after the insertion point, or if no name is specified, the next input field of any name after the insertion point • Prior! – The occurrence of <i>inputfieldname</i> before the insertion point, or if no name is specified, the next input field of any name before the insertion point
<i>inputfieldname</i>	A string whose value is the name of the input field you want to locate. If there are multiple occurrences of <i>inputfieldname</i> in the control, <i>location</i> specifies the one to be located.

Return value	<code>String</code> . Returns the name of the input field it located if it succeeds. <code>InputFieldLocate</code> returns an empty string if no matching input field is found or if an error occurs. If any argument is null, <code>InputFieldLocate</code> returns null.
Usage	There can be several input fields with the same name. Fields of a given name all have the same data value.
Examples	This example locates the next input field after the insertion point. If found, <i>ls_name</i> is set to the name of the input field:

```
string ls_name
ls_name = rte_1.InputFieldLocate(Next!)
```

This example locates the last input field in the document:

```
string ls_name
ls_name = rte_1.InputFieldLocate>Last!
```

This example locates the last occurrence in the document of the input field named address. If found, *ls_name* is set to the value "address":

```
string ls_name
ls_name = rte_1.InputFieldLocate>Last!, "address")
```

See also

[InputFieldChangeData](#)
[InputFieldCurrentName](#)
[InputFieldDeleteCurrent](#)
[InputFieldGetData](#)
[InputFieldInsert](#)
[DataSource](#)

InsertCategory

Description

Inserts a category on the category axis of a graph at the specified position. Existing categories are renumbered to keep the category numbering sequential.

Applies to

Graph controls in windows and user objects. Does not apply to graphs within DataWindow objects, because their data comes directly from the DataWindow.

Syntax

controlname.InsertCategory (categoryvalue, categorynumber)

Argument	Description
<i>controlname</i>	The name of the graph into which you want to insert a category.
<i>categoryvalue</i>	A value that is the category you want to insert. The category must be unique within the graph. The value you specify must be the same datatype as the datatype of the category axis.
<i>categorynumber</i>	The number of the category before which you want to insert the new category. To add the category at the end, specify 0. If the axis is sorted, the category will be integrated into the existing order, ignoring categorynumber.

Return value

Integer. Returns the number of the category if it succeeds and -1 if an error occurs. If the category already exists, it returns the number of the existing category. If any argument's value is null, InsertCategory returns null.

Usage

Categories are discrete. Even on a date or time axis, each category is separate with no timeline-style connection between categories. Only scatter graphs, which do not have discrete categories, have a continuous category axis.

When the axis datatype is string, category names are unique if they have different capitalization. Also, you can specify the empty string ("") as the category name. However, because category names must be unique, there can be only one category with that name.

When you use `InsertCategory` to create a new category, there will be holes in each of the series for that category. Use `AddData` or `InsertData` to create data points for the new category.

Equivalent syntax If you want to add a category to the end of a series, you can use `AddCategory` instead, which requires fewer arguments.

This statement:

```
gr_data.InsertCategory("Qty", 0)
```

is equivalent to:

```
gr_data.AddCategory("Qty")
```

Examples

These statements insert a category called Macs before the category named PCs in the graph `gr_product_data`:

```
integer CategoryNbr  
  
// Get the number of the category.  
CategoryNbr = FindCategory("PCs")  
gr_product_data.InsertCategory("Macs", CategoryNbr)
```

In a graph reporting mail volume in the afternoon, these statements add three categories to a time axis. If the axis is sorted, the order in which you add the categories does not matter:

```
catnum = gr_mail.InsertCategory(13:00, 0)  
catnum = gr_mail.InsertCategory(12:00, 0)  
catnum = gr_mail.InsertCategory(13:00, 0)
```

See also

[AddData](#)
[AddCategory](#)
[FindCategory](#)
[FindSeries](#)
[InsertData](#)
[InsertSeries](#)

InsertClass

Description Inserts a new object of the specified OLE class in an OLE control.

Syntax *ole2control.InsertClass (classname)*

Argument	Description
<i>ole2control</i>	The name of the OLE control in which you want to create a new object
<i>classname</i>	A string whose value is the name of the class of the object you want to create

Return value Integer. Returns 0 if it succeeds and one of the following negative values if an error occurs:

- 1 Invalid class name
- 9 Other error

If any argument's value is null, InsertClass returns null.

Usage Classnames are stored in the Registration database. Examples of classnames include:

Excel.Sheet
Excel.Chart
Word.Document

Examples This example inserts an empty Excel spreadsheet into the OLE control, *ole_1*:

```
integer result
result = ole_1.InsertClass("excel.sheet")
```

See also

InsertFile
InsertObject
LinkTo

InsertColumn

Description Inserts a column with the specified label, alignment, and width at the specified location.

Applies to ListView controls

Syntax *listviewname.InsertColumn (index, label, alignment, width)*

Argument	Description
<i>listviewname</i>	The name of the ListView control to which you want to insert a column.
<i>index</i>	An integer whose value is the number of the column before which you are inserting a new column.
<i>label</i>	A string whose value is the name of the column you are inserting.
<i>alignment</i>	A value of the enumerated datatype Alignment specifying the alignment of the column you are inserting. Values are: Center! Justify! Left! Right!
<i>width</i>	An integer whose value is the width of the column you are inserting, in PowerBuilder units.

Return value	Integer. Returns the column <i>index</i> value if it succeeds and -1 if an error occurs.
Usage	You can insert a column anywhere in the control. If the index you specify is greater than the current number of columns, the column is inserted after the last column.
Examples	This example inserts a column named Location, makes it right-aligned, and sets the column width to 300:
	<pre>lv_list.InsertColumn(2 , "Location" , Right! , 300)</pre>

See also

AddColumn
DeleteColumn

InsertData

Description	Inserts a data point in a series of a graph. You can specify the category for the data point or its position in the series. Does not apply to scatter graphs.
Applies to	Graph controls in windows and user objects. Does not apply to graphs within DataWindow objects, because their data comes directly from the DataWindow.
Syntax	<code>controlname.InsertData (seriesnumber, datapoint, datavalue {, categoryvalue })</code>

Argument	Description
<i>controlname</i>	The name of the graph in which you want to insert data into a series.

Argument	Description
<i>seriesnumber</i>	The number that identifies the series in which you want to insert data.
<i>datapoint</i>	The number of the data point before which you want to insert the data.
<i>datavalue</i>	The value of the data point you want to insert.
<i>categoryvalue</i> (optional)	The category for this data value on the category axis. The datatype of <i>categoryvalue</i> should match the datatype of the category axis. In most cases, you should include <i>categoryvalue</i> . Otherwise, an uncategorized value will be added to the series.

Return value Integer. Returns the number of the data value if it succeeds and -1 if an error occurs. If any argument's value is null, InsertData returns null.

Usage When you specify *datapoint* without specifying *categoryvalue*, InsertData inserts the data point in the category at that position, shifting existing data points to the following categories. The shift may cause there to be uncategorized data points at the end of the axis.

When you specify *categoryvalue*, InsertData ignores the position in *datapoint* and puts the data point in the specified category, replacing any data value that is already there. If the category does not exist, InsertData creates the category at the end of the axis.

To modify the value of a data point at a specified position, use ModifyData.

Scatter graphs

To add data to a scatter graph, use Syntax 2 of AddData.

Equivalent syntax If you want to add a data point to the end of a series or to an existing category in a series, you can use AddData instead, which requires fewer arguments.

InsertData and ModifyData behave differently when you specify *datapoint* to indicate a position for inserting or modifying data. However, they behave the same as AddData when you specify a position of 0 and a category. All three modify the value of a data point when the category already exists. All three insert a category with a data value at the end of the axis when the category does not exist.

When you specify a position as well as a category, and that category already exists, InsertData ignores the position and modifies the data of the specified category, but ModifyData changes the category label at that position.

This statement:

```
gr_data.InsertData(1, 0, 44, "Qty")
```

is equivalent to:

```
gr_data.ModifyData(1, 0, 44, "Qty")
```

and is also equivalent to:

```
gr_data.AddData(1, 44, "Qty")
```

When you specify a position, the following statements are not equivalent:

- `InsertData` ignores the position and modifies the data value of the Qty category:

```
gr_data.InsertData(1, 4, 44, "Qty")
```

- `ModifyData` changes the category label and the data value at position 4:

```
gr_data.ModifyData(1, 4, 44, "Qty")
```

Examples

Assuming the category label Jan does not already exist, these statements insert a data value in the series named Costs before the data point for Mar and assign the data point the category label Jan in the graph `gr_product_data`:

```
integer SeriesNbr, CategoryNbr

// Get the numbers of the series and category.
SeriesNbr = gr_product_data.FindSeries("Costs")
CategoryNbr = gr_product_data.FindCategory("Mar")
gr_product_data.InsertData(SeriesNbr, &
    CategoryNbr, 1250, "Jan")
```

These statements insert the data value 1250 after the data value for Apr in the series named Revenues in the graph `gr_product_data`. The data is inserted in the category after Apr, and the rest of the data, if any, moves over a category:

```
integer SeriesNbr, CategoryNbr

// Get the number of the series and category.
CategoryNbr = gr_product_data.FindCategory("Apr")
SeriesNbr = gr_product_data.FindSeries("Revenues")

gr_product_data.InsertData(SeriesNbr, &
    CategoryNbr + 1, 1250)
```

See also

[AddData](#)
[FindCategory](#)
[FindSeries](#)
[GetData](#)

InsertDocument

Description Inserts a rich text format or plain text file into a RichTextEdit control, DataWindow control, or DataStore object. The new content is added in one of two ways:

- The new content can be inserted at the insertion point.
- The new content can replace all existing content.

Applies to RichTextEdit controls, DataWindow controls, and DataStore objects

Syntax `rtnename.InsertDocument (filename, clearflag { , filetype })`

Argument	Description
<code>rtnename</code>	The name of the RichTextEdit control, DataWindow control, or DataStore object in which you want to display the file. The DataWindow object in the DataWindow control (or DataStore) must be a RichTextEdit DataWindow.
<code>filename</code>	A string whose value is the name of the file you want to display in the RichTextEdit control. <i>Filename</i> can include the file's path.
<code>clearflag</code>	A boolean value specifying whether the new file will replace the current contents of the control. Values are: <ul style="list-style-type: none"> • true – Replace the current contents with the file • false – Insert the file into the existing contents at the insertion point
<code>filetype</code> (optional)	A value of the FileType enumerated datatype specifying the type of file being opened. Values are: <ul style="list-style-type: none"> • FileTypeRichText! – (Default) The file being opened is in rich text format (RTF) • FileTypeText! – The file being opened is plain ASCII text (TXT) • FileTypeHTML! – The file being opened is in HTML format (HTM or HTML) • FileTypeDoc! – The file being opened is in Microsoft Word format (DOC) If <i>filetype</i> is not specified, PowerBuilder uses the filename extension to decide whether to read the file as rich text or plain text. If the extension is not one of the supported file type extensions, PowerBuilder attempts to read the file as rich text. To insert files with extensions such as <i>INI</i> , <i>LOG</i> , or <i>SQL</i> , you must specify FileTypeText!.

Return value	<code>Integer</code> . Returns 1 if it succeeds and -1 if an error occurs. If any argument's value is null, <code>InsertDocument</code> returns null.
Usage	You cannot insert a document into a rich text control when the control's <code>DisplayOnly</code> property is set to true. If you try to do this, PowerBuilder displays a runtime error message.
	When the control supports headers and footers (the <code>HeaderFooter</code> property is set to true), inserting a document can replace, but not add to, existing header and footer text. You must set <code>clearflag</code> to true to replace the existing header and footer text with header and footer text from the inserted document.
	Not all RTF formatting is supported. PowerBuilder supports version 1.2 of the RTF standard, except for the following:
	<ul style="list-style-type: none"> • No support for formatted tables • No drawing objects Any unsupported formatting is ignored.
Examples	This example inserts a document into <code>rte_1</code> and reports the return value in a <code>StaticText</code> control: <pre>integer rtn rtn = rte_1.InsertDocument("c:\pb\test.rtf", & TRUE, FileTypeRichText!) st_status.Text = String(rtn)</pre>
See also	InputFieldInsert InsertPicture DataSource

InsertFile

Description	Inserts an object into an OLE control. A copy of the specified file is embedded in the OLE object.
Syntax	<code>olecontrol.InsertFile (filename)</code>
<hr/>	
Argument	Description
<code>olecontrol</code>	The name of the OLE control.
<code>filename</code>	A string whose value is the name of the file whose contents you want to be the data in the embedded OLE object. <i>Filename</i> should include the file's path.

Return value	<p>Integer. Returns 0 if it succeeds and one of the following negative values if an error occurs:</p> <ul style="list-style-type: none">-1 File not found-9 Other error
Usage	If any argument's value is null, InsertFile returns null.
Examples	The contents of the specified file is embedded in the OLE object. There is no further link between the object in PowerBuilder and the file.
See also	InsertClass InsertObject LinkTo Paste

InsertItem

Inserts an item into a ListBox, DropDownListBox, ListView, or TreeView control.

To insert an item into a	Use
ListBox or DropDownListBox control	Syntax 1
PictureListBox or DropDownPictureListBox control	Syntax 2
ListView control when only the label and picture index need to be specified	Syntax 3
ListView control when more than the label and picture index need to be specified	Syntax 4
TreeView control when only the label and picture index need to be specified	Syntax 5
TreeView control when more than the label and picture index need to be specified	Syntax 6

Syntax 1**For ListBox and DropDownListBox controls****Description**

Inserts an item into the list of values in a list box.

Applies to

ListBox and DropDownListBox controls

Syntax`listboxname.InsertItem (item, index)`

Argument	Description
<i>listboxname</i>	The name of the ListBox or DropDownListBox into which you want to insert an item
<i>item</i>	A string whose value is the text of the item you want to insert
<i>index</i>	The number of the item in the list before which you want to insert the item

Return value

Integer. Returns the final position of the item. Returns -1 if an error occurs. If any argument's value is null, InsertItem returns null.

Usage

InsertItem inserts the new item before the item identified by *index*. If the items in *listboxname* are sorted (its Sorted property is true), PowerBuilder resorts the items after the new item is inserted. The return value reflects the new item's final position in the list.

AddItem and InsertItem do not update the Items property array. You can use FindItem to find items added at runtime.

Examples

This statement inserts the item Run Application before the fifth item in lb_actions:

```
lb_actions.InsertItem("Run Application", 5)
```

If the Sorted property is false, the statement above returns 5 (the previous item 5 becomes item 6). If the Sorted property is true, the list is sorted after the item is inserted and the function returns the index of the final position of the item.

If the ListBox lb_Cities has the following items in its list and its Sorted property is set to true, then the following example inserts Denver at the top, sorts the list, and sets *li_pos* to 4. If the ListBox's Sorted property is false, then the statement inserts Denver at the top of the list and sets *li_pos* to 1. The list is:

```
Albany
Boston
Chicago
New York
```

The example code is:

```
string ls_City = "Denver"
integer li_pos
li_pos = lb_Cities.InsertItem(ls_City, 1)
```

See also

AddItem
DeleteItem
FindItem
Reset
TotalItems

Syntax 2

Description

Inserts an item into the list of values in a picture list box.

Applies to

PictureListBox and DropDownPictureListBox controls

Syntax

listboxname.InsertItem (item {, pictureindex }, index)

Argument	Description
<i>listboxname</i>	The name of the PictureListBox or DropDownPictureListBox into which you want to insert an item
<i>item</i>	A string whose value is the text of the item you want to insert
<i>pictureindex</i> (optional)	An integer specifying the index of the picture you want to associate with the newly added item
<i>index</i>	The number of the item in the list before which you want to insert the item

Return value

Integer. Returns the final position of the item. Returns -1 if an error occurs. If any argument's value is null, InsertItem returns null.

Usage

If you do not specify a picture index, the newly added item will not have a picture.

If you specify a picture index that does not exist, that number is still stored with the picture. If you add pictures to the picture array so that the index becomes valid, the item will then show the corresponding picture.

For additional notes about items in ListBoxes and examples of how the Sorted property affects the item order, see Syntax 1.

Examples

This statement inserts the item Run Application before the fifth item in *lb_actions*. The item has no picture assigned to it:

```
plb_actions.InsertItem("Run Application", 5)
```

This statement inserts the item Run Application before the fifth item in *lb_actions* and assigns it picture index 4:

```
plb_actions.InsertItem("Run Application", 4, 5)
```

See also

AddItem
DeleteItem
FindItem
Reset
TotalItems

Syntax 3

Description Inserts an item into a ListView control.

Applies to ListView controls

Syntax *listviewname.InsertItem (index, label, pictureindex)*

Argument	Description
<i>listviewname</i>	The name of the ListView control to which you are adding an item
<i>index</i>	An integer whose value is the index number of the item before which you are inserting a new item
<i>label</i>	A string whose value is the name of the item you are adding
<i>pictureindex</i>	An integer whose value is the index number of the picture of the item you are adding

Return value Integer. Returns *index* if it succeeds and -1 if an error occurs.

Usage If you need to set more than the label and picture index, use Syntax 4.

Examples This example inserts an item in the ListView in position 11:

```
lv_list.InsertItem(11 , "Presentation" , 1)
```

See also AddItem

Syntax 4

For ListView controls

Description Inserts an item into a ListView control.

Applies to ListView controls

Syntax *listviewname.InsertItem (index, item)*

Argument	Description
<i>listviewname</i>	The name of the ListView control into which you are inserting an item
<i>index</i>	An integer whose value is the index number of the item you are adding

	Argument	Description
	<i>item</i>	A system structure of datatype ListViewItem in which InsertItem stores the item you are inserting
Return value		Integer. Returns <i>index</i> if it succeeds and -1 if an error occurs.
Usage		The index you specify is the position of the item you are adding to a ListView. If you need to insert just the label and picture index into the ListView control, use Syntax 3.
Examples		This example moves a ListView item from the second position into the fifth position. It uses GetItem to retrieve the state information from item 2, inserts it into the ListView control as item 5, and then deletes the original item:
		<pre>listviewitem l_lvi lv_list.GetItem(2, l_lvi) lv_list.InsertItem(5, l_lvi) lv_list.DeleteItem(2)</pre>
See also		AddItem

Syntax 5

Description	Inserts an item at a specific level and order in a TreeView control.
Applies to	TreeView controls
Syntax	<code>treeviewname.InsertItem (handleparent, handleafter, label, pictureindex)</code>

Argument	Description
<i>treeviewname</i>	The name of the TreeView control in which you want to insert an item.
<i>handleparent</i>	The handle of the item one level above the item you want to insert. To insert an item at the first level, specify 0.
<i>handleafter</i>	The handle of the item on the same level that you will insert the item immediately after.
<i>label</i>	The label of the item you are inserting.
<i>pictureindex</i>	The Index of the index of the picture you are adding to the image list.

Return value	Long. Returns the handle of the inserted item if it succeeds and -1 if an error occurs.
--------------	---

Usage	<p>Use this syntax to set just the label and picture index. Use the next syntax if you need to set additional properties for the item.</p> <p>If the TreeView's SortType property is set to a value other than Unsorted!, the inserted item is sorted with its siblings.</p> <p>If you are inserting the first child of an item, use <code>InsertItemLast</code> or <code>InsertItemFirst</code> instead. Those functions do not require a <i>handleafter</i> value.</p>
Examples	<p>This example inserts a TreeView item that is on the same level as the current TreeView item. It uses <code>FindItem</code> to get the current item and its parent, then inserts the new item beneath the parent item:</p> <pre>long ll_tvi, ll_tvparent ll_tvi = tv_list.FindItem(currenttreeitem! , 0) ll_tvparent = tv_list.FindItem(parenttreeitem!,ll_tvi) tv_list.InsertItem(ll_tvparent,ll_tvi,"Hindemith", 2)</pre>
See also	GetItem

Syntax 6

For TreeView controls

Description	Inserts an item at a specific level and order in a TreeView control.										
Applies to	TreeView controls										
Syntax	<code>treeviewname.InsertItem (handleparent, handleafter, item)</code> <table border="1"> <thead> <tr> <th>Argument</th><th>Description</th></tr> </thead> <tbody> <tr> <td><i>treeviewname</i></td><td>The name of the TreeView control into which you want to insert an item.</td></tr> <tr> <td><i>handleparent</i></td><td>The handle of the item one level above the item you want to insert. To insert an item at the first level, specify 0.</td></tr> <tr> <td><i>handleafter</i></td><td>The handle of the item on the same level that you will insert the item immediately after.</td></tr> <tr> <td><i>item</i></td><td>A TreeViewItem structure for the item you are inserting.</td></tr> </tbody> </table>	Argument	Description	<i>treeviewname</i>	The name of the TreeView control into which you want to insert an item.	<i>handleparent</i>	The handle of the item one level above the item you want to insert. To insert an item at the first level, specify 0.	<i>handleafter</i>	The handle of the item on the same level that you will insert the item immediately after.	<i>item</i>	A TreeViewItem structure for the item you are inserting.
Argument	Description										
<i>treeviewname</i>	The name of the TreeView control into which you want to insert an item.										
<i>handleparent</i>	The handle of the item one level above the item you want to insert. To insert an item at the first level, specify 0.										
<i>handleafter</i>	The handle of the item on the same level that you will insert the item immediately after.										
<i>item</i>	A TreeViewItem structure for the item you are inserting.										
Return value	Long. Returns the handle of the item inserted if it succeeds and -1 if an error occurs.										
Usage	<p>Use the previous syntax to set just the label and picture index. Use this syntax if you need to set additional properties for the item.</p> <p>If the TreeView's SortType property is set to a value other than Unsorted!, the inserted item is sorted with its siblings.</p>										

If you are inserting the first child of an item, use *InsertItemLast* or *InsertItemFirst* instead. Those functions do not require a *handleafter* value.

Examples

This example inserts a TreeView item that is on the same level as the current TreeView item. It uses *FindItem* to get the current item and its parent, then inserts the new item beneath the parent item:

```
long ll_tvi, ll_tvparent  
treeviewitem l_tvi  
  
ll_tvi = tv_list.FindItem(currenttreeitem! , 0)  
ll_tvparent = tv_list.FindItem(parenttreeitem!,ll_tvi)  
tv_list.GetItem(ll_tvi , l_tvi)  
tv_list.InsertItem(ll_tvparent,ll_tvi, l_tvi)
```

See also

[GetItem](#)

InsertItemFirst

Inserts an item as the first child of a parent item.

To insert an item as the first child of its parent	Use
When you only need to specify the item label and picture index	Syntax 1
When you need to specify more than the item label and picture index	Syntax 2

Syntax 1

Description

For TreeView controls

Inserts an item as the first child of its parent.

Applies to

TreeView controls

Syntax

treeviewname.**InsertItemFirst** (*handleparent*, *label*, *pictureindex*)

Argument	Description
<i>treeviewname</i>	The TreeView control in which you want to specify an item as the first child of its parent.
<i>handleparent</i>	The handle of the item that will be the inserted item's parent. To insert the item at the first level, specify 0.
<i>label</i>	The label of the item you want to specify as the first child of its parent.
<i>pictureindex</i>	The picture index for the item you want to specify as the first child of its parent.

Return value	Long. Returns the handle of the item inserted if it succeeds and -1 if an error occurs.
Examples	This example populates the first level of a TreeView using <code>InsertItemFirst</code> :
	<pre> long ll_lev1, ll_lev2 ,ll_lev3 ,ll_lev4 int index tv_list.PictureHeight = 32 tv_list.PictureWidth = 32 ll_lev1 = tv_list.InsertItemFirst(0,"Composers",1) ll_lev2 = tv_list.InsertItemLast(ll_lev1, & "Beethoven",2) ll_lev3 = tv_list.InsertItemLast(ll_lev2, & "Symphonies", 3) FOR index = 1 to 9 ll_lev4 = tv_list.InsertItemSort(ll_lev3, & "Symphony # " + String(index) , 4) NEXT tv_list.ExpandItem(ll_lev3) tv_list.ExpandItem(ll_lev4) </pre>
See also	InsertItem InsertItemLast InsertItemSort

Syntax 2

Description

For TreeView controls

Inserts an item as the first child of an item.

Applies to

TreeView controls

Syntax

`treeviewname.InsertItemFirst (handleparent, item)`

Argument	Description
<code>treeviewname</code>	The TreeView control in which you want to specify an item as the first child of its parent.
<code>handleparent</code>	The handle of the item that will be the inserted item's parent. To insert the item at the first level, specify 0.
<code>item</code>	A TreeViewItem structure for the item you are inserting.

Return value

Long. Returns the handle of the item inserted if it succeeds and -1 if an error occurs.

Usage If SortType is anything except Unsorted!, items are sorted after they are added and the TreeView is always in a sorted state. Therefore, calling *InsertItemFirst*, *InsertItemLast*, and *InsertItemSort* produces the same result.

Examples This example inserts the current item as the first item beneath the root item in a TreeView control:

```
long          ll_handle, ll_roothandle  
treeviewitem  l_tvi  
ll_handle = tv_list.FindItem(CurrentTreeItem!, 0)  
ll_roothandle = tv_list.FindItem(RootTreeItem!, 0)  
tv_list.GetItem(ll_handle, l_tvi)  
  
tv_list.InsertItemFirst(ll_roothandle, l_tvi)
```

See also

InsertItem

InsertItemLast

InsertItemSort

InsertItemLast

Inserts an item as the last child of a parent item.

To insert an item as the last child of its parent	Use
When you only need to specify the item label and picture index	Syntax 1
When you need to specify more than item label and picture index	Syntax 2

Syntax 1

Description

For TreeView controls

Inserts an item as the last child of its parent.

Applies to

TreeView controls

Syntax

treeviewname.**InsertItemLast** (*handleparent*, *label*, *pictureindex*)

Argument	Description
<i>treeviewname</i>	The TreeView control in which you want to specify an item as the last child of its parent.
<i>handleparent</i>	The handle of the item that will be the inserted item's parent. To insert the item at the first level, specify 0.

Argument	Description
<i>label</i>	The label of the item you want to specify as the last child of its parent.
<i>pictureindex</i>	The picture index for the item you want to specify as the last child of its parent.
Return value	Long. Returns the handle of the item inserted if it succeeds and -1 if an error occurs.
Usage	If more than the item label and Index need to be specified, use syntax 2. If SortType is anything except Unsorted!, items are sorted after they are added and the TreeView is always in a sorted state. Therefore, calling InsertItemFirst, InsertItemLast, and InsertItemSort produces the same result.
Examples	This example populates the first three levels of a TreeView using InsertItemLast:
	<pre> long ll_lev1, ll_lev2, ll_lev3, ll_lev4 int index tv_list.PictureHeight = 32 tv_list.PictureWidth = 32 ll_lev1 = tv_list.InsertItemLast(0, "Composers", 1) ll_lev2 = tv_list.InsertItemLast(ll_lev1, & "Beethoven", 2) ll_lev3 = tv_list.InsertItemLast(ll_lev2, & "Symphonies", 3) FOR index = 1 to 9 ll_lev4 = tv_list.InsertItemSort(ll_lev3, & "Symphony # " String(index), 4) NEXT tv_list.ExpandItem(ll_lev3) tv_list.ExpandItem(ll_lev4) </pre>
See also	InsertItem InsertItemFirst InsertItemSort

Syntax 2

Description

For TreeView controls

Applies to

Syntax

Inserts an item as the last child of its parent.

TreeView controls

`treeviewname.InsertItemLast (handleparent, item)`

Argument	Description
<i>treeviewname</i>	The TreeView control in which you want to specify an item as the last child of its parent.
<i>handleparent</i>	The handle of the item that will be the inserted item's parent. To insert the item at the first level, specify 0.
<i>item</i>	A TreeViewItem structure for the item you are inserting.

Return value

Long. Returns the handle of the item inserted if it succeeds and -1 if an error occurs.

Usage

If SortType is anything except Unsorted!, items are sorted after they are added and the TreeView is always in a sorted state. Therefore, calling InsertItemFirst, InsertItemLast, and InsertItemSort produces the same result.

Examples

This example inserts the current item as the last item beneath the root item in a TreeView control:

```
long          ll_handle, ll_roothandle
treeviewitem l_tvi

ll_handle = tv_list.FindItem(CurrentTreeItem!, 0)
ll_roothandle = tv_list.FindItem(RootTreeItem!, 0)
tv_list.GetItem(ll_handle, l_tvi)

tv_list.InsertItemLast(ll_roothandle, l_tvi)
```

See also

[InsertItem](#)

[InsertItemFirst](#)

[InsertItemSort](#)

InsertItemSort

Inserts a child item in sorted order under the parent item.

To insert an item in sorted order	Use
When you only need to specify the item label and picture index	Syntax 1
When you need to specify more than the item label and picture index	Syntax 2

Syntax 1

Description

Inserts an item in sorted order, if possible.

Applies to

TreeView controls

Syntax

`treeviewname.InsertItemSort (handleparent, label, pictureindex)`

Argument	Description
<code>treeviewname</code>	The TreeView control in which you want to insert and sort an item as a child of its parent, according to its label.
<code>handleparent</code>	The handle of the item that will be the inserted item's parent. To insert the item at the first level, specify 0.
<code>label</code>	The label by which you want to sort the item as a child of its parent.
<code>pictureindex</code>	The picture index for the item you want to sort as a child of its parent, according to its label.

Return value

Long. Returns the handle of the item inserted if it succeeds and -1 if an error occurs.

Usage

If SortType is anything except Unsorted!, the TreeView is always in a sorted state and you do not need to use InsertItemSort—you can use any insert function.

If SortType is Unsorted!, InsertItemSort attempts to insert the item at the correct place in alphabetic ascending order. If the list is out of order, it does its best to find the correct place, but results may be unpredictable.

Examples

This example populates the fourth level of a TreeView control:

```
long ll_lev1, ll_lev2, ll_lev3, ll_lev4
int index

tv_list.PictureHeight = 32
tv_list.PictureWidth = 32
```

```

ll_lev1 = tv_list.InsertItemLast(0, "Composers", 1)
ll_lev2 = tv_list.InsertItemLast(ll_lev1, &
    "Beethoven", 2)
ll_lev3 = tv_list.InsertItemLast(ll_lev2, &
    "Symphonies", 3)
FOR index = 1 to 9
    ll_lev4 = tv_list.InsertItemSort(ll_lev3, &
        "Symphony # " + String(index), 4)
NEXT

tv_list.ExpandItem(ll_lev3)
tv_list.ExpandItem(ll_lev4)

```

See also

[InsertItem](#)
[InsertItemLast](#)
[InsertItemFirst](#)

Syntax 2**For TreeView controls**

Description

Inserts an item in sorted order, if possible.

Applies to

TreeView controls

Syntax

treeviewname.InsertItemSort (handleparent, item)

Argument	Description
<i>treeviewname</i>	The TreeView control in which you want to sort an item as a child of its parent, according to its label.
<i>handleparent</i>	The handle of the item that will be the inserted item's parent. To insert the item at the first level, specify 0.
<i>item</i>	A TreeViewItem structure for the item you are inserting.

Return value

Long. Returns the handle of the item inserted if it succeeds and -1 if an error occurs.

Usage

If SortType is anything except Unsorted!, the TreeView is always in a sorted state and you do not need to use InsertItemSort—you can use any insert function.

If SortType is Unsorted!, InsertItemSort attempts to insert the item at the correct place in alphabetic ascending order. If the list is out of order, it does its best to find the correct place, but results may be unpredictable.

Examples This example inserts the current item beneath the root item in a TreeView control and sorts it according to its label:

```
long ll_handle, ll_roothandle
treeviewitem l_tvi

ll_handle = tv_list.FindItem(CurrentTreeItem!, 0)
ll_roothandle = tv_list.FindItem(RootTreeItem!, 0)
tv_list.GetItem(ll_handle, l_tvi)

tv_list.InsertItemSort(ll_roothandle, l_tvi)
```

See also [InsertItem](#)
[InsertItemFirst](#)
[InsertItemLast](#)

InsertObject

Description Displays the standard Insert Object dialog box, allowing the user to choose a new or existing OLE object, and inserts the selected object in the OLE control.

Syntax `olecontrol.InsertObject ()`

Argument	Description
<code>olecontrol</code>	The name of the OLE control in which you want to insert an object

Return value Integer. Returns 0 if it succeeds and one of the following values if an error occurs:

- 1 User canceled out of dialog box
- 9 Error

If any argument's value is null, `InsertObject` returns null.

Examples This example displays the standard Insert Object dialog box so that the user can select an OLE object. `InsertObject` inserts the selected object in the `ole_1` control:

```
integer result
result = ole_1.InsertObject()
```

See also [InsertClass](#)
[InsertFile](#)
[LinkTo](#)

InsertPicture

Description	Inserts an image at the insertion point in a RichTextEdit control.								
Applies to	RichTextEdit controls								
Syntax	rtnname.InsertPicture (filename{, format})								
	<table border="1"> <thead> <tr> <th>Argument</th><th>Description</th></tr> </thead> <tbody> <tr> <td><i>rtnname</i></td><td>The name of the RichTextEdit control in which you want to insert an image</td></tr> <tr> <td><i>filename</i></td><td>A string whose value is the name of the file that contains the image</td></tr> <tr> <td><i>format</i></td><td>An integer whose value determines the format in which the image is saved in the RTF file. Values are: <ul style="list-style-type: none"> • 1 – BMP • 2 – WMF (default) • 3 – PNG • 4 – JPG </td></tr> </tbody> </table>	Argument	Description	<i>rtnname</i>	The name of the RichTextEdit control in which you want to insert an image	<i>filename</i>	A string whose value is the name of the file that contains the image	<i>format</i>	An integer whose value determines the format in which the image is saved in the RTF file. Values are: <ul style="list-style-type: none"> • 1 – BMP • 2 – WMF (default) • 3 – PNG • 4 – JPG
Argument	Description								
<i>rtnname</i>	The name of the RichTextEdit control in which you want to insert an image								
<i>filename</i>	A string whose value is the name of the file that contains the image								
<i>format</i>	An integer whose value determines the format in which the image is saved in the RTF file. Values are: <ul style="list-style-type: none"> • 1 – BMP • 2 – WMF (default) • 3 – PNG • 4 – JPG 								
Return value	Integer. Returns 1 if it succeeds. Returns -2 if the compression format of a .tif file is not supported and -1 if a different error occurs. If <i>filename</i> is null, InsertPicture returns null.								
Usage	If there is a selection, InsertPicture inserts the image at the beginning of the selection. The image and the selection remain selected. The following file types are supported: <i>.bmp</i> , <i>.wmf</i> , <i>.jpeg</i> , <i>.png</i> , and <i>.gif</i> . The <i>.tif</i> file type is also supported if it uses the LZW compression format.								
Examples	This example inserts a PNG file at the insertion point in the RichTextEdit control <i>rte_1</i> . The PNG file will be saved in the RTF file in WMF format: <pre>integer li_rtn li_rtn = rte_1.InsertPicture("c:\windows\earth.png")</pre> This example inserts a JPG file at the insertion point in the RichTextEdit control <i>rte_1</i> . The JPG file will be saved in the RTF file in JPG format: <pre>integer li_rtn li_rtn = rte_1.InsertPicture("c:\windows\earth.jpg", 4)</pre>								
See also	InputFieldInsert InsertDocument								

InsertSeries

Description	Inserts a series in a graph at the specified position. Existing series in the graph are renumbered to keep the numbering sequential.								
Applies to	Graph controls in windows and user objects. Does not apply to graphs within DataWindow objects, because their data comes directly from the DataWindow.								
Syntax	controlname.InsertSeries (seriesname, seriesnumber)								
	<table border="1"> <thead> <tr> <th style="text-align: center;">Argument</th> <th style="text-align: center;">Description</th> </tr> </thead> <tbody> <tr> <td style="text-align: center;"><i>controlname</i></td><td>The name of the graph in which you want to insert a series.</td></tr> <tr> <td style="text-align: center;"><i>seriesname</i></td><td>A string containing the name of the series you want to insert. The series name must be unique within the graph.</td></tr> <tr> <td style="text-align: center;"><i>seriesnumber</i></td><td>The number of the series before which you want to insert the new series. To add the new series at the end, specify 0.</td></tr> </tbody> </table>	Argument	Description	<i>controlname</i>	The name of the graph in which you want to insert a series.	<i>seriesname</i>	A string containing the name of the series you want to insert. The series name must be unique within the graph.	<i>seriesnumber</i>	The number of the series before which you want to insert the new series. To add the new series at the end, specify 0.
Argument	Description								
<i>controlname</i>	The name of the graph in which you want to insert a series.								
<i>seriesname</i>	A string containing the name of the series you want to insert. The series name must be unique within the graph.								
<i>seriesnumber</i>	The number of the series before which you want to insert the new series. To add the new series at the end, specify 0.								
Return value	Integer. Returns the number of the series if it succeeds and -1 if an error occurs. If the series named in <i>seriesname</i> exists already, it returns the number of the existing series. If any argument's value is null, InsertSeries returns null.								
Usage	<p>Series names are unique if they have different capitalization.</p> <p>Equivalent syntax If you want to add a series to the end of the list, you can use AddSeries instead, which requires fewer arguments.</p> <p>This statement:</p> <pre>gr_data.InsertSeries("Costs", 0)</pre> <p>is equivalent to:</p> <pre>gr_data.AddSeries("Costs")</pre>								
Examples	<p>These statements insert a series before the series named Income in the graph gr_product_data:</p> <pre>integer SeriesNbr // Get the number of the series. SeriesNbr = FindSeries("Income") gr_product_data.InsertSeries("Costs", SeriesNbr)</pre>								
See also	AddData AddSeries FindCategory FindSeries InsertCategory InsertData								

Int

Description Determines the largest whole number less than or equal to a number.

Syntax **Int (n)**

Argument	Description
<i>n</i>	The number for which you want the largest whole number that is less than or equal to it

Return value Integer. Returns the largest whole number less than or equal to *n*. If *n* is too small or too large to be represented as an integer, Int returns 0. If *n* is null, Int returns null.

Usage When the result for Int would be smaller than -32768 or larger than 32767, Int returns 0 because the result cannot be represented as an integer.

Examples These statements return 3.0:

```
Int (3.2)
Int (3.8)
```

The following statements return -4.0:

```
Int (-3.2)
Int (-3.8)
```

These statements remove the decimal portion of the variable and store the resulting integer in *li_nbr*:

```
integer li_nbr
li_nbr = Int(3.2) // li_nbr = 3
```

See also

Ceiling

Round

Truncate

Int method for DataWindows in the *DataWindow Reference* or the online Help

Integer

Description Converts the value of a string to an integer or obtains an integer value that is stored in a blob.

Syntax **Integer (stringorblob)**

Argument	Description
<i>stringorblob</i>	A string whose value you want returned as an integer or a blob in which the first value is the integer value. The rest of the contents of the blob is ignored. <i>Stringorblob</i> can also be an Any variable containing a string or blob.
Return value	Integer. Returns the value of <i>stringorblob</i> as an integer if it succeeds and 0 if <i>stringorblob</i> is not a valid number or is an incompatible datatype. If <i>stringorblob</i> is null, Integer returns null.
Usage	To distinguish between a string whose value is the number 0 and a string whose value is not a number, use the IsNumber function before calling the Integer function.
Examples	<p>This statement returns the string 24 as an integer:</p> <pre>Integer("24")</pre> <p>This statement returns the contents of the SingleLineEdit sle_Age as an integer:</p> <pre>Integer(sle_Age.Text)</pre> <p>This statement returns 0:</p> <pre>Integer("3ABC") // 3ABC is not a number.</pre> <p>This example checks whether the text of sle_data is a number before converting, which is necessary if the user might legitimately enter 0:</p> <pre>integer li_new_data IF IsNumber(sle_data.Text) THEN li_new_data = Integer(sle_data.Text) ELSE SetNull(li_new_data) END IF</pre> <p>After assigning blob data from the database to lb_blob, this example obtains the integer value stored at position 20 in the blob:</p> <pre>integer i i = Integer(BlobMid(lb_blob, 20, 2))</pre>
See also	Double Dec IsNumber Long Real Integer method for DataWindows in the <i>DataWindow Reference</i> or the online Help

InternetData

Description Processes the HTML data returned by a GetURL or PostURL function. The Context object calls this function; you do not call this function explicitly. Instead, you override this function in a customized descendant of the InternetResult standard class user object.

Applies to InternetResult objects

Syntax

```
servicereference.InternetData ( data )
```

Argument	Description
<i>servicereference</i>	Reference to the Internet service instance
<i>data</i>	Blob containing the complete data requested by a GetURL or PostURL function

Return value Integer. Returns 1 if the function succeeds and -1 if an error occurs.

Usage Override this function in a user object that is a descendant of InternetResult. The overridden function must contain one argument of type blob, which is passed by value. It should return an integer, processing *data* as appropriate for the situation.

Do not call this function explicitly

Do not code calls to this function. The GetURL and PostURL functions include an argument that references an instantiated InternetResult descendant. When these functions complete, the Context object calls the InternetData function, returning HTML in *data*.

Examples This example shows code you might use in an overridden InternetData function to display data from a GetURL function:

```
MessageBox("HTML from GetURL",      &
          String(data, EncodingANSI!))
RETURN 1
```

The blob contains the actual data and is not Unicode encoded, therefore you must use the EncodingANSI! argument of the String function.

See also

[GetURL](#)

[PostURL](#)

IntHigh

Description	Returns the high word of a long value.				
Syntax	IntHigh (long)				
	<table border="1"> <thead> <tr> <th style="text-align: center;">Argument</th> <th style="text-align: center;">Description</th> </tr> </thead> <tbody> <tr> <td style="text-align: center;"><i>long</i></td><td>A long value</td></tr> </tbody> </table>	Argument	Description	<i>long</i>	A long value
Argument	Description				
<i>long</i>	A long value				
Return value	Integer. Returns the high word of <i>long</i> if it succeeds and -1 if an error occurs. If <i>long</i> is null, IntHigh returns null.				
Usage	One use for IntHigh is for decoding values returned by external C functions and Windows messages.				
Examples	These statements decode a long value <i>LValue</i> into its low and high integers:				
	<pre>integer nLow, nHigh long LValue = 274489 nLow = IntLow(LValue) //The Low Integer is 12345. nHigh = IntHigh(LValue) //The High Integer is 4.</pre>				
See also	IntLow				

IntLow

Description	Returns the low word of a long value.				
Syntax	IntLow (long)				
	<table border="1"> <thead> <tr> <th style="text-align: center;">Argument</th> <th style="text-align: center;">Description</th> </tr> </thead> <tbody> <tr> <td style="text-align: center;"><i>long</i></td><td>A long value</td></tr> </tbody> </table>	Argument	Description	<i>long</i>	A long value
Argument	Description				
<i>long</i>	A long value				
Return value	Integer. Returns the low word of <i>long</i> if it succeeds and -1 if an error occurs. If <i>long</i> is null, IntLow returns null.				
Usage	One use for IntLow is for decoding values returned by external C functions and Windows messages.				
Examples	These statements decode a long value <i>LValue</i> into its low and high integers:				
	<pre>integer nLow, nHigh long LValue = 12345 nLow = IntLow(LValue) //The Low Integer is 12345. nHigh = IntHigh(LValue) //The High Integer is 0.</pre>				
See also	IntHigh				

InvokePBFunction

Description	Invokes the specified user-defined window function in the child window contained in a PowerBuilder window ActiveX control.
Applies to	Window ActiveX controls
Syntax	<code>activexcontrol.InvokePBFunction (name {, numarguments {, arguments } })</code>

Argument	Description
<code>activexcontrol</code>	Identifier for the instance of the PowerBuilder Window ActiveX control. When used in HTML, this is the NAME attribute of the object element. When used in other environments, this references the control that contains the PowerBuilder window ActiveX.
<code>name</code>	String specifying the name of the user-defined window function. This argument is passed by reference.
<code>numarguments</code> (optional)	Integer specifying the number of elements in the <code>arguments</code> array. The default is zero.
<code>arguments</code> (optional)	Variant array containing function arguments. In PowerBuilder, Variant maps to the Any datatype. This argument is passed by reference. If you specify this argument, you must also specify <code>numarguments</code> . If you do not specify this argument and the function contains arguments, populate the argument list by calling the SetArgElement function once for each argument. JavaScript cannot use this argument.

Return value	Integer. Returns 1 if the function succeeds and -1 if an error occurs.
Usage	Call this function to invoke a user-defined window function in the child window contained in a PowerBuilder window ActiveX control.
	To check the PowerBuilder function's return value, call the GetLastReturn function.
	JavaScript cannot use the <code>arguments</code> argument.

This JavaScript example calls the `InvokePBFunction` function:

```
function invokeFunc(f) {
    var retcd;
    var rc;
    var numargs;
    var theFunc;
    var theArg;
    retcd = 0;
    numargs = 1;
```

```
theArg = f.textToPB.value;
PBRX1.SetArgElement(1, theArg);
theFunc = "of_args";
retcd = PBRX1.InvokePBFunction(theFunc, numargs);
rc = parseInt(PBRX1.GetLastReturn());
IF (rc != 1) {
    alert("Error. Empty string.");
}
PBRX1.ResetArgElements();
}
```

This VBScript example calls the `InvokePBFunction` function:

```
Sub invokeFunction_OnClick()
    Dim retcd
    Dim myForm
    Dim args(1)
    Dim rc
    Dim numargs
    Dim theFunc
    Dim rcfomfunc
    retcd = 0
    numargs = 1
    rc = 0
    theFunc = "of_args"
    Set myForm = Document.buttonForm
    args(0) = buttonForm.textToPB.value
    retcd = PBRX1.InvokePBFunction(theFunc, &
    numargs, args)
    rc = PBRX1.GetLastReturn()
    IF rc <> 1 THEN
        msgbox "Error. Empty string."
    END IF
    PBRX1.ResetArgElements()
END sub
```

See also

[GetLastReturn](#)
[SetArgElement](#)
[TriggerPBEVENT](#)

_Is_A

Description

Checks to see whether a CORBA object is an instance of a class that implements a particular interface.

This function is used by PowerBuilder clients connecting to EAServer.

Applies to

CORBAObject objects

Syntax

corbaobject._Is_A (classname)

Argument	Description
<i>corbaobject</i>	An object of type CORBAObject that you want to test
<i>classname</i>	The interface that will be used for the test

Return value

Boolean. Returns true if the class of the object implements the specified interface and false if it does not.

Usage

Before making a call to _Narrow, you can call _Is_A to verify that a CORBA object is an instance of a class that implements the interface to which you want to narrow the object.

Examples

The following example checks to see that a CORBA object reference is an instance of a class that implements n_Bank_Account:

```
CORBAObject my_corbaobj  
n_Bank_Account my_account  
...  
...  
if (my_corbaobj._is_a("n_Bank_Account")) then  
    my_corbaobj._narrow(my_account, "n_Bank_Account")  
end if  
my_account.withdraw(100.0)
```

See also

[_Narrow](#)

IsAlive

Description	Determines whether a server object is still running.
Applies to	OLEObject objects, OLETxnObject objects
Syntax	<code>oleobject.IsAlive()</code>
Argument	Description
<i>oleobject</i>	The name of an OLEObject or OLETxnObject variable that is connected to an automation server or COM object
Return value	Boolean. Returns true if the server object appears to be running and false if it is dead.
Usage	<p>Use the IsAlive function to determine whether a server process has died. This function does not replace the error-handling capability provided by the ExternalException and Error events. It provides a way to check the viability of the server at intervals or before specific operations to avoid runtime errors.</p> <p>If IsAlive returns true, the server may only appear to be running, because the true state of the server may be masked. This is more likely to occur when the server is running on a different computer, because DCOM may be using cached information to determine the state of the server. A false return value always indicates that the server is dead.</p>
Examples	<p>This example creates an OLEObject variable and calls ConnectToNewObject to create and connect to a new instance of a PowerBuilder COM object. After performing some processing, it checks whether the server is still running before performing additional processing:</p> <pre> OLETxnObject EmpObj Integer li_rc EmpObj = CREATE OLEObject li_rc = EmpObj.ConnectToNewObject ("PB70COM.employee") // Perform some work with the COM object ... IF EmpObj.IsAlive() THEN // Continue processing END IF </pre>

IsAllArabic

Description Tests whether a particular string is composed entirely of Arabic characters.

Syntax **IsAllArabic (*string*)**

Argument	Description
<i>string</i>	A string whose value you want to test to find out if it is composed entirely of Arabic characters

Return value Boolean. Returns true if *string* is composed entirely of Arabic characters and false if it is not. The presence of numbers, spaces, and punctuation marks will also result in a return value of false.

Usage If you are not running a version of Windows that supports right-to-left languages, IsAllArabic is set to false.

Examples Under a version of Windows that supports right-to-left languages, this statement returns true if the SingleLineEdit sle_name is composed entirely of Arabic characters:

```
IsAllArabic (sle_name.Text)
```

See also [.IsAnyArabic](#)

[IsArabic](#)

[IsArabicAndNumbers](#)

[Reverse](#)

IsAllHebrew

Description Tests whether a particular string is composed entirely of Hebrew characters.

Syntax **IsAllHebrew (*string*)**

Argument	Description
<i>string</i>	A string whose value you want to test to find out if it is composed entirely of Hebrew characters

Return value Boolean. Returns true if *string* is composed entirely of Hebrew characters and false if it is not. The presence of numbers, spaces, and punctuation marks will also result in a return value of false.

Usage If you are not running a version of Windows that supports right-to-left languages, IsAllHebrew is set to false.

Examples	Under a version of Windows that supports right-to-left languages, this statement returns true if the SingleLineEdit <code>sle_name</code> is composed entirely of Hebrew characters:
See also	<code>IsAllHebrew(sle_name.Text)</code> <code>.IsAnyHebrew</code> <code>IsHebrew</code> <code>IsHebrewAndNumbers</code> <code>Reverse</code>

IsAnyArabic

Description	Tests whether a particular string contains at least one Arabic character.				
Syntax	.IsAnyArabic (<i>string</i>)				
	<table><thead><tr><th>Argument</th><th>Description</th></tr></thead><tbody><tr><td><i>string</i></td><td>A string whose value you want to test to find out if it contains at least one Arabic character</td></tr></tbody></table>	Argument	Description	<i>string</i>	A string whose value you want to test to find out if it contains at least one Arabic character
Argument	Description				
<i>string</i>	A string whose value you want to test to find out if it contains at least one Arabic character				
Return value	Boolean. Returns true if <i>string</i> contains at least one Arabic character and false if it does not.				
Usage	If you are not running a version of Windows that supports right-to-left languages, <code>.IsAnyArabic</code> is set to false.				
Examples	Under a version of Windows that supports right-to-left languages, this statement returns true if the SingleLineEdit <code>sle_name</code> contains at least one Arabic character:				
	<code>.IsAnyArabic(sle_name.Text)</code>				
See also	<code>IsAllArabic</code> <code>IsArabic</code> <code>IsArabicAndNumbers</code> <code>Reverse</code>				

IsAnyHebrew

Description Tests whether a particular string contains at least one Hebrew character.

Syntax **IsAnyHebrew (*string*)**

Argument	Description
<i>string</i>	A string whose value you want to test to find out if it contains at least one Hebrew character

Return value Boolean. Returns true if *string* contains at least one Hebrew character and false if it does not.

Usage If you are not running a version of Windows that supports right-to-left languages, IsAnyHebrew is set to false.

Examples Under a version of Windows that supports right-to-left languages, this statement returns true if the SingleLineEdit sle_name contains at least one Hebrew character:

```
IsAnyHebrew(sle_name.Text)
```

See also [IsAllHebrew](#)

[IsHebrew](#)

[IsHebrewAndNumbers](#)

[Reverse](#)

IsArabic

Description Tests whether a particular character is an Arabic character. For a string, IsArabic tests only the first character on the left.

Syntax **IsArabic (*character*)**

Argument	Description
<i>character</i>	A character or string whose value you want to test to find out if it is an Arabic character.

Return value Boolean. Returns true if *character* is an Arabic character and false if it is not.

Usage If you are not running a version of Windows that supports right-to-left languages, IsArabic is set to false.

Examples	Under a version of Windows that supports right-to-left languages, this statement returns true if the SingleLineEdit <code>sle_name</code> begins with an Arabic character: <code>IsArabic(sle_name.Text)</code>
See also	IsAllArabic IsAnyArabic IsArabicAndNumbers Reverse

IsArabicAndNumbers

Description Tests whether a particular string is composed entirely of Arabic characters or numbers.

Syntax **IsArabicAndNumbers (*string*)**

Argument	Description
<i>string</i>	A string whose value you want to test to find out if it is composed entirely of Arabic characters or numbers

Return value Boolean. Returns true if *string* is composed entirely of Arabic characters or numbers and false if it is not.

Usage If you are not running a version of Windows that supports right-to-left languages, `IsArabicAndNumbers` is set to false.

Examples Under a version of Windows that supports right-to-left languages, this statement returns true if the SingleLineEdit `sle_name` is composed entirely of Arabic characters and numbers:

`IsArabicAndNumbers(sle_name.Text)`

See also [IsAllArabic](#)
[IsAnyArabic](#)
[IsArabic](#)
[Reverse](#)

IsCallerInRole

Description Indicates whether the direct caller of a COM object running on COM+ is in a specified role (either individually or as part of a group).

Applies to TransactionServer objects

Syntax *transactionserver*.**IsCallerInRole** (*role*)

Argument	Description
<i>transactionserver</i>	Reference to the TransactionServer service instance
<i>role</i>	A string expression containing the name of a role

Return value Boolean. Returns true if the direct caller is in the specified role and false if it is not.

Usage In COM+, a role is a name that represents the set of access permissions for a specific user or group of users. For example, a component that provides access to a sales database might have different roles for managers and salespersons.

In your code, you use IsCallerInRole to determine whether the caller of the current method is associated with a specific role before you execute code that performs a task restricted to users in that role.

IsCallerInRole only determines whether the direct caller of the current method is in the specified role. The direct caller may be either a client process or a server process.

Package must run in a dedicated server process

To support role-checking, the COM+ package must be activated as a Server package, not a Library package. Server packages run in a dedicated server process. Library packages run in the creator's process and are used primarily for debugging.

IsCallerInRole only returns a meaningful value when security checking is enabled. Security checking can be enabled in the COM/COM+ Project wizard or the Project painter

Examples

The following example shows a call to a function (`f_checkrole`) that takes the name of a role as an argument and returns an integer. In this example only managers can place orders with a value over \$20,000:

```
integer rc
long ordervalue
IF ordervalue > 20,000 THEN
    rc = f_checkrole("Manager")
    IF rc <> 1
        // handle negative values and exit
    ELSE
        // continue processing
    END IF
END IF
```

The `f_checkrole` function checks whether a component is running on COM+ and if security checking is enabled. Then it checks whether the direct caller is in the role passed in as an argument. If any of the checks fail, the function returns a negative value:

```
TransactionServer ts
integer li_rc
string str_role

li_rc = GetContextService( "TransactionServer", ts)
// handle error if necessary

// Find out if running on COM+
IF ts.which() <> 2 THEN RETURN -1

// Find out if security is enabled
IF NOT ts.IsSecurityEnabled() THEN RETURN -2

// Find out if the caller is in the role
IF NOT ts.IsCallerInRole(str_role) THEN
    RETURN -3
ELSE
    RETURN 1
END IF
```

See also

[ImpersonateClient](#)
[IsImpersonating](#)
[IsSecurityEnabled](#)
[RevertToSelf](#)

IsDate

Description	Tests whether a string value is a valid date.				
Syntax	IsDate (datevalue)				
	<table><thead><tr><th>Argument</th><th>Description</th></tr></thead><tbody><tr><td><i>datevalue</i></td><td>A string whose value you want to test to determine whether it is a valid date</td></tr></tbody></table>	Argument	Description	<i>datevalue</i>	A string whose value you want to test to determine whether it is a valid date
Argument	Description				
<i>datevalue</i>	A string whose value you want to test to determine whether it is a valid date				
Return value	Boolean. Returns true if <i>datevalue</i> is a valid date and false if it is not. If <i>datevalue</i> is null, IsDate returns null.				
Usage	You can use IsDate to test whether a user-entered date is valid before you convert it to a date datatype. To convert a value into a date value, use the Date function. The year value must be in the range 01 to 9999.				
Examples	This statement returns true: <code>IsDate ("Jan 1, 05")</code>				
	This statement returns false: <code>IsDate ("Jan 32, 2005")</code>				
	If the SingleLineEdit sle_Date_Of_Hire contains 7/1/99, these statements store 1999-07-01 in HireDate: <code>Date HireDate IF IsDate(sle_Date_Of_Hire.text) THEN HireDate = Date(sle_Date_Of_Hire.text) END IF</code>				
See also	IsDate method for DataWindows in the <i>DataWindow Reference</i> or the online Help				

IsHebrew

Description	Tests whether a particular character is a Hebrew character. For a string, IsHebrew tests only the first character on the left.				
Syntax	IsHebrew (character)				
	<table><thead><tr><th>Argument</th><th>Description</th></tr></thead><tbody><tr><td><i>character</i></td><td>A character or string whose value you want to test to find out if it is an Hebrew character</td></tr></tbody></table>	Argument	Description	<i>character</i>	A character or string whose value you want to test to find out if it is an Hebrew character
Argument	Description				
<i>character</i>	A character or string whose value you want to test to find out if it is an Hebrew character				

Return value	Boolean. Returns true if <i>character</i> is an Hebrew character and false if it is not.
Usage	If you are not running a version of Windows that supports right-to-left languages, <code>IsHebrew</code> is set to false.
Examples	Under a version of Windows that supports right-to-left languages, this statement returns true if the SingleLineEdit <code>sle_name</code> begins with a Hebrew character:
	<code>IsHebrew(sle_name.Text)</code>

See also

`IsAllHebrew`
`IsAnyHebrew`
`IsHebrewAndNumbers`
`Reverse`

IsHebrewAndNumbers

Description	Tests whether a particular string is composed entirely of Hebrew characters and numbers.				
Syntax	IsHebrewAndNumbers (<i>string</i>)				
	<table border="1"> <thead> <tr> <th>Argument</th> <th>Description</th> </tr> </thead> <tbody> <tr> <td><i>string</i></td> <td>A string whose value you want to test to find out if it is composed entirely of Hebrew characters and numbers</td> </tr> </tbody> </table>	Argument	Description	<i>string</i>	A string whose value you want to test to find out if it is composed entirely of Hebrew characters and numbers
Argument	Description				
<i>string</i>	A string whose value you want to test to find out if it is composed entirely of Hebrew characters and numbers				
Return value	Boolean. Returns true if <i>string</i> is composed entirely of Hebrew characters and numbers and false if it is not.				
Usage	If you are not running a version of Windows that supports right-to-left languages, <code>IsHebrewAndNumbers</code> is set to false.				
Examples	Under a version of Windows that supports right-to-left languages, this statement returns true if the SingleLineEdit <code>sle_name</code> is composed entirely of Hebrew characters and numbers:				
	<code>IsHebrewAndNumbers(sle_name.Text)</code>				
See also	<code>IsAllHebrew</code> <code>IsAnyHebrew</code> <code>IsHebrew</code> <code>Reverse</code>				

IsImpersonating

Description Queries whether a COM object running on COM+ is impersonating the client.

Applies to TransactionServer objects

Syntax *transactionserver*.**IsImpersonating** ()

Argument	Description
<i>transactionserver</i>	Reference to the TransactionServer service instance

Return value Boolean. Returns true if the component is impersonating the client and false if it is not.

Usage COM objects running on COM+ can use the ImpersonateClient function to run in the client's security context so that the server process has access to the same resources as the client. Use IsImpersonating to determine whether the ImpersonateClient function has been called without a matching call to RevertToSelf.

Examples The following example creates an instance of the TransactionServer service and checks whether the COM object is currently running on the client's security context. If it is not, it impersonates the client, performs some processing using the client's security context, then reverts to the object's security context:

```
TransactionServer txninfo_test
integer li_rc

li_rc = GetContextService( "TransactionServer", &
    txninfo_test )
IF NOT txninfo_test.IsImpersonating() THEN
    txninfo_test.ImpersonateClient()
END IF
// continue processing as client
txninfo_test.RevertToSelf()
```

See also ImpersonateClient
IsCallerInRole
IsSecurityEnabled
RevertToSelf

IsInTransaction

Description	Indicates whether a component is executing in a transaction.				
Applies to	TransactionServer objects				
Syntax	<code>transactionserver.IsInTransaction()</code>				
	<table border="1"> <thead> <tr> <th style="text-align: center;">Argument</th><th style="text-align: center;">Description</th></tr> </thead> <tbody> <tr> <td style="text-align: center;"><code>transactionserver</code></td><td>Reference to the TransactionServer service instance</td></tr> </tbody> </table>	Argument	Description	<code>transactionserver</code>	Reference to the TransactionServer service instance
Argument	Description				
<code>transactionserver</code>	Reference to the TransactionServer service instance				
Return value	Boolean. Returns true if the component is executing as part of a transaction and false if it is not.				
Usage	<p>Component methods can call <code>IsInTransaction</code> to determine whether they are executing within a transaction.</p> <p>Methods in components that are declared to be transactional always execute as part of a transaction.</p> <p>Methods in components that have a transaction type of Supports Transaction may or may not be running in the context of an EA Server transaction, depending on whether the component is instantiated directly by a base client or by another component. In components that have this transaction type, you can use <code>IsInTransaction</code> to determine whether the component is running in a transaction.</p> <p>The <code>IsInTransaction</code> function corresponds to the <code>isInTransaction</code> transaction primitive in EA Server.</p>				
Examples	The following example shows the use of the <code>IsInTransaction</code> function:				
	<pre> TransactionServer ts Integer li_rc long ll_rv li_rc = this.GetContextService("TransactionServer", & ts) IF ts.IsInTransaction = TRUE THEN // execute logic based on the transaction context END IF </pre>				
See also	EnableCommit IsTransactionAborted Lookup SetAbort SetComplete Which				

IsNull

Description

Reports whether the value of a variable or expression is null.

Syntax

IsNull (*any*)

Argument	Description
<i>any</i>	A variable or expression that you want to test to determine whether its value is null

Return value

Boolean. Returns true if *any* is null and false if it is not.

Usage

Use IsNull to test whether a user-entered value or a value retrieved from the database is null.

If one or more columns in a DataWindow are required columns, that is, they must contain data, you do not want to update the database if the columns have null values. You can use FindRequired to find rows in which those columns have null values, instead of using IsNull to evaluate each row and column.

Setting a variable to null To set a variable to null, use the SetNull function. In standard PowerBuilder applications, if a variable is not set to null explicitly by calling the SetNull function, calling the IsNull function against the variable returns false.

In general, the same applies in .NET applications. However, if the variable is of a reference type (a type derived from the PowerObject base class), IsNull returns true if the variable has not been initialized by assigning an instantiated object to it. In the following example, IsNull returns false in a standard PowerBuilder application, but it returns true in a .NET application:

```
dataStore ds
boolean b

b = IsNull(ds)
MessageBox("IsNull", string(b))
```

If the variable is explicitly set to null, IsNull returns true in both standard and .NET applications:

```
SetNull(ds)
b = IsNull(ds)
MessageBox("IsNull", string(b))
```

To ensure consistent behavior in standard and .NET applications, use the IsValid function to check whether an object has been instantiated instead of using the IsNull function. In the following example, each of the calls to IsValid returns false in both standard and .NET applications:

```

dataStore ds
boolean b

b = IsValid(ds)
MessageBox("IsValid", string(b))

SetNull(ds)
b = IsValidl(ds)
MessageBox("IsValid", string(b))

```

Examples

These statements set *lb_test* to true:

```

integer a, b
boolean lb_test

SetNull(b)
lb_test = IsNull(a + b)

```

See also

[IsValid](#)
[SetNull](#)
[IsNull method for DataWindows](#) in the *DataWindow Reference* or the online Help

IsNumber

Description

Reports whether the value of a string is a number.

Syntax

IsNumber (*string*)

Argument	Description
<i>string</i>	A string whose value you want to test to determine whether it is a valid PowerScript number

Return value

Boolean. Returns true if *string* is a valid PowerScript number and false if it is not. If *string* is null, IsNumber returns null.

Usage

Use IsNumber to check that text in an edit control can be converted to a number. To convert a string to a specific numeric datatype, use the Double, Dec, Integer, Long, or Real function.

Examples

This statement returns true:

```
IsNumber ("32.65")
```

This statement returns false:

```
IsNumber ("A16")
```

If the SingleLineEdit *sle_Age* contains 32, these statements store 32 in *li_YearsOld*:

```
integer li_YearsOld
IF IsNumber(sle_Age.Text) THEN
    li_YearsOld = Integer(sle_Age.Text)
END IF
```

See also

[Double](#)

[Dec](#)

[Integer](#)

[Long](#)

[Real](#)

[IsNumber method for DataWindows](#) in the *DataWindow Reference* or the online Help

IsPreview

Description

Reports whether a RichTextEdit control is in preview mode.

Applies to

RichTextEdit controls

Syntax

```
rtnename.IsPreview ()
```

Argument	Description
<i>rtnename</i>	The name of the RichTextEdit control for which you want to know whether it is in preview mode

Return value

Boolean. Returns true if *rtnename* is in preview mode and false if it is in data entry mode.

Examples

This example switches the RichTextEdit control *rte_1* to preview mode if it is not already in preview mode and then prints it:

```
IF NOT rte_1.IsPreview() THEN
    rte_1.Preview(TRUE)
    rte_1.Print(1, "1-4", FALSE, TRUE)
END IF
```

See also

[Preview](#)

IsSecurityEnabled

Description	Indicates whether or not security checking is enabled for a COM object running on COM+.				
Applies to	TransactionServer objects				
Syntax	<i>transactionserver</i> . IsSecurityEnabled ()				
	<table border="1"> <thead> <tr> <th style="text-align: center;">Argument</th><th style="text-align: center;">Description</th></tr> </thead> <tbody> <tr> <td style="text-align: center;"><i>transactionserver</i></td><td>Reference to the TransactionServer service instance</td></tr> </tbody> </table>	Argument	Description	<i>transactionserver</i>	Reference to the TransactionServer service instance
Argument	Description				
<i>transactionserver</i>	Reference to the TransactionServer service instance				
Return value	Boolean. Returns true if security checking is enabled and false if it is not.				
Usage	<p>Use IsSecurityEnabled to determine whether security checking is enabled for the current COM object.</p> <p>If the COM object is running in the creator's process, IsSecurityEnabled always returns false.</p>				
Examples	<p>The following example determines whether security checking is enabled and, if it is, checks whether the direct caller is in the Manager role before completing the call:</p> <pre> TransactionServer ts integer li_rc string str_role = "Admin" li_rc = GetContextService("TransactionServer", & ts) // Find out if security is enabled. IF ts.IsSecurityEnabled() THEN // Find out if the caller is in the role. IF NOT ts.IsCallerInRole(str_role) THEN // do not complete call ELSE // execute call normally END IF ELSE // security is not enabled // do not complete call END IF </pre>				
See also	ImpersonateClient IsCallerInRole IsImpersonating RevertToSelf				

IsTime

Description

Reports whether the value of a string is a valid time value.

Syntax

IsTime (*timevalue*)

Argument	Description
<i>timevalue</i>	A string whose value you want to test to determine whether it is a valid time

Return value

Boolean. Returns true if *timevalue* is a valid time and false if it is not. If *timevalue* is null, IsTime returns null.

Usage

Use IsTime to test to whether a value a user enters in an edit control is a valid time.

To convert a string to an time value, use the Time function.

Examples

This statement returns true:

```
IsTime ("8:00:00 am")
```

This statement returns false:

```
IsTime ("25:00")
```

If the SingleLineEdit sle_EndTime contains 4:15 these statements store 04:15:00 in *lt_QuitTime*:

```
Time lt_QuitTime
IF IsTime sle_EndTime.Text) THEN
    lt_QuitTime = Time(sle_EndTime.Text)
END IF
```

See also

Time

IsTime method for DataWindows in the DataWindow Reference or the online Help

IsTransactionAborted

Description Determines whether the current transaction, in which an EA Server component participates, has been aborted.

Applies to TransactionServer objects

Syntax `transactionserver.IsTransactionAborted()`

Argument	Description
transactionserver	Reference to the TransactionServer service instance

Return value Boolean. Returns true if the current transaction has been aborted and false if it has not.

Usage The `IsTransactionAborted` function allows a component to verify that the current transaction is still viable before performing updates to the database. The `IsTransactionAborted` function corresponds to the `isRollbackOnly` transaction primitive in EA Server.

Examples The following example checks to see whether the transaction has been aborted. If it has not, it updates the database and calls `EnableCommit`. If it has been aborted, it calls `DisableCommit`.

```
// Instance variables: ids_datastore, ts
Integer li_rc
long ll_rv

li_rc = this.GetContextService("TransactionServer", ts)
IF li_rc <> 1 THEN
    // handle the error
END IF
...
IF ts.IsTransactionAborted() = FALSE THEN
    ll_rv = ids_datastore.Update()
    IF ll_rv = 1 THEN
        ts.EnableCommit()
    ELSE
        ts.DisableCommit()
    END IF
END IF
```

See also [EnableCommit](#)
[IsInTransaction](#)
[Lookup](#)
[SetAbort](#)
[SetComplete](#)
[Which](#)

IsValid

Description Determines whether an object variable is instantiated—whether its value is a valid object handle.

Syntax **IsValid** (*objectvariable*)

Argument	Description
<i>objectvariable</i>	An object variable or a variable of type Any—typically a reference to an object that you are testing for validity

Return value Boolean. Returns true if *objectvariable* is an instantiated object. Returns false if *objectvariable* is not an object, or if it is an object that is not instantiated. If *objectvariable* is null, IsValid returns null.

Usage Use IsValid instead of the Handle function to determine whether a window is open.

Examples This statement determines whether the window *w_emp* is open and if it is not, opens it:

```
IF IsValid(w_emp) = FALSE THEN Open(w_emp)
```

This example returns -1 because the IsValid function returns false. Although the *objectvariable* argument is a valid string, it is not an instantiated object. The IsValid method would return true only if *la_value* was an instantiated object:

```
any la_value

la_value = "I'm a string"
IF NOT IsValid(la_value) THEN return -1
```

See also

Handle

KeyDown

Description	Determines whether the user pressed the specified key on the computer keyboard.				
Syntax	KeyDown (keycode)				
	<table border="1"> <thead> <tr> <th>Argument</th><th>Description</th></tr> </thead> <tbody> <tr> <td><i>keycode</i></td><td>A value of the KeyCode enumerated datatype that identifies a key on the computer keyboard or an integer whose value is the ASCII code for a key. Not all ASCII values are recognized; see Usage. See also the table of KeyCode values in Usage.</td></tr> </tbody> </table>	Argument	Description	<i>keycode</i>	A value of the KeyCode enumerated datatype that identifies a key on the computer keyboard or an integer whose value is the ASCII code for a key. Not all ASCII values are recognized; see Usage. See also the table of KeyCode values in Usage.
Argument	Description				
<i>keycode</i>	A value of the KeyCode enumerated datatype that identifies a key on the computer keyboard or an integer whose value is the ASCII code for a key. Not all ASCII values are recognized; see Usage. See also the table of KeyCode values in Usage.				
Return value	Boolean. Returns true if <i>keycode</i> was pressed and false if it was not. If <i>keycode</i> is null, KeyDown returns null.				
Usage	<p>KeyDown does not report what character the user typed—it reports whether the user was pressing the specified key when the event whose script is calling KeyDown was triggered.</p> <p>Events You can call KeyDown in a window's Key event or a keypress event for a control to determine whether the user pressed a particular key. The Key event occurs whenever the user presses a key as long as the insertion point is not in a line edit. The Key event is triggered repeatedly if the user holds down a repeating key. For controls, you can define a user event for pbm_keydown or pbm_dwnkey (DataWindows), and call KeyDown in its script.</p> <p>You can also call KeyDown in a mouse event, such as Clicked, to determine whether the user also pressed a modifier key, such as Ctrl.</p> <p>KeyCodes and ASCII values KeyDown does not distinguish between uppercase and lowercase letters or other characters and their shifted counterparts. For example, KeyA! refers to the A key—the user may have typed "A" or "a." Key9! refers to both "9" and "(".. Instead, you can test whether a modifier key is also pressed.</p> <p>KeyDown does not test whether Caps Lock or other toggle keys are in a toggled-on state, only whether the user is pressing it.</p> <p>KeyDown only detects ASCII values 65-90 (KeyA! - KeyZ!) and 48-57 (Key0!-Key9!). These ASCII values detect whether the key was pressed, whether or not the user also pressed Shift or Caps Lock. KeyDown does not detect other ASCII values (such as 97-122 for lowercase letters).</p> <p>The following table categorizes KeyCode values by type of key and provides explanations of names that might not be obvious.</p>				

Table 10-5: KeyCode values for keyboard keys

Type of key	KeyCode values and descriptions
Mouse buttons	KeyLeftButton! Left mouse button KeyMiddleButton! Middle mouse button KeyRightButton! Right mouse button
Letters	KeyA! - KeyZ! A - Z, uppercase or lowercase
Other symbols	KeyQuote! ' and " KeyEqual! = and + KeyComma! , and < KeyDash! - and _ KeyPeriod! . and > KeySlash! / and ? KeyBackQuote! ` and ~ KeyLeftBracket! [and { KeyBackSlash! \ and KeyRightBracket!] and } KeySemiColon! ; and :
Non-printing characters	KeyBack! Backspace KeyTab! KeyEnter! KeySpaceBar!
Function keys	KeyF1! - KeyF12! Function keys F1 to F12
Control keys	KeyShift! KeyControl! KeyAlt! KeyPause! KeyCapsLock! KeyEscape! KeyPrintScreen! KeyInsert! KeyDelete!
Navigation keys	KeyPageUp! KeyPageDown! KeyEnd! KeyHome! KeyLeftArrow! KeyUpArrow! KeyRightArrow! KeyDownArrow!

Type of key	KeyCode values and descriptions
Numeric and symbol keys	Key0! 0 and) Key1! 1 and ! Key2! 2 and @ Key3! 3 and # Key4! 4 and \$ Key5! 5 and % Key6! 6 and ^ Key7! 7 and & Key8! 8 and * Key9! 9 and (
Keypad numbers	KeyNumpad0! - KeyNumpad9! 0 - 9 on numeric keypad
Keypad symbols	KeyMultiply! * on numeric keypad KeyAdd! + on numeric keypad KeySubtract! - on numeric keypad KeyDecimal! . on numeric keypad KeyDivide! / on numeric keypad KeyNumLock! KeyScrollLock!

Examples

The following code checks whether the user pressed the F1 key or the Ctrl key and executes some statements appropriate to the key pressed:

```
IF KeyDown(KeyF1!) THEN
. . . // Statements for the F1 key
ELSEIF KeyDown(KeyControl!) THEN
. . . // Statements for the CTRL key
END IF
```

This statement tests whether the user pressed Tab, Enter, or any of the scrolling keys:

```
IF (KeyDown(KeyTab!) OR KeyDown(KeyEnter!) OR &
KeyDown(KeyDownArrow!) OR KeyDown(KeyUpArrow!) &
OR KeyDown(KeyPageDown!) OR
KeyDown(KeyPageUp!)) &
THEN . . .
```

This statement tests whether the user pressed the A key (ASCII value 65):

```
IF KeyDown(65) THEN . . .
```

This statement tests whether the user pressed the Shift key and the A key:

```
IF KeyDown(65) AND KeyDown(KeyShift!) THEN . . .
```

This statement in a Clicked event checks whether the Shift is also pressed:

```
IF KeyDown(KeyShift!) THEN . . .
```

LastPos

Description Finds the last position of a target string in a source string.

Syntax **LastPos (string1, string2 {, searchlength })**

Argument	Description
<i>string1</i>	The string in which you want to find <i>string2</i> .
<i>string2</i>	The string you want to find in <i>string1</i> .
<i>searchlength</i> (optional)	A long that limits the search to the leftmost <i>searchlength</i> characters of the source string <i>string1</i> . The default is the entire string.

Return value Long. Returns a long whose value is the starting position of the last occurrence of *string2* in *string1* within the characters specified in *searchlength*. If *string2* is not found in *string1* or if *searchlength* is 0, LastPos returns 0. If any argument's value is null, LastPos returns null.

Usage The LastPos function is case sensitive. The entire target string must be found in the source string.

Examples This statement returns 6, because the position of the last occurrence of RU is position 6:

```
LastPos ("BABE RUTH", "RU")
```

This statement returns 3:

```
LastPos ("BABE RUTH", "B")
```

This statement returns 0, because the case does not match:

```
LastPos ("BABE RUTH", "be")
```

This statement searches the leftmost 4 characters and returns 0, because the only occurrence of RU is after position 4. The search length must be at least 7 (to include the complete string RU) before the statement returns 6 for the starting position of the last occurrence of RU:

```
LastPos ("BABE RUTH", "RU", 4)
```

These statements change the text in the SingleLineEdit sle_group. The last instance of the text NY is changed to North East:

```
long place_nbr
place_nbr = LastPos(sle_group.Text, "NY")
sle_group.SelectText(place_nbr, 2 )
sle_group.ReplaceText("North East")
```

These statements separate the return value of GetBandAtPointer into the band name and row number. The LastPos function finds the position of the (last) tab in the string and the Left and Mid functions extract the information to the left and right of the tab:

```
string s, ls_left, ls_right
integer li_tab

s = dw_groups.GetBandAtPointer()
li_tab = LastPos(s, "~t")

ls_left = Left(s, li_tab - 1)
ls_right = Mid(s, li_tab + 1)
```

These statements tokenize a source string backwards:

```
// Tokenize the source string backwards
// Results in "pbsyc125.dll powerbuilder
// shared sybase programs c:

string sSource = &
    'c:\programs\sybase\shared\powerbuilder\pbsyc125.dll
'
string sFind    = '\'
string sToken
long llStart, llEnd

llEnd = Len(sSource) + 1

DO
    llStart = LastPos(sSource, sFind, llEnd)
    sToken = Mid(sSource, (llStart + 1), &
        (llEnd - llStart))
    mle_comment.text += sToken + ' '
    llEnd = llStart - 1
LOOP WHILE llStart > 1
```

See also

Pos

Left

Description Obtains a specified number of characters from the beginning of a string.

Syntax **Left** (*string*, *n*)

Argument	Description
<i>string</i>	The string you want to search
<i>n</i>	A long specifying the number of characters you want to return

Return value String. Returns the leftmost *n* characters in *string* if it succeeds and the empty string ("") if an error occurs. If any argument's value is null, Left returns null. If *n* is greater than or equal to the length of the string, Left returns the entire string. It does not add spaces to make the return value's length equal to *n*.

Examples This statement returns BABE:

```
Left ("BABE RUTH", 4)
```

This statement returns BABE RUTH:

```
Left ("BABE RUTH", 40)
```

These statements store the first 40 characters of the text in the SingleLineEdit *sle_address* in *emp_address*:

```
string emp_address  
emp_address = Left(sle_address.Text, 40)
```

For sample code that uses Left to parse two tab-separated values, see the Pos function.

See also

Mid

Pos

Right

Left method for DataWindows in the *DataWindow Reference* or the online Help

LeftA

Description	Temporarily converts a string from Unicode to DBCS based on the current locale, then returns the specified number of bytes from the string.						
Syntax	LeftA (string, n)						
	<table border="1"> <thead> <tr> <th>Argument</th><th>Description</th></tr> </thead> <tbody> <tr> <td><i>string</i></td><td>The string you want to search from left to right</td></tr> <tr> <td><i>n</i></td><td>A long specifying the number of bytes of the characters in the return string</td></tr> </tbody> </table>	Argument	Description	<i>string</i>	The string you want to search from left to right	<i>n</i>	A long specifying the number of bytes of the characters in the return string
Argument	Description						
<i>string</i>	The string you want to search from left to right						
<i>n</i>	A long specifying the number of bytes of the characters in the return string						
Return value	String. Returns the characters for the leftmost <i>n</i> bytes in the source string if it succeeds and the empty string ("") if an error occurs. If any argument's value is null, LeftA returns null. If <i>n</i> is greater than or equal to the length of the string, LeftA returns the entire string. It does not add spaces to make the return value's length equal to <i>n</i> .						
Usage	<p>LeftA replaces the functionality that Left had in DBCS environments in PowerBuilder 9.</p> <p>In SBCS environments, Left, LeftW, and LeftA return the same results.</p>						

LeftW

Description	Obtains a specified number of characters from the beginning of a string. This function is obsolete. It has the same behavior as Left in all environments.
Syntax	LeftW (string, n)

LeftTrim

Description	Removes spaces from the beginning of a string.						
Syntax	LeftTrim (<i>string</i> {, <i>removeallspaces</i> })						
	<table><thead><tr><th>Argument</th><th>Description</th></tr></thead><tbody><tr><td><i>string</i></td><td>The string you want returned with leading spaces deleted</td></tr><tr><td><i>removeallspaces</i></td><td>A boolean indicating that all types of spaces should be deleted</td></tr></tbody></table>	Argument	Description	<i>string</i>	The string you want returned with leading spaces deleted	<i>removeallspaces</i>	A boolean indicating that all types of spaces should be deleted
Argument	Description						
<i>string</i>	The string you want returned with leading spaces deleted						
<i>removeallspaces</i>	A boolean indicating that all types of spaces should be deleted						
Return value	String. Returns a copy of <i>string</i> with leading spaces deleted if it succeeds and the empty string ("") if an error occurs. If <i>string</i> is null, LeftTrim returns null.						
Usage	If you do not include the optional <i>removeallspaces</i> argument or its value is false, only the space character (U+0020) is removed from the string. If the <i>removeallspaces</i> argument is set to true, all types of space characters are removed.						
	This is a list of white spaces: CHARACTER TABULATION (U+0009) LINE FEED (U+000A) LINE TABULATION (U+000B) FORM FEED (U+000C) CARRIAGE RETURN (U+000D) SPACE (U+0020) NO-BREAK SPACE (U+00A0) EN QUAD (U+2000) EM QUAD (U+2001) EN SPACE (U+2002) EM SPACE (U+2003) THREE-PER-EM SPACE (U+2004) FOUR-PER-EM SPACE (U+2005) SIX-PER-EM SPACE (U+2006) FIGURE SPACE (U+2007) PUNCTUATION SPACE (U+2008) THIN SPACE (U+2009) HAIR SPACE (U+200A) ZERO WIDTH SPACE (U+200B) IDEOGRAPHIC SPACE (U+3000) ZERO WIDTH NO-BREAK SPACE (U+FEFF)						

Examples

This statement returns RUTH when the leading spaces are all space characters:

```
LeftTrim(" RUTH")
```

This statement returns RUTH when the leading spaces include other types of space characters such as tab characters:

```
LeftTrim(" RUTH", true)
```

These statements delete leading spaces from the text in the MultiLineEdit `mle_name` and store the result in `emp_name`:

```
string emp_name  
emp_name = LeftTrim(mle_name.Text)
```

See also

[RightTrim](#)

[Trim](#)

[LeftTrim method for DataWindows](#) in the *DataWindow Reference* or the online Help

LeftTrimW

Description

Removes spaces from the beginning of a string. This function is obsolete. It has the same behavior as `LeftTrim` in all environments.

Syntax

```
LeftTrimW ( string )
```

Len

Description

Reports the length of a string or a blob.

Syntax

```
Len ( stringorblob )
```

Argument	Description
<code>stringorblob</code>	The string or blob for which you want the length in number of characters or in number of bytes

Return value

Long. Returns a long whose value is the length of `stringorblob` if it succeeds and -1 if an error occurs. If `stringorblob` is null, `Len` returns null.

Usage

`Len` counts the number of characters in a string. The null that terminates a string is not included in the count.

If you specify a size when you declare a blob, that is the size reported by Len. If you do not specify a size for the blob, Len initially reports the blob's length as 0. PowerBuilder assigns a size to the blob the first time you assign data to the blob. Len reports the length of the blob as the number characters it can contain.

Examples

This statement returns 0:

```
Len( "")
```

These statements store in the variable *s_address_len* the length of the text in the SingleLineEdit *sle_address*:

```
long s_address_len  
s_address_len = Len(sle_address.Text)
```

The following scenarios illustrate how the declaration of blobs affects their length, as reported by Len.

In the first example, an instance variable called *ib_blob* is declared but not initialized with a size. If you call Len before data is assigned to *ib_blob*, Len returns 0. After data is assigned, Len returns the blob's new length.

The declaration of the instance variable is:

```
blob ib_blob
```

The sample code is:

```
long ll_len  
ll_len = Len(ib_blob) // ll_len set to 0  
ib_blob = Blob( "Test String")  
ll_len = Len(ib_blob) // ll_len set to 22
```

In the second example, *ib_blob* is initialized to the size 100 when it is declared. When you call Len for *ib_blob*, it always returns 100. This example uses BlobEdit, instead of Blob, to assign data to the blob because its size is already established. The declaration of the instance variable is:

```
blob{100} ib_blob
```

The sample code is:

```
long ll_len  
ll_len = Len(ib_blob) // ll_len set to 100  
BlobEdit(ib_blob, 1, "Test String")  
ll_len = Len(ib_blob) // ll_len set to 100
```

See also

Len method for DataWindows in the *DataWindow Reference* or the online Help

LenA

Description	When the argument is a string, temporarily converts the string from Unicode to DBCS based on the current locale, then calculates its length in bytes. When the argument is a blob, no conversion takes place.				
Syntax	LenA (stringorblob)				
	<table><thead><tr><th>Argument</th><th>Description</th></tr></thead><tbody><tr><td><i>stringorblob</i></td><td>The string or blob for which you want the length in number of bytes</td></tr></tbody></table>	Argument	Description	<i>stringorblob</i>	The string or blob for which you want the length in number of bytes
Argument	Description				
<i>stringorblob</i>	The string or blob for which you want the length in number of bytes				
Return value	Long. Returns a long whose value is the length of <i>stringorblob</i> if it succeeds and -1 if an error occurs. If <i>stringorblob</i> is null, Len returns null.				
Usage	<p>LenA replaces the functionality that Len had in DBCS environments in PowerBuilder 9.</p> <p>In SBCS environments, Len, LenW, and LenA return the same results.</p> <p>If you specify a size when you declare a blob, that is the size reported by LenA. If you do not specify a size for the blob, LenA initially reports the blob's length as 0. PowerBuilder assigns a size to the blob the first time you assign data to the blob. LenA reports the length of the blob as the number of single-byte characters it can contain. Len and LenW report the size of the blob as the number of double-byte characters it can contain.</p>				

LenW

Description	Reports the length of a string or a blob. This function is obsolete. It has the same behavior as Len in all environments.
Syntax	LenW (stringorblob)

Length

Description

Reports the length in bytes of an open OLE stream.

Len function

To get the length of a string or blob, use the Len function.

Applies to

OLEStream objects

Syntax

`olestream.Length (sizevar)`

Argument	Description
<code>olestream</code>	The name of an OLE stream variable that has been opened
<code>sizevar</code>	A long variable in which Length will store the size of olestream

Return value

Integer. Returns 0 if it succeeds and one of the following negative values if an error occurs:

- 1 Stream is not open
- 9 Other error

If any argument's value is null, Length returns null.

Examples

This example opens an OLE object in the file *MYSTUFF.OLE* and assigns it to the OLEStorage object *stg_stuff*. Then it opens the stream called *info* in *stg_stuff* and assigns it to the stream object *olestr_info*. Finally, it finds out the stream's length and stores the value in the variable *info_len*.

The example does not check the function's return values for success, but you should be sure to check the return values in your code:

```
boolean lb_memexists
OLEStorage stg_stuff
OLEStream olestr_info
long info_len

stg_stuff = CREATE oleStorage
stg_stuff.Open("c:\ole2\mystuff.ole")

olestr_info.Open(stg_stuff, "info", &
                 stgRead!, stgExclusive!)
olestr_info.Length(info_len)
```

See also

[Open](#)

[Read](#)

[Seek](#)

[Write](#)

LibraryCreate

Description

Creates an empty PowerBuilder library with optional comments.

Syntax

LibraryCreate (*libraryname* {, *comments* })

Argument	Description
<i>libraryname</i>	A string whose value is the name of the PowerBuilder library you want to create. If you want to create the library somewhere other than the current directory, enter the full path name.
<i>comments</i> (optional)	A string whose value is the comments you want to associate with the library.

Return value

Integer. Returns 1 if it succeeds and -1 if an error occurs. If any argument's value is null, LibraryCreate returns null.

Usage

LibraryCreate creates a PowerBuilder library file (PBL) in the current directory, unless you specify a directory path as part of *libraryname*. If you do not specify an extension, LibraryCreate adds the extension *.PBL*.

Examples

This statement in Windows NT creates a library named dwTemp in the *PB* directory on drive C and associates a comment with the library:

```
LibraryCreate("c:\pb\dwTemp.pbl", &
             "Temporary library for dynamic DataWindows")
```

See also

LibraryDelete
LibraryDirectory
LibraryExport
LibraryImport

LibraryDelete

Description Deletes a library file or, if you specify a DataWindow object, deletes the DataWindow object from the library.

Syntax **LibraryDelete (*libraryname* {, *objectname*, *objecttype* })**

Argument	Description
<i>libraryname</i>	A string whose value is the name of the PowerBuilder library you want to delete or from which you want to delete a DataWindow object. If you do not specify a full path, LibraryDelete uses the system's standard file search order to find the file.
<i>objectname</i> (optional)	A string whose value is the name of the DataWindow object you want to delete from <i>libraryname</i> .
<i>objecttype</i> (optional)	A value of the LibImportType enumerated datatype identifying the type of object you want to delete. The only supported object type is ImportDataWindow!.

Return value Integer. Returns 1 if it succeeds and -1 if an error occurs. If any argument's value is null, LibraryDelete returns null.

Usage You can delete DataWindow objects from a library in a script with the LibraryDelete function. To delete other types of objects, use the Library painter.

Examples This statement deletes a library called dwTemp in the current directory and on the current application library path:

```
LibraryDelete("dwTemp.pbl")
```

See also

LibraryCreate
LibraryDirectory
LibraryExport
LibraryImport

LibraryDirectory

Description Obtains a list of the objects in a PowerBuilder library. The information provided is the object name, the date and time it was last modified, and any comments for the object. You can get a list of all objects or just objects of a specified type.

Syntax **LibraryDirectory** (*libraryname*, *objecttype*)

Argument	Description
<i>libraryname</i>	A string whose value is the name of the PowerBuilder library for which you want the contents. If you do not specify a full path, LibraryDirectory uses the operating system's standard file search order to find the file.
<i>objecttype</i>	A value of the LibDirType enumerated datatype identifying the type of objects you want listed: <ul style="list-style-type: none"> • DirAll! – All objects • DirApplication! – Application objects • DirDataWindow! – DataWindow objects • DirFunction! – Function objects • DirMenu! – Menu objects • DirPipeline! – Pipeline objects • DirProject! – Project objects • DirQuery! – Query objects • DirStructure! – Structure objects • DirUserObject! – User objects • DirWindow! – Window objects

Return value String. LibraryDirectory returns a tab-separated list with one object per line. The format of the list is:

name ~t date/time modified ~t comments ~n

Returns the empty string ("") if an error occurs. If any argument's value is null, LibraryDirectory returns null.

Usage If you call LibraryDirectory with a PBD file as the first argument, no comments are displayed because they are not included in PBD files.

You can display the result of LibraryDirectory in a DataWindow control by passing the returned string to the ImportString function for that DataWindow. The DataWindow should contain three string columns. The columns must be wide enough to fit the data in the input string. If not, PowerBuilder reports validation errors.

To return the object's type, use LibraryDirectoryEx.

For an example of parsing tab-delimited data, see the Pos function.

Examples This code imports the string returned by LibraryDirectory to the DataWindow dw_list and then redraws the dw_list. The DataWindow was defined with an external source and three string columns:

```
String ls_entries

ls_entries = LibraryDirectory( &
    "c:\pb\dwTemp.pbl", DirUserObject!)
dw_list.SetRedraw(FALSE)
dw_list.Reset()
dw_list.ImportString(lsEntries)
dw_list.SetRedraw(TRUE)
```

See also [ImportString](#)
[LibraryCreate](#)
[LibraryDelete](#)
[LibraryDirectoryEx](#)
[LibraryExport](#)
[LibraryImport](#)

LibraryDirectoryEx

Description Obtains a list of the objects in a PowerBuilder library. The information provided is the object name, the date and time it was last modified, any comments for the object, and the object's type. You can get a list of all objects or just objects of a specified type.

Syntax **LibraryDirectoryEx (*libraryname*, *objecttype*)**

Argument	Description
<i>libraryname</i>	A string whose value is the name of the PowerBuilder library for which you want the contents. If you do not specify a full path, LibraryDirectory uses the operating system's standard file search order to find the file.
<i>objecttype</i>	<p>A value of the LibDirType enumerated datatype identifying the type of objects you want listed:</p> <ul style="list-style-type: none"> • DirAll! – All objects • DirApplication! – Application objects • DirDataWindow! – DataWindow objects • DirFunction! – Function objects • DirMenu! – Menu objects • DirPipeline! – Pipeline objects • DirProject! – Project objects • DirQuery! – Query objects • DirStructure! – Structure objects • DirUserObject! – User objects • DirWindow! – Window objects

Return value String. LibraryDirectoryEx returns a tab-separated list with one object per line. The format of the list is:

name ~t date/time modified ~t comments ~t type~n

Returns the empty string ("") if an error occurs. If any argument's value is null, LibraryDirectoryEx returns null.

Usage

If you call LibraryDirectoryEx with a PBD file as the first argument, no comments are displayed because they are not included in PBD files.

You can display the result of LibraryDirectoryEx in a DataWindow control by passing the returned string to the ImportString function for that DataWindow. The DataWindow should contain four string columns. The columns must be wide enough to fit the data in the input string. If not, PowerBuilder reports validation errors.

If you do not need to return the object's type, you can use LibraryDirectory.

For an example of parsing tab-delimited data, see the Pos or LastPos function.

Examples

This code imports the string returned by LibraryDirectoryEx to the DataWindow dw_list and then redraws the dw_list. The DataWindow was defined with an external source and four string columns:

```
String ls_entries

ls_entries = LibraryDirectoryEx( &
            "c:\pb\dwTemp.pbl", DirUserObject!)
dw_list.SetRedraw(FALSE)
dw_list.Reset()
dw_list.ImportString(lsEntries)
dw_list.SetRedraw(TRUE)
```

See also

[ImportString](#)
[LibraryCreate](#)
[LibraryDelete](#)
[LibraryDirectory](#)
[LibraryExport](#)
[LibraryImport](#)

LibraryExport

Description

Exports an object from a library. The object is exported as syntax.

Syntax

LibraryExport (*libraryname*, *objectname*, *objecttype*)

Argument	Description
<i>libraryname</i>	A string whose value is the name of the PowerBuilder library from which you want to export an object. If you do not specify a full path, LibraryExport uses the system's standard file search order to find the file.
<i>objectname</i>	A string whose value is the name of the object you want to export
<i>objecttype</i>	A value of the LibExportType enumerated datatype identifying the type of objects you want to export: <ul style="list-style-type: none"> • ExportApplication! – Application object • ExportDataWindow! – DataWindow object • ExportFunction! – Function object • ExportMenu! – Menu object • ExportPipeline! – Pipeline objects • ExportProject! – Project objects • ExportQuery! – Query objects • ExportStructure! – Structure object • ExportUserObject! – User objects • ExportWindow! – Window object

Return value

String. Returns the syntax of the object if it succeeds. The syntax is the same as the syntax returned when you export an object in the Library painter except that LibraryExport does not include an export header. Returns the empty string ("") if an error occurs. If any argument's value is null, LibraryExport returns null.

Examples

These statements export the DataWindow object dw_emp from the library called dwTemp to a string named ls_dwsyn and then use it to create a DataWindow:

```
String ls_dwsyn, ls_errors
ls_dwsyn = LibraryExport("c:\pb\dwTemp.pbl", &
    "d_emp", ExportDataWindow!)
dw_1.Create(ls_dwsyn, ls_errors)
```

See also

Create method for DataWindows in the *DataWindow Reference* or online Help
[LibraryCreate](#)
[LibraryDelete](#)
[LibraryDirectory](#)
[LibraryImport](#)

LibraryImport

Description	Imports a DataWindow object into a library. LibraryImport uses the syntax of the DataWindow object, which is specified in text format, to recreate the object in the library.
Syntax	LibraryImport (<i>libraryname</i> , <i>objectname</i> , <i>objecttype</i> , <i>syntax</i> , <i>errors</i> {, <i>comments</i> })
Argument	Description
<i>libraryname</i>	A string specifying the name of the PowerBuilder library into which you want to import the entry. If you do not specify a full path, LibraryImport uses the system's standard file search order to find the file.
<i>objectname</i>	A string specifying the name of the DataWindow object you want to import.
<i>objecttype</i>	A value of the LibImportType enumerated datatype identifying the type of object you want to import. The only supported object type is ImportDataWindow!.
<i>syntax</i>	A string specifying the syntax of the DataWindow object you want to import.
<i>errors</i>	A string variable that you want to fill with any error messages that occur.
<i>comments</i> (optional)	A string specifying the comments you want to associate with the entry.
Return value	Integer. Returns 1 if it succeeds and -1 if an error occurs. If any argument's value is null, LibraryImport returns null.
Usage	When you import a DataWindow, any errors that occur are stored in the string variable you specify for the error argument. When your application creates a DataWindow dynamically at runtime, you can use LibraryImport to save that DataWindow object in a library.

Examples

These statements import the DataWindow object d_emp into the library called dwTemp and store any errors in ErrorBuffer. Note that the syntax is obtained by using the **Describe** function:

```
string dwsyntax, ErrorBuffer  
integer rtncode  
  
dwsyntax = dw_1.Describe("DataWindow.Syntax")  
rtncode = LibraryImport("c:\pb\dwTemp.pbl", &  
    "d_emp", ImportDataWindow!, &  
    dwsyntax, ErrorBuffer )
```

These statements import the DataWindow object d_emp into the library called dwTemp, store any errors in ErrorBuffer, and associate the comment Employee DataWindow 1 with the entry:

```
string dwsyntax, ErrorBuffer  
integer rtncode  
  
dwsyntax = dw_1.Describe("DataWindow.Syntax")  
rtncode = LibraryImport("c:\pb\dwTemp.pbl", &  
    "d_emp", ImportDataWindow!, &  
    dwsyntax, ErrorBuffer, &  
    "Employee DataWindow 1")
```

See also

Describe method for DataWindows in the *DataWindow Reference* or the online Help
LibraryCreate
LibraryDelete
LibraryDirectory
LibraryImport

LineCount

Description Determines the number of lines in an edit control that allows multiple lines.

Applies to RichTextEdit, MultiLineEdit, EditMask, and DataWindow controls

Syntax `editname.LineCount ()`

Argument	Description
<code>editname</code>	The name of the DataWindow control, EditMask, MultiLineEdit, or RichTextEdit for which you want the number of lines

Return value Long. Returns the number of lines in `editname` if it succeeds and -1 if an error occurs. If `editname` is null, LineCount returns null.

Usage LineCount counts each visible line, whether it was the result of wrapping or carriage returns.

When you call LineCount for a DataWindow, it reports the number of lines in the edit control over the current row and column. A user can enter multiple lines in a DataWindow column only if it has a text datatype and its box is large enough to display those lines. The size of the column's box determines the number of lines allowed in the column. When the user is typing, lines do not wrap automatically; the user must press enter to type additional lines.

In a MultiLineEdit control, lines wrap when the user's typing fills the control horizontally, unless either the HScrollBar or AutoHScroll property is true. If horizontal scrolling is enabled with these properties, the user must press enter to type additional lines.

A RichTextEdit control always contains an end-of-file mark even if there is no text in the control. Therefore, its line count is always at least 1. Other edit controls, when empty, have a line count of 0.

Examples If the MultiLineEdit `mle_Instructions` has 9 lines, this example sets `li_Count` to 9:

```
integer li_Count
li_Count = mle_Instructions.LineCount()
```

These statements display a MessageBox if fewer than two lines have been entered in the MultiLineEdit `mle_Address`:

```
integer li_Lines
li_Lines = mle_Address.LineCount()
IF li_Lines < 2 THEN
    MessageBox("Warning", "2 lines are required.")
END IF
```

LineLength

Description	Determines the length of the line containing the insertion point in an edit control.
Applies to	RichTextEdit, MultiLineEdit, and EditMask controls
Syntax	<code>editname.LineLength ()</code>
Argument	Description
<code>editname</code>	The name of the RichTextEdit, MultiLineEdit, or EditMask in which you want to determine the length of the line containing the insertion point
Return value	Long. Returns the length of the line containing the insertion point in <i>editname</i> . Returns -1 if an error occurs. If <i>editname</i> is null, LineLength returns null.
Usage	If the control contains a selection instead of a single insertion point, LineLength counts the line at the beginning of the selection. PowerBuilder remembers where the insertion point is in each editable control. When the user moves the focus to another control, you can still find out the length of the line most recently edited by calling the LineLength function for that control.
<hr/>	
Insertion point in editable controls	
Because PowerBuilder remembers the position of the insertion point, users can resume editing at the insertion point if they make the control active by tabbing to it. When users make a control active by clicking on it, they move the insertion point as well.	
<hr/>	
For an EditMask control, LineLength reports the length of the mask, regardless of the number of characters the user has entered.	
Examples	If the insertion point is positioned anywhere in line 5 of mle_Contact and line 5 contains the text Select All, <i>il_linelength</i> is set to 10 (the length of line 5):
<pre>integer li_linelength li_linelength = mle_Contact.LineLength()</pre>	
See also	Position SelectedLine SelectedStart TextLine

LineList

Description Provides a list of the lines in a routine included in a performance analysis model.

Applies to ProfileRoutine object

Syntax *iinstance*.**LineList** (*list*)

Argument	Description
<i>iinstance</i>	Instance name of the ProfileRoutine object.
<i>list</i>	An unbounded array variable of datatype ProfileLine in which LineList stores a ProfileLine object for each line in the routine. This argument is passed by reference.

Return value ErrorReturn. Returns one of the following values:

- Success! – The function succeeded
- ModelNotExistError! – The model does not exist

Usage Use this function to extract a list of the lines in a routine included in the performance analysis model. You must have previously created the performance analysis model from a trace file using the BuildModel function. Each line is defined as a ProfileLine object and provides the number of times the line was hit, any calls made from the line, and the time spent on the line and in any called functions. The lines are listed in numeric order.

Lines are not returned for database statements and objects. If line information was not logged in the trace file, lines are not returned.

Examples This example gets a list of the routines included in a performance analysis model and then gets a list of the lines in each routine:

```

Long ll_cnt
ProfileLine lproln_line[]

lpro_model.BuildModel()
lpro_model.RoutineList(iprort_list)

FOR ll_cnt = 1 TO UpperBound(iprort_list)
    iprort_list[ll_cnt].LineList(lproln_line)
    ...
NEXT

```

See also

BuildModel

LinkTo

Description	Establishes a link between an OLE control and a file or an item within the file.								
Syntax	<code>olecontrol.LinkTo (<i>filename</i> {, <i>sourceitem</i> })</code>								
	<table border="1"> <thead> <tr> <th>Argument</th><th>Description</th></tr> </thead> <tbody> <tr> <td><i>olecontrol</i></td><td>The name of the OLE control in which you want to insert a linked object.</td></tr> <tr> <td><i>filename</i></td><td>A string whose value is the file name containing the data that you want to insert in <i>olecontrol</i>, with a link connecting the object in PowerBuilder to the original data. If you do not specify <i>sourceitem</i>, a link is established with the whole file.</td></tr> <tr> <td><i>sourceitem</i> (optional)</td><td>A string that names an item within file name to which you want to link. The way you specify <i>sourceitem</i> is determined by the OLE server application.</td></tr> </tbody> </table>	Argument	Description	<i>olecontrol</i>	The name of the OLE control in which you want to insert a linked object.	<i>filename</i>	A string whose value is the file name containing the data that you want to insert in <i>olecontrol</i> , with a link connecting the object in PowerBuilder to the original data. If you do not specify <i>sourceitem</i> , a link is established with the whole file.	<i>sourceitem</i> (optional)	A string that names an item within file name to which you want to link. The way you specify <i>sourceitem</i> is determined by the OLE server application.
Argument	Description								
<i>olecontrol</i>	The name of the OLE control in which you want to insert a linked object.								
<i>filename</i>	A string whose value is the file name containing the data that you want to insert in <i>olecontrol</i> , with a link connecting the object in PowerBuilder to the original data. If you do not specify <i>sourceitem</i> , a link is established with the whole file.								
<i>sourceitem</i> (optional)	A string that names an item within file name to which you want to link. The way you specify <i>sourceitem</i> is determined by the OLE server application.								
Return value	<p>Integer. Returns 0 if it succeeds and one of the following negative values if an error occurs:</p> <ul style="list-style-type: none"> -1 File not found -2 Item not found -9 Other error <p>If any argument's value is null, LinkTo returns null.</p>								
Examples	This example creates an object in the OLE control, <i>ole_1</i> . The object is linked to the file <i>C:\XLS\EXPENSE.XLS</i> :								
	<pre>integer result result = ole_1.LinkTo("c:\xls\expense.xls")</pre>								
	This example links to a section of rows and columns in the same spreadsheet as in the previous example:								
	<pre>integer result result = ole_1.LinkTo("c:\xls\expense.xls", & "R1C1:R5C5")</pre>								
See also	InsertFile InsertObject PasteLink PasteSpecial								

LoadInk

Description Loads ink from a file or blob into an InkPicture control.

Applies to InkPicture controls

Syntax *inkpicname*.LoadInk (*t* | *b*)

Argument	Description
<i>inkpicname</i>	The name of the InkPicture control into which you want to load ink.
<i>t</i>	A string containing the name and location of a file that contains the ink you want to load into the control.
<i>b</i>	The name of a blob passed by reference that contains the ink you want to load into the control.

Return value Integer. Returns 1 for success and -1 for failure.

Usage Use the LoadInk function to load ink that has been saved to a file or a blob into the control.

Examples The following example loads ink from a file. Since the user will select a single file, the second argument to GetFileOpenName contains the file's path and its name, so the third argument can be ignored:

```
string ls_inkpath, ls_inkname
GetFileOpenName ("Select Ink File", ls_inkpath, &
    ls_inkname)
ip_1.LoadInk(ls_inkpath)
```

The following example loads ink from a blob:

```
string ls_inkpath, ls_inkname
integer li_filenumber
blob lblb_ink

GetFileOpenName ("Select Ink File", ls_inkpath, &
    ls_inkname)
li_filenumber = FileOpen(ls_inkpath, StreamMode!)
If li_filenumber <> 1 Then
    FileRead(li_filenumber, lblb_ink)
    FileClose(li_filenumber)
    ip_1.LoadInk(lblb_ink)
End If
```

See also

LoadPicture

ResetInk

ResetPicture

SaveInk

Save

LoadPicture

Description

Loads a picture from a file or blob into an InkPicture control.

Applies to

InkPicture controls

Syntax

inkpicname.LoadPicture (*t* | *b*)

Argument	Description
<i>inkpicname</i>	The name of the InkPicture control into which you want to load a picture.
<i>t</i>	A string containing the name and location of a file that contains the picture you want to load into the control.
<i>b</i>	The name of a blob passed by reference that contains the picture you want to load into the control.

Return value

Integer. Returns 1 for success and -1 for failure.

Usage

Use the LoadPicture function to load an image into an InkPicture control.

Examples

The following example loads an image from a file. Since the user will select a single file, the second argument to GetFileOpenName contains the file's path and its name, so the third argument can be ignored:

```
string ls_path, ls_name
GetFileOpenName("Select Image", ls_path, ls_name)
ip_1.LoadPicture(ls_path)
```

The following example loads an image from a blob:

```
string ls_path, ls_name
integer li_filenum
blob lblb_ink

GetFileOpenName("Select Ink File", ls_path, ls_name)
li_filenum = FileOpen(ls_path, StreamMode!)
If li_filenum <> 1 Then
    FileRead(li_filenum, lblb_ink)
    FileClose(li_filenum)
    ip_1.LoadInk(lblb_ink)
End If
```

See also

LoadInk
ResetInk
ResetPicture
SaveInk
Save

Log

Returns the natural logarithm of a number. For an ErrorLogging object, this function can be used to write a string to the log file maintained by the object's container.

To	Use
Determine the natural logarithm of a number	Syntax 1
Write a string to a log file	Syntax 2

Syntax 1

Description

Determines the natural logarithm of a number.

Syntax

Log (n)

Argument	Description
<i>n</i>	The number for which you want the natural logarithm (base <i>e</i>). The value of <i>n</i> must be greater than 0.

Return value

Double. Returns the natural logarithm of *n*. An execution error occurs if *n* is negative or zero. If *n* is null, Log returns null.

Inverse of Log

The inverse of the Log function is the Exp function.

Examples

This statement returns 2.302585092:

Log (10)

This statement returns -.693147...:

Log (0.5)

Both these statements result in an error at runtime:

Log (0)

Log (-2)

After the following statements execute, the value of *a* is 200:

```
double a, b = Log(200)
a = Exp(b) // a = 200
```

See also

Exp

LogTen

Log method for DataWindows in the *DataWindow Reference* or the online Help

Syntax 2**For ErrorLogging objects**

Description Writes a string to the log file maintained by the object's container.

Applies to ErrorLogging objects

Syntax `errorlogobj.Log (message)`

Argument	Description
<code><i>errorlogobj</i></code>	Reference to the ErrorLogging service instance
<code><i>message</i></code>	The text string you want to write to the log

Return value None.

Usage The ErrorLogging object provides the ability to write messages to the log file used by the object's container, such as *jaguar.log* for EA Server.

Before you call the Log function, create an instance of the ErrorLogging service by calling the GetContextService function.

Examples The following example shows how to write a string to the log for EA Server or COM+:

```
ErrorLogging el
this.GetContextService("ErrorLogging", el)
el.log("Write this string to log")
```

See also [GetContextService](#)

LogTen

Description

Determines the base 10 logarithm of a number.

Syntax

LogTen (*n*)

Argument	Description
<i>n</i>	The number for which you want the base 10 logarithm. The value of <i>n</i> must not be negative.

Usage

Double. Returns the base 10 logarithm of *n*. An execution error occurs if *n* is negative. If *n* is null, LogTen returns null.

Inverse of LogTen The expression $10^{\wedge}n$ is the inverse of LogTen (*n*). To obtain the value of *n* in the equation $r = \text{LogTen}(n)$, use $n = 10^{\wedge}r$.

Examples

This statement returns 1:

LogTen(10)

The following statements both return 0:

LogTen(1)

LogTen(0)

This statement results in an execution error:

LogTen(- 2)

After the following statements execute, the value of *a* is 200:

```
double a, b = LogTen(200)
a = 10^b // a = 200
```

See also

Exp

LogTen

LogTen method for DataWindows in the *DataWindow Reference* or the online Help

Long

Converts data into data of type long. There are two syntaxes.

To	Use
Combine two unsigned integers into a long value	Syntax 1
Convert a string whose value is a number into a long or to obtain a long value stored in a blob	Syntax 2

Syntax 1

For combining integers

Description

Combines two unsigned integers into a long value.

Syntax

Long (lowword, highword)

Argument	Description
<i>lowword</i>	An UnsignedInteger to be the low word in the long
<i>highword</i>	An UnsignedInteger to be the high word in the long

Return value

Long. Returns the long if it succeeds and -1 if an error occurs. If any argument's value is null, Long returns null.

Usage

Use Long for passing values to external C functions or specifying a value for the LongParm property of PowerBuilder's Message object.

Examples

These statements convert the UnsignedIntegers *nLow* and *nHigh* into a long value:

```

UnsignedInt nLow // Low integer 16 bits
UnsignedInt nHigh // High integer 16 bits
long LValue // Long value 32 bits

nLow = 12345
nHigh = 0
LValue = Long(nLow, nHigh)
MessageBox("Long Value", Lvalue)

```

Syntax 2

Description

For converting strings and blobs

Syntax

Long (stringorblob)

Argument	Description
<i>stringorblob</i>	The string you want returned as a long or a blob in which the first value is the long value. The rest of the contents of the blob is ignored. <i>Stringorblob</i> can also be an Any variable containing a string or blob.

Return value

Long. Returns the value of *stringorblob* as a long if it succeeds and 0 if *stringorblob* is not a valid PowerScript number or if it is an incompatible datatype. If *stringorblob* is null, Long returns null.

Usage

To distinguish between a string whose value is the number 0 and a string whose value is not a number, use the IsNumber function before calling the Long function.

Examples

This statement returns 2167899876 as a long:

```
Long ("2167899876")
```

After assigning blob data from the database to *lb_blob*, the following example obtains the long value stored at position 20 in the blob:

```
long lb_num
lb_num = Long(BlobMid(lb_blob, 20, 4))
```

For an example of assigning and extracting values from a blob, see Real.

See also

Dec

Double

Integer

LongLong

Real

Long method for DataWindows in the *DataWindow Reference* or the online Help

LongLong

Converts data into data of type longlong. There are two syntaxes.

To	Use
Combine two unsigned long values into a longlong value	Syntax 1
Convert a string whose value is a number into a longlong or obtain a longlong value stored in a blob	Syntax 2

Syntax 1

For combining longs

Description

Combines two unsigned longs into a longlong value.

Syntax

LongLong (lowword, highword)

Argument	Description
<i>lowword</i>	An UnsignedLong to be the low word in the longlong
<i>highword</i>	An UnsignedLong to be the high word in the longlong

Return value

LongLong. Returns the longlong if it succeeds and -1 if an error occurs. If any argument's value is null, LongLong returns null.

Usage

Use LongLong for passing values to external C++ and Java functions.

Examples

These statements convert the UnsignedLongs *lLow* and *lHigh* into a long value:

```

UnsignedLong lLow          //Low long 32 bits
UnsignedLong lHigh          //High long 32 bits
longlong LLValue           //LongLong value 64 bits

lLow = 1234567890
lHigh = 9876543210
LLValue = LongLong(lLow, lHigh)
MessageBox("LongLong Value", LLValue)

```

Syntax 2

Description

For converting strings and blobs

Converts a string whose value is a number into a longlong or obtains a longlong value stored in a blob.

Syntax

LongLong (*stringorblob*)

Argument	Description
<i>stringorblob</i>	The string you want returned as a longlong or a blob in which the first value is the longlong value. The rest of the contents of the blob is ignored. <i>Stringorblob</i> can also be an Any variable containing a string or blob.

Return value

LongLong. Returns the value of *stringorblob* as a longlong if it succeeds and 0 if *stringorblob* is not a valid PowerScript number or if it is an incompatible datatype. If *stringorblob* is null, Long returns null.

Usage

To distinguish between a string whose value is the number 0 and a string whose value is not a number, use the IsNumber function before calling the LongLong function.

Examples

This statement returns 216789987654321 as a longlong:

```
LongLong ("216789987654321")
```

After assigning blob data from the database to *lb_blob*, the following example obtains the longlong value stored at position 20 in the blob:

```
longlong llb_num  
llb_num = LongLong(BlobMid(lb_blob, 20, 4))
```

For an example of assigning and extracting values from a blob, see Real.

See also

Dec

Double

Integer

Real

Lookup

Allows a PowerBuilder client or component to obtain a factory or home interface in order to create an instance of an EA Server component. This function is used by PowerBuilder clients connecting to components running in EA Server, and by PowerBuilder components connecting to other components running on the same server.

To	Use
Obtain the factory interface of a CORBA-compliant component running in EA Server	Syntax 1
Obtain the home interface of an EJB component running in EA Server	Syntax 2

Syntax 1

Description

For CORBA-compliant EA Server components

Allows a PowerBuilder client or component to obtain the factory interface of an EA Server component in order to create an instance of the component.

Applies to

Connection objects, TransactionServer objects

Syntax

objname.**Lookup** (*objectvariable* , *componentname*)

Argument	Description
<i>objname</i>	The name of the Connection object used to establish the connection or of an instance of the TransactionServer context object.
<i>objectvariable</i>	A global, instance, or local variable of the factory interface type.
<i>componentname</i>	A string whose value is the name of the component instance to be created. You can optionally prepend a package name followed by a slash to the component name (for example, "mypackage/mycomponent").

Return value

Long. Returns 0 if it succeeds and a negative number if an error occurs.

Usage

The Lookup function can be used as an alternative to the CreateInstance function. It obtains a reference to a factory interface that you can use to create an instance of a component running in EA Server.

Use the Connection object's Lookup function to enable a PowerBuilder client to access a component running in EA Server. You can supply a server name or a list of server names in the location property of the Connection object.

Use the TransactionServer object's **Lookup** function to enable a PowerBuilder component running in EA Server to access another component running on the same server.

To use the **Lookup** function, you need to create an EA Server proxy library for the SessionManager package to obtain a proxy for the factory interface. Include this proxy library in your library list.

Examples

The following example uses **Lookup** to instantiate the factory interface for the n_Bank_Account component, then it uses the factory's **create** method to create an instance of the component:

```
// Instance variable:  
// Connection myconnect  
Factory my_Factory  
CORBAObject mycorbaobj  
n_Bank_Account my_account  
long ll_result  
  
ll_result = &  
    myconnect.lookup(my_Factory, "Bank/n_Bank_Account")  
mycorbaobj = my_Factory.create()  
mycorbaobj._narrow(my_account, "Bank/n_Bank_Account")  
my_account.withdraw(100.0)
```

See also

[CreateInstance](#)

Syntax 2

Description

For instances of an EJB component

Allows a PowerBuilder client or component to obtain the home interface of an EJB component in EA Server in order to create an instance of the component.

Applies to

Connection objects, TransactionServer objects

Syntax

objname.**Lookup** (*objectvariable* , *componentname* {, *homeid*})

Argument	Description
<i>objname</i>	The name of the Connection object used to establish the connection or of an instance of the TransactionServer context object.
<i>objectvariable</i>	A global, instance, or local variable of the type of the home interface to be created.

Argument	Description
<i>componentname</i>	A string whose value is the name of the EJB component to be created. You can optionally prepend a package name followed by a slash to the component name (for example, "mypackage/mycomponent").
<i>homeid</i>	A string whose value is the name of the home interface to be created. This argument is optional

Return value

Long. Returns 0 if it succeeds and a negative number if an error occurs.

Usage

EJBConnection

You can also use the *Lookup* method of the *EJBConnection* PowerBuilder extension object to create an instance of an EJB component running on any J2EE compliant application server. For more information, see *Lookup* in the *PowerBuilder Extension Reference*.

The *Lookup* function creates an instance of the home interface of an EJB component so that you can use it to create an instance of the EJB. Use the *Connection* object's *Lookup* function to enable a PowerBuilder client to access a component running in EA Server. You can supply a server name or a list of server names in the *location* property of the *Connection* object. Use the *TransactionServer* object's *Lookup* function to enable a PowerBuilder component running in EA Server to access an EJB component running on the same server.

The *Lookup* function uses the standard CORBA naming service to resolve *componentname* to a CORBA object that is then narrowed to the home interface name of the component. If you do not specify the third argument to the *Lookup* function, PowerBuilder expects the home interface name to have the format *PackageName/CompNameHome*. However, most EJB components use a standard Java package directory structure and the home interface name has a format such as *com/domain/project/CompNameHome*.

You can ensure that a PowerBuilder client or component can locate the component's home interface by supplying the third argument to the *Lookup* function to specify the home interface name. A component's home interface name is defined in the *com.sybase.jaguar.component.home.ids* property in the EA Server repository. The *home.ids* property has a format like this:

IDL:com/domain/project/CompNameHome:1.0

The third argument should be the value of the component's home.ids string without the leading IDL: and trailing :1.0. For example:

```
ts.lookup(MyCartHome, "shopping/cart", &
          "com/sybase/shopping/CartHome")
```

Alternatively, you can use the fully-qualified Java class name of the home interface specified in dot notation. For example:

```
ts.lookup(MyCartHome, "shopping/cart", &
          "com.sybase.shopping.CartHome")
```

Lookup is case sensitive

Lookup in EAServer is case sensitive. Make sure that the case in the string you specify in the argument to the lookup function matches the case in the ejb.home property.

Examples

The following example uses Lookup with the Connection object to locate the home interface of the Multiply session EJB in the Java package *abc.xyz.math*:

```
// Instance variable:
// Connection myconnect
Multiply myMultiply
MultiplyHome myMultiplyHome
long ll_result, ll_product

ll_result = &
    myconnect.lookup(myMultiplyHome, "Math/Multiply", &
                    "abc.xyz.math.MultiplyHome")
IF ll_result <> = 0 THEN
    MessageBox("Lookup failed", myconnect.errtext)
ELSE
    try
        myMultiply = myMultiplyHome.create()
    catch (ctscomponents_createexception ce)
        MessageBox("Create exception", ce.getmessage())
        // handle exception
    end try
    ll_product = myMultiply.multiply(1234, 4567)
END IF
```

Entity beans have a findByPrimaryKey method that you can use to find an EJB saved in the previous session. This example uses that method to find a shopping cart saved for Dirk Dent:

```
// Instance variable:
// Connection myconnect
```

```

Cart myCart
CartHome myCartHome
long ll_result

ll_result = &
    myconnect.lookup(myCartHome, "Shopping/Cart", &
        "com.mybiz.shopping.CartHome")
IF ll_result <> = 0 THEN
    MessageBox("Lookup failed", myconnect.errtext)
ELSE
    TRY
        myCart = myCartHome.findByPrimaryKey("DirkDent")
        myCart.addItem(101)
    CATCH ( ctscomponents_finderexception fe )
        MessageBox("Finder exception", &
            fe.getmessage())
    END TRY
END IF

```

Nonvisual objects deployed from PowerBuilder to EAServer can use an instance of the TransactionServer context object to locate the home interface of an EJB component in the same server:

```

CalcHome MyCalcHome
Calc MyCalc
TransactionServer ts
ErrorLogging errlog
long ll_result

this.GetContextService("TransactionServer", ts)
this.GetContextService("ErrorLogging", errlog)
ll_result = ts.lookup(MyCalcHome, "Utilities/Calc", &
    "com.biz.access.utilities.CalcHome")
IF ll_result <> 0 THEN
    errlog.log("Lookup failed: " + string(ll_result))
ELSE
    TRY
        MyCalc = MyCalcHome.create()
        MyCalc.square(12)
    CATCH (ctscomponents_createexception ce)
        errlog.log("Create exception: " + ce.getmessage())
    END TRY
END IF

```

See also

[ConnectToServer](#)

Lower

Description	Converts all the characters in a string to lowercase.				
Syntax	Lower (string)				
	<table><thead><tr><th>Argument</th><th>Description</th></tr></thead><tbody><tr><td><i>string</i></td><td>The string you want to convert to lowercase letters</td></tr></tbody></table>	Argument	Description	<i>string</i>	The string you want to convert to lowercase letters
Argument	Description				
<i>string</i>	The string you want to convert to lowercase letters				
Return value	String. Returns <i>string</i> with uppercase letters changed to lowercase if it succeeds and the empty string ("") if an error occurs. If <i>string</i> is null, Lower returns null.				
Examples	This statement returns <code>babe ruth</code> :				
	<pre>Lower("Babe Ruth")</pre>				
See also	Upper Lower method for DataWindows in the <i>DataWindow Reference</i> or the online Help				

LowerBound

Description	Obtains the lower bound of a dimension of an array.						
Syntax	LowerBound (array {, n })						
	<table><thead><tr><th>Argument</th><th>Description</th></tr></thead><tbody><tr><td><i>array</i></td><td>The name of the array for which you want the lower bound of a dimension</td></tr><tr><td><i>n</i> (optional)</td><td>The number of the dimension for which you want the lower bound. The default is 1</td></tr></tbody></table>	Argument	Description	<i>array</i>	The name of the array for which you want the lower bound of a dimension	<i>n</i> (optional)	The number of the dimension for which you want the lower bound. The default is 1
Argument	Description						
<i>array</i>	The name of the array for which you want the lower bound of a dimension						
<i>n</i> (optional)	The number of the dimension for which you want the lower bound. The default is 1						
Return value	Long. Returns the lower bound of dimension <i>n</i> of <i>array</i> and -1 if <i>n</i> is greater than the number of dimensions of the array. If any argument's value is null, LowerBound returns null.						
Usage	For variable-size arrays, memory is allocated for the array when you assign values to it. Before you assign values, the lower bound is 1 and the upper bound is 0.						

Examples

The following statements illustrate the values LowerBound reports for fixed-size arrays and for variable-size arrays before and after memory has been allocated:

```

integer a[5], b[2,5]
LowerBound(a)      // Returns 1
LowerBound(a, 1)    // Returns 1
LowerBound(a, 2)    // Returns -1, a has only 1 dim
LowerBound(b, 2)    // Returns 1

integer c[ ]
LowerBound(c)      // Returns 1
c[50] = 900
LowerBound(c)      // Returns 1

integer d[-10 to 50]
LowerBound(d)      // Returns -10

```

See also

[UpperBound](#)

mailAddress

Description

Updates the mailRecipient array for a mail message.

Applies to

mailSession object

Syntax

mailsession.mailAddress ({ mailmessage })

Argument	Description
<i>mailsession</i>	A mailSession object identifying the session in which you want to address the message.
<i>mailmessage</i> (optional)	A mailMessage structure containing information about the message. If you omit <i>mailmessage</i> , <i>mailAddress</i> displays an Address dialog box.

Return value

mailReturnCode. Returns one of the following values:

- mailReturnSuccess!
- mailReturnFailure!
- mailReturnInsufficientMemory!
- mailReturnUserAbort!

If any argument's value is null, *mailAddress* returns null.

Usage	<p>The <code>mailRecipient</code> array contains information about recipients of a mail message or the originator of a message. The originator is not used when you send a message.</p> <p>If there is an error in the <code>mailRecipient</code> array, <code>mailAddress</code> displays the Address dialog box so the user can fix the address. If you pass a <code>mailMessage</code> structure that is a validly addressed message (such as a message that the user received) nothing happens because the addresses are correct.</p> <p>If you do not specify a <code>mailMessage</code>, the mail system displays an Address dialog box that allows users to look for addresses and maintain their personal address list. The user cannot select addresses for addressing a message.</p> <p>Before calling mail functions, you must declare and create a <code>mailSession</code> object and call <code>mailLogon</code> to establish a mail session.</p>
Examples	<p>These statements create a mail session, send mail with an attached TXT file, and then log off the mail system and destroy the mail session object:</p> <pre>mailSession mSes mailReturnCode mRet mailMessage mMsg mailFileDescription mAttach // Create a mail session mSes = CREATE mailSession // Log on to the session mRet = mSes.mailLogon(mailNewSession!) IF mRet <> mailReturnSuccess! THEN MessageBox("Mail", 'Logon failed.') RETURN END IF mMsg.AttachmentFile[1] = mAttach mRet = mSes.mailAddress(mMsg) IF mRet <> mailReturnSuccess! THEN MessageBox("Mail", 'Addressing failed.') RETURN END IF // Send the mail mRet = mSes.mailSend(mMsg) IF mRet <> mailReturnSuccess! THEN MessageBox("Mail", 'Sending mail failed.') RETURN END IF mSes.mailLogoff() DESTROY mSes</pre>

See also

`mailLogoff`, `mailLogon`, `mailResolveRecipient`, `mailSend`

mailDeleteMessage

Description

Deletes a mail message from the user's electronic mail inbox.

Applies to

mailSession object

Syntax

mailsession.mailDeleteMessage (messageid)

Argument	Description
<i>mailsession</i>	A mailSession object identifying the session in which you want to delete the message
<i>messageid</i>	A string whose value is the ID of the mail message to be deleted

Return value

mailReturnCode. Returns one of the following values:

mailReturnSuccess!
 mailReturnFailure!
 mailReturnInsufficientMemory!
 mailReturnInvalidMessage!
 mailReturnUserAbort!

If any argument's value is null, **mailDeleteMessage** returns null.

Usage

To get a list of message IDs in the user's inbox, call the **mailGetMessages** function. Before calling mail functions, you must declare and create a **mailSession** object and call **mailLogon** to establish a mail session.

Examples

Assume the DataWindow **dw_inbox** contains a list of mail items (sender, subject, postmark, and message ID), and that the mail session **mSes** has been created and a successful logon has occurred. This script for the clicked event for **dw_inbox** deletes the selected message from the mail system:

```
string sID
integer nRow
mailReturnCode mRet

nRow = GetClickedRow()
IF nRow > 0 THEN
    sID = GetItemString(nRow, "messageID")
    mRet = mSes.mailDeleteMessage(sID)
END IF
```

See also

mailGetMessages
mailLogon

mailGetMessages

Description Populates the messageID array of a mailSession object with the message IDs in the user's inbox.

Applies to mailSession object

Syntax **mailsession.mailGetMessages ({ messagetype, } { unreadonly })**

Argument	Description
<i>mailsession</i>	A mailSession object identifying the session in which you want to get the messages.
<i>messagetype</i> (optional)	A string whose value is a message type. The default message type is IPM or an empty string (""), which identifies interpersonal messages. The other standard type is IPC, which identifies hidden, interprocess messages. Your mail administrator may have established other user-defined message types.
<i>unreadonly</i> (optional)	A boolean value indicating you want only the IDs of unread messages. Values are: <ul style="list-style-type: none"> • TRUE – Get IDs for unread messages only • FALSE – Get IDs for all messages

Return value mailReturnCode. Returns one of the following values:

- mailReturnSuccess!
- mailReturnFailure!
- mailReturnInsufficientMemory!
- mailReturnNoMessages!
- mailReturnUserAbort!

If any argument's value is null, **mailGetMessages** returns null.

Usage MailGetMessages only retrieves message IDs, which it stores in the mailSession object's MessageID array. A message ID serves as an argument for other mail functions. With **mailReadMessage**, for example, it identifies the message you want to read.

Before calling mail functions, you must declare and create a mailSession object and call **mailLogon** to establish a mail session.

Examples This example populates a DataWindow with the messages in the user's inbox. The DataWindow is defined with an external data source and has three columns: msgid, msgdate, and msgsubject. MailGetMessages fills the MessageID array in the mailSession object and mailReadMessage gets the information for each ID.

The example assumes that the application has already created the mailSession object *mSes* and logged on:

```

mailMessage msg
long n, c_row

mSes.mailGetMessages()
FOR n = 1 to UpperBound(mSes.MessageID[])
    mSes.mailReadMessage(mSes.MessageID[n], &
        msg, mailEnvelopeOnly!, FALSE)
    c_row = dw_1.InsertRow(0)
    dw_1.SetItem(c_row, "msgid", mSes.MessageID[n])
    dw_1.SetItem(c_row, "msgdate", msg.DateReceived)
    // Truncate subject to fit defined column size
    dw_1.SetItem(c_row, "msgsubject", &
        Left(msg.Subject, 50))
NEXT

```

See also [mailDeleteMessage](#), [mailReadMessage](#)

mailHandle

Description Obtains the handle of a mailSession object.

Applies to mailSession object

Syntax ***mailsession.mailHandle ()***

Argument	Description
<i>mailsession</i>	A mailSession object identifying the session for which you want the handle

Return value UnsignedLong. Returns the internal handle of the mail session object. If *mailsession* is null, *mailHandle* displays an error message.

Usage After you have logged on, your mailSession has a valid handle. You can use that handle to call external mail functions. MAPI has additional functions that PowerBuilder does not implement directly.

Before calling mail functions, you must declare and create a mailSession object and call *mailLogon* to establish a mail session.

Examples This statement returns the handle of the current mail session:

```
current_session. mailHandle()
```

mailLogoff

Description Ends the mail session, breaking the connection between the PowerBuilder application and mail. If the mail application was already running when PowerBuilder began the mail session, it is left in the same state.

Applies to mailSession object

Syntax ***mailsession.mailLogoff ()***

Argument	Description
<i>mailsession</i>	A mailSession object identifying the session from which you want to log off

Return value mailReturnCode. Returns one of the following values:

- mailReturnSuccess!
- mailReturnFailure!
- mailReturnInsufficientMemory!

Usage To release the memory used by the mailSession object, use the DESTROY keyword after ending the mail session.

Before calling mail functions, you must declare and create a mailSession object and call mailLogon to establish a mail session.

Examples This statement terminates the current mail session:

```
current_session. mailLogoff()  
DESTROY current_session
```

See also mailLogon

mailLogon

Description Establishes a mail session for the PowerBuilder application. The PowerBuilder application can start a new session or join an existing session.

Applies to mailSession object

Syntax ***mailsession.mailLogon ({ profile, password } {, logonoption })***

Argument	Description
<i>mailsession</i>	A mailSession object identifying the session you want to logon to.
<i>profile</i> (optional)	A string whose value is the user's mail system profile or user ID.
<i>password</i> (optional)	A string whose value is the user's mail system password.
<i>logonoption</i> (optional)	<p>A value of the mailLogonOption enumerated datatype specifying the logon options:</p> <ul style="list-style-type: none"> • <code>mailNewSession!</code> – Starts a new mail session, whether or not the mail application is already running • <code>mailDownLoad!</code> – Forces the mail application to download any new messages from the server to the user's inbox. Starts a new mail session only if the mail application is not running • <code>mailNewSessionWithDownLoad!</code> – Starts a new mail session and forces new messages to be downloaded from the server to the user's inbox <p>The default is to use an existing session if possible and not to force new messages to be downloaded.</p>

Return value `mailReturnCode`. Returns one of the following values:

`mailReturnSuccess!`
`mailReturnLoginFailure!`
`mailReturnInsufficientMemory!`
`mailReturnTooManySessions!`
`mailReturnUserAbort!`

If any argument's value is null, `mailLogon` returns null.

Usage

If you do not direct *mailLogon* to start a new session and the mail application is already running on the user's computer, then the PowerBuilder mail session attaches to the existing session. A profile and password are not necessary.

When *mailLogon* establishes a new session, then the mail system's dialog box prompts for the profile and password if the script does not supply them.

The download option forces the mail server to download the latest messages to the user's inbox. This ensures that the inbox is up to date; it does not make the messages available to PowerBuilder. To access messages, use *mailGetMessages* and *mailReadMessage*.

Before calling *mailLogon*, you must declare and create a *mailSession* object.

Examples

In this example, the *mailSession* object *new_session* is an instance variable of the window. The window's Open event script allocates memory for the *mailSession* object and logs on. During the logon process, the mail application displays a dialog box prompting for the profile and password:

```
new_session = CREATE mailSession  
new_session.mailLogon(mailNewSession!)
```

This example establishes a new mail session and makes the user's inbox up to date. The user will not be prompted for an ID and password because user information is provided. Here the *mailSession* object is a local variable:

```
mailSession new_session  
new_session = CREATE mailSession  
new_session.mailLogon("jpl", "hotstuff", &  
mailNewSessionWithDownLoad!)
```

See also

[mailLogoff](#)

mailReadMessage

Description	Opens a mail message whose ID is stored in the mail session's message array. You can choose to read the entire message or the envelope (sender, date received, and so on) only. If a message has attachments, they are stored in a temporary file. You can also choose to have the message text written to in a temporary file.
Applies to	mailSession object
Syntax	<code>mailsession.mailReadMessage (messageid, mailmessage, readoption, mark)</code>
Argument	Description
<i>mailsession</i>	A mailSession object identifying the session in which you want to read a message.
<i>messageid</i>	A string whose value is the ID of the mail message you want to read.
<i>mailmessage</i>	A mailMessage structure in which <code>mailReadMessage</code> stores the message information.
<i>readoption</i>	A value of the <code>mailReadOption</code> enumerated datatype: <ul style="list-style-type: none"> • <code>mailEntireMessage!</code> – Obtain header, text, and attachments • <code>mailEnvelopeOnly!</code> – Obtain header information only • <code>mailBodyAsFile!</code> – Obtain header, text, and attachments, and treat the message text as the first attachment, storing it in a temporary file • <code>mailSuppressAttachments!</code> – Obtain header and text, but no attachments
<i>mark</i>	A boolean indicating whether you want to mark the message as read in the user's inbox. Values are: <ul style="list-style-type: none"> • <code>TRUE</code> – Mark the message as read • <code>FALSE</code> – Do not mark the message as read
Return value	<p>MailReturnCode. Returns one of the following values:</p> <ul style="list-style-type: none"> <code>mailReturnSuccess!</code> <code>mailReturnFailure!</code> <code>mailReturnInsufficientMemory!</code> <p>If any argument's value is null, <code>mailReadMessage</code> returns null.</p>
Usage	<p>To obtain the message IDs for the messages in the user's inbox, call <code>mailGetMessages</code>.</p> <p>Before calling mail functions, you must declare and create a <code>mailSession</code> object and call <code>mailLogon</code> to establish a mail session.</p>

Reading attachments

If a message has an attachment and you do not suppress attachments, information about it is stored in the AttachmentFile property of the mailMessage object. The AttachmentFile property is a mailFileDescription object. Its PathName property has the location of the temporary file that mailReadMessage created for the attachment. By default, the temporary file is in the directory specified by the TEMP environment variable.

Be sure to delete this temporary file when you no longer need it.

Examples

In this example, mail is displayed in a window with a DataWindow dw_inbox that lists mail messages and a MultiLineEdit mle_note that displays the message text. Assuming that the application has created the mailSession object *mSes* and successfully logged on, and that dw_inbox contains a list of mail items (sender, subject, postmark, and message ID); this script for the Clicked event for dw_inbox displays the text of the selected message in the MultiLineEdit mle_note:

```
integer nRow, nRet
string sMessageID
string sRet, sName

// Find out what Mail Item was selected
nRow = GetClickedRow()
IF nRow > 0 THEN
    // Get the message ID from the row
    sMessageID = GetItemString(nRow, 'MessageID')

    // Reread the message to obtain entire contents
    // because previously we read only the envelope
    mRet = mSes.mailReadMessage(sMessageID, mMsg &
        mailEntireMessage!, TRUE)

    // Display the text
    mle_note.Text = mMsg.NoteText
END IF
```

See *mailGetMessages* for an example that creates a list of mail messages in a DataWindow control, the type of setup that this example expects. See also the mail examples in the Code Examples sample application supplied with PowerBuilder.

See also

mailGetMessages
mailLogon
mailSend

mailRecipientDetails

Description	Displays a dialog box with the specified recipient's address information.								
Applies to	mailSession object								
Syntax	<code>mailsession.mailRecipientDetails (<i>mailrecipient</i> {, <i>allowupdates</i> })</code>								
	<table border="1"> <thead> <tr> <th>Argument</th><th>Description</th></tr> </thead> <tbody> <tr> <td><i>mailsession</i></td><td>A mailSession identifying the session in which you want to display the detail information for a recipient.</td></tr> <tr> <td><i>mailrecipient</i></td><td>A mailRecipient structure containing valid address information. <i>Mailrecipient</i> must contain a recipient identifier returned by <i>mailAddress</i>, <i>mailResolveRecipient</i>, or <i>mailReadMessage</i>.</td></tr> <tr> <td><i>allowupdates</i> (optional)</td><td>A boolean indicating whether updates to the recipient's name will be allowed. If the user does not have update privileges for the mail system, then <i>allowupdates</i> is ignored. The default is false.</td></tr> </tbody> </table>	Argument	Description	<i>mailsession</i>	A mailSession identifying the session in which you want to display the detail information for a recipient.	<i>mailrecipient</i>	A mailRecipient structure containing valid address information. <i>Mailrecipient</i> must contain a recipient identifier returned by <i>mailAddress</i> , <i>mailResolveRecipient</i> , or <i>mailReadMessage</i> .	<i>allowupdates</i> (optional)	A boolean indicating whether updates to the recipient's name will be allowed. If the user does not have update privileges for the mail system, then <i>allowupdates</i> is ignored. The default is false.
Argument	Description								
<i>mailsession</i>	A mailSession identifying the session in which you want to display the detail information for a recipient.								
<i>mailrecipient</i>	A mailRecipient structure containing valid address information. <i>Mailrecipient</i> must contain a recipient identifier returned by <i>mailAddress</i> , <i>mailResolveRecipient</i> , or <i>mailReadMessage</i> .								
<i>allowupdates</i> (optional)	A boolean indicating whether updates to the recipient's name will be allowed. If the user does not have update privileges for the mail system, then <i>allowupdates</i> is ignored. The default is false.								
Return value	<p>mailReturnCode. Returns one of the following values:</p> <ul style="list-style-type: none"> mailReturnSuccess! mailReturnFailure! mailReturnInsufficientMemory! mailReturnUnknownRecipient! mailReturnUserAbort! <p>If any argument's value is null, <i>mailRecipientDetails</i> returns null.</p>								
Usage	The effect of setting <i>allowupdates</i> to true depends on the mail system and the user's privileges.								
	Before calling mail functions, you must declare and create a mailSession object and call <i>mailLogon</i> to establish a mail session.								
Examples	This example gets the message IDs from the user's inbox and reads the first message. It then calls <i>mailRecipientDetails</i> to display address information for the first recipient. Recipient is an array of structures and a property of <i>mailMessage</i> . Each array element is one of the message's recipients. The example does not check how many values there are in the message ID or recipient arrays and it assumes that the application has already created a <i>mailSession</i> object and logged on:								

```
mailMessage msg
integer n
long c_row
```

```
mSes.mailGetMessages()
mSes.mailReadMessage(mSes.MessageID[1], &
    msg, mailEnvelopeOnly!, FALSE )
mSes.mailRecipientDetails(msg.Recipient[1])
```

See also

[mailResolveRecipient](#)
[mailSend](#)

mailResolveRecipient

Description Obtains a valid e-mail address based on a partial or full user name and optionally updates information in the system's address list if the user has privileges to do so.

Applies to mailSession object

Syntax ***mailsession.mailResolveRecipient (recipient {, allowupdates })***

Argument	Description
<i>mailsession</i>	A mailSession object identifying the session in which you want to resolve the recipient.
<i>recipient</i>	A mailRecipient structure or a string variable whose value is a recipient's name. The recipient's name is a property of the mailRecipient structure. MailResolveRecipient sets the value of the string to the recipient's full name or the structure to the resolved address information.
<i>allowupdates</i> (optional)	A boolean indicating whether updates to the recipient's name will be allowed. If the user does not have update privileges for the mail system, then <i>allowupdates</i> is ignored. The default is false.

Return value mailReturnCode. Returns one of the following values:

mailReturnSuccess!
mailReturnFailure!
mailReturnInsufficientMemory!
mailReturnUserAbort!

If any argument's value is null, **mailResolveRecipient** returns null.

Usage Use **mailResolveRecipient** to verify that a name is a valid address in the mail system. The function reports **mailReturnFailure!** if the name is not found.

If you supply a mailRecipient structure, mailResolveRecipient fills the structure with valid address information when it resolves the address. If you supply a name as a string, mailResolveRecipient replaces the string's value with the full user name as recognized by the mail system. An address specified as a string is adequate for users in the local mail system. If you are sending mail through gateways to other systems, you should obtain full address details in a mailRecipient structure.

If more than one address on the mail system matches the partial address information you supply to mailResolveRecipient, the mail system may display a dialog box allowing the user to choose the desired name.

If you supply a mailRecipient structure that already has address information, mailResolveRecipient corrects the information if it differs from the mail system. If you set *allowupdates* to true and the information differs from the mail system, mailResolveRecipient corrects the *mail system's* information if the user has rights to do so. Be careful that the address information you have is correct when you allow updating.

Before calling mail functions, you must declare and create a mailSession object and call mailLogon to establish a mail session.

Examples

This example checks whether there is a user J Smith on the mail system. If there is a user whose name matches, such as Jane Smith or Jerry Smith, the variable *mname* is set to the full name. If both names are on the system, the mail system displays a dialog box from which the user chooses a name. *Mname* is set to the user's choice. The application has already created the mailSession object *mSes* and logged on:

```
mailReturnCode mRet
string mname
mname = "Smith, J"
mRet = mSes.mailResolveRecipient(mname)
IF mRet = mailReturnSuccess! THEN
    MessageBox("Address", mname + " found.")
ELSEIF mRet = mailReturnFailure! THEN
    MessageBox("Address", "J Smith not found.")
ELSE
    MessageBox("Address", "Request not evaluated.")
END IF
```

In this example, *sle_to* contains the full or partial name of a mail recipient. This example assigns the name to a *mailRecipient* object and calls *mailResolveRecipient* to find the name and get address details. If the name is found, *mailRecipientDetails* displays the information and the full name is assigned to *sle_to*. The application has already created the *mailSession* object *mSes* and logged on:

```
mailReturnCode mRet  
mailRecipient mRecip  
  
mRecip.Name = sle_to.Text  
mRet = mSes.mailResolveRecipient(mRecip)  
IF mRet <> mailReturnSuccess! THEN  
    MessageBox ("Address", &  
              sle_to.Text + "not found.")  
ELSE  
    mRet = mSes.mailRecipientDetails(mRecipient)  
    sle_to.Text = mRecipient.Name  
END IF
```

See also

mailAddress
mailLogoff
mailLogon
mailRecipientDetails
mailSend

mailSaveMessage

Description Creates a new message in the user's inbox or replaces an existing message.

Applies to *mailSession* object

Syntax *mailsession.mailSaveMessage (messageid, mailmessage)*

Argument	Description
<i>mailsession</i>	A <i>mailSession</i> object identifying the session in which you want to save the mail message.
<i>messageid</i>	A string whose value is the message ID of the message being replaced. If you are saving a new message, specify an empty string ("").
<i>mailmessage</i>	A <i>mailMessage</i> structure containing the message being saved.

Return value	mailReturnCode. Returns one of the following values: mailReturnSuccess! mailReturnFailure! mailReturnInsufficientMemory! mailReturnInvalidMessage! mailReturnUserAbort! mailReturnDiskFull!
	If any argument's value is null, mailSaveMessage returns null.
Usage	Before saving a message, you must address the message even if you are replacing an existing message. The message can be addressed to someone else for sending later. Before calling mail functions, you must declare and create a mailSession object and call mailLogon to establish a mail session.
Examples	This example creates a new message in the inbox of the current user, which will be sent later to Jerry Smith. The application has already created the mailSession object <i>mSes</i> and logged on: <pre>mailRecipient recip mailMessage msg mailReturnCode mRet recip.Name = "Smith, Jerry" mRet = mSes.mailResolveRecipient(recip) IF mRet <> mailReturnSuccess! THEN MessageBox("Save New Message", & "Invalid address.") RETURN END IF msg.NoteText = mle_note.Text msg.Subject = sle_subject.Text msg.Recipient[1] = recip mRet = mSes.mailSaveMessage("", msg) IF mRet <> mailReturnSuccess! THEN MessageBox("Save New Message", & "Failed somehow.") END IF</pre>

This example replaces the last message in the user Jane Smith's inbox. It gets the message ID from the MessageID array in the mailSession object *mSes*. It changes the message subject, re-addresses the message to the user, and saves the message. The application has already created the mailSession object *mSes* and logged on:

```
mailRecipient recip
mailMessage msg
mailReturnCode mRet
string s_ID

mRet = mSes.mailGetMessages()
IF mRet <> mailReturnSuccess! THEN
    MessageBox("No Messages", "Inbox empty.")
    RETURN
END IF
s_ID = mSes.MessageID[UpperBound(mSes.MessageID)]
mRet = mSes.mailReadMessage(s, msg, &
    mailEntireMessage!, FALSE)
IF mRet <> mailReturnSuccess! THEN
    MessageBox("Message", "Can't read message.")
    RETURN
END IF

msg.Subject = msg.Subject + " Test"
recip.Name = "Smith, Jane"
mRet = mSes.mailResolveRecipient( recip )
msg.Recipient[1] = recip
mRet = mSes.mailSaveMessage(s_ID, msg)
IF mRet <> mailReturnSuccess! THEN
    MessageBox("Save Old Message", "Failed somehow.")
END IF
```

See also the mail examples in the samples that are supplied with PowerBuilder.

See also

[mailReadMessage](#)
[mailResolveRecipient](#)

mailSend

Description Sends a mail message. If no message information is supplied, the mail system provides a dialog box for entering it before sending the message.

Applies to mailSession object

Syntax `mailsession.mailSend ({ mailmessage })`

Argument	Description
<code>mailsession</code>	A mailSession object identifying the session in which you want to send the mail message
<code>mailmessage</code> (optional)	A mailMessage structure

Return value mailReturnCode. Returns one of the following values:

- `mailReturnSuccess!`
- `mailReturnFailure!`
- `mailReturnInsufficientMemory!`
- `mailReturnLoginFailure!`
- `mailReturnUserAbort!`
- `mailReturnDiskFull!`
- `mailReturnTooManySessions!`
- `mailReturnTooManyFiles!`
- `mailReturnTooManyRecipients!`
- `mailReturnUnknownRecipient!`
- `mailReturnAttachmentNotFound!`

If any argument's value is `null`, `mailSend` returns `null`.

Usage Before calling mail functions, you must declare and create a mailSession object and call `mailLogon` to establish a mail session.

For `mailSend`, `mailOriginator!` is not a valid value for the `Recipient` property of the `mailMessage` object. The valid values are `mailto!`, `mailcc!`, and `mailbcc!`. To specify that the sender receive a copy of the message, use `mailcc!`.

Examples These statements create a mail session, send a message, and then log off the mail system and destroy the mail session object:

```
mailSession mSes
mailReturnCode mRet
mailMessage mMsg

// Create a mail session
mSes = create mailSession
```

```
// Log on to the session
mRet = mSes.mailLogon(mailNewSession!)
IF mRet <> mailReturnSuccess! THEN
    MessageBox("Mail", 'Logon failed.')
    RETURN
END IF

// Populate the mailMessage structure
mMsg.Subject = mle_subject.Text
mMsg.NoteText = 'Luncheon at 12:15'
mMsg.Recipient[1].name = 'Smith, John'
mMsg.Recipient[2].name = 'Shaw, Sue'

// Send the mail
mRet = mSes.mailSend(mMsg)

IF mRet <> mailReturnSuccess! THEN
    MessageBox("Mail Send", 'Mail not sent')
    RETURN
END IF

mSes.mailLogoff()
DESTROY mSes
```

See also the mail examples in the samples supplied with PowerBuilder.

See also

[mailReadMessage](#)
[mailResolveRecipient](#)

Match

Description	Determines whether a string's value contains a particular pattern of characters.
Syntax	Match (<i>string</i> , <i>textpattern</i>)
Argument	Description
<i>string</i>	The string in which you want to look for a pattern of characters
<i>textpattern</i>	A string whose value is the text pattern
Return value	Boolean. Returns true if <i>string</i> matches <i>textpattern</i> and false if it does not. Match also returns false if either argument has not been assigned a value or the pattern is invalid. If any argument's value is null, Match returns null.
Usage	<p>Match enables you to evaluate whether a string contains a general pattern of characters. To find out whether a string contains a specific substring, use the Pos function.</p> <p><i>Textpattern</i> is similar to a regular expression. It consists of metacharacters, which have special meaning, and ordinary characters, which match themselves. You can specify that the string begin or end with one or more characters from a set, or that it contain any characters except those in a set.</p> <p>A text pattern consists of metacharacters, which have special meaning in the match string, and nonmetacharacters, which match the characters themselves. The following tables explain the meaning and use of these metacharacters.</p>

Table 10-6: Metacharacters used by Match function

Metacharacter	Meaning	Example
Caret (^)	Matches the beginning of a string	<code>^C</code> matches C at the beginning of a string.
Dollar sign (\$)	Matches the end of a string	<code>s\$</code> matches s at the end of a string.
Period (.)	Matches any character	<code>...</code> matches three consecutive characters.
Backslash (\)	Removes the following metacharacter's special characteristics so that it matches itself	<code>\\$</code> matches \$.

Metacharacter	Meaning	Example
Character class (a group of characters enclosed in square brackets ([]))	Matches any of the enclosed characters	[AEIOU] matches A, E, I, O, or U. You can use hyphens to abbreviate ranges of characters in a character class. For example, [A-Za-z] matches any letter.
Complemented character class (first character inside the brackets is a caret)	Matches any character not in the group following the caret	[^0-9] matches any character except a digit, and [^A-Za-z] matches any character except a letter.

The metacharacters asterisk (*), plus (+), and question mark (?) are unary operators that are used to specify repetitions in a regular expression:

Table 10-7: Unary operators used as metacharacters by Match function

Metacharacter	Meaning	Example
* (asterisk)	Indicates zero or more occurrences	A* matches zero or more As (no As, A, AA, AAA, and so on)
+ (plus)	Indicates one or more occurrences	A+ matches one A or more than one A (A, AAA, and so on)
? (question mark)	Indicates zero or one occurrence	A? matches an empty string ("") or A

Sample patterns The following table shows various text patterns and sample text that matches each pattern:

Table 10-8: Text pattern examples for Match function

This pattern	Matches
AB	Any string that contains AB; for example, ABA, DEABC, graphAB_one
B*	Any string that contains 0 or more Bs; for example, AC, B, BB, BBB, ABBBC, and so on
AB*C	Any string containing the pattern AC or ABC or ABBC, and so on (0 or more Bs)
AB+C	Any string containing the pattern ABC or ABBC or ABBBC, and so on (1 or more Bs)
ABB*C	Any string containing the pattern ABC or ABBC or ABBBC, and so on (1 B plus 0 or more Bs)
^AB	Any string starting with AB
AB?C	Any string containing the pattern AC or ABC (0 or 1 B)
^[ABC]	Any string starting with A, B, or C

This pattern	Matches
[^ABC]	A string containing any characters other than A, B, or C
^[^abc]	A string that begins with any character except a, b, or c
^[^a-z]\$	Any single-character string that is not a lowercase letter (^ and \$ indicate the beginning and end of the string)
[A-Z]+	Any string with one or more uppercase letters
^[0-9]+\$	Any string consisting only of digits
^[0-9][0-9][0-9]\$	Any string consisting of exactly three digits
^{[0-9][0-9][0-9]}\$	Any string consisting of exactly three digits enclosed in parentheses

Examples

This statement returns true if the text in sle_ID begins with one or more uppercase or lowercase letters (^ at the beginning of the pattern means that the beginning of the string must match the characters that follow):

```
Match(sle_ID.Text, "^[A-Za-z] ")
```

This statement returns false if the text in sle_ID contains any digits (^ inside a bracket is a complement operator):

```
Match(sle_ID.Text, "[^0-9] ")
```

This statement returns true if the text in sle_ID contains one uppercase letter:

```
Match(sle_ID.Text, "[A-Z] ")
```

This statement returns true if the text in sle_ID contains one or more uppercase letters (+ indicates one or more occurrences of the pattern):

```
Match(sle_ID.Text, "[A-Z] +")
```

This statement returns false if the text in sle_ID contains anything other than two digits followed by a letter (^ and \$ indicate the beginning and end of the string):

```
Match(sle_ID.Text, "^[0-9][0-9][A-Za-z]$")
```

See also

Pos

Match method for DataWindows in the *DataWindow Reference* or the online Help

MatchW

Description	Determines whether a string's value contains a particular pattern of characters. This function is obsolete. It has the same behavior as Match in all environments.
Syntax	MatchW (<i>string, textpattern</i>)

Max

Description	Determines the larger of two numbers.						
Syntax	Max (<i>x, y</i>)						
	<table><thead><tr><th>Argument</th><th>Description</th></tr></thead><tbody><tr><td><i>x</i></td><td>The number to which you want to compare <i>y</i></td></tr><tr><td><i>y</i></td><td>The number to which you want to compare <i>x</i></td></tr></tbody></table>	Argument	Description	<i>x</i>	The number to which you want to compare <i>y</i>	<i>y</i>	The number to which you want to compare <i>x</i>
Argument	Description						
<i>x</i>	The number to which you want to compare <i>y</i>						
<i>y</i>	The number to which you want to compare <i>x</i>						
Return value	The datatype of <i>x</i> or <i>y</i> , whichever datatype is more precise. If any argument's value is null, Max returns null.						
Usage	If either of the values being compared is null, Max returns null.						
Examples	This statement returns 7: Max (4, 7)						
	This statement returns -4: Max (-4, -7)						
	This statement returns 8.2, a decimal value: Max (8.2, 4)						
See also	Min Max method for DataWindows in the <i>DataWindow Reference</i> or the online Help						

MemberDelete

Description	Deletes a member from an OLE object in a storage. The member can be another OLE object (a substorage) or a stream.						
Applies to	OLEStorage objects						
Syntax	<code>olestorage.MemberDelete (<i>membername</i>)</code>						
	<table border="1"> <thead> <tr> <th style="text-align: center;">Argument</th><th style="text-align: center;">Description</th></tr> </thead> <tbody> <tr> <td style="text-align: center;"><i>olestorage</i></td><td>The name of an object variable of type OLEStorage containing the member (substorage or stream) you want to delete</td></tr> <tr> <td style="text-align: center;"><i>membername</i></td><td>A string specifying the name of the member you want to delete from the storage</td></tr> </tbody> </table>	Argument	Description	<i>olestorage</i>	The name of an object variable of type OLEStorage containing the member (substorage or stream) you want to delete	<i>membername</i>	A string specifying the name of the member you want to delete from the storage
Argument	Description						
<i>olestorage</i>	The name of an object variable of type OLEStorage containing the member (substorage or stream) you want to delete						
<i>membername</i>	A string specifying the name of the member you want to delete from the storage						
Return value	<p>Integer. Returns 0 if it succeeds and one of the following negative values if an error occurs:</p> <ul style="list-style-type: none"> -1 The storage is not open -2 Member not found -3 Insufficient resources or too many files open -4 Access denied -5 Invalid storage state -9 Other error <p>If any argument's value is null, MemberDelete returns null.</p>						
Examples	<p>This example creates a storage object and opens an OLE object in a file. It checks whether <i>wordobj</i> is a substorage within that object and, if so, deletes it and saves the object back to the file:</p> <pre> boolean lb_memexists integer result stg_stuff = CREATE OLEStorage stg_stuff.Open("c:\ole2\mystuff.ole") stg_stuff.MemberExists("wordobj", lb_memexists) IF lb_memexists THEN result = stg_stuff.MemberDelete("wordobj") IF result = 0 THEN stg_stuff.Save() END IF </pre>						
See also	MemberExists MemberRename Open						

MemberExists

Description Determines whether the named member is part of an OLE object in a storage. The member can be another OLE object (a substorage) or a stream.

Applies to OLEStorage objects

Syntax *olestorage.MemberExists (membername, exists)*

Argument	Description
<i>olestorage</i>	The name of an object variable of type OLEStorage that you want to check
<i>membername</i>	A string whose value is the name of the member that you want to check
<i>exists</i>	A boolean variable that will store whether or not the member exists

Return value Integer. Returns 0 if it succeeds and one of the following negative values if an error occurs:

- 1 The storage is not open
- 9 Other error

If any argument's value is null, MemberExists returns null.

Examples This example creates a storage object and opens an OLE object in a file. It checks whether *wordobj* is a substorage within that object and, if so, deletes it and saves the object back to the file:

```
boolean lb_memexists
integer result

stg_stuff = CREATE OLEStorage
stg_stuff.Open("c:\ole2\mystuff.ole")

stg_stuff.MemberExists("wordobj", lb_memexists)
IF lb_memexists THEN
    result = stg_stuff.MemberDelete("wordobj")
    IF result = 0 THEN stg_stuff.Save( )
END IF
```

See also MemberDelete
MemberRename
Open

MemberRename

Description	Renames a member in an OLE storage. The member can be another OLE object (a substorage) or a stream.								
Applies to	OLEStorage objects								
Syntax	<code>olestorage.MemberRename (<i>membername</i>, <i>newname</i>)</code>								
	<table border="1"> <thead> <tr> <th style="text-align: center;">Argument</th> <th style="text-align: center;">Description</th> </tr> </thead> <tbody> <tr> <td style="text-align: center;"><i>olestorage</i></td><td>The name of an object variable of type OLEStorage containing the member (substorage or stream) you want to rename</td></tr> <tr> <td style="text-align: center;"><i>membername</i></td><td>A string whose value is the name of the member you want to rename</td></tr> <tr> <td style="text-align: center;"><i>newname</i></td><td>A string whose value is the new name to be assigned to the member</td></tr> </tbody> </table>	Argument	Description	<i>olestorage</i>	The name of an object variable of type OLEStorage containing the member (substorage or stream) you want to rename	<i>membername</i>	A string whose value is the name of the member you want to rename	<i>newname</i>	A string whose value is the new name to be assigned to the member
Argument	Description								
<i>olestorage</i>	The name of an object variable of type OLEStorage containing the member (substorage or stream) you want to rename								
<i>membername</i>	A string whose value is the name of the member you want to rename								
<i>newname</i>	A string whose value is the new name to be assigned to the member								
Return value	<p>Integer. Returns 0 if it succeeds and one of the following negative values if an error occurs:</p> <ul style="list-style-type: none"> -1 The storage is not open -2 Member not found -3 Insufficient resources or too many files open -4 Access denied -5 Invalid storage state -6 Duplicate name -9 Other error <p>If any argument's value is null, MemberRename returns null.</p>								
Examples	This example creates a storage object and opens an OLE object in a file. It checks whether <i>wordobj</i> is a substorage within that object, and if so renames it to <i>memo</i> and saves the object back to the file:								
	<pre> boolean lb_memexists integer result stg_stuff = CREATE OLEStorage stg_stuff.Open("c:\ole2\mystuff.ole") stg_stuff.MemberExists("wordobj", lb_memexists) IF lb_memexists THEN result = & stg_stuff.MemberRename("wordobj", "memo") IF result = 0 THEN stg_stuff.Save() END IF </pre>								
See also	MemberDelete MemberExists Open								

MessageBox

Description Displays a system MessageBox with the title, text, icon, and buttons you specify.

Syntax **MessageBox** (*title*, *text* {, *icon* {, *button* {, *default* } } })

Argument	Description
<i>title</i>	A string specifying the title of the message box, which appears in the box's title bar.
<i>text</i>	The text you want to display in the message box. The text can be a numeric datatype (double or longlong), a string, or a boolean value.
<i>icon</i> (optional)	A value of the Icon enumerated datatype indicating the icon you want to display on the left side of the message box. Values are: <ul style="list-style-type: none"> • Information! (Default) • StopSign! • Exclamation! • Question! • None!
<i>button</i> (optional)	A value of the Button enumerated datatype indicating the set of CommandButtons you want to display at the bottom of the message box. The buttons are numbered in the order listed in the enumerated datatype. Values are: <ul style="list-style-type: none"> • OK! – (Default) OK button • OKCancel! – OK and Cancel buttons • YesNo! – Yes and No buttons • YesNoCancel! – Yes, No, and Cancel buttons • RetryCancel! – Retry and Cancel buttons • AbortRetryIgnore! – Abort, Retry, and Ignore buttons
<i>default</i> (optional)	The number of the button you want to be the default button. The default is 1. If you specify a number larger than the number of buttons displayed, MessageBox uses the default.

Return value Integer. Returns the number of the selected button (1, 2, or 3) if it succeeds and -1 if an error occurs. If any argument's value is null, MessageBox returns null.

Usage If the value of *title* or *text* is null, the MessageBox does not display. Unless you specify otherwise, PowerBuilder continues executing the script when the user clicks the button or presses enter, which is appropriate when the MessageBox has one button. If the box has multiple buttons, you will need to include code in the script that checks the return value and takes an appropriate action.

Before continuing with the current application, the user must respond to the MessageBox. However, the user can switch to another application without responding to the MessageBox.

When you are running a version of Windows that supports right-to-left languages and want to display Arabic or Hebrew text for the message and buttons, set the RightToLeft property of the application object to true. The characters of the message will display from right to left. However, the button text will continue to display in English unless you are running a localized version of PowerBuilder.

When MessageBox does not work

Controls capture the mouse in order to perform certain operations. For instance, CommandButtons capture the mouse during mouse clicks, Edit controls capture for text selection, and scroll bars capture during scrolling. If a MessageBox is invoked while the mouse is captured, unexpected results can occur.

Because MessageBox grabs focus, you should not use it when focus is changing, such as in a LoseFocus event. Instead, you might display a message in the window's title or a MultiLineEdit.

MessageBox also causes confusing behavior when called after PrintOpen. For details, see PrintOpen.

Examples

This statement displays a MessageBox with the title Greeting, the text Hello User, the default icon (Information!), and the default button (the OK button):

```
MessageBox ("Greeting", "Hello User")
```

The following statements display a MessageBox titled Result and containing the result of a function, the Exclamation icon, and the OK and Cancel buttons (the Cancel button is the default):

```
integer Net
long Distance = 3.457

Net = MessageBox ("Result", Abs(Distance), &
                 Exclamation!, OKCancel!, 2)
IF Net = 1 THEN
  ... // Process OK.
ELSE
  ... // Process CANCEL.
END IF
```

Mid

Description Obtains a specified number of characters from a specified position in a string.

Syntax **Mid (string, start {, length })**

Argument	Description
<i>string</i>	The string from which you want characters returned.
<i>start</i>	A long specifying the position of the first character you want returned. (The position of the first character of the string is 1).
<i>length</i> (optional)	A long whose value is the number of characters you want returned. If you do not enter <i>length</i> or if <i>length</i> is greater than the number of characters to the right of <i>start</i> , Mid returns the remaining characters in the string.

Return value String. Returns characters specified in *length* of *string* starting at character *start*. If *start* is greater than the number of characters in *string*, the Mid function returns the empty string (""). If *length* is greater than the number of characters remaining after the *start* character, Mid returns the remaining characters. The return string is not filled with spaces to make it the specified length. If any argument's value is null, Mid returns null.

Usage To search a string for the position of the substring that you want to extract, use the Pos function. Use the return value for the *start* argument of Mid. To extract a specified number of characters from the beginning or end of a string, use the Left or the Right function.

Examples This statement returns RUTH:

```
Mid("BABE RUTH", 5, 5)
```

This statement returns "":

```
Mid("BABE RUTH", 40, 5)
```

This statement returns BE RUTH:

```
Mid("BABE RUTH", 3)
```

These statements store the characters in the SingleLineEdit *sle_address* from the 40th character to the end in *ls_address_extra*:

```
string ls_address_extra  
ls_address_extra = Mid(sle_address.Text, 40)
```

The following user-defined function, called `str_to_int_array`, converts a string into an array of integers. Each integer in the array will contain two characters (one characters as the high byte (ASCII value * 256) and the second character as the low byte). The function arguments are `str`, a string passed by value, and `iarr`, an integer array passed by reference. The length of the array is initialized before the function is called. If the integer array is longer than the string, the script stores spaces. If the string is longer, the script ignores the extra characters.

To call the function, use code like the following:

```
int rtn
iarr[20]=0// Initialize the array, if necessary
rtn = str_to_int_array("This is a test.", iarr)
```

The `str_to_int_array` function is:

```
long strlen, arraylen, i
string char1, char2

// Get the string and array lengths
arraylen = UpperBound(iarr)
strlen = Len(str)

// Loop through the array
FOR i = 1 to arraylen
    IF (i*2 <= strlen) THEN
        // Get two chars from str
        char1 = Mid(str, i*2, 1)
        char2 = Mid(str, i*2 - 1, 1)
    ELSEIF (i*2 - 1 <= strlen) THEN
        // Get the last char
        char1 = " "
        char2 = Mid(str, i*2 - 1, 1)
    ELSE
        // Use spaces if beyond the end of str
        char1 = " "
        char2 = " "
    END IF
    iarr[i] = Asc(char1) * 256 + Asc(char2)
NEXT
RETURN 1
```

For sample code that converts the integer array back to a string, see `Asc`.

See also

`AscA`, `Left`, `Pos`, `Right`, `UpperBound`, `Mid` method for DataWindows in the *DataWindow Reference* or the online Help

MidA

Description	Temporarily converts a string to DBCS, then returns the specified number of bytes from the string, starting from a specified position.								
Syntax	MidA (<i>string</i> , <i>start</i> , { <i>length</i> })								
	<table border="1"> <thead> <tr> <th>Argument</th><th>Description</th></tr> </thead> <tbody> <tr> <td><i>string</i></td><td>The string you want to search.</td></tr> <tr> <td><i>start</i></td><td>A long specifying the position of the first byte you want returned. (The position of the first byte of the string is 1.)</td></tr> <tr> <td><i>length</i> (optional)</td><td>A long whose value is the number of bytes you want returned. If you do not enter <i>length</i> or if <i>length</i> is greater than the number of bytes to the right of <i>start</i>, MidA returns the remaining bytes in the string.</td></tr> </tbody> </table>	Argument	Description	<i>string</i>	The string you want to search.	<i>start</i>	A long specifying the position of the first byte you want returned. (The position of the first byte of the string is 1.)	<i>length</i> (optional)	A long whose value is the number of bytes you want returned. If you do not enter <i>length</i> or if <i>length</i> is greater than the number of bytes to the right of <i>start</i> , MidA returns the remaining bytes in the string.
Argument	Description								
<i>string</i>	The string you want to search.								
<i>start</i>	A long specifying the position of the first byte you want returned. (The position of the first byte of the string is 1.)								
<i>length</i> (optional)	A long whose value is the number of bytes you want returned. If you do not enter <i>length</i> or if <i>length</i> is greater than the number of bytes to the right of <i>start</i> , MidA returns the remaining bytes in the string.								
Return value	String. Returns characters specified by the number of bytes searched in a source string, beginning at the byte specified in the <i>start</i> argument. If <i>start</i> is greater than the number of bytes in <i>string</i> , the MidA function returns an empty string (""). If <i>length</i> is greater than the number of bytes remaining after the <i>start</i> character, MidA returns the remaining bytes. The return string is not filled with spaces to make it the specified length. If any argument's value is null, MidA returns null.								
Usage	MidA replaces the functionality that Mid had in DBCS environments in PowerBuilder 9.								

MidW

Description	Obtains a specified number of characters from a specified position in a string. This function is obsolete. It has the same behavior as Mid.
Syntax	MidW (<i>string</i> , <i>start</i> {, <i>length</i> })

Min

Description	Determines the smaller of two numbers.						
Syntax	Min (<i>x</i>, <i>y</i>)						
	<table border="1"> <thead> <tr> <th>Argument</th><th>Description</th></tr> </thead> <tbody> <tr> <td><i>x</i></td><td>The number to which you want to compare <i>y</i></td></tr> <tr> <td><i>y</i></td><td>The number to which you want to compare <i>x</i></td></tr> </tbody> </table>	Argument	Description	<i>x</i>	The number to which you want to compare <i>y</i>	<i>y</i>	The number to which you want to compare <i>x</i>
Argument	Description						
<i>x</i>	The number to which you want to compare <i>y</i>						
<i>y</i>	The number to which you want to compare <i>x</i>						
Return value	The datatype of <i>x</i> or <i>y</i> , whichever datatype is more precise. If any argument's value is null, Min returns null.						
Usage	If either of the values being compared is null, Min returns null.						
Examples	<p>This statement returns 4:</p> <pre>Min(4, 7)</pre> <p>This statement returns -7:</p> <pre>Min(-4, -7)</pre> <p>This statement returns 3.0, a decimal value:</p> <pre>Min(9.2, 3.0)</pre>						
See also	Max Min method for DataWindows in the <i>DataWindow Reference</i> or the online Help						

Minute

Description	Obtains the number of minutes in the minutes portion of a time value.				
Syntax	Minute (<i>time</i>)				
	<table border="1"> <thead> <tr> <th>Argument</th><th>Description</th></tr> </thead> <tbody> <tr> <td><i>time</i></td><td>The time value from which you want the minutes</td></tr> </tbody> </table>	Argument	Description	<i>time</i>	The time value from which you want the minutes
Argument	Description				
<i>time</i>	The time value from which you want the minutes				
Return value	Integer. Returns the minutes portion of <i>time</i> (00 to 59). If <i>time</i> is null, Minute returns null.				
Examples	<p>This statement returns 1:</p> <pre>Minute(19:01:31)</pre>				
See also	Hour Second Minute method for DataWindows in the <i>DataWindow Reference</i> or online Help				

Mod

Description	Obtains the remainder (modulus) of a division operation.						
Syntax	Mod (x, y)						
	<table><thead><tr><th>Argument</th><th>Description</th></tr></thead><tbody><tr><td>x</td><td>The number you want to divide by y</td></tr><tr><td>y</td><td>The number you want to divide into x</td></tr></tbody></table>	Argument	Description	x	The number you want to divide by y	y	The number you want to divide into x
Argument	Description						
x	The number you want to divide by y						
y	The number you want to divide into x						
Return value	The datatype of x or y, whichever datatype is more precise. If any argument's value is null, Mod returns null.						
Examples	<p>This statement returns 2:</p> <p style="padding-left: 40px;">Mod (20, 6)</p> <p>This statement returns 1.5:</p> <p style="padding-left: 40px;">Mod (25.5, 4)</p> <p>This statement returns 2.5:</p> <p style="padding-left: 40px;">Mod (25, 4.5)</p>						
See also	Mod method for DataWindows in the <i>DataWindow Reference</i> or the online Help						

ModifyData

Changes the value of a data point in a series on a graph. There are two syntaxes depending on the type of graph.

To modify a data point in	Use
All graph types except scatter	Syntax 1
Scatter graphs	Syntax 2

Syntax 1**For all graph types except scatter****Description**

Changes the value of a data point in a series on a graph. You can specify the data point to be modified by position or by category.

Applies to

Graph controls in windows and user objects. Does not apply to graphs within DataWindow objects (their data comes directly from the DataWindow).

Syntax

```
controlname.ModifyData (seriesnumber, datapoint, datavalue
{, categoryvalue })
```

Argument	Description
<i>controlname</i>	The name of the graph in which you want to modify data.
<i>seriesnumber</i>	The number of the series in which you want to modify data.
<i>datapoint</i>	The number of the data point for which you want to modify the data.
<i>datavalue</i>	The new value of the data point. The datatype of <i>datavalue</i> is the same as the datatype of the values axis of the graph.
<i>categoryvalue</i> (optional)	The category for <i>datavalue</i> . The datatype of <i>categoryvalue</i> is the same as the datatype of the category axis of the graph.

Usage

When you specify *categoryvalue*, *ModifyData* changes the category value at the specified position, as well as the data value. If the name you specify already exists at another position, the data at that position is modified instead and the position in *datapoint* is ignored (the same behavior as *InsertData*).

When you specify a position of 0, *ModifyData* always behaves the same as *InsertData*. For a comparison of *AddData*, *InsertData*, and *ModifyData*, see the Usage section in *InsertData*.

Examples

These statements change the data for Apr in the series named Costs in the graph gr_product_data:

```
integer SeriesNbr, CategoryNbr
// Get the number of the series.
SeriesNbr = gr_product_data.FindSeries("Costs")
CategoryNbr = gr_product_data.FindCategory("Apr")
gr_product_data.ModifyData(SeriesNbr, &
                           CategoryNbr, 1250)
```

See also

[AddData](#)
[FindCategory](#)
[FindSeries](#)
[InsertCategory](#)
[InsertData](#)

Syntax 2

Description

For scatter graphs

Changes the value of a data point in a series on a graph. You specify the data point by position and provide an x and y value.

Applies to

Graph controls in windows and user objects. Does not apply to graphs within DataWindow objects (their data comes directly from the DataWindow).

Syntax

`controlname.ModifyData (seriesnumber, datapoint, xvalue, yvalue)`

Argument	Description
<i>controlname</i>	The name of the scatter graph in which you want to modify data in a series
<i>seriesnumber</i>	The number that identifies the series in which you want to modify data
<i>datapoint</i>	The number of the data point for which you want to modify data
<i>xvalue</i>	The new x value of the data you want to modify
<i>yvalue</i>	The new y value of the data you want to modify

Return value

Integer. Returns 1 if it succeeds and -1 if an error occurs. If any argument's value is null, ModifyData returns null.

Usage

For scatter graphs, there are no categories. You specify the position in the series whose data you want to modify and provide the x and y values for the data.

Examples

These statements modify the data point 9 in the series named Test One in the scatter graph gr_product_data:

```
integer SeriesNbr
SeriesNbr = gr_product.FindSeries("Test One")
gr_product_data.ModifyData(SeriesNbr, &
9, 4.55, 86.38)
```

See also

AddData

FindSeries

Month

Description	Determines the month of a date value.				
Syntax	Month (date)				
	<table border="1"> <thead> <tr> <th style="text-align: center;">Argument</th> <th style="text-align: center;">Description</th> </tr> </thead> <tbody> <tr> <td style="text-align: center;"><i>date</i></td><td>The date from which you want the month</td></tr> </tbody> </table>	Argument	Description	<i>date</i>	The date from which you want the month
Argument	Description				
<i>date</i>	The date from which you want the month				
Return value	Integer. Returns an integer (1 to 12) whose value is the month portion of <i>date</i> . If <i>date</i> is null, Month returns null.				
Examples	<p>This statement returns 1:</p> <pre>Month(2004-01-31)</pre> <p>These statements store in <i>start_month</i> the month entered in the SingleLineEdit <i>sle_start_date</i>:</p> <pre>integer start_month start_month = Month(date(sle_start_date.Text))</pre>				
See also	Day Date Year Month method for DataWindows in the <i>DataWindow Reference</i> or the online Help				

Move

Description	Moves a control or object to another position relative to its parent window, or for some window objects, relative to the screen.								
Applies to	Any object or control								
Syntax	<i>objectname.Move (x, y)</i>								
	<table border="1"> <thead> <tr> <th style="text-align: center;">Argument</th> <th style="text-align: center;">Description</th> </tr> </thead> <tbody> <tr> <td style="text-align: center;"><i>objectname</i></td><td>The name of the object or control you want to move to a new location</td></tr> <tr> <td style="text-align: center;"><i>x</i></td><td>The x coordinate of the new location in PowerBuilder units</td></tr> <tr> <td style="text-align: center;"><i>y</i></td><td>The y coordinate of the new location in PowerBuilder units</td></tr> </tbody> </table>	Argument	Description	<i>objectname</i>	The name of the object or control you want to move to a new location	<i>x</i>	The x coordinate of the new location in PowerBuilder units	<i>y</i>	The y coordinate of the new location in PowerBuilder units
Argument	Description								
<i>objectname</i>	The name of the object or control you want to move to a new location								
<i>x</i>	The x coordinate of the new location in PowerBuilder units								
<i>y</i>	The y coordinate of the new location in PowerBuilder units								
Return value	Integer. Returns 1 if it succeeds and -1 if an error occurs or if <i>objectname</i> is a maximized window. If any argument's value is null, Move returns null.								

Usage The x and y coordinates you specify are the new coordinates of the upper-left corner of the object or control. If the shape of the object or control is not rectangular (such as, a RadioButton or Oval), x and y are the coordinates of the upper-left corner of the box enclosing it. For a line control, x and y are the BeginX and BeginY properties.

When you move controls, drawing objects, and child windows, the coordinates you specify are relative to the upper-left corner of the parent window. When you use Move to position main, pop-up, and response windows, the coordinates you specify are relative to the upper-left corner of the display screen.

Move does not move a maximized sheet or window. If the window is maximized, Move returns -1.

You can specify coordinates outside the frame of the parent window or screen, which effectively makes the object or control invisible.

To draw the image of a Picture control at a particular position, without actually moving the control, use the Draw function.

The Move function changes the X and Y properties of the moved object.

Equivalent syntax The syntax below directly sets the X and Y properties of an object or control. Although the result is equivalent to using the Move function, it causes PowerBuilder to redraw *objectname* twice, first at the new location of X and then at the new X and Y location:

```
objectname.X = x  
objectname.Y = y
```

These statements cause PowerBuilder to redraw *gb_box1* twice:

```
gb_box1.X = 150  
gb_box1.Y = 200
```

This statement has the same result but redraws *gb_box1* once:

```
gb_box1.Move(150, 200)
```

Examples

This statement changes the X and Y properties of *gb_box1* to 150 and 200, respectively, and moves *gb_box1* to the new location:

```
gb_box1.Move(150, 200)
```

This statement moves the picture *p_Train2* next to the picture *p_Train1*:

```
P_Train2.Move(P_Train1.X + P_Train1.Width, &  
P_Train1.Y)
```

MoveTab

Description	Moves a tab page to another position in a Tab control, changing its index number.								
Applies to	Tab controls								
Syntax	<code>tabcontrolname.MoveTab (source, destination)</code>								
	<table border="1"> <thead> <tr> <th style="text-align: center;">Argument</th><th style="text-align: center;">Description</th></tr> </thead> <tbody> <tr> <td style="text-align: center;"><i>tabcontrolname</i></td><td>The name of the Tab control containing the tab you want to move.</td></tr> <tr> <td style="text-align: center;"><i>source</i></td><td>An integer whose value is the index of the tab you want to move.</td></tr> <tr> <td style="text-align: center;"><i>destination</i></td><td>An integer whose value is the index of the destination tab before which <i>source</i> is moved. If <i>destination</i> is 0 or greater than the number of tabs, <i>source</i> is moved to the end.</td></tr> </tbody> </table>	Argument	Description	<i>tabcontrolname</i>	The name of the Tab control containing the tab you want to move.	<i>source</i>	An integer whose value is the index of the tab you want to move.	<i>destination</i>	An integer whose value is the index of the destination tab before which <i>source</i> is moved. If <i>destination</i> is 0 or greater than the number of tabs, <i>source</i> is moved to the end.
Argument	Description								
<i>tabcontrolname</i>	The name of the Tab control containing the tab you want to move.								
<i>source</i>	An integer whose value is the index of the tab you want to move.								
<i>destination</i>	An integer whose value is the index of the destination tab before which <i>source</i> is moved. If <i>destination</i> is 0 or greater than the number of tabs, <i>source</i> is moved to the end.								
Return value	Integer. Returns 1 if it succeeds and -1 if an error occurs.								
Usage	MoveTab also reorders the tab pages in the Tab control's Control array (which is a property that lists the tab pages within the Tab control) to match the new tab order.								
Examples	<p>This example moves the first tab to the end:</p> <pre>tab_1.MoveTab (1, 0)</pre> <p>This example move the fourth tab to the first position:</p> <pre>tab_1.MoveTab (4, 1)</pre> <p>This example move the fourth tab to the third position:</p> <pre>tab_1.MoveTab (4, 3)</pre>								
See also	OpenTab SelectTab								

Narrow

Description Converts a CORBA object reference from a general supertype to a more specific subtype.

This function is used by PowerBuilder clients connecting to EAServer.

Applies to CORBAObject objects

Syntax *corbaobject._Narrow (newremoteobject, classname)*

Argument	Description
<i>corbaobject</i>	An object of type CORBAObject that you want to convert
<i>newremoteobject</i>	A variable that will contain the converted object reference
<i>classname</i>	The class name of the subtype to which you want to narrow the object reference

Return value Long. Returns 0 if it succeeds and a negative number if an error occurs.

Usage The _Narrow function allows you to narrow proxy objects in a CORBA-compatible client that connects to EAServer. For additional examples, see the functions on the See also list.

Examples The following example narrows a CORBA object reference to the n_Bank_Account interface:

```
CORBAObject my_corbaobj  
n_Bank_Account my_account  
...  
...  
my_corbaobj._narrow(my_account, "Bank/n_Bank_Account")  
  
my_account.withdraw(100.0)
```

In this example, the component is an EJB component that resides in a separate domain in EAServer. In this case, the SimpleBean component's classes are in the *../classes/adomain/asimplepackage* subdirectory:

```
CORBAObject my_corbaobj  
SimpleBean my_simplebean  
SimpleBeanHome my_simplebeanhome  
...  
my_corbaobj._narrow(my_simplebeanhome,  
"adomain/asimplepackage/SimpleBeanHome")
```

See also [_Is_A](#)
[Resolve_Initial_References](#)
[String_To_Object](#)

NextActivity

Description Provides the next activity in a trace file.

Applies to TraceFile objects

Syntax *instancename*.**NextActivity ()**

Argument	Description
<i>instancename</i>	Instance name of the TraceFile object

Return value TraceActivityNode

Usage You use the NextActivity function to read the next activity in a trace file. The activity is returned as a TraceActivityNode object. If there are no more activities or if the file is not open, an invalid object is returned. You can then use the LastError property of the TraceFile object to determine what kind of error occurred. To use this function, you must have previously opened the trace file with the Open function. You use the NextActivity and Open functions as well as the other properties and functions provided by the TraceFile object to access the contents of a trace file directly. For example, you would use these functions if you want to perform your own analysis of the tracing data instead of using the available modeling objects.

Examples This example opens a trace file and then uses a user-defined function called of_dumpactivitynode to report the appropriate information for each activity depending on its activity type:

```

String ls_filename, ls_line
TraceFile ltf_file
TraceActivityNode ltan_node
ls_filename = sle_filename.text
ltf_file = CREATE TraceFile
ltf_file.Open(ls_filename)
ls_line = "CollectionTime = " + &
          String(ltf_file.CollectionTime) + "~r~n" + &
          "Num Activities = " + &
          String(ltf_file.NumberOfActivities) + "~r~n"
mle_output.text = ls_line
ltan_node = ltf_file.NextActivity()
DO WHILE IsValid(ltan_node)
    ls_line = of_dumpactivitynode(ltan_node)
    ltan_node = ltf_file.NextActivity()
    mle_output.text = ls_line
LOOP

```

See also Open, Close, Reset

Now

Description	Obtains the current time based on the system time of the client machine.
Syntax	Now()
Return value	Time. Returns the current time based on the system time of the client machine.
Usage	Use Now to compare a time to the system time or to display the system time on the screen. You can use the Timer function to trigger a Timer event which causes Now to refresh the display.
Examples	This statement returns the current system time.

Now()

This example displays the current time in the StaticText st_time. It keeps the time up-to-date by setting a timer that triggers a Timer event every 60 seconds. Code in the window's Open event displays the initial time and starts the timer. Code in the Timer event displays the time again.

The following code appears in the window's Open event script:

```
st_time.Text = String(Now(), "hh:mm")
Timer(60)
```

A single line in the Timer event script refreshes the time display:

```
st_time.Text = String(Now(), "hh:mm")
```

See also

[Today](#)

[Now method for DataWindows](#) in the *DataWindow Reference* or the online Help

ObjectAtPointer

Description	Finds out where the user clicked in a graph. ObjectAtPointer reports the region of the graph under the pointer and stores the associated series and data point numbers in the designated variables.
Applies to	Graph controls in windows and user objects, and graphs in DataWindow controls
Syntax	<code>controlname.ObjectAtPointer ({ graphcontrol, } seriesnumber, datapoint)</code>

Argument	Description
<i>controlname</i>	The name of the graph object for which you want the object under the pointer, or the DataWindow control containing the graph
<i>graphcontrol</i> (DataWindow control only)	(Optional) A string whose value is the name of the graph in the DataWindow control for which you want the object under the pointer
<i>seriesnumber</i>	An integer variable in which you want to store the number of the series under the pointer
<i>datapoint</i>	An integer variable in which you want to store the number of the data point under the pointer

Return value
grObjectType. Returns a value of the grObjectType enumerated datatype if the user clicks anywhere in the graph (including an empty area) and a null value if the user clicks outside the graph.

Values of grObjectType and the parts of the graph associated with them are:

- TypeCategory! – A label for a category
- TypeCategoryAxis! – The category axis or between the category labels
- TypeCategoryLabel! – The label of the category axis
- TypeData! – A data point or other data marker
- TypeGraph! – Any place within the graph control that is not another grObjectType
- TypeLegend! – Within the legend box, but not on a series label
- TypeSeries! – The line that connects the data points of a series when the graph's type is line or on the series label in the legend box
- TypeSeriesAxis! – The series axis of a 3D graph
- TypeSeriesLabel! – The label of the series axis of a 3D graph
- TypeTitle! – The title of the graph

- TypeValueAxis! – The value axis, including on the value labels
- TypeValueLabel! – The user clicked the label of the value axis

Usage

The ObjectAtPointer function allows you to find out how the user is interacting with the graph. The function returns a value of the grObjectType enumerated datatype identifying the part of the graph. When the user clicks in a series, data point, or category, ObjectAtPointer stores the series and/or data point numbers in designated variables.

When the user clicks a data point (or other data mark, such as line or bar), or on the series labels in the legend, ObjectAtPointer stores the series number in the designated variable.

When the user clicks on a data point or category tickmark label, ObjectAtPointer stores the data point number in the designated variable.

When the user clicks in a series, but not on the actual data point, ObjectAtPointer stores 0 in *datapoint* and when the user clicks in a category, ObjectAtPointer stores 0 in *seriesnumber*. When the user clicks other parts of the graph, ObjectAtPointer stores 0 in both variables.

Call ObjectAtPointer first

ObjectAtPointer is most effective as the first function call in the script for the Clicked event for the graph control. Make sure you enable the graph control (the default is disabled). Otherwise, the Clicked event script is never run.

Examples

These statements store the series number and data point number at the pointer location in the graph named gr_product in *SeriesNbr* and *ItemNbr*. If the object type is TypeSeries! they obtain the series name, and if it is TypeData! they get the data value:

```
integer SeriesNbr, ItemNbr
double data_value
grObjectTypeobject_type
string SeriesName

object_type = &
    gr_product.ObjectAtPointer(SeriesNbr, ItemNbr)
IF object_type = TypeSeries! THEN
    SeriesName = &
        gr_product.SeriesName(SeriesNbr)
ELSEIF object_type = TypeData! THEN
    data_value = &
        gr_product.GetData(SeriesNbr, ItemNbr)
END IF
```

These statements store the series number and data point number at the pointer location in the graph named gr_computers in the DataWindow control dw_equipment in *SeriesNbr* and *ItemNbr*:

```
integer SeriesNbr, ItemNbr
dw_equipment.ObjectAtPointer("gr_computers", &
    SeriesNbr, ItemNbr)
```

See also AddData, AddSeries

Object_To_String

Description	Gets the string form of an object.						
Applies to	JaguarORB objects						
Syntax	<i>jaguarorb.Object_To_String (object)</i>						
	<table border="1"> <thead> <tr> <th style="text-align: center;">Argument</th><th style="text-align: center;">Description</th></tr> </thead> <tbody> <tr> <td style="text-align: center;"><i>jaguarorb</i></td><td>An instance of JaguarORB.</td></tr> <tr> <td style="text-align: center;"><i>object</i></td><td>The CORBA object that will be converted to a string. The string representation of a CORBA object is an Interoperable Object Reference (IOR) that describes how to connect to the server hosting the object. EA Server supports both standard format IORs (which are hex-encoded) and a URL format that is human-readable.</td></tr> </tbody> </table>	Argument	Description	<i>jaguarorb</i>	An instance of JaguarORB.	<i>object</i>	The CORBA object that will be converted to a string. The string representation of a CORBA object is an Interoperable Object Reference (IOR) that describes how to connect to the server hosting the object. EA Server supports both standard format IORs (which are hex-encoded) and a URL format that is human-readable.
Argument	Description						
<i>jaguarorb</i>	An instance of JaguarORB.						
<i>object</i>	The CORBA object that will be converted to a string. The string representation of a CORBA object is an Interoperable Object Reference (IOR) that describes how to connect to the server hosting the object. EA Server supports both standard format IORs (which are hex-encoded) and a URL format that is human-readable.						
Return value	String. Returns the string representation of a CORBA object.						
Usage	The Object_To_String function can be used to serialize a proxy object reference. By serializing an object reference, you can save the state of the object so that it persists after the client terminates processing. Object_To_String is typically used in conjunction with String_To_Object, which allows you to deserialize an object reference.						

Examples

The following example shows the use of the Object_To_String function to serialize a proxy object reference:

```
Payroll payroll
JaguarORB my_orb
...
my_orb = CREATE JaguarORB
my_orb.init("ORBRetryCount=3, ORBRetryDelay=1000")
...
String payroll_ior = my_orb.Object_To_String(payroll)
```

See also

[Init](#)
[String_To_Object](#)

OffsetPos

Description

Sets the offset for progress bar controls.

Applies to

Progress bar controls

Syntax

control.OffsetPos (increment)

Argument	Description
<i>control</i>	The name of the progress bar control
<i>increment</i>	An integer that is added to the start position of the progress bar control

Return value

Integer. Returns 1 if it succeeds and -1 if there is an error.

Examples

This statement offsets the start position of a horizontal progress bar by 10:

```
HProgressBar.OffsetPos ( 10 )
```

See also

[SelectionRange](#)
[SetRange](#)
[StepIt](#)

Open

Opens a window, an OLE object, or a trace file.

For windows Open displays a window and makes all its properties and controls available to scripts.

To	Use
Open an instance of a particular window datatype	Syntax 1
Allow the application to select the window's datatype when the script is executed	Syntax 2

For OLE objects Open loads an OLE object contained in a file or storage into an OLE control or storage object variable. The source and the target are then connected for the purposes of saving work.

To open	Use
An OLE object in a file and load it into an OLE control	Syntax 3
An OLE object in a storage object in memory and load it into an OLE control	Syntax 4
An OLE object in an OLE storage file and load it into a storage object in memory	Syntax 5
An OLE object that is a member of an open OLE storage and load it into a storage object in memory	Syntax 6
A stream in an OLE storage object in memory and load it into a stream object	Syntax 7

For trace files Open opens the specified trace file for reading.

To	Use
Open a trace file	Syntax 8

Syntax 1

Description

For windows of a known datatype

Opens a window object of a known datatype. Open displays the window and makes all its properties and controls available to scripts.

Applies to

Window objects

Syntax

Open (*windowvar* {, *parent* })

Argument	Description
<i>windowvar</i>	The name of the window you want to display. You can specify a window object defined in the Window painter (which is a window datatype) or a variable of the desired window datatype. Open places a reference to the opened window in <i>windowvar</i> .
<i>parent</i> (child and pop-up windows only) (optional)	The window you want make the parent of the child or pop-up window you are opening. If you open a child or pop-up window and omit <i>parent</i> , PowerBuilder associates the window being opened with the currently active window.

Return value

Integer. Returns 1 if it succeeds and -1 if an error occurs. If any argument's value is null, Open returns null.

Usage

You must open a window before you can access the properties of the window. If you access the window's properties before you open it, an execution error will occur.

To reference an open window in scripts, use *windowvar*.

Calling Open twice

If you call Syntax 1 of the Open function twice for the same window, PowerBuilder activates the window twice; it does not open two instances of the window.

To open an array of windows where each window has different datatype, use Syntax 2 of Open.

Parent windows for the opened window Generally, if you are opening a child or a pop-up window and specify *parent*, the window identified by *parent* is the parent of the opened window (*windowname* or *windowvar*). When a parent window is closed, all its child and pop-up windows are closed too.

Not all types of windows can be parent windows. Only a window whose borders are not confined within another window can be a parent. A child window or a window opened as a sheet cannot be a parent.

If you specify a confined window as a parent, PowerBuilder checks its parent, and that window's parent, until it finds a window that it can use as a parent. Therefore if you open a pop-up window and specify a sheet as its parent, PowerBuilder makes the MDI frame that contains the sheet its parent.

If you do not specify a parent for a child or pop-up window, the active window becomes the parent. Therefore, if one pop-up is active and you open another pop-up, the first pop-up is the parent, not the main window. When the first pop-up is closed, PowerBuilder closes the second pop-up too.

However, in an MDI application, the active sheet is not the active window and cannot be the parent. In Windows, it is clear that the MDI frame, not the active sheet, is the active window—its title bar is the active color and it displays the menu.

Mouse behavior and response windows

Controls capture the mouse in order to perform certain operations. For instance, CommandButtons capture during mouse clicks, edit controls capture for text selection, and scroll bars capture during scrolling. If a response window is opened while the mouse is captured, unexpected results can occur.

Because a response window grabs focus, you should not open it when focus is changing, such as in a LoseFocus event.

Examples

This statement opens an instance of a window named w_employee:

```
Open(w_employee)
```

The following statements open an instance of a window of the type w_employee:

```
w_employee w_to_open  
Open(w_to_open)
```

The following code opens an instance of a window of the type child named cw_data and makes w_employee the parent:

```
child cw_data  
Open(cw_data, w_employee)
```

The following code opens two windows of type w_emp:

```
w_emp w_e1, w_e2  
Open(w_e1)  
Open(w_e2)
```

See also

Close, OpenWithParm, Show

Syntax 2

Description

For windows of unknown datatype

Applies to

Opens a window object when you do not know its datatype until the application is running. Open displays the window and makes all its properties and controls available to scripts.

Syntax

Window objects

Open (*windowvar*, *windowtype* {, *parent* })

Argument	Description
<i>windowvar</i>	A window variable, usually of datatype window. Open places a reference to the opened window in <i>windowvar</i> .
<i>windowtype</i>	A string whose value is the datatype of the window you want to open. The datatype of <i>windowtype</i> must be the same or a descendant of <i>windowvar</i> .
<i>parent</i> (child and pop-up windows only) (optional)	The window you want to make the parent of the child or pop-up window you are opening. If you open a child or pop-up window and omit <i>parent</i> , PowerBuilder associates the window being opened with the currently active window.

Return value

Integer. Returns 1 if it succeeds and -1 if an error occurs. If any argument's value is null, Open returns null.

Usage

You must open a window before you can access the properties of the window. If you access the window's properties before you open it, an execution error will occur.

To reference an open window in scripts, use *windowvar*.

The window object specified in *windowtype* must be the same datatype as *windowvar* (the datatype includes datatypes inherited from it). The datatype of *windowvar* is usually window, from which all windows are inherited, but it can be any ancestor of *windowtype*. If it is not the same type, an execution error will occur.

Use this syntax to open an array of windows when each window in the array will have a different datatype. See the last example, in which the window datatypes are stored in one array and are used for the *windowtype* argument when each window in another array is opened.

Considerations when specifying a window type

When you use Syntax 2, PowerBuilder opens an instance of a window of the datatype specified in *windowtype* and places a reference to this instance in the variable *windowvar*.

If *windowtype* is a descendent window, you can only reference properties, events, functions, or structures that are part of the definition of *windowvar*. For example, if a user event is declared for *windowtype*, you cannot reference it.

The object specified in *windowtype* is not automatically included in your executable application. To include it, you must save it in a PBD file (PowerBuilder dynamic library) that you deliver with your application.

For information about the parent of an opened window, see Syntax 1.

Examples

This example opens a window of the type specified in the string *s_w_name* and stores the reference to the window in the variable *w_to_open*. The SELECT statement retrieves data specifying the window type from the database and stores it in *s_w_name*:

```
window w_to_open
string s_w_name

SELECT next_window INTO  : s_w_name FROM routing_table
WHERE...  ;

Open(w_to_open, s_w_name)
```

This example opens an array of ten windows of the type specified in the string *is_w_emp1* and assigns a title to each window in the array. The string *is_w_emp1* is an instance variable whose value is a window type:

```
integer n
window win_array[10]

FOR n = 1 to 10
    Open(win_array[n], is_w_emp1)
    win_array[n].title = "Window " + string(n)
NEXT
```

The following statements open four windows. The type of each window is stored in the array *w_stock_type*. The window reference from the Open function is assigned to elements in the array *w_stock_win*:

```
window w_stock_win[ ]
string w_stock_type[4]
```

```
w_stock_type[1] = "w_stock_wine"
w_stock_type[2] = "w_stock_scotch"
w_stock_type[3] = "w_stock_beer"
w_stock_type[4] = "w_stock_soda"

FOR n = 1 to 4
    Open(w_stock_win[n], w_stock_type[n])
NEXT
```

See also

Close
OpenWithParm
Show

Syntax 3

For loading an OLE object from a file into a control

Description

Opens an OLE object in a file and loads it into an OLE control.

Applies to

OLE controls

Syntax

`olecontrol.Open (OLEsourcefile)`

Argument	Description
<code>olecontrol</code>	The name of the OLE control into which you want to load an OLE object.
<code>OLEsourcefile</code>	A string specifying the name of an OLE storage file containing the object. The file must already exist and contain an OLE object. <code>OLEsourcefile</code> can include a path for the file, as well as path information inside the OLE storage.

Return value

Integer. Returns 0 if it succeeds and one of the following negative values if an error occurs:

- 1 The file is not found or its data has an invalid format
- 9 Other error

If any argument's value is null, Open returns null.

Examples

This example opens the object in the file *MYSTUFF.OLE* and loads it into in the control `ole_1`:

```
integer result
result = ole_1.Open("c:\ole2\mystuff.ole")
```

See also

InsertFile
Save
SaveAs

Syntax 4**For opening an OLE object in memory into a control**

Description Opens an OLE object that is in a OLE storage object in memory and loads it into an OLE control.

Applies to OLE controls

Syntax `olecontrol.Open (sourcestorage, substoragename)`

Argument	Description
<code>sourcestorage</code>	The name of the OLE control into which you want to load an OLE object
<code>substoragename</code>	The name of an object variable of OLEStorage containing the object you want to load into <code>olecontrol</code>
<code>olecontrol</code>	A string specifying the name of a substorage that contains the desired object within <code>storagename</code>

Return value Integer. Returns 0 if it succeeds and one of the following negative values if an error occurs:

- 2 The parent storage is not open
- 9 Other error

If any argument's value is null, Open returns null.

Examples This example opens the object in the substorage `excel_obj` within the storage variable `stg_stuff` and loads it into the control `ole_1`. `Olest_stuff` is already open:

```
integer result
result = ole_1.Open(stg_stuff, "excel_obj")
```

This example opens a substorage in the storage variable `stg_stuff` and loads it into the control `ole_1`. The substorage name is specified in the variable `stuff_1`. `Olest_stuff` is already open:

```
integer result
string stuff_1 = "excel_obj"
result = ole_1.Open(stg_stuff, stuff_1)
```

See also
[InsertFile](#)
[Save](#)
[SaveAs](#)

Syntax 5**For opening an OLE object in a file into an OLEStorage**

Description	Opens an OLE object in an OLE storage file and loads it into a storage object in memory.
Applies to	OLE storage objects
Syntax	<code>olestorage.Open (<i>OLEsourcefile</i> {, <i>readmode</i> {, <i>sharemode</i> } })</code>

Argument	Description
<i>olestorage</i>	The name of an object variable of type OLEStorage into which you want to load the OLE object.
<i>OLEsourcefile</i>	A string specifying the name of an OLE storage file containing the object. The file must already exist and contain OLE objects. <i>OLEsourcefile</i> can include the file's path, as well as path information within the storage.
<i>readmode</i> (optional)	A value of the enumerated datatype <code>stgReadMode</code> that specifies the type of access you want for <i>OLEsourcefile</i> . Values are: <ul style="list-style-type: none">• <code>stgReadWrite!</code> – (Default) Read/Write access. If the file does not exist, Open creates it.• <code>stgRead!</code> – Read-only access. You cannot change <i>OLEsourcefile</i>.• <code>stgWrite!</code> – Write access. You can rewrite <i>OLEsourcefile</i> but not read its current contents. If the file does not exist, Open creates it.
<i>sharemode</i> (optional)	A value of the enumerated datatype <code>stgShareMode</code> that specifies how other attempts, by your own or other applications, to open <i>OLEsourcefile</i> will fare. Values are: <ul style="list-style-type: none">• <code>stgExclusive!</code> – (Default) No other attempt to open <i>OLEsourcefile</i> will succeed.• <code>stgDenyNone!</code> – Any other attempt to open <i>OLEsourcefile</i> will succeed.• <code>stgDenyRead!</code> – Other attempts to open <i>OLEsourcefile</i> for reading will fail.• <code>stgDenyWrite</code> – Other attempts to open <i>OLEsourcefile</i> for writing will fail.

Return value Integer. Returns 0 if it succeeds and one of the following negative values if an error occurs:

- 1 The file is not an OLE storage file
- 3 The file is not found
- 9 Other error

If any argument's value is null, Open returns null.

Usage An OLE storage file is structured like a directory. Each OLE object can contain other OLE objects (substorages) and other data (streams). You can open the members of an OLE storage belonging to a server application if you know the structure of the storage. However, the PowerBuilder functions for manipulating storages are provided so that you can build your own storage files for organizing the OLE objects used in your applications.

The whole file can be an OLE object and substorages within the file can also be OLE objects. More frequently, the structure for a storage file you create is a root level that is not an OLE object but contains independent OLE objects as substorages. Any level in the storage hierarchy can contain OLE objects or be simply a repository for another level of substorages.

Opening nested objects

Because you can specify path information within an OLE storage with a backslash as the separator, you can open a deeply nested object with a single call to Open. However, there is no error checking for the path you specify and if the Open fails, you wo not know why. It is strongly recommended that you open each object in the path until you get to the one you want.

Examples This example opens the object in the file *MYSTUFF.OLE* and loads it into the OLEStorage variable *stg_stuff*:

```
integer result
OLEStorage stg_stuff

stg_stuff = CREATE OLEStorage
result = stg_stuff.Open("c:\ole2\mystuff.ole")
```

This example opens the same object for reading:

```
integer result
OLEStorage stg_stuff

stg_stuff = CREATE OLEStorage
result = stg_stuff.Open("c:\ole2\mystuff.ole", &
                      stgRead!)
```

This example opens the object in the file *MYSTUFF.OLE* and loads it into the OLEStorage variable *stg_stuff*, as in the previous example. Then it opens the substorage *drawing_1* into a second storage variable, using Syntax 6 of Open. This example does not include code to close and destroy any of the objects that were opened.

```
integer result
OLEStorage stg_stuff, stg_drawing

stg_stuff = CREATE OLEStorage
result = stg_stuff.Open("c:\ole2\mystuff.ole")
IF result >= 0 THEN
    stg_drawing = CREATE OLEStorage
    result = opeset_drawing.Open("drawing_1", &
        stgRead!, stgDenyNone!, stg_stuff)
END IF
```

This example opens the object in the file *MYSTUFF.OLE* and loads it into the OLEStorage variable *stg_stuff*. Then it checks whether a stream called *info* exists in the OLE object, and if so, opens it with read access using Syntax 7 of Open. This example does not include code to close and destroy any of the objects that were opened.

```
integer result
boolean str_found
OLEStorage stg_stuff
OLEStream mystream

stg_stuff = CREATE OLEStorage
result = stg_stuff.Open("c:\ole2\mystuff.ole")
IF result < 0 THEN RETURN

result = stg_stuff.MemberExists("info", str_found)
IF result < 0 THEN RETURN

IF str_found THEN
    mystream = CREATE OLEStream
    result = mystream.Open(stg_stuff, "info", &
        stgRead!, stgDenyNone!)
    IF result < 0 THEN RETURN
END IF
```

See also

[Close](#)

[Save](#)

[SaveAs](#)

Syntax 6**For opening an OLE storage member into a storage**

Description Opens a member of an open OLE storage and loads it into another OLE storage object in memory.

Applies to OLE storage objects

Syntax `olestorage.Open (substoragename, readmode, sharemode, sourcestorage)`

Argument	Description
<i>olestorage</i>	The name of a object variable of type OLEStorage into which you want to load the OLE object.
<i>substoragename</i>	A string specifying the name of the storage member within <i>sourcestorage</i> that you want to open. Note the reversed order of the <i>sourcestorage</i> and <i>substoragename</i> arguments from Syntax 4.
<i>readmode</i>	A value of the enumerated datatype stgReadMode that specifies the type of access you want for <i>substoragename</i> . Values are: <ul style="list-style-type: none"> • stgReadWrite! – Read/write access. If the member does not exist, Open creates it. • stgRead! – Read-only access. You cannot change <i>substoragename</i>. • stgWrite! – Write access. You can rewrite <i>substoragename</i> but not read its current contents. If the member does not exist, Open creates it.
<i>sharemode</i>	A value of the enumerated datatype stgShareMode that specifies how other attempts, by your own or other applications, to open <i>substoragename</i> will fare. Values are: <ul style="list-style-type: none"> • stgExclusive! – (Default) No other attempt to open <i>substoragename</i> will succeed. • stgDenyNone! – Any other attempt to open <i>substoragename</i> will succeed. • stgDenyRead! – Other attempts to open <i>substoragename</i> for reading will fail. • stgDenyWrite – Other attempts to open <i>substoragename</i> for writing will fail.
<i>sourcestorage</i>	An open OLEStorage object containing <i>substoragename</i> .

Return value

Return value

Integer. Returns 0 if it succeeds and one of the following negative values if an error occurs:

- 2 The parent storage is not open
- 3 The member is not found (when opened for reading)
- 9 Other error

If any argument's value is null, Open returns null.

Usage

An OLE storage file is structured like a directory. Each OLE object can contain other OLE objects (substorages) and other data (streams). You can open the members of an OLE storage belonging to a server application if you know the structure of the storage. However, PowerBuilder's functions for manipulating storages are provided so that you can build your own storage files for organizing the OLE objects used in your applications.

The whole file can be an OLE object and substorages within the file can also be OLE objects. More frequently, the structure for a storage file you create is a root level that is not an OLE object but contains independent OLE objects as substorages. Any level in the storage hierarchy can contain OLE objects or be simply a repository for another level of substorages.

Opening nested objects

Because you can specify path information within an OLE storage with a backslash as the separator, you can open a deeply nested object with a single call to Open. However, there is no error checking for the path you specify and if the Open fails, you will not know why. It is strongly recommended that you open each object in the path until you get to the one you want.

Examples

This example opens the object in the file *MYSTUFF.OLE* and loads it into the OLEStorage variable *stg_stuff*, as in the previous example. Then it opens the substorage *drawing_1* into a second storage variable. This example does not include code to close and destroy any of the objects that were opened.

```
integer result
OLEStorage stg_stuff, stg_drawing

stg_stuff = CREATE OLEStorage
result = stg_stuff.Open("c:\ole2\mystuff.ole")
IF result >= 0 THEN
    stg_drawing = CREATE OLEStorage
    result = opesst_drawing.Open("drawing_1", &
        stgRead!, stgDenyNone!, stg_stuff)
END IF
```

See also

Close
Save
SaveAs

Syntax 7**For opening OLE streams****Description**

Opens a stream in an open OLE storage object and loads it into an OLE stream object.

Applies to

OLE stream objects

Syntax

`olestream.Open (sourcestorage, streamname {, readmode {, sharemode } })`

Argument	Description
<code>sourcestorage</code>	The name of a object variable of type OLEStream into which you want to load the OLE object.
<code>streamname</code>	An OLE storage that contains the stream to be opened.
<code>readmode</code> (optional)	A value of the enumerated datatype stgReadMode that specifies the type of access you want for <code>streamname</code> . Values are: <ul style="list-style-type: none"> • <code>stgReadWrite!</code> – Read/write access. If <code>streamname</code> does not exist, Open creates it. • <code>stgRead!</code> – Read-only access. You cannot change <code>streamname</code>. • <code>stgWrite!</code> – Write access. You can rewrite <code>streamname</code> but not read its current contents. If <code>streamname</code> does not exist, Open creates it.
<code>sharemode</code> (optional)	A value of the enumerated datatype stgShareMode that specifies how other attempts, by your own or other applications, to open <code>streamname</code> will fare. Values are: <ul style="list-style-type: none"> • <code>stgExclusive!</code> – No other attempt to open <code>streamname</code> will succeed. • <code>stgDenyNone!</code> – Any other attempt to open <code>streamname</code> will succeed. • <code>stgDenyRead!</code> – Other attempts to open <code>streamname</code> for reading will fail. • <code>stgDenyWrite</code> – Other attempts to open <code>streamname</code> for writing will fail.

Return value Integer. Returns 0 if it succeeds and one of the following negative values if an error occurs:

- 1 Stream not found
- 2 Stream already exists
- 3 Stream is already open
- 4 Storage not open
- 5 Access denied
- 6 Invalid name
- 9 Other error

If any argument's value is null, Open returns null.

Examples

This example opens the object in the file *MYSTUFF.OLE* and loads it into the OLEStorage variable *stg_stuff*. Then it checks whether a stream called *info* exists in the OLE object, and if so, opens it with read access. This example does not include code to close and destroy any of the objects that were opened.

```
integer result
boolean str_found
OLEStorage stg_stuff
OLEStream mystream

stg_stuff = CREATE OLEStorage
result = stg_stuff.Open("c:\ole2\mystuff.ole")
IF result < 0 THEN RETURN

result = stg_stuff.MemberExists("info", str_found)
IF result < 0 THEN RETURN

IF str_found THEN
    mystream = CREATE OLEStream
    result = mystream.Open(stg_stuff, "info", &
        stgRead!, stgDenyNone!)
    IF result < 0 THEN RETURN
END IF
```

See also

[Close](#)

Syntax 8**For opening trace files**

Description

Opens the specified trace file for reading.

Applies to

TraceFile object

Syntax

instancename.Open (filename)

Argument	Description
<i>instancename</i>	Instancename of the TraceFile object
<i>filename</i>	A string identifying the name of the trace file you want to read

Return value

ErrorReturn. Returns one of the following values:

- Success! – The function succeeded
- FileAlreadyOpenError! – The specified trace file has already been opened
- FileOpenError! – The trace file can not be opened for reading
- FileInvalidFormatError! – The file does not have the correct format
- EnterpriseOnlyFeature! – This function is supported only in the Enterprise edition of PowerBuilder
- SourcePBLError! – The source libraries cannot be found

Usage

You use this syntax to access the contents of a specified trace file created from a running PowerBuilder application. You can then use the properties and functions provided by the TraceFile object to perform your own analysis of tracing data instead of using the available modeling objects.

Examples

This example opens a trace file:

```

TraceFile ltf_file
String ls_filename

ltf_file = CREATE TraceFile
ltf_file.Open(ls_filename)
...

```

See also

[Close](#)
[Reset](#)
[NextActivity](#)

OpenChannel

Description	Opens a channel to a DDE server application.								
Syntax	OpenChannel (<i>applname</i>, <i>topicname</i> {, <i>windowhandle</i> })								
	<table border="1"> <thead> <tr> <th>Argument</th><th>Description</th></tr> </thead> <tbody> <tr> <td><i>applname</i></td><td>A string specifying the DDE name of the DDE server application.</td></tr> <tr> <td><i>topicname</i></td><td>A string identifying the data or the instance of the application you want to use (for example, in Microsoft Excel, the topic name could be System or the name of an open spreadsheet).</td></tr> <tr> <td><i>windowhandle</i> (optional)</td><td>The handle of the window that you want to act as the DDE client. Specify this parameter to control which window is acting as the DDE client when you have more than one open window.</td></tr> </tbody> </table>	Argument	Description	<i>applname</i>	A string specifying the DDE name of the DDE server application.	<i>topicname</i>	A string identifying the data or the instance of the application you want to use (for example, in Microsoft Excel, the topic name could be System or the name of an open spreadsheet).	<i>windowhandle</i> (optional)	The handle of the window that you want to act as the DDE client. Specify this parameter to control which window is acting as the DDE client when you have more than one open window.
Argument	Description								
<i>applname</i>	A string specifying the DDE name of the DDE server application.								
<i>topicname</i>	A string identifying the data or the instance of the application you want to use (for example, in Microsoft Excel, the topic name could be System or the name of an open spreadsheet).								
<i>windowhandle</i> (optional)	The handle of the window that you want to act as the DDE client. Specify this parameter to control which window is acting as the DDE client when you have more than one open window.								
Return value	<p>Long. Returns the handle to the channel (a positive integer) if it succeeds. If an error occurs, OpenChannel returns a negative integer. Values are:</p> <ul style="list-style-type: none"> -1 Open failed -9 <i>Handle</i> is null 								
Usage	<p>Use OpenChannel to open a channel to a DDE server application and leave it open so you can efficiently execute more than one DDE request. This type of DDE conversation is called a warm link. Because you open a channel, the operating system does not have to poll all open applications every time you send or ask for data.</p> <p>The following is an outline of a warm-link conversation:</p> <ul style="list-style-type: none"> • Open a DDE channel with OpenChannel and check that it returns a valid channel handle (a positive value). • Execute several DDE functions. You can use the following functions: <ul style="list-style-type: none"> ExecRemote (<i>command</i>, <i>handle</i>, <<i>windowhandle</i>>) GetRemote (<i>location</i>, <i>target</i>, <i>handle</i>, <<i>windowhandle</i>>) SetRemote (<i>location</i>, <i>value</i>, <i>handle</i>, <<i>windowhandle</i>>) • Close the DDE channel with CloseChannel. <p>If you only need to use a remote DDE function once, you can call ExecRemote, GetRemote, or SetRemote without opening a channel. This is called a cold link. Without an open channel, the operating system polls all running applications to find the specified server application each time you call a DDE function.</p> <p>Your PowerBuilder application can also be a DDE server.</p>								

For more information, see [StartServerDDE](#).

About server applications

Each application decides how it supports DDE. You must check each potential server application's documentation to find out its DDE name, what its valid topics are, and how it expects locations to be specified.

Examples

These statements open a channel to the active spreadsheet *REGION.XLS* in Microsoft Excel and set handle to the handle to the channel:

```
long handle  
handle = OpenChannel("Excel", "REGION.XLS")
```

The following example opens a DDE channel to Excel and requests data from three spreadsheet cells. In the PowerBuilder application, the data is stored in the string array *s_regiondata*. The client window for the DDE conversation is *w_ddewin*:

```
long handle  
string s_regiondata[3]  
handle = OpenChannel("Excel", "REGION.XLS", &  
    Handle(w_ddewin))  
GetRemote("R1C2", s_regiondata[1], handle, &  
    Handle(w_ddewin))  
GetRemote("R1C3", s_regiondata[2], handle, &  
    Handle(w_ddewin))  
GetRemote("R1C4", s_regiondata[3], handle, &  
    Handle(w_ddewin))  
CloseChannel(handle, Handle(w_ddewin))
```

See also

[CloseChannel](#)
[ExecRemote](#)
[GetRemote](#)
[SetRemote](#)

OpenSheet

Description Opens a sheet within an MDI (multiple document interface) frame window and creates a menu item for selecting the sheet on the specified menu.

Applies to Window objects

Syntax **OpenSheet** (*sheetrefvar* {, *windowtype* }, *mdiframe* {, *position* {, *arrangeopen* } })

Argument	Description
<i>sheetrefvar</i>	The name of any window variable that is not an MDI frame window. OpenSheet places a reference to the open sheet in <i>sheetrefvar</i> .
<i>windowtype</i> (optional)	A string whose value is the datatype of the window you want to open. The datatype of <i>windowtype</i> must be the same or a descendant of <i>sheetrefvar</i> .
<i>mdiframe</i>	The name of an MDI frame window.
<i>position</i> (optional)	The number of the menu item (in the menu associated with the sheet) to which you want to append the names of the open sheets. Menu bar menu items are numbered from the left, beginning with 1. The default value of 0 lists the open sheets under the next-to-last menu item.
<i>arrangeopen</i> (optional)	A value of the ArrangeOpen enumerated datatype specifying how you want the sheet arranged in the MDI frame in relation to other sheets when it is opened: <ul style="list-style-type: none"> • Cascaded! – (Default) Cascade the sheet relative to other open sheets, so that its title bar is below the previously opened sheet. • Layered! – Layer the sheet so that it fills the frame and covers previously opened sheets. • Original! – Open the sheet in its original size and cascade it.

Return value Integer. Returns 1 if it succeeds and -1 if an error occurs. If any argument's value is null, OpenSheet returns null. In some cases, such as if the *windowtype* argument is invalid, OpenSheet throws a runtime error and does not return a value; therefore, it is recommended that you both test the return value and wrap the function call in a try-catch block as shown in the first example in the Examples section.

Usage A sheet is a document window that is contained within an MDI frame window. MDI applications allow several sheets to be open at the same time. The newly opened sheet becomes the active sheet. If the opened sheet has an associated menu, that menu becomes the menu at the top of the frame.

When you specify *windowtype*, the window object specified in *windowtype* must be the same datatype as *sheetrefvar* (a datatype includes datatypes inherited from it). The datatype of *sheetrefvar* is usually window, from which all windows are inherited, but it can be any ancestor of *windowtype*. If it is not the same type, an execution error occurs.

PowerBuilder does not automatically copy objects that are dynamically referenced (through string variables) into your executable. To include the window object specified in *windowtype* in your application, list it in the resource (PBR) file that you use when you build the executable. For more information about PBR files for an executable, see the *PowerBuilder Users Guide*.

OpenSheet opens a sheet and appends its name to the item on the menu bar specified in *position*. If *position* is 0 or greater than the number of items on the menu bar, PowerBuilder appends the name of the sheet to the next-to-last menu item in the menu bar. In most MDI applications, the next-to-last menu item on the menu bar is the Window menu, which contains options for arranging sheets, as well as the list of open sheets.

PowerBuilder cannot append the sheets to a menu that does not have any other menu selections. Make sure that the menu you specify or, if you leave out *position*, the next-to-last menu, has at least one other item.

If more than nine sheets are open in the frame, the first nine are listed on the menu specified by *position* and a final item More Windows is added.

Sheets in a frame cannot be made invisible. When you open a sheet, the value of the Visible property is ignored. Changing the Visible property when the window is already open has no effect.

Opening response windows

Do not use the *OpenSheet* function to open a response window.

Examples

This example opens the sheet child_1 in the MDI frame MDI_User in its original size. It appends the name of the opened sheet to the second menu item in the menu bar, which is now the menu associated with child_1, not the menu associated with the frame. OpenSheet might return -1 or throw a runtime error if the call fails. To ensure that both of these possibilities are trapped, this example checks the return value of the function and uses a try-catch statement to catch a possible runtime error:

```
integer li_return
try
    li_return = Opensheet (child_1, MDI_User, 2, &
        Original!)
    if IsNull(li_return) then
        MessageBox ("Failure", "Null argument provided")
    elseif li_return= 1 then
        MessageBox ("Success", "Sheet opened.")
    else
        MessageBox ("Failure", "Sheet open failed.")
    end if
catch (runtimeerror rt)
    Messagebox("Failure","Sheet open failed. " &
        + rt.getmessage()) //Handle the error or not
end try
```

This example opens an instance of the window object child_1 as an MDI sheet and stores a reference to the opened window in child. The name of the sheet is appended to the fourth menu associated with child_1 and is layered:

```
window child
OpenSheet(child, "child_1", MDI_User, 4, Layered!)
```

See also

[ArrangeSheets](#)
[GetActiveSheet](#)
[OpenSheetWithParm](#)

OpenSheetWithParm

Description Opens a sheet within an MDI (multiple document interface) frame window and creates a menu item for selecting the sheet on the specified menu, as OpenSheet does. OpenSheetWithParm also stores a parameter in the system's Message object so that it is accessible to the opened sheet.

Applies to Window objects

Syntax **OpenSheetWithParm** (*sheetrefvar*, *parameter* {, *windowtype* }, *mdiframe* {, *position* {, *arrangeopen* } })

Argument	Description
<i>sheetrefvar</i>	The name of any window variable that is not an MDI frame window. OpenSheetWithParm places a reference to the open sheet in <i>sheetrefvar</i> .
<i>parameter</i>	The parameter you want to store in the Message object when the sheet is opened. <i>Parameter</i> must have one of these datatypes: <ul style="list-style-type: none"> • String • Numeric • PowerObject
<i>windowtype</i> (optional)	A string whose value is the datatype of the window you want to open. The datatype of <i>windowtype</i> must be the same or a descendant of <i>sheetrefvar</i> .
<i>mdiframe</i>	The name of the MDI frame window in which you want to open this sheet.
<i>position</i> (optional)	The number of the menu item (in the menu associated with the sheet) to which you want to append the names of the open sheets. Menu bar menu items are numbered from the left, beginning with 1. The default is to list the open sheets under the next-to-last menu item.
<i>arrangeopen</i> (optional)	A value of the ArrangeOpen enumerated datatype specifying how you want the sheets arranged in the MDI frame when they are opened: <ul style="list-style-type: none"> • Cascaded! – (Default) Cascade the sheet relative to other open sheets so that its title bar is below the previously opened sheet. • Layered! – Layer the sheet so that it fills the frame and covers previously opened sheets. • Original! – Open the sheet in its original size and cascade it.

Return value Integer. Returns 1 if it succeeds and -1 if an error occurs. If any argument's value is null, OpenSheetWithParm returns null. In some cases, such as if the *windowtype* argument is invalid, OpenSheetWithParm throws a runtime error and does not return a value; therefore, it is recommended that you both test the return value and wrap the function call in a try-catch block as shown in the first example in the Examples section.

Usage The system Message object has three properties for storing data. Depending on the datatype of the parameter specified for OpenSheetWithParm, scripts for the opened sheet would check one of the following properties.

Message object property	Argument datatype
Message.DoubleParm	Numeric
Message.PowerObjectParm	PowerObject (PowerBuilder objects, including user-defined structures)
Message.StringParm	String

In the opened window, it is a good idea to access the value passed in the Message object immediately (because some other script may use the Message object for another purpose).

Avoiding null object references

When you pass a PowerObject as a parameter, you are passing a reference to the object. The object must exist when you refer to it later or you get a null object reference, which causes an error. For example, if you pass the name of a control on a window that is being closed, that control will not exist when a script accesses the parameter.

Opening response windows

Do *not* use the OpenSheetWithParm function to open a response window.

See the usage notes for OpenSheet, which also apply to OpenSheetWithParm.

Examples

This example opens the sheet w_child_1 in the MDI frame MDI_User in its original size and stores MA in message.StringParm. It appends the names of the open sheet to the second menu item in the menu bar of MDI_User (the menu associated with w_child_1). OpenSheetWithParm might return -1 or throw a runtime error if the call fails. To ensure that both of these possibilities are trapped, this example checks the return value of the function and uses a try-catch statement to catch a possible runtime error:

```
integer li_return
try
    li_return = OpenSheetWithParm(w_child_1, "MA", &
        MDI_User, 2, Original!)
    if IsNull(li_return) then
        MessageBox ("Failure", "Null argument provided")
    elseif li_return= 1 then
        MessageBox ("Success", "Sheet opened.")
    else
        MessageBox ("Failure", "Sheet open failed.")
    end if

    catch (runtimeerror rt)
        Messagebox("Failure", "Sheet open failed. " &
            + rt.getmessage()) //Handle the error
    end try
```

The next example illustrates how to access parameters passed in the Message object. These statements are in the scripts for two different windows. The script for the first window declares child as a window and opens an instance of w_child_1 as an MDI sheet. The name of the sheet is appended to the fourth menu item associated with w_child_1 and is layered.

The script also passes a reference to the SingleLineEdit control sle_state as a PowerObject parameter of the Message object. The script for the Open event of w_child_1 uses the text in the edit control to determine what type of calculations to perform. Note that this would fail if sle_state no longer existed when the second script refers to it. As an alternative, you could pass the text itself, which would be stored in the String parameter of Message.

The second script determines the text in the SingleLineEdit and performs processing based on that text.

The script for the first window is:

```
window child
OpenSheetWithParm(child, sle_state, &
    "w_child_1", MDI_User, 4, Layered!)
```

The second script, for the Open event in w_child_1, is:

```
SingleLineEdit sle_state
sle_state = Message.PowerObjectParm
IF sle_state.Text = "overtime" THEN
    ... // overtime hours calculations
ELSEIF sle_state.Text = "vacation" THEN
    ... // vacation processing
ELSEIF sle_state.Text = "standard" THEN
    ... // standard hours calculations
END IF
```

See also

[ArrangeSheets](#)

[OpenSheet](#)

OpenTab

Opens a visual user object and makes it a tab page in the specified Tab control and makes all its properties and controls available to scripts.

To open	Use
A user object as a tab page	Syntax 1
A user object as a tab page, allowing the application to select the user object's type at runtime	Syntax 2

Syntax 1

Description

For user objects of a known datatype

Opens a custom visual user object of a known datatype as a tab page in a Tab control.

Applies to

Tab controls

Syntax

tabcontrolname.OpenTab (userobjectvar, index)

Argument	Description
<i>tabcontrolname</i>	The name of the Tab control in which you want to open the user object as a tab page.
<i>userobjectvar</i>	The name of the custom visual user object you want to open as a tab page. You can specify a custom visual user object defined in the User Object painter (which is a user object datatype) or a variable of the desired user object datatype. OpenTab places a reference to the opened custom visual user object in <i>userobjectvar</i> .
<i>index</i>	The number of the tab before which you want to insert the new tab. If <i>index</i> is 0 or greater than the number of tabs, the tab page is inserted at the end.

Return value

Integer. Returns 1 if it succeeds and -1 if an error occurs. If any argument's value is null, OpenTab returns null.

Usage

Use Syntax 1 when you know what user object you want to open. Use Syntax 2 when the application will determine what type of user object to open when the script runs.

The tab page for the user object does not become selected. Scripts for constructor events of the controls on the user object do not run until the tab page is selected.

You must open a user object before you can access the properties of the user object. If you access the user object's properties before you open it, an execution error will occur.

A user object that is part of a Tab control's definition (that is, it was added to the Tab control in the Window painter) does not have to be opened in a script. PowerBuilder opens it when it opens the window containing the Tab control.

OpenTab adds the newly opened user object to the Tab control's Control array, which is a property that lists the tab pages within the Tab control.

Opening the same object twice

If you call Syntax 1 twice to open the same user object, PowerBuilder does open the user object again as another tab page, in contrast to the behavior of Open and OpenUserObject.

Behavior change

In previous releases, calling the OpenTab function to open a user object as a tab page displayed the tab page even if the user object's Visible property was set to false. In current releases, the user object's Visible property must be set to true for the tab page to display.

Examples

This statement opens an instance of a user object named u_Employee as a tab page in the Tab control tab_1:

```
tab_1.OpenTab(u_Employee, 0)
```

The following statements open an instance of a user object u_to_open as a tab page in the Tab control tab_1. It becomes the first tab in the control:

```
u_employee u_to_open
tab_1.OpenTab(u_to_open, 1)
```

See also

[OpenTabWithParm](#)

Syntax 2**Description**

Opens a visual user object as a tab page within a Tab control when the datatype of the user object is not known until the script is executed.

Applies to

Tab controls

Syntax

```
tabcontrolname.OpenTab ( userobjectvar, userobjecttype, index )
```

Argument	Description
<i>tabcontrolname</i>	The name of the Tab control in which you want to open the user object as a tab page.
<i>userobjectvar</i>	A variable of datatype UserObject. OpenTab places a reference to the opened user object in <i>userobjectvar</i> .
<i>userobjecttype</i>	A string whose value is the name of the user object you want to open. The datatype of <i>userobjecttype</i> must be a descendant of <i>userobjectvar</i> .
<i>index</i>	The number of the tab before which you want to insert the new tab. If <i>index</i> is 0 or greater than the number of tabs, the tab page is inserted at the end

Return value

Integer. Returns 1 if it succeeds and -1 if an error occurs. If any argument's value is null, OpenTab returns null.

Usage Use Syntax 1 when you know what user object you want to open. Use Syntax 2 when the application will determine what type of user object to open when the script runs.

The tab page for the user object does not become selected. Scripts for Constructor events of the controls on the user object do not run until the tab page is selected.

You must open a user object before you can access the properties of the user object. If you access the user object's properties before you open it, an execution error will occur.

A user object that is part of a Tab control's definition (that is, it was added to the Tab control in the Window painter) does not have to be opened in a script. PowerBuilder opens it when it opens the window containing the Tab control.

`OpenTab` adds the newly opened user object to the Tab control's Control array, which is a property that lists the tab pages within the Tab control.

Behavior change

In previous releases, calling the `OpenTab` function to open a user object as a tab page displayed the tab page even if the user object's `Visible` property was set to false. In current releases, the user object's `Visible` property must be set to true for the tab page to display.

Considerations when specifying a user object type

When you use Syntax 2, PowerBuilder opens an instance of a user object of the datatype specified in `userobjecttype` and places a reference to this instance in the variable `userobjectvar`. To refer to the instance in scripts, use `userobjectvar`.

If `userobjecttype` is a descendent user object, you can only refer to properties, events, functions, or structures that are part of the definition of `userobjectvar`. For example, if a user event is declared for `userobjecttype`, you cannot reference it.

The object specified in `userobjecttype` is not automatically included in your executable application. To include it, you must save it in a PBD file (PowerBuilder dynamic library) that you deliver with your application.

Examples

The following example opens a user object as the last tab page in the Tab control `tab_1`. The user object is of the type specified in the string `s_u_name` and stores the reference to the user object in the variable `u_to_open`:

```
UserObject u_to_open  
string s_u_name  
  
s_u_name = sle_user.Text  
tab_1.OpenTab(u_to_open, s_u_name, 0)
```

See also

[OpenTabWithParm](#)

OpenTabWithParm

Adds a visual user object to the specified window and makes all its properties and controls available to scripts, as `OpenTab` does. `OpenTabWithParm` also stores a parameter in the system's `Message` object so that it is accessible to the opened object.

To open	Use
A user object as a tab page	Syntax 1
A user object as a tab page, allowing the application to select the user object's type at runtime	Syntax 2

Syntax 1

Description

For user objects of a known datatype

Opens a custom visual user object of a known datatype as a tab page in a Tab control and stores a parameter in the system's `Message` object.

Applies to

Tab controls

Syntax

`tabcontrolname.OpenTabWithParm (userobjectvar, parameter, index)`

Argument	Description
<code>tabcontrolname</code>	The name of the Tab control in which you want to open the user object as a tab page.
<code>userobjectvar</code>	The name of the custom visual user object you want to open as a tab page. You can specify a custom visual user object defined in the User Object painter (which is a user object datatype) or a variable of the desired user object datatype. <code>OpenTabWithParm</code> places a reference to the opened custom visual user object in <code>userobjectvar</code> .
<code>parameter</code>	The parameter you want to store in the Message object when the user object is opened. <i>Parameter</i> must have one of these datatypes: <ul style="list-style-type: none"> • String • Numeric • PowerObject
<code>index</code>	The number of the tab before which you want to insert the new tab. If <code>index</code> is 0 or greater than the number of tabs, the tab page is inserted at the end.

Return value

Integer. Returns 1 if it succeeds and -1 if an error occurs. If any argument's value is null, `OpenTabWithParm` returns null.

Usage

The system Message object has three properties for storing data. Depending on the datatype of the parameter specified for `OpenTabWithParm`, scripts for the opened user object would check one of the following properties.

Message object property	Argument datatype
<code>message.DoubleParm</code>	Numeric
<code>message.PowerObjectParm</code>	PowerObject (PowerBuilder objects, including user-defined structures)
<code>message.StringParm</code>	String

In the opened user object, it is a good idea to access the value passed in the Message object immediately because some other script may use the Message object for another purpose.

Avoiding null object references

When you pass a PowerObject as a parameter, you are passing a reference to the object. The object must exist when you refer to it later or you get a null object reference, which causes an error. For example, if you pass the name of a control on a window that is being closed, that control will not exist when a script accesses the parameter.

See also the usage notes for OpenTab, all of which apply to OpenTabWithParm.

Examples

This statement opens an instance of a user object named `u_Employee` as a tab page in the Tab control `tab_empsettings`. It also stores the string `James Newton` in `Message.StringParm`. The Constructor event script for the user object uses the string parameter as the text of a StaticText control `st_empname` in the object. The script that opens the tab page has the following statement:

```
tab_empsettings.OpenTabWithParm(u_Employee, &
    "James Newton", 0)
```

The user object's Constructor event script has the following statement:

```
st_empname.Text = Message.StringParm
```

The following statements open an instance of a user object `u_to_open` as the first tab page in the Tab control `tab_empsettings` and store a number in `message.DoubleParm`. The last statement selects the tab page:

```
u_employee u_to_open
integer age = 50
tab_1.OpenTabWithParm(u_to_open, age, 1)
tab_1.SelectTab(u_to_open)
```

See also

[OpenTab](#)

Syntax 2

For user objects of unknown datatype

Description

Opens a visual user object as a tab page within a Tab control when the datatype of the user object is not known until the script is executed. In addition, OpenTabWithParm stores a parameter in the system's Message object so that it is accessible to the opened object.

Applies to

Tab controls

Syntax

`tabcontrolname.OpenTabWithParm (userobjectvar, parameter,
userobjecttype, index)`

Argument	Description
<code>tabcontrolname</code>	The name of the Tab control in which you want to open the user object as a tab page.
<code>userobjectvar</code>	A variable of datatype UserObject. OpenTabWithParm places a reference to the opened user object in <code>userobjectvar</code> .
<code>parameter</code>	The parameter you want to store in the Message object when the user object is opened. <code>Parameter</code> must have one of these datatypes: <ul style="list-style-type: none"> • String • Numeric • PowerObject
<code>userobjecttype</code>	A string whose value is the datatype of the user object you want to open. The datatype of <code>userobjecttype</code> must be a descendant of <code>userobjectvar</code> .
<code>index</code>	The number of the tab before which you want to insert the new tab. If <code>index</code> is 0 or greater than the number of tabs, the tab page is inserted at the end.

Return value

Integer. Returns 1 if it succeeds and -1 if an error occurs. If any argument's value is null, OpenTabWithParm returns null.

Usage

The system Message object has three properties for storing data. Depending on the datatype of the parameter specified for OpenTabWithParm, scripts for the opened user object would check one of the following properties.

Message object property	Argument datatype
<code>message.DoubleParm</code>	Numeric
<code>message.PowerObjectParm</code>	PowerObject (PowerBuilder objects, including user-defined structures)
<code>message.StringParm</code>	String

In the opened user object, it is a good idea to access the value passed in the Message object immediately because some other script may use the Message object for another purpose.

Avoiding null object references

When you pass a PowerObject as a parameter, you are passing a reference to the object. The object must exist when you refer to it later or you will get a null object reference, which causes an error. For example, if you pass the name of a control on a window that is being closed, that control will not exist when a script accesses the parameter.

See also the usage notes for OpenTab, all of which apply to OpenTabWithParm.

Examples

The following statement opens an instance of a user object *u_data* of type *u_benefit_plan* as the last tab page in the Tab control *tab_1*. The parameter "Benefits" is stored in message.StringParm:

```
UserObject u_data
tab_1.OpenTabWithParm(u_data, &
                      "Benefits", "u_benefit_plan", 0)
```

These statements open a user object of the type specified in the string *s_u_name* and store the reference to the user object in the variable *u_to_open*. The script gets the value of *s_u_name*, the type of user object to open, from the database. The parameter is the text of the SingleLineEdit *sle_loc*, so it is stored in Message.StringParm. The user object becomes the third tab page in the Tab control *tab_1*:

```
UserObject u_to_open
string s_u_name, e_location

e_location = sle_location.Text

SELECT next_userobj INTO  : s_u_name
FROM routing_table
WHERE ...  ;

tab_1.OpenTabWithParm(u_to_open, &
                      e_location, s_u_name, 3)
```

The following statements open a user object of the type specified in the string *s_u_name* and store the reference to the user object in the variable *u_to_open*. The parameter is numeric so it is stored in message.DoubleParm. The user object becomes the first tab page in the Tab control *tab_1*:

```
UserObject u_to_open
integer age = 60
string s_u_name

s_u_name = sle_user.Text
tab_1.OpenTabWithParm(u_to_open, age, &
s_u_name, 1)
```

See also

[OpenTab](#)

OpenUserObject

Adds a user object to a window or visual user object and makes all its properties and controls available to scripts.

To	Use
Open an instance of a specified visual user object	Syntax 1
Open a visual user object, allowing the application to select the user object's type at runtime	Syntax 2

Syntax 1

Description

For user objects of a known datatype

Opens a user object of a known datatype.

Applies to

Window objects and visual user objects

Syntax

objectname.**OpenUserObject** (*targetobjectvar* {, *x*, *y* })

Argument	Description
<i>objectname</i>	The name of the window or user object in which to open the target user object.
<i>targetobjectvar</i>	The name of the user object you want to display. You can specify a user object defined in the User Object painter (which is a user object datatype) or a variable of the desired user object datatype. OpenUserObject places a reference to the opened user object in <i>targetobjectvar</i> .

Argument	Description
<i>x</i> (optional)	The x coordinate in PowerBuilder units of the target object within the first object's frame. The default is 0.
<i>y</i> (optional)	The y coordinate in PowerBuilder units of the target object within the first object's frame. The default is 0.

Return value Integer. Returns 1 if it succeeds and -1 if an error occurs. If any argument's value is null, OpenUserObject returns null.

Usage Use Syntax 1 when you know what user object you want to open. Use Syntax 2 when the application will determine what type of user object to open when the script runs.

You must open a user object before you can access its properties. If you access the user object's properties before you open it, an execution error occurs.

A user object that is part of a window definition (for example, if you added it in the Window painter), you do not need to open it using a script: PowerBuilder opens the object when it opens the window.

At runtime, OpenUserObject adds the newly opened user object to the first object's Control array.

Target objects are not automatically closed at runtime when you open and then close *objectname*. You need to explicitly call CloseUserObject to destroy a target user object, usually when the *objectname* object closes. If you do not destroy the target object, it holds on to its allocated memory, resulting in a memory leak.

PowerBuilder displays the user object when it next updates the display or at the end of the script, whichever comes first. For example, if you open several user objects in a script, they all display at once when the script is complete, unless some other statements cause a change in the screen's appearance (for example, the MessageBox function displays a message or the script changes a visual property of a control).

Calling OpenUserObject twice

If you call Syntax 1 twice to open the same user object, PowerBuilder activates the user object twice; it does not open two instances of the user object.

Examples This statement displays an instance of a user object named u_Employee in the upper left corner of window w_emp (coordinates 0,0):

```
w_emp.OpenUserObject(u_Employee)
```

The following statements display an instance of a user object *u_to_open* at 200,100 in the window *w_empstatus*:

```
u_employee u_to_open
w_empstatus.OpenUserObject(u_to_open, 200, 100)
```

The following statement displays an instance of a user object *u_data* at location 20,100 in *w_info*:

```
w_info.OpenUserObject(u_data, 20, 100)
```

See also [OpenUserObjectWithParm](#)

Syntax 2

For user objects of unknown datatype

Description	Opens a user object when the datatype of the user object is not known until the script is executed.
Applies to	Window objects and visual user objects
Syntax	<i>objectname</i> .OpenUserObject (<i>targetobjectvar</i> , <i>targetobjecttype</i> {, <i>x</i> , <i>y</i> })

Argument	Description
<i>objectname</i>	The name of the window or user object in which to open the target user object.
<i>targetobjectvar</i>	A variable of datatype DragObject. OpenUserObject places a reference to the opened user object in <i>targetobjectvar</i> .
<i>targetobjecttype</i>	A string whose value is the name of the user object you want to display. The datatype of <i>targetobjecttype</i> must be a descendant of <i>targetobjectvar</i> .
<i>x</i> (optional)	The x coordinate in PowerBuilder units of the user object within the first object's frame. The default is 0.
<i>y</i> (optional)	The y coordinate in PowerBuilder units of the user object within the first object's frame. The default is 0.

Return value	Integer. Returns 1 if it succeeds and -1 if an error occurs. If any argument's value is null, OpenUserObject returns null.
Usage	<p>Use Syntax 1 when you know what user object you want to open. Use Syntax 2 when the application will determine what type of user object to open when the script runs.</p> <p>You must open a user object before you can access its properties. If you access the user object's properties before you open it, an execution error occurs.</p>

A user object that is part of a window definition (for example, if you added it in the Window painter), you do not need to open it using a script: PowerBuilder opens the object when it opens the window.

At runtime, *OpenUserObject* adds the newly opened user object to the first object's Control array.

Target objects are not automatically closed at runtime when you open and then close *objectname*. You need to explicitly call *CloseUserObject* to destroy a target user object, usually when the *objectname* object closes. If you do not destroy the target object, it holds on to its allocated memory, resulting in a memory leak.

PowerBuilder displays the user object when it next updates the display or at the end of the script, whichever comes first. For example, if you open several user objects in a script, they will all display at once when the script is complete, unless some other statements cause a change in the screen's appearance (for example, the *MessageBox* function displays a message or the script changes a visual property of a control).

The *userobjecttype* argument

When you use Syntax 2, PowerBuilder opens an instance of a user object of the datatype specified in *userobjecttype* and places a reference to this instance in the variable *userobjectvar*. To refer to the instance in scripts, use *userobjectvar*.

If *userobjecttype* is a descendent user object, you can only refer to properties, events, functions, or structures that are part of the definition of *userobjectvar*. For example, if a user event is declared for *userobjecttype*, you cannot reference it.

The object specified in *userobjecttype* is not automatically included in your executable application. To include it, you must save it in a PBD file (PowerBuilder dynamic library) that you deliver with your application.

Examples

The following example displays a user object of the type specified in the string *s_u_name* and stores the reference to the user object in the variable *u_to_open*. The user object is located at 100,200 in the window *w_info*:

```
DragObject u_to_open
string s_u_name

s_u_name = sle_user.Text
w_info.OpenUserObject(u_to_open, s_u_name, 100, 200)
```

See also

[OpenUserObjectWithParm](#)

OpenUserObjectWithParm

Adds a user object to a window or visual user object and makes all its properties and controls available to scripts, as OpenUserObject does. OpenUserObjectWithParm also stores a parameter in the system's Message object so that it is accessible to the opened object.

To	Use
Open an instance of a specified visual user object	Syntax 1
Open a visual user object, allowing the application to select the user object's type at runtime	Syntax 2

Syntax 1

Description Opens a user object of a known datatype and stores a parameter in the system's Message object.

Applies to Window objects and visual user objects

Syntax `objectname.OpenUserObjectWithParm (targetobjectvar, parameter
 {, x, y})`

Argument	Description
<i>objectname</i>	The name of the window or user object in which to open the target user object.
<i>targetobjectvar</i>	The name of the target object you want to display. You can specify a user object defined in the User Object painter (which is a user object datatype) or a variable of the desired user object datatype. OpenUserObject places a reference to the opened target object in <i>targetobjectvar</i> .
<i>parameter</i>	The parameter you want to store in the Message object when the target object is opened. <i>Parameter</i> must have one of these datatypes: <ul style="list-style-type: none"> • String • Numeric • PowerObject
<i>x</i> (optional)	The x coordinate in PowerBuilder units of the target object within the <i>objectname</i> object. The default is 0.
<i>y</i> (optional)	The y coordinate in PowerBuilder units of the target object within the <i>objectname</i> object. The default is 0.

Return value Integer. Returns 1 if it succeeds and -1 if an error occurs. If any argument's value is null, OpenUserObjectWithParm returns null.

Usage

The system Message object has three properties for storing data. Depending on the datatype of the parameter specified for OpenUserObjectWithParm, scripts for the opened user object check one of the following properties:

Message object property	Argument datatype
message.DoubleParm	Numeric
message.PowerObjectParm	PowerObject (PowerBuilder objects, including user-defined structures)
message.StringParm	String

In the target user object, consider accessing the value passed in the Message object immediately, because some other script may use the Message object for another purpose.

Avoiding null object references

When you pass a PowerObject as a parameter, you are passing a reference to the object. The object must exist when you refer to it later or you get a null object reference, which causes an error. For example, if you pass the name of a control on a window that is being closed, that control will not exist when a script accesses the parameter.

See also the usage notes for OpenUserObject, all of which apply to OpenUserObjectWithParm.

Examples

This statement displays an instance of a user object named `u_Employee` in the window `w_emp` and stores the string `James Newton` in `Message.StringParm`. The Constructor event script for the user object uses the string parameter as the text of a `StaticText` control `st_empname` in the object. The script that opens the user object has the following statement:

```
w_emp.OpenUserObjectWithParm(u_Employee, "Jim Newton")
```

The target user object's Constructor event script has the following statement:

```
st_empname.Text = Message.StringParm
```

The following statements display an instance of a user object `u_to_open` in the window `w_emp` and store a number in `message.DoubleParm`:

```
u_employee u_to_open
integer age = 50
w_emp.OpenUserObjectWithParm(u_to_open, age)
```

See also

[CloseWithReturn](#)
[OpenUserObject](#)
[OpenWithParm](#)

Syntax 2

For user objects of unknown datatype

Description

Opens a user object when the datatype of the user object is not known until the script is executed. In addition, OpenUserObjectWithParm stores a parameter in the system's Message object so that it is accessible to the opened object.

Applies to

Window objects and user objects

Syntax

`objectname.OpenUserObjectWithParm (targetobjectvar, parameter, targetobjecttype {, x, y })`

Argument	Description
<code>objectname</code>	The name of the window or user object in which to open the target user object.
<code>targetobjectvar</code>	A variable of datatype DragObject. OpenUserObjectWithParm places a reference to the opened target object in <code>targetobjectvar</code> .
<code>parameter</code>	The parameter you want to store in the Message object when the target object is opened. <code>Parameter</code> must have one of these datatypes: <ul style="list-style-type: none"> • String • Numeric • PowerObject
<code>targetobjecttype</code>	A string whose value is the datatype of the target object to open. The datatype of <code>targetobjecttype</code> must be a descendant of <code>targetobjectvar</code> .
<code>x</code> (optional)	The x coordinate in PowerBuilder units of the user object within the <code>objectname</code> object's frame. The default is 0.
<code>y</code> (optional)	The y coordinate in PowerBuilder units of the target object within the <code>objectname</code> object's frame. The default is 0.

Return value

Integer. Returns 1 if it succeeds and -1 if an error occurs. If any argument's value is null, OpenUserObjectWithParm returns null.

Usage

The system Message object has three properties for storing data. Depending on the datatype of the parameter specified for OpenUserObjectWithParm, scripts for the opened user object check one of the following properties.

Message object property	Argument datatype
<code>message.DoubleParm</code>	Numeric
<code>message.PowerObjectParm</code>	PowerObject (PowerBuilder objects, including user-defined structures)
<code>message.StringParm</code>	String

In the target user object, consider accessing the value passed in the Message object immediately, because some other script may use the Message object for another purpose.

Avoiding null object references

When you pass a PowerObject as a parameter, you are passing a reference to the object. The object must exist when you refer to it later or you will get a null object reference, which causes an error. For example, if you pass the name of a control on an object that is being closed, that control will not exist when a script accesses the parameter.

See also the usage notes for OpenUserObject, all of which apply to OpenUserObjectWithParm.

Examples

The following statement displays an instance of a user object *u_data* of type *u_benefit_plan* at location 20,100 in the container object *w_hresource*. The parameter "Benefits" is stored in message.StringParm:

```
DragObject u_data
w_hresource.OpenUserObjectWithParm(u_data, &
    "Benefits", "u_benefit_plan", 20, 100)
```

These statements open a user object of the type specified in the string *s_u_name* and store the reference to the object in the variable *u_to_open*. The script gets the value of *s_u_name*, the type of user object to open, from the database. The parameter is the text of the SingleLineEdit *sle_loc*, so it is stored in Message.StringParm. The target object is at the default coordinates 0,0 in the *objectname* object *w_info*:

```
DragObject u_to_open
string s_u_name, e_location

e_location = sle_location.Text

SELECT next_userobj INTO : s_u_name
FROM routing_table
WHERE ... ;

w_info.OpenUserObjectWithParm(u_to_open, &
    e_location, s_u_name)
```

The following statements display a user object of the type specified in the string *s_u_name* and store the reference to the object in the variable *u_to_open*. The parameter is numeric, so it is stored in message.DoubleParm. The target object is at the coordinates 100,200 in the *objectname* object *w_emp*:

```

userobject u_to_open
integer age = 60
string s_u_name

s_u_name = sle_user.Text
w_emp.OpenUserObjectWithParm(u_to_open, age, &
    s_u_name, 100, 200)

```

See also

[CloseWithReturn](#)
[OpenUserObject](#)
[OpenWithParm](#)

OpenWithParm

Displays a window and makes all its properties and controls available to scripts, as Open does. OpenWithParm also stores a parameter in the system's Message object so that it is accessible to the opened window.

To	Use
Open an instance of a particular window datatype	Syntax 1
Allow the application to select the window's datatype when the script is executed	Syntax 2

Syntax 1

Description

For windows of a known datatype

Opens a window object of a known datatype. OpenWithParm displays the window and makes all its properties and controls available to scripts. It also stores a parameter in the system's Message object.

Applies to

Window objects

Syntax

OpenWithParm (*windowvar*, *parameter* {, *parent* })

Argument	Description
<i>windowvar</i>	The name of the window you want to display. You can specify a window object defined in the Window painter (which is a window datatype) or a variable of the desired window datatype. OpenWithParm places a reference to the open window in <i>windowvar</i> .

Argument	Description
<i>parameter</i>	The parameter you want to store in the Message object when the window is opened. <i>Parameter</i> must have one of these datatypes: <ul style="list-style-type: none"> • String • Numeric • PowerObject
<i>parent</i> (child and pop-up windows only) (optional)	The window you want make the parent of the child or pop-up window you are opening. If you open a child or pop-up window and omit <i>parent</i> , PowerBuilder associates the window being opened with the currently active window.
Return value	Integer. Returns 1 if it succeeds and -1 if an error occurs. If any argument's value is null, OpenWithParm returns null.
Usage	The system Message object has three properties for storing data. Depending on the datatype of the parameter specified for OpenWithParm, your scripts for the opened window would check one of the following properties.

Message object property	Argument datatype
Message.DoubleParm	Numeric
Message.PowerObjectParm	PowerObject (PowerBuilder objects, including user-defined structures)
Message.StringParm	String

In the opened window, it is a good idea to access the value passed in the Message object immediately because some other script may use the Message object for another purpose.

Avoiding null object references

When you pass a PowerObject as a parameter, you are passing a reference to the object. The object must exist when you refer to it later or you will get a null object reference, which causes an error. For example, if you pass the name of a control on a window that is being closed, that control will not exist when a script accesses the parameter.

Passing several values as a structure

To pass several values, create a user-defined structure to hold the values and access the PowerObjectParm property of the Message object in the opened window. The structure is passed by value, not by reference, so you can access the information even if the original structure has been destroyed.

	See also the usage notes for Open, all of which apply to OpenWithParm.
Examples	This statement opens an instance of a window named w_employee and stores the string parameter in Message.StringParm. The script for the window's Open event uses the string parameter as the text of a StaticText control st_empname. The script that opens the window has the following statement:
	<code>OpenWithParm(w_employee, "James Newton")</code>
	The window's Open event script has the following statement:
	<code>st_empname.Text = Message.StringParm</code>
	The following statements open an instance of a window of the type w_employee. Since the parameter is a number it is stored in Message.DoubleParm:
	<code>w_employee w_to_open integer age = 50 OpenWithParm(w_to_open, age)</code>
	The following statement opens an instance of a child window named cw_data and makes w_employee the parent. The window w_employee must already be open. The parameter <i>benefit_plan</i> is a string and is stored in Message.StringParm:
	<code>OpenWithParm(cw_data, "benefit_plan", w_employee)</code>
See also	CloseWithReturn Open

Syntax 2

Description	Opens a window object when you do not know its datatype until the application is running. OpenWithParm displays the window and makes all its properties and controls available to scripts. It also stores a parameter in the system's Message object.
Applies to	Window objects
Syntax	OpenWithParm (<i>windowvar</i> , <i>parameter</i> , <i>windowtype</i> {, <i>parent</i> })

For windows of unknown datatype

Argument	Description
<i>windowvar</i>	A window variable, usually of datatype window. OpenWithParm places a reference to the open window in <i>windowvar</i> .
<i>parameter</i>	The parameter you want to store in the Message object when the window is opened. <i>Parameter</i> must have one of these datatypes: <ul style="list-style-type: none"> • String • Numeric • PowerObject
<i>windowtype</i>	A string whose value is the datatype of the window you want to open. The datatype of <i>windowtype</i> must be the same or a descendant of <i>windowvar</i> .
<i>parent</i> (child and pop-up windows only)	The window you want to make the parent of the child or pop-up window you are opening. If you open a child or pop-up window and omit <i>parent</i> , PowerBuilder associates the window being opened with the currently active window.

Return value

Integer. Returns 1 if it succeeds and -1 if an error occurs. If any argument's value is null, OpenWithParm returns null.

Usage

The system Message object has three properties for storing data. Depending on the datatype of the parameter specified for OpenWithParm, your scripts for the opened window would check one of the following properties.

Message object property	Argument datatype
Message.DoubleParm	Numeric
Message.PowerObjectParm	PowerObject (PowerBuilder objects, including user-defined structures)
Message.StringParm	String

In the opened window, it is a good idea to access the value passed in the Message object immediately because some other script may use the Message object for another purpose.

Avoiding null object references

When you pass a PowerObject as a parameter, you are passing a reference to the object. The object must exist when you refer to it later or you will get a null object reference, which causes an error. For example, if you pass the name of a control on a window that is being closed, that control will not exist when a script accesses the parameter.

Passing several values as a structure

To pass several values, create a user-defined structure to hold the values and access the PowerObjectParm property of the Message object in the opened window. The structure is passed by value, not by reference, so you can access the information even if the original structure has been destroyed.

See also the usage notes for Open, all of which apply to OpenWithParm.

Examples

These statements open a window of the type specified in the string *s_w_name* and store the reference to the window in the variable *w_to_open*. The script gets the value of *s_w_name*, the type of window to open, from the database. The parameter in *e_location* is text, so it is stored in Message.StringParm:

```
window w_to_open
string s_w_name, e_location

e_location = sle_location.Text

SELECT next_window INTO :s_w_name
FROM routing_table
WHERE ... ;

OpenWithParm(w_to_open, e_location, s_w_name)
```

The following statements open a window of the type specified in the string *c_w_name*, store the reference to the window in the variable *wc_to_open*, and make *w_emp* the parent window of *wc_to_open*. The parameter is numeric, so it is stored in Message.DoubleParm:

```
window wc_to_open
string c_w_name
integer age = 60

c_w_name = "w_c_emp1"

OpenWithParm(wc_to_open, age, c_w_name, w_emp)
```

See also

CloseWithReturn

Open

OutgoingCallList

Description Provides a list of the calls to other routines included in a performance analysis model.

Applies to ProfileLine and ProfileRoutine objects

Syntax *instancename*.**OutgoingCallList** (*list*, *aggregate*)

Argument	Description
<i>instancename</i>	Instance name of the ProfileLine or ProfileRoutine object.
<i>list</i>	An unbounded array variable of datatype ProfileCall in which OutgoingCallList stores a ProfileCall object for each call to other routines from within this routine. This argument is passed by reference.
<i>aggregate</i> (ProfileRoutine only)	A boolean indicating whether duplicate routine calls will result in the creation of a single or of multiple ProfileCall objects.

Return value ErrorReturn. Returns one of the following values:

- Success! – The function succeeded
- ModelNotExistError! – The model does not exist

Usage You use the OutgoingCallList function to extract a list of the calls from a line and/or routine to other routines in a performance analysis model. You must have previously created the performance analysis model from a trace file using the BuildModel function. Each caller is defined as a ProfileCall object and provides the called routine and the calling routine, the number of times the call was made, and the elapsed time. The routines are listed in no particular order.

The *aggregate* argument indicates whether duplicate routine calls result in the creation of a single or of multiple ProfileCall objects. This argument has no effect unless line tracing is enabled and a calling routine calls the current routine from more than one line. If *aggregate* is true, a new ProfileCall object is created that aggregates all calls from the calling routine to the current routine. If *aggregate* is false, multiple ProfileCall objects are returned, one for each line from which the calling routine called the called routine.

Examples

This example gets a list of the routines included in a performance analysis model and then gets a list of the routines called by each routine:

```

Long ll_cnt
ProfileCall lproc_call[]

lpro_model.BuildModel()
lpro_model.RoutineList(iprort_list)

FOR ll_cnt = 1 TO UpperBound(iprort_list)

    iprort_list[ll_cnt].OutgoingCallList(lproc_call, &
                                         TRUE)
    ...
NEXT

```

See also

[BuildModel](#)
[IncomingCallList](#)

PageCount

Description

Returns the total number of pages in the document in a RichTextEdit control.

Applies to

RichTextEdit controls

Syntax

rtnename.**PageCount** ()

Argument	Description
<i>rtnename</i>	The name of the RichTextEdit control in which you want the page count

Return value

Integer. Returns the number of pages in the RichTextEdit control. Returns 1 if the control contains no text and -1 if an error occurs.

Usage

The number of pages in the document is determined by the amount of text and the layout specifications, such as page size, margins, font size, and so on.

When the RichTextEdit control shares data with a DataWindow, there is an instance of the document for each row of the DataWindow. PageCount reports the page count of a single instance. Multiply the value of the DataWindow's RowCount function by the page count to get the total number of pages.

Examples

This example displays the number of pages in the document in the RichTextEdit *rte_1* as the text of the StaticText *st_status*:

```
st_status.Text = String(rte_1.PageCount())
```

See also

[LineCount](#)

[LineLength](#)

[RowCount](#) method for DataWindows in the *DataWindow Reference* or the online Help

PageCreated

Description	Reports whether a tab page has been created.
Applies to	User objects used as tab pages
Syntax	<code>userobject.PageCreated()</code>
Argument	Description
<code>userobject</code>	The name of the tab page whose existence you want to test
Return value	Boolean. Returns true if the user object is a tab page and has been created and false if the user object is not a tab page or has not been created.
Usage	A window will open more quickly if the creation of graphical representations is delayed for tab pages with many controls. However, scripts cannot refer to a control on a tab page until the tab page's Constructor event has run and a graphical representation of the control has been created. When the CreateOnDemand property of the Tab control is selected, scripts cannot reference controls on tab pages that the user has not viewed. <code>PageCreated</code> allows you to test whether a particular tab page has already been created.
Examples	This example tests whether <code>tabpage_2</code> has been created and, if not, creates it:
	<pre>IF tab_1.CreateOnDemand = True THEN IF tab_1.tabpage_2.PageCreated() = False THEN tab_1.tabpage_2.CreatePage() END IF END IF</pre>
See also	CreatePage

ParentWindow

Description	Obtains the parent window of a window.				
Applies to	Window objects				
Syntax	<code>windowname.ParentWindow()</code>				
	<table><thead><tr><th>Argument</th><th>Description</th></tr></thead><tbody><tr><td><code>windowname</code></td><td>The name of a window for which you want to obtain the parent object</td></tr></tbody></table>	Argument	Description	<code>windowname</code>	The name of a window for which you want to obtain the parent object
Argument	Description				
<code>windowname</code>	The name of a window for which you want to obtain the parent object				
Return value	Window. Returns the parent of <i>windowname</i> . Returns a null object reference if an error occurs or if <i>windowname</i> is null.				
Usage	<p>The ParentWindow function, along with the pronoun Parent, allows you to write more general scripts by avoiding the coding of actual window names. Parent refers to the window that contains the current object or control—the local environment. ParentWindow returns the parent window of a specified window.</p> <p>Whether a window has a parent depends on its type and how it was opened. You can specify the parent when you open the window. For windows that always have parents, PowerBuilder chooses the parent if you do not specify it. Response windows and child windows always have a parent window. The parent of a sheet in an MDI application is the MDI frame window.</p> <p>Pop-up windows have a parent window when they are opened from another window but when used in an MDI application, the parent of the pop-up is the MDI frame. A pop-up window opened from the application's Open event does not have a parent.</p> <p>The ParentWindow property of the Menu object can be used like a pronoun in Menu scripts. It identifies the window with which the menu is associated when your program is running. For more information, see the <i>PowerBuilder Users Guide</i>.</p>				
Examples	<p>These statements return the parent of child_1. The parent is a window of the datatype Win1:</p> <pre>Win1 w_parent w_parent = child_1.ParentWindow()</pre> <p>The following script for a Cancel button in a pop-up window triggers an event for the parent window of the button's parent window (the window that contains the button). Then it closes the button's window. The parent window of that window will have a script for the cancelrequested event:</p> <pre>Parent.ParentWindow().TriggerEvent("cancelrequested") Close(Parent)</pre>				

Paste

Description Inserts (pastes) the contents of the clipboard into the specified control. For editable controls, text on the clipboard is pasted at the insertion point. For OLE controls, the OLE object on the clipboard replaces any object already in the control.

Applies to EditMask, InkEdit, MultiLineEdit, SingleLineEdit, RichTextEdit, DropDownListBox, DropDownPictureListBox, DataWindow, OLE controls

Syntax `controlname.Paste ()`

Argument	Description
<i>controlname</i>	The name of the DataWindow control, EditMask, InkEdit, MultiLineEdit, SingleLineEdit, RichTextEdit, DropDownListBox, DropDownPictureListBox, or OLE control into which you want to insert the contents of the clipboard. If <i>controlname</i> is a DataWindow, text is pasted into the edit control over the current row and column. If <i>controlname</i> is a DropDownListBox or DropDownPictureListBox, the AllowEdit property must be true

Return value Integer for DataWindow, InkEdit, and list boxes, Long for other controls.

For edit controls, returns the number of characters that were pasted into *controlname*. If nothing has been cut or copied (the clipboard is empty), the Paste function does not change the contents of the edit control and returns 0. If the clipboard contains non-text data (for example, a bitmap or OLE object) and the control cannot accept that data, Paste does not change the contents and returns 0.

For OLE controls, returns 0 if it succeeds and one of the following negative values if an error occurs:

- 1 No data or clipboard content is not embeddable
- 9 Other error

Usage For editable controls, if text is selected in *controlname*, Paste replaces the text with the contents of the clipboard. If the clipboard contains more lines than fit in the edit control, only the number of lines that fit are pasted.

In a DataWindow control, the text is pasted into the edit control over the current row and column. If the clipboard contains more text than is allowed for that column, the text is truncated. If the clipboard text does not match the column's datatype, all the text is truncated, so that any selected text is replaced with an empty string.

You can paste bitmaps, as well as text, into a RichTextEdit control.

To insert a specific string in *controlname* or to replace selected text with a specific string, use the ReplaceText function.

When you use Paste to put an OLE object in an OLE control, the data is embedded in the PowerBuilder application, not linked.

Examples

If the clipboard contains `Proposal good for 90 days` and no text is selected, this statement pastes `Proposal good for 90 days` in `mle_Comment1` at the insertion point and returns 25:

```
mle_Comment1.Paste()
```

If the clipboard contains the string `Final Edition`, `mle_Comment2` contains `This is a Preliminary Draft`, and the text in `mle_Comment2` is selected, this statement deletes `This is a Preliminary Draft`, replaces it with `Final Edition`, and returns 13:

```
mle_Comment2.Paste()
```

If the clipboard contains an OLE object, this statement makes it the contents of the control `ole_1` and returns 0:

```
ole_1.Paste()
```

See also

[Copy](#)

[Cut](#)

[PasteLink](#)

[PasteSpecial](#)

[ReplaceText](#)

PasteLink

Description	Pastes a link to the contents of the clipboard into the control. The server application for the object on the clipboard must be running.				
Applies to	OLE controls				
Syntax	olecontrol.PasteLink ()				
	<table border="1"> <thead> <tr> <th style="text-align: center;">Argument</th><th style="text-align: center;">Description</th></tr> </thead> <tbody> <tr> <td style="text-align: center;"><i>olecontrol</i></td><td>The name of the OLE control into which you want to paste the object on the clipboard</td></tr> </tbody> </table>	Argument	Description	<i>olecontrol</i>	The name of the OLE control into which you want to paste the object on the clipboard
Argument	Description				
<i>olecontrol</i>	The name of the OLE control into which you want to paste the object on the clipboard				
Return value	<p>Integer. Returns 0 if it succeeds and one of the following negative values if an error occurs:</p> <ul style="list-style-type: none"> -1 No data or the contents of the clipboard is not linkable -9 Other error <p>If <i>ole2control</i> is null, PasteLink returns null.</p>				
Usage	<p>When you copy data to the clipboard from an application that supports OLE (the server application), you can paste the object into PowerBuilder's OLE control with a link to the original data. Object information about the source of the data is only available if the server application is running. You do not need to worry about running the server application if you are working with an OLE object that PowerBuilder knows about, such as an object in a PowerBuilder library or an object that is part of a control's definition in a window. For these objects, PowerBuilder runs the server application in the background to enable the link.</p> <p>PasteLink fails, however, if the user switches to a server application, copies the data, quits the application, and then tries to paste and link the object in their PowerBuilder application.</p>				
Examples	<p>If the clipboard contains an OLE object and the object's server application is running, then the following example pastes the object in the control <i>ole_1</i> and sets <i>li_result</i> to 0:</p> <pre>integer li_result li_result = ole_1.PasteLink()</pre>				
See also	LinkTo Paste PasteSpecial				

PasteRTF

Description Pastes rich text data from a string into a DataWindow control, DataStore object, or RichTextEdit control.

Applies to DataWindow controls, DataStore objects, and RichTextEdit controls

Syntax *rtename.PasteRTF (richtextstring, { band })*

Argument	Description
<i>rtename</i>	The name of the DataWindow control, DataStore object, or RichTextEdit control into which you want to paste data in rich text format. The DataWindow object in the DataWindow control or DataStore must be a RichTextEdit DataWindow.
<i>richtextstring</i>	A string whose value is data with rich text formatting.
<i>band</i> (optional)	A value of the Band enumerated datatype specifying the band into which the rich text data is pasted. Values are: <ul style="list-style-type: none"> • Detail! – The data is pasted into the detail band • Header! – The data is pasted into the header band • Footer! – The data is pasted into the footer band The default is the band that contains the insertion point.

Return value Long. Returns -1 if an error occurs. If *richtextstring* is null, PasteRTF returns null.

Usage A DataWindow in the RichText presentation style has only three bands. There are no summary or trailer bands and there are no group headers and footers.

Examples This statement pastes rich text in the string *ls_richtext* into the header of the RichTextEdit *rte_message*:

```
string ls_richtext
rte_message.PasteRTF(ls_richtext, Header!)
```

See also CopyRTF

PasteSpecial

Description	Displays a standard OLE dialog allowing the user to choose whether to embed or link the OLE object on the clipboard when pasting it in the specified control. Embedding is the equivalent of calling the Paste function, and linking is the same as calling PasteLink.
Applies to	OLE controls
Syntax	<code>olecontrol.PasteSpecial()</code>
Argument	Description
<code>olecontrol</code>	The name of the OLE control into which you want to paste the object on the clipboard
Return value	<p>Integer. Returns 0 if it succeeds and one of the following values if an error occurs:</p> <ul style="list-style-type: none"> 1 User canceled without selecting a paste option -1 No data found -9 Other error <p>If <code>ole2control</code> is null, PasteSpecial returns null.</p>
Usage	For information about when an object on the clipboard is linkable, see PasteLink.
Examples	If the clipboard contains an OLE object and the object's server application is running, then the following example lets the user choose to embed or link the object in the control <code>ole_1</code> :
	<pre>integer li_result li_result = ole_1.PasteSpecial()</pre>
See also	LinkTo Paste PasteLink

PBAddCookie

Description Adds a cookie to the Web service proxy object that will be sent to the server each time you call a Web service method.

Syntax `proxyObj.PBAddCookie (acookie)`

Argument	Description
<code>proxyObj</code>	The proxy object that you deploy from a Web Service Proxy project
<code>acookie</code>	An any containing information about the cookie you want to add

Return value None.

Usage If there is already a cookie with the same name and URI that you set in the `acookie` argument, you will replace the existing cookie when you invoke a Web service method. For the types of information you can include in the `acookie` argument, see the methods of the `SoapPBCookie` class in the *PowerBuilder Extension Reference*.

The `SoapPBCookie` class is defined in the `pbwsclient125.pbx` extension that you can import into your application library. It is valid for .NET Web services only.

Examples The following example adds a cookie named `myCookie` that is sent to the server after you connect to a Web service from an `objProxy` proxy client:

```
SoapPBCookie acookie
acookie=create SoapPBCookie

acookie.SetUri ("http://myServer/webservice/Svc1.wsdl")
acookieSetName ("myCookie")
acookie.SetValue ("My Value")
objProxy.PBAddCookie(acookie)
```

See also [PBGetCookies](#)

PBGetCookies

Description Gets the cookies associated with a .NET Web service that you invoke from a proxy object.

Syntax `proxyObj.PBGetCookies (URI)`

Argument	Description
<code>proxyObj</code>	The proxy object that you deploy from a Web Service Proxy project
<code>URI</code>	The URI of the Web service that you invoke with the proxy object

Return value `SoapPBCookie[]`. An array of an instance of the `SoapPBCookie` class.

Usage The `SoapPBCookie` class is defined in the `pwsclient125.pbx` extension that you can import into your application library. You must first connect to the Web service with an instance of the `SoapConnection` class that is also defined in this extension.

For more information about connecting to a Web service, see “Building a Web Services Client” in *Application Techniques*. For cookie properties you can set or return with the `SoapPBCookie` class, see the *PowerBuilder Extension Reference*.

Examples The following example enters the names and values of the cookies associated with a Web service in a MultiLineEdit control:

```
wsproxy_service proxy
soapPBCookie retu_cookies[]
//create instance of a SoapConnection object
//create instance of the Web service proxy
endpoint = "http://sybase.com/webservice/Svc.asmx"
retu_cookies = proxy.pbgetcookies(endpoint)
mle_1.text = string(upperbound(retu_cookies))&
    +" total cookies" + "~r~n"
for i= 1 to upperbound(retu_cookies)
    mle_1.text += "Cookie"+ string(i)&
        +"~r~n======"&~r~n"
    mle_1.text +=="getName = " &
        + retu_cookies[i].getname() + "~r~n"
    mle_1.text +=="getValue = " &
        + retu_cookies[i].getvalue() + "~r~n"
next
```

See also [PBAddCookie](#)

PBGetString

Description

Gets the name of the item at a given position in a menu.

Syntax

PBGetString (hmenu, nPos, caption, nMaxLength)

Argument	Description
<i>hmenu</i>	A long for the menu handle
<i>nPos</i>	An integer for the position of the menu item, counting from 0 at the leftmost or topmost position
<i>caption</i>	A string passed by reference that captures the name (Text property) of the menu item
<i>nMaxLength</i>	An integer that sets the maximum length of the value passed in the caption argument

Return value

Long. Returns 1 if it succeeds and -1 if an error occurs. If any argument is null, PBGetString returns null.

Usage

Use PBGetString to get the name of a menu item. This function is useful for some automated testing programs that cannot get menu item names from the Text property for menus that use the contemporary style.

Examples

This statement gets the first menu item of the submenu of the w_main window using the GetMenu and GetSubMenu WIN32 API functions from the *user.dll* library:

```

string ls_menu
long hmenu
long submenu
int ll_ret

hmenu = GetMenu(handle(w_main))
submenu = GetSubMenu(hmenu,0)
ll_ret = PBGetString(submenu,0,ls_menu,5)
messagebox ("Menu Test", "return value = &
"+string(ll_ret)+" menu caption is "+ls_menu)

```

This example assumes you have made the following Local External Functions declarations:

```

function long GetMenu ( long hwnd) library "user32.dll"
function long GetSubMenu ( long hparent,int pos) &
library "user32.dll"

```

Pi

Description	Multiplies pi by a specified number.	
Syntax	Pi (n)	
Argument	Description	
<i>n</i>	The number you want to multiply by pi (3.14159265358979323...)	
Return value	Double. Returns the result of multiplying <i>n</i> by pi if it succeeds and -1 if an error occurs. If <i>n</i> is null, Pi returns null.	
Usage	Use Pi to convert angles to and from radians.	
Examples	This statement returns pi: Pi (1) Both these statements return the area of a circle with the radius <i>id_Rad</i> , an instance variable of type double: Pi (1) * id_Rad^2 Pi (id_Rad^2)	
See also	The following statements compute the cosine of a 45-degree angle: real degree = 45.0, cosine cosine = Cos(degree * (Pi(2)/360)) Cos Sin Tan Pi method for DataWindows in the <i>DataWindow Reference</i> or the online Help	

PixelsToUnits

Description Converts pixels to PowerBuilder units. Because pixels are not usually square, you also specify whether you are converting the pixels' horizontal or vertical measurement.

Syntax **PixelsToUnits (*pixels*, *type*)**

Argument	Description
<i>pixels</i>	An integer whose value is the number of pixels you want to convert to PowerBuilder units.
<i>type</i>	A value of the ConvertType enumerated datatype value indicating how to convert the value: <ul style="list-style-type: none">• XPixelsToUnits! – Convert the pixels in the horizontal direction.• YPixelsToUnits! – Convert the pixels in the vertical direction.

Return value Integer. Returns the converted value if it succeeds and -1 if an error occurs. If any argument's value is null, PixelsToUnits returns null.

Examples These statements convert 35 horizontal pixels to PowerBuilder units and set the variable *Value* equal to the converted value:

```
integer Value
Value = PixelsToUnits(35, XPixelsToUnits!)
```

See also UnitsToPixels

Play

Description

Starts playing an animation (an AVI clip).

Applies to

Animation controls

Syntax

animationname.**Play** (*from*, *to*, *replay*)

Argument	Description
<i>animationname</i>	The name of the animation control displaying the AVI clip.
<i>from</i>	A long value in the range 0 to 65,535 indicating the frame where playing starts. The value 0 starts playing the clip at the first frame.
<i>to</i>	A long value in the range -1 to 65,535 indicating the frame where playing ends. The value -1 stops playing the clip at the last frame.
<i>replay</i>	A long value in the range -1 to 65,535 indicating the number of times to replay the clip. The value -1 continues playing the clip indefinitely.

Return value

Integer. Returns 1 for success and -1 for failure.

Usage

Start plays an opened AVI file in an animation control. If you specify a value for any argument that is not in the specified range, Start does nothing and returns -1.

Examples

This example starts playing an AVI clip at the first frame, plays to the last frame, and continues playing the clip indefinitely:

```
integer li_return
li_return = am_1.Play(0, -1, -1)
```

See also

Stop

PointerX

Description Determines the distance of the pointer from the left edge of the specified object.

Applies to Any object or control

Syntax *objectname*.**PointerX** ()

Argument	Description
<i>objectname</i>	The name of the control or window for which you want the pointer's distance from the left edge. If you do not specify <i>objectname</i> , PointerX reports the distance from the left edge of the current sheet or window.

Return value Integer. Returns the pointer's distance from the left edge of *objectname* in PowerBuilder units if it succeeds and -1 if an error occurs.

Examples In a script for a control in a window, the following example stores the distance of the pointer from the edge of the window in the variable *li_dist*. If the pointer is 5 units from the left edge of the window, *li_dist* equals 5:

```
integer li_dist
li_dist = Parent.PointerX()
```

This statement in a control's RButtonDown script displays a pop-up menu *m_Appl.m_Help* at the cursor position:

```
m_Appl.m_Help.Popup(Parent.PointerX(), &
Parent.PointerY())
```

If the previous example was part of the window's RButtonDown script, instead of a control in the window, the following statement displays the pop-up menu at the cursor position:

```
m_Appl.m_Help.Popup(This.PointerX(), &
This.PointerY())
```

See also

PointerY

PopupMenu

WorkSpaceHeight

WorkSpaceWidth

WorkSpaceX

WorkSpaceY

PointerY

Description	Determines the distance of the pointer from the top of the specified object.
Applies to	Any object or control
Syntax	<code>objectname.PointerY()</code>
Argument	Description
<i>objectname</i>	The name of the control or window for which you want the pointer's distance from the top. If you do not specify <i>objectname</i> , PointerY reports the distance from the top of the current sheet or window.
Return value	Integer. Returns the pointer's distance from the top of <i>objectname</i> in PowerBuilder units if it succeeds and -1 if an error occurs. If <i>objectname</i> is null, PointerY returns null.
Examples	In a script for a control in a window, the following example stores the distance of the pointer from the top of the window in the variable <i>li_dist</i> . If the pointer is 10 units from the top of the window, <i>li_dist</i> equals 10:
	<pre>integer li_Dist li_Dist = Parent.PointerY()</pre>
	This statement in a control's RButtonDown script displays a pop-up menu <i>m_App.M_Help</i> at the cursor position:
	<pre>m_App.M_Help.Popup(Parent.PointerX(), & Parent.PointerY())</pre>
See also	PointerX PopupMenu WorkSpaceHeight WorkSpaceWidth WorkSpaceX WorkSpaceY

PopMenu

Description	Displays a menu at the specified location.								
Applies to	Menu objects								
Syntax	<code>menuname.PopMenu (xlocation, ylocation)</code>								
	<table border="1"> <thead> <tr> <th>Argument</th><th>Description</th></tr> </thead> <tbody> <tr> <td><i>menuname</i></td><td>The fully qualified name of a menu on a menu bar you want to display at the specified location</td></tr> <tr> <td><i>xlocation</i></td><td>The distance in PowerBuilder units of the displayed menu from the left edge of the window</td></tr> <tr> <td><i>ylocation</i></td><td>The distance in PowerBuilder units of the displayed menu from the top of the window</td></tr> </tbody> </table>	Argument	Description	<i>menuname</i>	The fully qualified name of a menu on a menu bar you want to display at the specified location	<i>xlocation</i>	The distance in PowerBuilder units of the displayed menu from the left edge of the window	<i>ylocation</i>	The distance in PowerBuilder units of the displayed menu from the top of the window
Argument	Description								
<i>menuname</i>	The fully qualified name of a menu on a menu bar you want to display at the specified location								
<i>xlocation</i>	The distance in PowerBuilder units of the displayed menu from the left edge of the window								
<i>ylocation</i>	The distance in PowerBuilder units of the displayed menu from the top of the window								
Return value	Integer. Returns 1 if it succeeds and -1 if an error occurs. If any argument's value is null, PopMenu returns null.								
Usage	<p>If the menu object is not associated with the window so that it was opened when the window was opened, you must use CREATE to allocate memory for the menu (see the last example).</p> <p>If the Visible property of the menu is false, you must make the menu visible before you can display it as a pop-up menu.</p> <p>The coordinates you specify for PopMenu are relative to the active window. In an MDI application, the coordinates are relative to the frame window, which is the active window. To display a menu at the cursor position, call PointerX and PointerY for the active window (the frame window in an MDI application) to get the coordinates of the cursor. (See the examples.)</p>								

Calling PopMenu in an object script

PopMenu must be called in an object script. It should not be called in a global function.

Examples	These statements display the menu <code>m_Emp.M_Procedures</code> at location 100, 200 in the active window. <code>M_Emp</code> is the menu associated with the window:
	<pre><code>m_Emp.M_Procedures.PopMenu(100, 200)</code></pre> <p>This statement displays the menu <code>m_Appl.M_File</code> at the cursor position, where <code>m_Appl</code> is the menu associated with the window.</p> <pre><code>m_Appl.M_file.PopMenu(PointerX(), PointerY())</code></pre>

These statements display a pop-up menu at the cursor position. Menu4 was created in the Menu painter and includes a menu called m_language. Menu4 is not the menu for the active window. *NewMenu* is an instance of Menu4 (datatype Menu4):

```
Menu4 NewMenu
NewMenu = CREATE Menu4
NewMenu.m_language.PopMenu(PointerX(), PointerY())
```

In an MDI application, the last line would include the MDI frame as the object for the pointer functions:

```
NewMenu.m_language.PopMenu( &
w_frame.PointerX(), w_frame.PointerY())
```

PopulateError

Description	Fills in the Error object without causing a SystemError event.						
Syntax	PopulateError (number, text)						
	<table border="1"> <thead> <tr> <th>Argument</th><th>Description</th></tr> </thead> <tbody> <tr> <td><i>number</i></td><td>The integer to be stored in the number property of the Error object</td></tr> <tr> <td><i>text</i></td><td>The string to be stored in text property of the Error object</td></tr> </tbody> </table>	Argument	Description	<i>number</i>	The integer to be stored in the number property of the Error object	<i>text</i>	The string to be stored in text property of the Error object
Argument	Description						
<i>number</i>	The integer to be stored in the number property of the Error object						
<i>text</i>	The string to be stored in text property of the Error object						
Return value	Integer. Returns 1 if it succeeds and -1 if an error occurs. The return value is usually not used.						
Usage	If the values you want to populate the Error object with depend on the current value of a variable in your script, you can use PopulateError to assign values to the number and text fields in the Error object (the remaining fields of the Error object will be populated automatically, including the line number of the error). Then you can call SignalError without arguments to trigger a SystemError. You will need to include code in the SystemError event script to recognize and handle the error you have created. If there is no script for the SystemError event, the SignalError function does nothing.						
Examples	The gf_DoSomething function takes a table name and a record and returns 0 for success and a negative number for an error. The following statements set the number and text values in the Error object according to a script variable, then trigger a SystemError event once the processing is complete:						

```
li_result = gf_DoSomething("Company", record_id)
```

```

    IF (li_result < 0) THEN
        CHOOSE CASE li_result
        CASE -1
            PopulateError(1, "No company record exists &
                           record id: " + record_id)
        CASE -2
            PopulateError(2, "That company record is &
                           currently locked. Please try again later.")
        CASE -3
            PopulateError(3, "The company record could &
                           not be updated.")
        CASE else
            PopulateError(999, "Update failed.")
        END CHOOSE
        SignalError()
    END IF

```

See also

SignalError

Pos

Description

Finds one string within another string.

Syntax

Pos (*string1*, *string2* {, *start* })

Argument	Description
<i>string1</i>	The string in which you want to find <i>string2</i> .
<i>string2</i>	The string you want to find in <i>string1</i> .
<i>start</i> (optional)	A long indicating where the search will begin in <i>string1</i> . The default is 1.

Return value

Long. Returns a long whose value is the starting position of the first occurrence of *string2* in *string1* *after* the position specified in *start*. If *string2* is not found in *string1* or if *start* is not within *string1*, Pos returns 0. If any argument's value is null, Pos returns null.

Usage

The Pos function is case sensitive.

Examples

This statement returns 6:

```
Pos ("BABE RUTH", "RU")
```

This statement returns 1:

```
Pos ("BABE RUTH", "B")
```

This statement returns 0, because the case does not match:

```
Pos ("BABE RUTH", "be")
```

This statement starts searching at position 4 and returns 0, because position 4 is after the occurrence of BE:

```
Pos ("BABE RUTH", "BE", 4 )
```

These statements change the text NY in the SingleLineEdit sle_group to North East:

```
long place_nbr  
place_nbr = Pos(sle_group.Text, "NY")  
sle_group.SelectText(place_nbr, 2)  
sle_group.ReplaceText("North East")
```

These statements separate the return value of GetBandAtPointer into the band name and row number. The Pos function finds the position of the tab in the string and the Left and Mid functions extract the information to the left and right of the tab:

```
string s, ls_left, ls_right  
integer li_tab  
  
s = dw_groups.GetBandAtPointer()  
li_tab = Pos(s, "~t", 1)  
  
ls_left = Left(s, li_tab - 1)  
ls_right = Mid(s, li_tab + 1)
```

You could write similar code for a generic parsing function with three arguments. The string *s* would be an argument passed by value and *ls_left* and *ls_right* would be strings passed by reference.

Other functions that return a pair of tab-separated values for which you could use the parsing function are GetObjectAtPointer and GetValue.

See also

GetValue method for DataWindows in the *DataWindow Reference* or the online Help
GetObjectAtPointer method for DataWindows in the *DataWindow Reference* or the online Help
LastPos
Left
Mid
Right
Pos method for DataWindows in the *DataWindow Reference* or the online Help

PosA

Description	Temporarily converts a string from Unicode to DBCS based on the current locale, then finds one string within another string.								
Syntax	PosA (<i>string1</i> , <i>string2</i> , { <i>start</i> })								
	<table border="1"> <thead> <tr> <th>Argument</th><th>Description</th></tr> </thead> <tbody> <tr> <td><i>string1</i></td><td>The string in which you want to find <i>string2</i>.</td></tr> <tr> <td><i>string2</i></td><td>The string you want to find in <i>string1</i>.</td></tr> <tr> <td><i>start</i> (optional)</td><td>A long indicating the position in <i>string1</i> where the search will begin. The position is indicated by the number of bytes you specify for this argument. The default is 1.</td></tr> </tbody> </table>	Argument	Description	<i>string1</i>	The string in which you want to find <i>string2</i> .	<i>string2</i>	The string you want to find in <i>string1</i> .	<i>start</i> (optional)	A long indicating the position in <i>string1</i> where the search will begin. The position is indicated by the number of bytes you specify for this argument. The default is 1.
Argument	Description								
<i>string1</i>	The string in which you want to find <i>string2</i> .								
<i>string2</i>	The string you want to find in <i>string1</i> .								
<i>start</i> (optional)	A long indicating the position in <i>string1</i> where the search will begin. The position is indicated by the number of bytes you specify for this argument. The default is 1.								
Return value	Long. Returns a long whose value is the starting position of the first occurrence of <i>string2</i> in <i>string1</i> after the position in bytes specified by <i>start</i> . If <i>string2</i> is not found in <i>string1</i> or if <i>start</i> is not within <i>string1</i> , PosA returns 0. If any argument's value is null, PosA returns null.								
Usage	PosA replaces the functionality that Pos had in DBCS environments in PowerBuilder 9. In SBCS environments, Pos, PosW, and PosA return the same results.								

PosW

Description	Finds one string within another string. This function is obsolete. It has the same behavior as Pos in all environments.
Syntax	PosW (<i>string1</i> , <i>string2</i> {, <i>start</i> })

Position

Reports the position of the insertion point in an editable control.

To report	Use
The position of the insertion point in any editable control (except RichTextEdit)	Syntax 1
The position of the insertion point or the start and end of selected text in a RichTextEdit control or a DataWindow whose object has the RichTextEdit presentation style	Syntax 2

Syntax 1**For editable controls, except RichTextEdit**

Description

Determines the position of the insertion point in an edit control.

Applies to

DataWindow, EditMask, InkEdit, MultiLineEdit, SingleLineEdit, or
DropDownListBox, DropDownPictureListBox controls

Syntax

`editname.Position ()`

Argument	Description
<i>editname</i>	The name of the DataWindow control, EditMask, InkEdit, MultiLineEdit, SingleLineEdit, or DropDownListBox, or DropDownPictureListBox control in which you want to find the location of the insertion point

Return value

Integer for DataWindow, InkEdit, and list boxes, Long for other controls.

Returns the location of the insertion point in *editname* if it succeeds and -1 if an error occurs. If *editname* is null, Position returns null.

Usage

Position reports the position number of the character immediately following the insertion point. For example, Position returns 1 if the cursor is at the beginning of *editname*. If text is selected in *editname*, Position reports the number of the first character of the selected text.

In a DataWindow control, Position reports the insertion point's position in the edit control over the current row and column.

Examples

If `mle_EmpAddress` contains Boston Street, the cursor is immediately after the n in Boston, and no text is selected, this statement returns 7:`mle_EmpAddress.Position()`If `mle_EmpAddress` contains Boston Street and Street is selected, this statement returns 8 (the position of the S in Street):`mle_EmpAddress.Position()`

See also

SelectedLine
SelectedStart

Syntax 2

Description

For RichTextEdit controls

Applies to

Determines the line and column position of the insertion point or the start and end of selected text in an RichTextEdit control.

Syntax

RichTextEdit and DataWindow controls
`rtename.Position (fromline, fromchar {, toline, tochar })`

Argument	Description
<i>rtename</i>	The name of the RichTextEdit or DataWindow control in which you want to find the location of the insertion point or selected text. The DataWindow object in the DataWindow control must be a RichTextEdit DataWindow.
<i>fromline</i>	A long variable in which you want to save the number of the line where the insertion point or the start of the selection is.
<i>fromchar</i>	A long variable in which you want to save the number in the line of the first character in the selection or after the insertion point.
<i>toline</i> (optional)	A long variable in which you want to save the number of the line where the selection ends.
<i>tochar</i> (optional)	A long variable in which you want to save the number in the line of the character before which the selection ends.

Return value

Band enumerated datatype. Returns the band (Detail!, Header!, or Footer!) containing the selection or insertion point.

Usage

Position reports the position of the insertion point if you omit the *toline* and *tochar* arguments. If text is selected, the insertion point can be at the beginning or the end of the selection. For example, if the user dragged down to select text, the insertion point is at the end.

If there is a selection, a character argument can be set to 0 to indicate that the selection begins or ends at the start of a line, with nothing else selected on that line. When the user drags up, the selection can begin at the start of a line and *fromchar* is set to 0. When the user drags down, the selection can end at the beginning of a line and *tochar* is set to 0.

Selection or insertion point To find out whether there is a selection or just an insertion point, specify all four arguments. If *toline* and *tochar* are set to 0, then there is no selection, only an insertion point. If there is a selection and you want the position of the insertion point, you will have to call Position again with only two arguments. This difference is described next.

The position of the insertion point and end of selection can differ When reporting the position of selected text, the positions are inclusive—Position reports the first line and character and the last line and character that are selected. When reporting the position of the insertion point, Position identifies the character just after the insertion point. Therefore, if text is selected and the insertion point is at the end, the values for the insertion point and the end of the selection differ.

To illustrate, suppose the first four characters in line 1 are selected and the insertion point is at the end. If you request the position of the insertion point:

```
rte_1.Position(ll_line, ll_char)
```

Then:

- *ll_line* is set to 1
- *ll_char* is set to 5, the character following the insertion point

If you request the position of the selection:

```
rte_1.Position(ll_startline, ll_startchar, &
    ll_endline, ll_endchar)
```

- *ll_startline* and *ll_startchar* are both set to 1
- *ll_endline* is 1 and *ll_endchar* is set to 4, the last character in the selection

Passing values to SelectText Because values obtained with Position provide more information than simply a selection range, you cannot pass the values directly to SelectText. In particular, 0 is not a valid character position when selecting text, although it is meaningful in describing the selection.

Examples

This example calls Position to get the band and the line and column values for the beginning and end of the selection. The values are converted to strings and displayed in the StaticText *st_status*:

```
integer li_rtn
long ll_startline, ll_startchar
long ll_endline, ll_endchar
string ls_s, ls_band
band l_band

// Get the band and start and end of the selection
l_band = rte_1.Position(ll_startline, ll_startchar, &
    ll_endline, ll_endchar)
```

```
// Convert position values to strings
ls_s = "Start line/char: " + String(ll_startline) &
      + ", " + String(ll_startchar)
ls_s = ls_s + " End line/char: " &
      + String(ll_endline) + ", " + String(ll_endchar)

// Convert Band datatype to string
CHOOSE CASE l_band
CASE Detail!
    ls_band = " Detail"
CASE Header!
    ls_band = " Header"
CASE Footer!
    ls_band = " Footer"
CASE ELSE
    ls_band = " No band"
END CHOOSE
ls_s = ls_s + ls_band

// Display the information
st_status.Text = ls_s
```

This example extends the current selection down 1 line. It takes into account whether there is an insertion point or a selection, whether the insertion point is at the beginning or end of the selection, and whether the selection ends at the beginning of a line:

```
integer rtn
long l1, c1, l2, c2, linsert, cinsert
long l1select, c1select, l2select, c2select

// Get selectio start and end
rte_1.Position(l1, c1, l2, c2)

// Get insertion point
rte_1.Position(linsert, cinsert)

IF l2 = 0 and c2 = 0 THEN //insertion point
    l1select = linsert
    c1select = cinsert
    l2select = l1select + 1 // Add 1 to end line
    c2select = c1select

ELSEIF l2 > l1 THEN // Selection, ins pt at end
    IF c2 = 0 THEN // End of selection (ins pt)
```

```
// at beginning of a line (char 0)
c2 = 999 // Change to end of prev line
l2 = l2 - 1
END IF

l1select = l1
c1select = c1
l2select = l2 + 1 // Add 1 to end line
c2select = c2

ELSEIF l2 < l1 THEN // selection, ins pt at start
IF c1 = 0 THEN // End of selection (not ins pt)
// at beginning of a line
c1 = 999 // Change to end of prev line
l1 = l1 - 1
END IF
l1select = l2
c1select = c2
l2select = l1 + 1 // Add 1 to end line
// (start of selection)
c2select = c1

ELSE // l1 = l2, selection on one line
l1select = l1
l2select = l2 + 1 // Add 1 to line
IF c1 < c2 THEN // ins pt at end
c1select = c1
c2select = c2
ELSE // c1 > c2, ins pt at start
c1select = c2
c2select = c1
END IF
END IF

// Select the extended selection
rtn = rte_1.SelectText( l1select, c1select, &
l2select, c2select )
```

For an example of selecting each word in a RichTextEdit control, see [SelectTextWord](#).

See also

[SelectedLine](#)
[SelectedStart](#)
[SelectText](#)

Post

Description Adds a message to the message queue for a window, either a PowerBuilder window or window of another application.

Syntax **Post (handle, message#, word, long)**

Argument	Description
<i>handle</i>	A long whose value is the system handle of a window (that you have created in PowerBuilder or another application) to which you want to post a message.
<i>message#</i>	An UnsignedInteger whose value is the system message number of the message you want to post.
<i>word</i>	A long whose value is the integer value of the message. If this argument is not used by the message, enter 0.
<i>long</i>	The long value of the message or a string.

Return value Boolean. If any argument's value is null, Post returns null.

Usage Use Post or Send when you want to trigger system events that are not PowerBuilder-defined events. Post is asynchronous; it adds a message to the end of the window's message queue. Send is synchronous; its message triggers an event immediately.

To obtain the handle of a PowerBuilder window, use the Handle function.

To trigger PowerBuilder events, use TriggerEvent or PostEvent. These functions run the script associated with the event. They are easier to code and bypass the messaging queue.

When you specify a string for *long*, Post stores a copy of the string and passes a pointer to it.

Examples This statement scrolls the window *w_date* down one page after all the previous messages in the message queue for the window have been processed:

```
Post (Handle (w_date), 277, 3, 0)
```

See also

Handle

PostEvent

Send

TriggerEvent

PostEvent

Description

Adds an event to the end of the event queue of an object.

Applies to

Any object, except the application object

Syntax

objectname.PostEvent (*event*, { *word*, *long* })

Argument	Description
<i>objectname</i>	The name of any PowerBuilder object or control (except an application) that has events associated with it.
<i>event</i>	A value of the TrigEvent enumerated datatype that identifies a PowerBuilder event (for example, Clicked!, Modified!, or DoubleClicked!) or a string whose value is the name of an event. The event must be a valid event for <i>objectname</i> and a script must exist for the event in <i>objectname</i> .
<i>word</i> (optional)	A long value to be stored in the WordParm property of the system's Message object. If you want to specify a value for <i>long</i> , but not <i>word</i> , enter 0. (For cross-platform compatibility, WordParm and LongParm are both longs).
<i>long</i> (optional)	A long value or a string that you want to store in the LongParm property of the system's Message object. When you specify a string, a pointer to the string is stored in the LongParm property, which you can access with the String function (see Usage).

Return value

Boolean. Returns true if it is successful and false if the event is not a valid event for *objectname*. Also returns true if no script exists for the event in *objectname*. If any argument's value is null, PostEvent returns null.

Usage

You cannot post events to the event queue for an application object. Use TriggerEvent instead.

You cannot post or trigger events for objects that do not have events, such as drawing objects. You cannot post or trigger events in a batch application that has no user interface because the application has no event queue.

After you call PostEvent, check the return code to determine whether PostEvent succeeded.

You can pass information to the event script with the *word* and *long* arguments. The information is stored in the Message object. In your script, you can reference the WordParm and LongParm fields of the Message object to access the information. Note that the Message object is saved and restored just before the posted event script runs so that the information you passed is available even if other code has used the Message object too.

If you have specified a string for *long*, you can access it in the triggered event by using the String function with the keyword "address" as the *format* parameter. (Note that PowerBuilder has stored the string at an arbitrary memory location and you are relying on nothing else having altered the pointer or the stored string.) Your event script might begin as follows:

```
string PassedString  
PassedString = String(Message.LongParm, "address")
```

TriggerEvent and PostEvent are useful for preventing duplication of code. If two controls perform the same task, you can use PostEvent in one control's event script to execute the other's script, instead of repeating the code in two places. For example, if both a button and a menu delete data, the button's Clicked script can perform the deletion and the menu's Clicked event script can post an event that runs the button's Clicked event script.

Choosing PostEvent or TriggerEvent Both PostEvent and TriggerEvent cause event scripts to be executed. PostEvent is asynchronous; it adds the event to the end of an object's event queue. TriggerEvent is synchronous; the event is triggered immediately.

Use PostEvent when you want the current event script to complete before the posted event script runs. TriggerEvent interrupts the current script to run the triggered event's script. Use it when you need to interrupt a process, such as canceling printing.

If the function is the last line in an event script and there are no other events pending, PostEvent and TriggerEvent have the same effect.

Events and messages in Windows Both PostEvent and TriggerEvent cause a script associated with an event to be executed. However, these functions do not send the actual event message. This is important when you are choosing the target object and event. The following background information explains this concept.

Many PowerBuilder functions send Windows messages, which in turn trigger events and run scripts. For example, the Close function sends a Windows close message (WM_CLOSE). PowerBuilder maps the message to its internal close message (PBM_CLOSE), then runs the Close event's script and closes the window.

If you use TriggerEvent or PostEvent with Close! as the argument, PowerBuilder runs the Close event's script but it does *not* close the window because it did not receive the close message. Therefore, the choice of which event to trigger is important. If you trigger the Clicked! event for a button whose script calls the Close function, PowerBuilder runs the Close event's script *and* closes the window.

	Use Post or Send when you want to trigger system events that are not PowerBuilder-defined events.
Examples	<p>This statement adds the Clicked event to the event queue for CommandButton cb_OK. The event script will be executed after any other pending event scripts are run:</p> <pre>cb_OK.PostEvent(Clicked!)</pre> <p>This statement adds the user-defined event cb_exit_request to the event queue in the parent window:</p> <pre>Parent.PostEvent("cb_exit_request")</pre> <p>This example posts an event for cb_exit_request with an argument and then retrieves that value from the Message object in the event's script:</p> <pre>Parent.PostEvent("cb_exit_request", 455, 0)</pre> <p>The second part of the example is the beginning of the cb_exit_request event script, which assigns the value passed in the Message object to a local variable. The script can use the value in whatever way is appropriate to the situation:</p> <pre>integer numarg numarg = Message.WordParm</pre>
See also	Post Send TriggerEvent

PostURL

Description	Performs an HTTP Post, allowing a PowerBuilder application to send a request through CGI, NSAPI, or ISAPI.
Applies to	Inet objects
Syntax	<code>servicereference.PostURL (<i>urlname</i>, <i>urldata</i>, <i>headers</i>, {<i>serverport</i>, } <i>data</i>)</code>
<hr/>	
Argument	Description
<i>servicereference</i>	Reference to the Internet service instance.
<i>urlname</i>	String specifying the URL to post.

Argument	Description
<i>urldata</i>	Blob specifying arguments to the URL specified by <i>urlname</i> .
<i>headers</i>	String specifying HTML headers. In Netscape, a newline (~n) is required after each HTTP header and a final newline after all headers.
<i>serverport</i> (optional)	Specifies the server port number for the request. The default value for this argument is 0, which means that the port number is determined by the system (port 80 for HTTP requests).
<i>data</i>	InternetResult instance into which the function returns HTML.

Return value

Integer. Returns values as follows:

- 1 Success
- 1 General error
- 2 Invalid URL
- 4 Cannot connect to the Internet
- 5 Unsupported secure (HTTPS) connection attempted
- 6 Internet request failed

Usage

Call this function to invoke a CGI, NSAPI, or ISAPI function.

Data references a standard class user object that descends from InternetResult and that has an overridden InternetData function. This overridden function then performs the required processing with the returned HTML. Because the Internet returns data asynchronously, *data* must reference a variable that remains in scope after the function executes (such as a window-level instance variable).

To simulate a form submission, you need to send a header that indicates the proper Content-Type. For forms, the proper Content-Type header is:

Content-Type: application/x-www-form-urlencoded

For more information on the InternetResult standard class user object and the InternetData function, use the PowerBuilder Browser.

Timeout value for sending a request

The PostURL function relies on *wininet.dll* to post a request and returns -1 when the posting time exceeds the DLL timeout value. When you install Internet Explorer 7 or later, the default timeout value for this DLL is 30 seconds. Although it is possible to change the timeout value by configuring a ReceiveTimeOut registry key under HKEY_CURRENT_USER\SOFTWARE\Microsoft\Windows\CurrentVersion\Internet Settings, this is not recommended, since it can also affect the behavior of the Internet Explorer browser.

Examples

This example calls the PostURL function using server port 8080. *Iinet* is an instance variable of type *inet*:

```

Blob lblb_args
String ls_headers
String ls_url
Long ll_length

iir_msgbox = CREATE n_ir_msgbox
ls_url = "http://coltrane.sybase.com/"
ls_url += "cgi-bin/pbcgi60.exe/"
ls_url += "myapp/n_cst_html/f_test?"
lblb_args = blob("")
ll_length = Len(lblb_args)
ls_headers = "Content-Length: " &
            + String(ll_length) + "~n~n"
iinet.PostURL &
    (ls_url, lblb_args, ls_headers, 8080, iir_msgbox)

```

This example shows the use of a header with the correct content-type for a form:

```

Blob lblb_args
String ls_headers
String ls_url
String ls_args
long ll_length
integer li_rc

li_rc = GetContextService( "Internet", iinet_base )
IF li_rc = 1 THEN
    ir = CREATE n_ir
    ls_url = "http://localhost/Site/testurl.stm?"
    ls_args = "user=MyName&pwd=MyPasswd"
    lblb_args = Blob( ls_args )
    ll_length = Len( lblb_args )
    ls_header = "Content-Type: " + &
                "application/x-www-form-urlencoded~n" + &
                "Content-Length: " + String( ll_length ) + "~n~n"
    li_rc = iinet.PostURL( ls_url, lblb_args, &
                           ls_header, ir )
END IF

```

See also

[GetURL](#)
[HyperLinkToURL](#)
[InternetData](#)

Preview

Description Displays the contents of a RichTextEdit control as either a preview of the document as it would print or in an editing view.

Applies to RichTextEdit controls

Syntax `rtename.Preview (previewsetting)`

Argument	Description
<code>rtename</code>	The name of the RichTextEdit control which you want to preview or edit.
<code>previewsetting</code>	A boolean value indicating whether to put the RichTextEdit into preview or edit mode. Values are: <ul style="list-style-type: none">• True – Preview the contents of the RichTextEdit as it would look when printed• False – Displays the contents in editable form

Return value Integer. Returns 1 if it succeeds and -1 if an error occurs.

Usage A RichTextEdit control has two ways of viewing the content: edit mode and preview mode. The Preview function switches between the two.

Edit mode Edit mode displays the text in readable form. The user can enter, select, and change text. There are properties for controlling the display of nonprinting characters in the text, such as carriage returns, spaces, tabs, and input fields. In edit mode, the toolbar, ruler bar, and tab bar, if visible, display above the editing area of the control.

Preview mode Preview mode displays a miniature page within the control. The page is sized to fit within the control. Any selection is canceled when the control switches to preview mode. The user cannot edit text in preview mode, but scripts can call functions for selecting and changing text, including inserting documents. Users can page through the control contents in preview mode by using the up arrow and down arrow keys, or the Page Up and Page Down keys.

If you call ShowHeadFoot when the control is in preview mode, you return to edit mode with the header and footer editing panels displayed.

Make sure the RichTextEdit control is big enough to display the page formatting and scrolling controls available in preview mode.

Examples This example previews the page layout of the RichTextEdit rte_1:

```
rte_1.Preview(TRUE)
```

See also IsPreview

Print

Sends data to the current printer (or spooler, if the user has a spooler set up). There are several syntaxes.

For syntax for DataWindows or DataStores, see the Print method for DataWindows in the *DataWindow Reference* or the online Help.

To	Use
Include a visual object, such as a window or a graph control in a print job	Syntax 1
Send one or more lines of text as part of a print job	Syntax 2
Print the contents of an RTE control	Syntax 3

Syntax 1

Description

For printing a visual object in a print job

Includes a visual object, such as a window or a graph control, in a print job that you have started with the PrintOpen function.

Applies to

Any object

Syntax

`objectname.Print (printjobnumber, x, y {, width, height })`

Argument	Description
<code>objectname</code>	The name of the object that you want to print. The object must either be a window or an object whose ancestor type is DragObject, which includes all the controls that you can place in a window.
<code>printjobnumber</code>	The number the PrintOpen function assigns to the print job.
<code>x</code>	An integer whose value is the x coordinate on the page of the left corner of the object, in thousandths of an inch.
<code>y</code>	An integer whose value is the y coordinate on the page of the left corner of the object, in thousandths of an inch.
<code>width</code> (optional)	An integer specifying the printed width of the object in thousandths of an inch. If omitted, PowerBuilder uses the object's original width.
<code>height</code> (optional)	An integer specifying the printed height of the object in thousandths of an inch. If omitted, PowerBuilder uses the object's original height.

Return value

`Integer`. Returns 1 if it succeeds and -1 if an error occurs. If any argument's value is `null`, Print returns `null`.

Usage PowerBuilder manages print jobs by opening the job, sending data, and closing the job. When you use Syntax 2 or 3, you must call the PrintOpen function and the PrintClose or PrintCancel functions yourself to manage the process.

PowerBuilder copies the area of the screen occupied by the control to the printer. If any other window or application displays on the screen in that area in front of the control while the control is being printed, that window or application will also be printed.

Print area and margins The print area is the physical page size minus any margins in the printer itself.

Examples This example prints the CommandButton cb_close in its original size at location 500, 1000:

```
long Job
Job = PrintOpen( )
cb_close.Print(Job, 500,1000)
PrintClose(Job)
```

This example opens a print job, which defines a new page, then prints a title using the third syntax of Print. Then it uses this syntax of Print to print a graph on the first page and a window on the second page:

```
long Job
Job = PrintOpen( )
Print(Job, "Report of Year-to-Date Sales")
gr_sales1.Print(Job, 1000,PrintY(Job)+500, &
6000,4500)
PrintPage(Job)
w_sales.Print(Job, 1000,500, 6000,4500)
PrintClose(Job)
```

See also

[PrintCancel](#)

[PrintClose](#)

[PrintOpen](#)

[PrintScreen](#)

Syntax 2

For printing text in a print job

Description

Sends one or more lines of text as part of a print job that you have opened with the PrintOpen function. You can specify tab settings before or after the text. The tab settings control the text's horizontal position on the page.

Applies to

Not object-specific

Syntax

Print (printjobnumber, { tab1, } string {, tab2 })

Argument	Description
<i>printjobnumber</i>	The number the PrintOpen function assigned to the print job.
<i>tab1</i> (optional)	The position, measured from the left edge of the print area in thousandths of a inch, to which the print cursor should move before <i>string</i> is printed. If the print cursor is already at or beyond the position or if you omit <i>tab1</i> , Print starts printing at the current position of the print cursor.
<i>string</i>	The string you want to print. If the string includes carriage return-newline character pairs (~r~n), the string will print on multiple lines. However, the initial tab position is ignored on subsequent lines.
<i>tab2</i> (optional)	The new position, measured from the left edge of the print area in thousandths of a inch, of the print cursor after <i>string</i> printed. If the print cursor is already at or beyond the specified position, Print ignores <i>tab2</i> and the print cursor remains at the end of the text. If you omit <i>tab2</i> , Print moves the print cursor to the beginning of a new line.

Return value

Integer. Returns 1 if it succeeds and -1 if an error occurs. If any argument's value is null, Print returns null.

Usage

PowerBuilder manages print jobs by opening the job, sending data, and closing the job. When you use Syntax 2 or 3, you must call the PrintOpen function and the PrintClose or PrintCancel functions yourself to manage the process.

Print cursor In a print job, PowerBuilder uses a print cursor to keep track of the print location. The print cursor stores the coordinates of the upper-left corner of the location at which print will begin. PowerBuilder updates the print cursor after printing text with Print.

Line spacing when printing text Line spacing in PowerBuilder is proportional to character height. The default line spacing is 1.2 times the character height. When Print starts a new line, it sets the x coordinate of the cursor to 0 and increases the y coordinate by the current line spacing. You can change the line spacing with the PrintSetSpacing function, which lets you specify a new factor to be multiplied by the character height.

Because Syntax 3 of Print increments the y coordinate each time it creates a new line, it also handles page breaks automatically. When the y coordinate exceeds the page size, PowerBuilder automatically creates a new page in the print job. You do not need to call the PrintPage function, as you would if you were using the printing functions that control the cursor position (for example, PrintText or PrintLine).

Print area and margins The print area is the physical page size minus any margins in the printer itself.

Using fonts You can use PrintDefineFont and PrintSetFont to specify the font used by the Print function when you are printing a string.

Fonts for multiple languages The default font for print functions is the system font, but multiple languages cannot be printed correctly using the system font. The Tahoma font typically produces good results. However, if the printer font is set to Tahoma and the Tahoma font is not installed on the printer, PowerBuilder downloads the entire font set to the printer when it encounters a multilanguage character. Use the PrintDefineFont and PrintSetFont functions to specify a font that is available on users' printers and supports multiple languages.

Examples

This example opens a print job, prints the string Sybase Corporation in the default font, and then starts a new line:

```
long Job

// Define a blank page and assign the job an ID
Job = PrintOpen( )

// Print the string and then start a new line
Print(Job, "Sybase Corporation")
...
PrintClose(Job)
```

This example opens a print job, prints the string Sybase Corporation in the default font, tabs 5 inches from the left edge of the print area but does not start a new line:

```
long Job

// Define a blank page and assign the job an ID
Job = PrintOpen( )

// Print the string but do not start a new line
Print(Job, "Sybase Corporation", 5000)
...
PrintClose(Job)
```

The first Print statement below tabs half an inch from the left edge of the print area, prints the string Sybase Corporation, and then starts a new line. The second Print statement tabs one inch from the left edge of the print area, prints the string Directors:, and then starts a new line:

```
long Job
// Define a blank page and assign the job an ID
Job = PrintOpen( )
// Print the string and start a new line
Print(Job, 500, "Sybase Corporation")
// Tab 1 inch from the left edge and print
Print(Job, 1000, "Directors:")
...
PrintClose(Job)
```

The first Print statement below tabs half an inch from the left edge of the print area prints the string Sybase Corporation, and then tabs 6 inches from the left edge of the print area but does not start a new line. The second Print statement prints the current date and then starts a new line:

```
long Job
// Define a blank page and assign the job an ID
Job = PrintOpen( )
// Print string and tab 6 inches from the left edge
Print(Job, 500, "Sybase Corporation", 6000)
// Print the current date on the same line
Print(Job, String(Today()))
...
PrintClose(Job)
```

In a window that displays a database error message in a MultiLineEdit mle_message, the following script for a Print button prints a title with the date and time and the message:

```
long li_prt
li_prt = PrintOpen("Database Error")
Print(li_prt, "Database error - " &
    + String(Today(), "mm/dd/yyyy") &
    + " - " &
    + String(Now(), "HH:MM:SS"))
Print(li_prt, " ")
Print(li_prt, mle_message.text)
PrintClose(li_prt)
```

See also

PrintCancel, PrintClose, PrintDataWindow, PrintOpen, PrintScreen, PrintSetFont, PrintSetSpacing

Syntax 3

Description

For RichTextEdit controls

Applies to

Prints the contents of a RichTextEdit control.

Syntax

RichTextEdit controls

rtename.Print (copies, pagerange, collate, canceldialog)

Argument	Description
<i>rtename</i>	The name of the RichTextEdit control whose contents you want to print.
<i>copies</i>	An integer specifying the number of copies you want to print.
<i>pagerange</i>	A string describing the pages you want to print. To print all pages, specify an empty string (""). To specify a subset of pages, use dashes to specify a range and commas to separate ranges and individual page numbers—for example, "1-3" or "2,5,8-10". When <i>rtename</i> shares data with a DataWindow, <i>pagerange</i> refers to pages based on the total number of pages in the control, not within each instance of the document.
<i>collate</i>	A boolean value indicating whether you want the copies collated. Values are: TRUE – Collate copies FALSE – Do not collate copies
<i>canceldialog</i>	A boolean value indicating whether you want to display a nonmodal dialog box that allows the user to cancel printing. Values are: TRUE – Display the dialog box FALSE – Do not display the dialog box

Return value

Integer. Returns 1 if it succeeds and -1 if an error occurs.

Usage

When the RichTextEdit control shares data with a DataWindow, the total number of pages contained in the control is the page count of the document multiplied by the row count of the DataWindow.

You can specify printed page numbers by including an input field in the header or footer of your document.

Examples

This statement prints one copy of pages 1 to 5 of the document in the RichTextEdit control rte_1. The output is not collated and a dialog box displays to allow the user to cancel the printing:

`rte_1.Print(1, "1-5", FALSE, TRUE)`

See also

Preview

PrintEx

PrintBitmap

Description

Writes a bitmap at the specified location on the current page.

Syntax

PrintBitmap (*printjobnumber*, *bitmap*, *x*, *y*, *width*, *height*)

Argument	Description
<i>printjobnumber</i>	The number the PrintOpen function assigned to the print job.
<i>bitmap</i>	A string whose value is the file name of the bitmap image.
<i>x</i>	An integer whose value is the x coordinate (in thousandths of an inch) on the page of the bitmap image.
<i>y</i>	An integer whose value is the y coordinate (in thousandths of an inch) on the page of the bitmap image.
<i>width</i>	The integer width of the bitmap image in thousandths of an inch. If <i>width</i> is 0, PowerBuilder uses the original width of the image.
<i>height</i>	The integer height of the bitmap image in thousandths of an inch. If <i>height</i> is 0, PowerBuilder uses the original height of the image.

Return value

Integer. Returns 1 if it succeeds and -1 if an error occurs. If any argument's value is null, PrintBitmap returns null.

Usage

PrintBitmap does not change the position of the print cursor, which remains where it was before the function was called. In general, print functions in which you specify coordinates do not affect the print cursor (see the functions listed in See also).

Examples

These statements define a new blank page and then print the bitmap in file *d:\PB\BITMAP1.BMP* in its original size at location 50,100:

```
long Job

// Define a new blank page.
Job = PrintOpen( )

// Print the bitmap in its original size.
PrintBitmap(Job, "d:\PB\BITMAP1.BMP", 50,100, 0,0)
// Send the page to the printer and close Job.
PrintClose(Job)
```

See also

PrintClose
PrintLine
PrintRect
PrintRoundRect
PrintOval
PrintOpen

PrintCancel

Description

Cancels printing and deletes the spool file, if any. Cancels printing of a print job that you opened with the PrintOpen function. The print job is identified by the number returned by PrintOpen.

For syntax for DataWindows and DataStores, see the PrintCancel method for DataWindows in the *DataWindow Reference* or the online Help.

Syntax

PrintCancel (*printjobnumber*)

Argument	Description
<i>printjobnumber</i>	The number the PrintOpen function assigned to the print job

Return value

Integer. Returns 1 if it succeeds and -1 if an error occurs. If *printjobnumber* is null, PrintCancel returns null.

Usage

PrintCancel cancels the specified print job by deleting the spool file, if any, and closing the job. Because PrintCancel closes the print job, do not call the PrintClose function after you call PrintCancel.

Examples

In this example, a script for a Print button opens a print job and then opens a window with a cancel button. If the user clicks on the cancel button, its script sets a global variable that indicates that the user wants to cancel the job. After each printing command in the Print button's script, the code checks the global variable and cancels the job if its value is true.

The definition of the global variable is:

```
boolean gb_printcancel
```

The script for the Print button is:

```
long job, li

gb_printcancel = FALSE
job = PrintOpen("Test Page Breaks")
IF job < 1 THEN
    MessageBox("Error", "Can't open a print job.")
    RETURN
END IF

Open(w_printcancel)

PrintBitmap(Job, "d:\PB\bitmap1.bmp", 5, 10, 0, 0)
IF gb_printcancel = TRUE THEN
    PrintCancel(job)
    RETURN
END IF

... // Additional printing commands,
... // including checking gb_printcancel

PrintClose(job)
Close(w_printcancel)
```

The script for the cancel button in the second window is:

```
gb_printcancel = TRUE
Close(w_printcancel)
```

See also

[Print](#)
[PrintClose](#)
[PrintOpen](#)

PrintClose

Description Sends the current page to the printer (or spooler) and closes the job. Call PrintClose as the last command of a print job unless PrintCancel function has closed the job.

Syntax **PrintClose (printjobnumber)**

Argument	Description
<i>printjobnumber</i>	The number the PrintOpen function assigned to the print job

Return value Integer. Returns 1 if it succeeds and -1 if an error occurs. If *printjobnumber* is null, PrintClose returns null.

Usage When you open a print job, you must close (or cancel) it. To avoid hung print jobs, process and close a print job in the same event in which you open it.

Examples This example opens a print job, which creates a blank page, prints a bitmap on the page, then sends the current page to the printer or spooler and closes the job:

```
ulong Job

// Begin a new job and a new page.
Job = PrintOpen( )

// Print the bitmap in its original size.
PrintBitmap(Job, d:\PB\BITMAP1, 5,10, 0,0)

// Send the page to the printer and close Job.
PrintClose(Job)
```

See also
PrintCancel
PrintOpen

PrintDataWindow

Description	Prints the contents of a DataWindow control or DataStore as a print job.						
Syntax	PrintDataWindow (<i>printjobnumber</i>, <i>dwcontrol</i>)						
	<table border="1"> <thead> <tr> <th style="text-align: center;">Argument</th><th style="text-align: center;">Description</th></tr> </thead> <tbody> <tr> <td style="text-align: center;"><i>printjobnumber</i></td><td>The number the PrintOpen function assigned to the print job</td></tr> <tr> <td style="text-align: center;"><i>dwcontrol</i></td><td>The name of the DataWindow control, child DataWindow, or DataStore containing the DataWindow object you want to print</td></tr> </tbody> </table>	Argument	Description	<i>printjobnumber</i>	The number the PrintOpen function assigned to the print job	<i>dwcontrol</i>	The name of the DataWindow control, child DataWindow, or DataStore containing the DataWindow object you want to print
Argument	Description						
<i>printjobnumber</i>	The number the PrintOpen function assigned to the print job						
<i>dwcontrol</i>	The name of the DataWindow control, child DataWindow, or DataStore containing the DataWindow object you want to print						
Return value	Integer. Returns 1 if it succeeds and -1 if an error occurs. If any argument's value is null, PrintDataWindow returns null.						
Usage	<p>Do not use PrintDataWindow with any Print functions except PrintOpen and PrintClose.</p> <p>When you use PrintDataWindow with PrintOpen and PrintClose, you can print several DataWindows in one print job. The information in each DataWindow control starts printing on a new page.</p> <p>When you print a DataWindow using PrintDataWindow, PowerBuilder uses the fonts and layout specified in the computer's printer setup, not the fonts and layout specified in the DataWindow. The PrintSetFont and PrintSetFont methods also have no effect.</p> <p>When the DataWindow's presentation style is RichTextEdit, each row begins a new page in the printed output.</p> <p>For information on skipping individual pages with return codes in the PrintPage event, see the Print function.</p>						
Examples	These statements send the contents of three DataWindow controls to the current printer in a single print job:						
	<pre>long job job = PrintOpen() // Each DataWindow starts printing on a new page. PrintDataWindow(job, dw_EmpHeader) PrintDataWindow(job, dw_EmpDetail) PrintDataWindow(job, dw_EmpDptSum) PrintClose(job)</pre>						
See also	Print PrintClose PrintOpen						

PrintDefineFont

Description	Creates a numbered font definition that consists of a font supported by your printer and a set of font properties. You can use the font number in the PrintSetFont or PrintText functions. You can define up to eight fonts at a time.																				
Syntax	PrintDefineFont (<i>printjobnumber</i> , <i>fontnumber</i> , <i>facename</i> , <i>height</i> , <i>weight</i> , <i>fontpitch</i> , <i>fontfamily</i> , <i>italic</i> , <i>underline</i>)																				
	<table border="1"> <thead> <tr> <th>Argument</th><th>Description</th></tr> </thead> <tbody> <tr> <td><i>printjobnumber</i></td><td>The number the PrintOpen function assigned to the print job.</td></tr> <tr> <td><i>fontnumber</i></td><td>The number (1 to 8) you want to assign to the font.</td></tr> <tr> <td><i>facename</i></td><td>A string whose value is the name of a typeface supported by your printer (for example, Courier 10Cpi).</td></tr> <tr> <td><i>height</i></td><td>An integer whose value is the height of the type in thousandths of an inch (for example, 250 for 18-point 10Cpi) or a negative number representing the point size (for example, -18 for 18-point). Specifying the point size is more exact; the height in thousandths of an inch only approximates the point size.</td></tr> <tr> <td><i>weight</i></td><td>The stroke weight of the type. Normal weight is 400 and bold is 700.</td></tr> <tr> <td><i>fontpitch</i></td><td>A value of the FontPitch enumerated datatype indicating the pitch of the font: Default! Fixed! Variable!</td></tr> <tr> <td><i>fontfamily</i></td><td>A value of the FontFamily enumerated datatype indicating the family of the font: AnyFont! Decorative! Modern! Roman! Script! Swiss!</td></tr> <tr> <td><i>italic</i></td><td>A boolean value indicating whether the font is italic. The default is false (not italic).</td></tr> <tr> <td><i>underline</i></td><td>A boolean value indicating whether the font is underlined. The default is false (not underlined).</td></tr> </tbody> </table>	Argument	Description	<i>printjobnumber</i>	The number the PrintOpen function assigned to the print job.	<i>fontnumber</i>	The number (1 to 8) you want to assign to the font.	<i>facename</i>	A string whose value is the name of a typeface supported by your printer (for example, Courier 10Cpi).	<i>height</i>	An integer whose value is the height of the type in thousandths of an inch (for example, 250 for 18-point 10Cpi) or a negative number representing the point size (for example, -18 for 18-point). Specifying the point size is more exact; the height in thousandths of an inch only approximates the point size.	<i>weight</i>	The stroke weight of the type. Normal weight is 400 and bold is 700.	<i>fontpitch</i>	A value of the FontPitch enumerated datatype indicating the pitch of the font: Default! Fixed! Variable!	<i>fontfamily</i>	A value of the FontFamily enumerated datatype indicating the family of the font: AnyFont! Decorative! Modern! Roman! Script! Swiss!	<i>italic</i>	A boolean value indicating whether the font is italic. The default is false (not italic).	<i>underline</i>	A boolean value indicating whether the font is underlined. The default is false (not underlined).
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<i>underline</i>	A boolean value indicating whether the font is underlined. The default is false (not underlined).																				
Return value	Integer. Returns 1 if it succeeds and -1 if an error occurs. If any argument's value is null, PrintDefineFont returns null.																				

Usage You can use as many as eight fonts in one print job. If you require more than eight fonts in one job, you can call `PrintDefineFont` again to change the settings for a font number.

Use `PrintSetFont` to make a font number the current font for the open print job.

Fonts in Microsoft Windows

Although the `fontfamily` argument seems to duplicate information in the font name, Windows uses it along with the font name to identify the correct font or substitute a similar font if the named font is unavailable.

Font names and sizes

Some font names include a size, especially monospaced fonts which include characters per inch. This is the recommended size for the font and does not affect the printed size, which you specify with the `height` argument.

Examples These statements define a new blank page, and then define print font 1 for *Job* as Courier 10Cpi, 18 point, normal weight, default pitch, Decorative font, with no italic or underline:

```
long Job
Job = PrintOpen()
PrintDefineFont(Job, 1, "Courier 10Cpi", &
    -18, 400, Default!, Decorative!, FALSE, FALSE)
```

See also [PrintClose](#)
[PrintOpen](#)
[PrintSetFont](#)

PrintEx

Description	Prints the contents of a RichTextEdit control.						
Applies to	RichTextEdit controls						
Syntax	<code>rtename.PrintEx (canceldialog)</code>						
	<table><thead><tr><th>Argument</th><th>Description</th></tr></thead><tbody><tr><td><code>rtename</code></td><td>The name of the RichTextEdit control whose contents you want to print.</td></tr><tr><td><code>canceldialog</code></td><td>A boolean value indicating whether you want to display a nonmodal Cancel dialog box that allows the user to cancel printing. The System Print dialog box always displays. Values are: TRUE – Display the dialog box FALSE – Do not display the dialog box</td></tr></tbody></table>	Argument	Description	<code>rtename</code>	The name of the RichTextEdit control whose contents you want to print.	<code>canceldialog</code>	A boolean value indicating whether you want to display a nonmodal Cancel dialog box that allows the user to cancel printing. The System Print dialog box always displays. Values are: TRUE – Display the dialog box FALSE – Do not display the dialog box
Argument	Description						
<code>rtename</code>	The name of the RichTextEdit control whose contents you want to print.						
<code>canceldialog</code>	A boolean value indicating whether you want to display a nonmodal Cancel dialog box that allows the user to cancel printing. The System Print dialog box always displays. Values are: TRUE – Display the dialog box FALSE – Do not display the dialog box						
Return value	Integer. Returns 1 if it succeeds and -1 if an error occurs. If the user presses Cancel in the Print dialog box, PrintEx returns -1. If the user presses Cancel in the Cancel dialog box, PrintEx returns 1.						
Usage	To specify a range of pages and the number of copies to print and whether pages should be collated, use the Print function.						
Examples	This statement prints the document in the RichTextEdit control rte_1. A Cancel dialog box displays to allow the user to cancel the printing:						
See also	Preview Print						

PrintGetPrinter

Description	Gets the current printer name.
Syntax	PrintGetPrinter ()
Return value	String. Returns current printer information in a tab-delimited format: <i>printername ~t drivername ~t port.</i>
Usage	The current printer is the default printer unless you change it with the PrintSetPrinter method. A PowerBuilder application calling the PrintGetPrinter method does not get an externally reset default after the application initializes.
Examples	This example places the current printer name, driver, and port in separate SingleLineEdit textboxes:
	<pre>String ls_fullstring=PrintGetPrinter() String ls_name, ls_driver, ls_port, ls_temp Long ll_place ll_place=pos (ls_fullstring, "~t") ls_name=left(ls_fullstring, ll_place -1) ls_temp=mid(ls_fullstring, ll_place +1) ll_place=pos (ls_temp, "~t") ls_driver=left(ls_temp, ll_place -1) ls_port=mid(ls_temp, ll_place +1) sle_1.text=ls_name sle_2.text=ls_driver sle_3.text=ls_port</pre>
See also	PrintGetPrinters PrintSetPrinter

PrintGetPrinters

Description	Gets the list of available printers.
Syntax	PrintGetPrinters ()
Return value	String. Each printer is listed in the string in the format <i>printername ~t drivername ~t port ~n</i> .
Usage	The return string can be loaded into a DataWindow using ImportString or separated using the ~n as shown in the example.
Examples	This example parses printer names from the return string on the PrintGetPrinters call, then places each printer name in an existing SingleLineEdit control. If you have more printers than SingleLineEdit boxes, the last SingleLineEdit contains a string for all the printers that are not listed in the other SingleLineEdits:

```
singlelineEdit sle
long ll_place, i, k
string ls_left, ls_prntrs

ls_prntrs = PrintGetPrinters ( )
k = upperbound(control)
FOR i = k to 1 STEP -1
    IF parent.control[i].typeof()=singlelineEdit! then
        sle=parent.control[i]
        ll_place=pos (ls_prntrs, "~n" )
        ls_left = Left (ls_prntrs, ll_place - 1)
        sle.text = ls_left
        ls_prntrs = Mid (ls_prntrs, ll_place + 1)
    END IF
NEXT
sle.text = ls_prntrs
```

See also	ImportString method for DataWindows in the <i>DataWindow Reference</i> or the online Help PrintGetPrinter PrintSetPrinter
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PrintLine

Description	Draws a line of a specified thickness between the specified endpoints on the current print page.														
Syntax	PrintLine (<i>printjobnumber</i>, <i>x1</i>, <i>y1</i>, <i>x2</i>, <i>y2</i>, <i>thickness</i>)														
	<table border="1"> <thead> <tr> <th>Argument</th><th>Description</th></tr> </thead> <tbody> <tr> <td><i>printjobnumber</i></td><td>The number the PrintOpen function assigned to the print job</td></tr> <tr> <td><i>x1</i></td><td>An integer specifying the x coordinate in thousandths of an inch of the start of the line</td></tr> <tr> <td><i>y1</i></td><td>An integer specifying the y coordinate in thousandths of an inch of the start of the line</td></tr> <tr> <td><i>x2</i></td><td>An integer specifying the x coordinate in thousandths of an inch of the end of the line</td></tr> <tr> <td><i>y2</i></td><td>An integer specifying the y coordinate in thousandths of an inch of the end of the line</td></tr> <tr> <td><i>thickness</i></td><td>An integer specifying the thickness of the line in thousandths of an inch</td></tr> </tbody> </table>	Argument	Description	<i>printjobnumber</i>	The number the PrintOpen function assigned to the print job	<i>x1</i>	An integer specifying the x coordinate in thousandths of an inch of the start of the line	<i>y1</i>	An integer specifying the y coordinate in thousandths of an inch of the start of the line	<i>x2</i>	An integer specifying the x coordinate in thousandths of an inch of the end of the line	<i>y2</i>	An integer specifying the y coordinate in thousandths of an inch of the end of the line	<i>thickness</i>	An integer specifying the thickness of the line in thousandths of an inch
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<i>y2</i>	An integer specifying the y coordinate in thousandths of an inch of the end of the line														
<i>thickness</i>	An integer specifying the thickness of the line in thousandths of an inch														
Return value	Integer. Returns 1 if it succeeds and -1 if an error occurs. If any argument's value is null, PrintLine returns null.														
Usage	PrintLine does not change the position of the print cursor, which remains where it was before the function was called.														
Examples	These statements start a new page in a print job and then print a line starting at 0,5 and ending at 7500,5 with a thickness of 10/1000 of an inch:														
	<pre> long Job Job = PrintOpen() ... // various print commands // Start a new page. PrintPage(Job) // Print a line at the top of the page PrintLine(Job,0,5,7500,5,10) ... // Other printing PrintClose(Job) </pre>														
See also	PrintBitmap PrintClose PrintOpen PrintOval PrintRect PrintRoundRect														

PrintOpen

Description Opens a print job and assigns it a number, which you use in other printing statements.

Syntax **PrintOpen ({ jobname {, showprintdialog } })**

Argument	Description
<i>jobname</i> (optional)	A string specifying a name for the print job. The name is displayed in the Windows Print Manager dialog box and in the Spooler dialog box.
<i>showprintdialog</i> (optional)	A boolean value indicating whether you want to display the system Print dialog box that allows the user to select a printer or set print properties. Values are: TRUE – Display the dialog box FALSE – (default) Do not display the dialog box

Return value Long. Returns the job number if it succeeds and -1 if an error occurs. If the Print dialog box displays and the user presses Cancel, PrintOpen returns -1. If any argument's value is null, PrintOpen returns null.

Usage A new print job begins on a new page and the font is set to the default font for the printer. The print cursor is at the upper left corner of the print area.

If you specify true for the *showprintdialog* argument, the system Print dialog box displays allowing the user to cancel the print job. The option to specify a page range in the Print dialog box is disabled because PowerBuilder cannot determine the number of pages in the print job in advance. If you specify this argument in a component that runs on a server, the argument is ignored.

Use the job number that PrintOpen returns to identify this print job in all subsequent print functions.

Calling MessageBox after PrintOpen can cause undesirable behavior that is confusing to a user. Calling PrintOpen causes the currently active window in PowerBuilder to be disabled to allow Windows to handle printing. If you display a MessageBox after calling PrintOpen, Windows assigns the active window to be its parent, which is often another application, causing that application to become active.

Balancing PrintOpen and PrintClose

When you open a print job, you must close (or cancel) it. To avoid hung print jobs, process and close a print job in the same event in which you open it.

Examples

This example opens a job but does not give it a name:

```
ulong li_job
li_job = PrintOpen()
```

This example opens a job, gives it a name, and displays the Print dialog box:

```
ulong li_job
li_job = PrintOpen("Phone List", true)
```

See also

[Print](#), [PrintBitmap](#), [PrintCancel](#), [PrintClose](#), [PrintDataWindow](#), [PrintDefineFont](#), [PrintLine](#), [PrintOval](#), [PrintPage](#), [PrintRect](#), [PrintRoundRect](#), [PrintSend](#), [PrintSetFont](#), [PrintSetup](#), [PrintText](#), [PrintWidth](#), [PrintX](#), [PrintY](#)

PrintOval

Description

Draws a white oval outlined in a line of the specified thickness on the print page.

Syntax

PrintOval (*printjobnumber*, *x*, *y*, *width*, *height*, *thickness*)

Argument	Description
<i>printjobnumber</i>	The number the PrintOpen function assigned to the print job
<i>x</i>	An integer specifying the x coordinate in thousandths of an inch of the upper-left corner of the oval's bounding box
<i>y</i>	An integer specifying the y coordinate in thousandths of an inch of the upper-left corner of the oval's bounding box
<i>width</i>	An integer specifying the width in thousandths of an inch of the oval's bounding box
<i>height</i>	An integer specifying the height in thousandths of an inch of the oval's bounding box
<i>thickness</i>	An integer specifying the thickness of the line that outlines the oval in thousandths of an inch

Return value

Integer. Returns 1 if it succeeds and -1 if an error occurs. If any argument's value is null, PrintOval returns null.

Usage

The PrintOval, PrintRect, and PrintRoundRect functions draw filled shapes. To print other shapes or text inside the shapes, draw the filled shape first and then add text and other shapes or lines inside it. If you draw the filled shape after other printing functions, it will cover anything inside it. For example, to draw a border around text and lines, draw the oval or rectangular border first and then use PrintLine and PrintText to position the lines and text inside.

PrintOval does not change the position of the print cursor, which remains where it was before the function was called. In general, print functions in which you specify coordinates do not affect the print cursor.

Examples

This example starts a print job with a new blank page, and then prints an oval that fits in a 1-inch square. The upper-left corner of the oval's bounding box is four inches from the top and three inches from the left edge of the print area. Because its height and width are equal, the oval is actually a circle:

```
long Job
// Define a new blank page.
Job = PrintOpen()
// Print an oval.
PrintOval(Job, 4000, 3000, 1000, 1000, 10)
... // Other printing
PrintClose(Job)
```

See also

[PrintBitmap](#), [PrintClose](#), [PrintLine](#), [PrintOpen](#), [PrintRect](#), [PrintRoundRect](#)

PrintPage

Description	Sends the current page to the printer or spooler and begins a new blank page in the current print job.				
Syntax	PrintPage (printjobnumber)				
	<table border="1"> <thead> <tr> <th style="text-align: center;">Argument</th> <th style="text-align: center;">Description</th> </tr> </thead> <tbody> <tr> <td style="text-align: center;"><i>printjobnumber</i></td><td>The number the PrintOpen function assigned to the print job</td></tr> </tbody> </table>	Argument	Description	<i>printjobnumber</i>	The number the PrintOpen function assigned to the print job
Argument	Description				
<i>printjobnumber</i>	The number the PrintOpen function assigned to the print job				
Return value	Integer. Returns 1 if it succeeds and -1 if an error occurs. If any argument's value is null, PrintPage returns null.				
Examples	<p>This example opens a print job with a new blank page, prints a bitmap on the page, and then sends the page to the printer and sets up a new blank page. Finally, the last Print statement prints the company name on the new page:</p> <pre> long Job // Open a job with new blank page. Job = PrintOpen() // Print a bitmap on the page. PrintBitmap(Job, "d:\PB\BITMAP1.BMP", 100,250, 0,0) // Begin a new page. PrintPage(Job) // Print the company name on the new page. Print(Job, "Sybase Corporation") </pre>				
See also	PrintClose PrintOpen				

PrintRect

Description Draws a white rectangle with a border of the specified thickness on the print page.

Syntax **PrintRect** (*printjobnumber*, *x*, *y*, *width*, *height*, *thickness*)

Argument	Description
<i>printjobnumber</i>	The number the PrintOpen function assigned to the print job
<i>x</i>	An integer specifying the x coordinate in thousandths of an inch of the upper-left corner of the rectangle
<i>y</i>	An integer specifying the y coordinate in thousandths of an inch of the upper-left corner of the rectangle
<i>width</i>	An integer specifying the rectangle's width in thousandths of an inch
<i>height</i>	An integer specifying the rectangle's height in thousandths of an inch
<i>thickness</i>	An integer specifying the thickness of the rectangle's border line in thousandths of an inch

Return value Integer. Returns 1 if it succeeds and -1 if an error occurs. If any argument's value is null, PrintRect returns null.

Usage The PrintOval, PrintRect, and PrintRoundRect functions draw filled shapes. To print other shapes or text inside the shapes, draw the filled shape first and then add text and other shapes or lines inside it. If you draw the filled shape after other printing functions, it will cover anything inside it. For example, to draw a border around text and lines, draw the oval or rectangular border first and then use PrintLine and PrintText to position the lines and text inside.

PrintRect does not change the position of the print cursor, which remains where it was before the function was called. In general, print functions in which you specify coordinates do not affect the print cursor.

Examples These statements open a print job with a new page and draw a 1-inch square with a line thickness of 1/8 of an inch. The square's upper left corner is four inches from the left and three inches from the top of the print area:

```
long Job
// Define a new blank page.
Job = PrintOpen()
// Print the rectangle on the page.
PrintRect(Job, 4000,3000, 1000,1000, 125)
... // Other printing
PrintClose(Job)
```

See also

PrintBitmap, PrintClose, PrintLine, PrintOpen, PrintOval, PrintRoundRect

PrintRoundRect

Description	Draws a white rectangle with rounded corners and a border of the specified thickness on the print page.
Syntax	PrintRoundRect (<i>printjobnumber</i> , <i>x</i> , <i>y</i> , <i>width</i> , <i>height</i> , <i>xradius</i> , <i>yradius</i> , <i>thickness</i>)
Argument	Description
<i>printjobnumber</i>	The number the PrintOpen function assigned to the print job
<i>x</i>	An integer specifying the x coordinate in thousandths of an inch of the upper-left corner of the rectangle
<i>y</i>	An integer specifying the y coordinate in thousandths of an inch of the upper-left corner of the rectangle
<i>width</i>	An integer specifying the rectangle's width in thousandths of an inch
<i>height</i>	An integer specifying the rectangle's height in thousandths of an inch
<i>xradius</i>	An integer specifying the x radius of the corner rounding
<i>yradius</i>	An integer specifying the y radius of the corner rounding
<i>thickness</i>	An integer specifying the thickness of the rectangle's border line in thousandths of an inch
Return value	Integer. Returns 1 if it succeeds and -1 if an error occurs. If any argument's value is null, PrintRoundRect returns null.
Usage	<p>The PrintOval, PrintRect, and PrintRoundRect functions draw filled shapes. To print other shapes or text inside the shapes, draw the filled shape first and then add text and other shapes or lines inside it. If you draw the filled shape after other printing functions, it will cover anything inside it. For example, to draw a border around text and lines, draw the oval or rectangular border first and then use PrintLine and PrintText to position the lines and text inside.</p> <p>PrintRoundRect does not change the position of the print cursor, which remains where it was before the function was called. In general, print functions in which you specify coordinates do not affect the print cursor.</p>

Examples

This example starts a new print job, which begins a new page, and prints a rectangle with rounded corners as a page border. Then it closes the print job, which sends the page to the printer.

The rectangle is 6 1/4 inches wide by 9 inches high and its upper corner is one inch from the top and one inch from the left edge of the print area. The border has a line thickness of 1/8 of an inch and the corner radius is 300:

```
long Job

// Define a new blank page.
Job = PrintOpen()

// Print a RoundRectangle on the page.
PrintRoundRect(Job, 1000,1000, 6250,9000, &
               300,300, 125)

// Send the page to the printer.
PrintClose(Job)
```

See also

[PrintBitmap](#)
[PrintClose](#)
[PrintLine](#)
[PrintOpen](#)
[PrintOval](#)
[PrintRect](#)

PrintScreen

Description	Prints the screen image as part of a print job.
Syntax	PrintScreen (<i>printjobnumber</i>, <i>x</i>, <i>y</i> {, <i>width</i>, <i>height</i> })
Argument	Description
<i>printjobnumber</i>	The number the PrintOpen function assigns to the print job.
<i>x</i>	An integer whose value is the x coordinate on the page, in thousandths of an inch, of the upper-left corner of the screen image.
<i>y</i>	An integer whose value is the y coordinate on the page, in thousandths of an inch, of the upper-left corner of the screen image.
<i>width</i> (optional)	The integer width of the printed screen in thousandths of an inch. If you omit <i>width</i> , PowerBuilder prints the screen at its original width. If you specify <i>width</i> , you must also specify <i>height</i> .
<i>height</i> (optional)	The integer height of the printed screen in thousandths of an inch. If you omit <i>height</i> , PowerBuilder prints the screen at its original height.
Return value	Integer. Returns 1 if it succeeds and -1 if an error occurs. If any argument's value is null, PrintScreen returns null.
Examples	This statement prints the current screen image in its original size at location 500, 1000:
	<pre>long Job Job = PrintOpen() PrintScreen(Job, 500,1000) PrintClose(Job)</pre>
See also	Print PrintClose PrintOpen

PrintSend

Description

Sends an arbitrary string of characters to the printer. PrintSend is usually used for sending escape sequences that change the printer's setup.

Obsolete function

PrintSend is an obsolete function and is provided for backward compatibility only. The ability to use this function is dependent upon the printer driver.

Syntax

PrintSend (*printjobnumber*, *string* {, *zerochar* })

Argument	Description
<i>printjobnumber</i>	The number the PrintOpen function assigned to the print job.
<i>string</i>	A string you want to send to the printer. In the string, use ASCII values for nonprinting characters.
<i>zerochar</i> (optional)	An ASCII value (1 to 255) that you want to use to represent the number zero in <i>string</i> .

Return value

Integer. Returns 1 if it succeeds and -1 if an error occurs. If any argument's value is null, PrintSend returns null.

Usage

Use PrintSend to send escape sequences to specific printers (for example, to set condensed mode or to set margins). Escape sequences are printer specific.

As with any string, the number zero terminates the *string* argument. If the printer code you want to send includes a zero, you can use another character for zero in *string* and specify the character that represents zero in *zerochar*. The character you select should be a character you do not usually use. When PowerBuilder sends the string to the printer it converts the substitute character to a zero.

A typical print job, in which you want to make printer-specific settings, might consist of the following function calls:

- 1 PrintOpen
- 2 PrintSend, to change the printer orientation, select a tray, and so on
- 3 PrintDefineFont and PrintSetFont to specify fonts for the job
- 4 Print to output job text
- 5 PrintClose

Examples

This example opens a print job and sends an escape sequence to a printer in IBM Proprinter mode to change the margins. There is no need to designate a character to represent zero:

```
long Job

// Open a print job.
Job = PrintOpen()

/* Send the escape sequence.
1B is the escape character in hexadecimal.
X indicates that you are changing the margins.
030 sets the left margin to 30 character spaces.
040 sets the right margin to 40 character spaces.
*/
PrintSend(Job, " ~ h1BX ~ 030 ~ 040")
... // Print text or DataWindow

// Send the job to the printer or spooler.
PrintClose(Job)
```

This example opens a print job and sends an escape sequence to a printer in IBM Proprinter mode to change the margins. The decimal ASCII code 255 represents zero:

```
long Job

// Open a print job.
Job = PrintOpen()

/* Send the escape sequence.
1B is the escape character, in hexadecimal.
X indicates that you are changing the margins.
255 sets the left margin to 0.
040 sets the right margin to 40 character spaces.
*/
PrintSend(Job, "~h1BX~255~040", 255)
PrintDataWindow(Job, dw_1)

// Send the job to the printer or spooler.
PrintClose(Job)
```

See also

PrintClose
PrintOpen

PrintSetFont

Description Designates a font to be used for text printed with the Print function. You specify the font by number. Use PrintDefineFont to associate a font number with the desired font, a size, and a set of properties.

Syntax **PrintSetFont** (*printjobnumber*, *fontnumber*)

Argument	Description
<i>printjobnumber</i>	The number the PrintOpen function assigned to the print job
<i>fontnumber</i>	The number (1 to 8) of a font defined for the job in PrintDefineFont or 0 (the default font for the printer)

Return value Integer. Returns the character height of the current font if it succeeds and -1 if an error occurs. If any argument's value is null, PrintSetFont returns null.

Examples This example starts a new print job and specifies that font number 2 is Courier, 18 point, bold, default pitch, in modern font, with no italic or underline. The PrintSetFont statement sets the current font to font 2. Then the Print statement prints the company name:

```
long Job

// Start a new print job and a new page.
Job = PrintOpen()

// Define the font for Job.
PrintDefineFont(Job, 2, "Courier 10Cps", &
250, 700, Default!, Modern!, FALSE, FALSE)

// Set the font for Job.
PrintSetFont(Job, 2)

// Print the company name in the specified font.
Print(Job, "Sybase Corporation")
```

See also

PrintDefineFont

PrintOpen

PrintSetPrinter

Description	Sets the printer to use for the next print function call. This function does not affect open jobs.				
Syntax	PrintSetPrinter (<i>printername</i>)				
	<table border="1" style="width: 100%; border-collapse: collapse;"> <thead> <tr> <th style="text-align: left; padding: 2px;">Argument</th><th style="text-align: left; padding: 2px;">Description</th></tr> </thead> <tbody> <tr> <td style="padding: 2px;"><i>printername</i></td><td style="padding: 2px;">String for the name of the printer you want to use</td></tr> </tbody> </table>	Argument	Description	<i>printername</i>	String for the name of the printer you want to use
Argument	Description				
<i>printername</i>	String for the name of the printer you want to use				
Return value	Integer. Returns 1 if the function succeeds and -1 if an error occurs.				
Usage	The <i>printername</i> argument must use the same format as returned by the PrintGetPrinter function.				
Examples	This example sets the printer to the first printer in the list retrieved by the PrintGetPrinters function:				
	<pre style="font-family: monospace; font-size: 0.8em; margin-left: 40px;"> long ll_place string ls_setprn string ls_prntrs = PrintGetPrinters () ll_place=pos (ls_prntrs, "~n") mle_1.text = PrintGetPrinters () ls_setprn = Left (ls_prntrs, ll_place - 1) PrintSetPrinter (ls_setprn)</pre>				
See also	PrintGetPrinter PrintGetPrinters				

PrintSetSpacing

Description	Sets the factor that PowerBuilder uses to calculate line spacing.						
Syntax	PrintSetSpacing (<i>printjobnumber</i>, <i>spacingfactor</i>)						
	<table border="1" style="width: 100%; border-collapse: collapse;"> <thead> <tr> <th style="text-align: left; padding: 2px;">Argument</th><th style="text-align: left; padding: 2px;">Description</th></tr> </thead> <tbody> <tr> <td style="padding: 2px;"><i>printjobnumber</i></td><td style="padding: 2px;">The number the PrintOpen function assigned to the print job.</td></tr> <tr> <td style="padding: 2px;"><i>spacingfactor</i></td><td style="padding: 2px;">The number by which you want to multiply the character height to determine the vertical line-to-line spacing. The default is 1.2.</td></tr> </tbody> </table>	Argument	Description	<i>printjobnumber</i>	The number the PrintOpen function assigned to the print job.	<i>spacingfactor</i>	The number by which you want to multiply the character height to determine the vertical line-to-line spacing. The default is 1.2.
Argument	Description						
<i>printjobnumber</i>	The number the PrintOpen function assigned to the print job.						
<i>spacingfactor</i>	The number by which you want to multiply the character height to determine the vertical line-to-line spacing. The default is 1.2.						
Return value	Integer. Returns 1 if it succeeds and -1 if an error occurs. If any argument's value is null, PrintSetSpacing returns null.						

Usage Line spacing in PowerBuilder is proportional to character height. The default line spacing is 1.2 times the character height. When Print starts a new line, it sets the x coordinate of the cursor to 0 and increases the y coordinate by the current line spacing. The **PrintSetSpacing** function lets you specify a new factor to be multiplied by the character height for an open print job.

Examples These statements start a new print job and set the vertical spacing factor to 1.5 (one and a half spacing):

```
long Job

// Define a new blank page.
Job = PrintOpen()

// Set the spacing factor.
PrintSetSpacing(Job, 1.5)
```

See also [PrintOpen](#)

PrintSetup

Description Calls the Printer Setup dialog box provided by the system printer driver and lets the user specify settings for the printer.

Syntax **PrintSetup ()**

Return value Integer. Returns 1 if it succeeds and -1 if an error occurs or if the application user clicks Cancel in the Printer Setup dialog box.

Usage The user's settings have effect for the duration of the application only. After the application exits, printer settings revert to their previous values.

Examples These statements call the Printer Setup dialog box for the current system printer and then start a new print job:

```
long Job

// Call the printer setup program.
PrintSetup()

// Start a job and a new page.
Job = PrintOpen()
```

See also [PrintOpen](#)

PrintSetupPrinter

Description	Displays the printer setup dialog box
Syntax	PrintSetupPrinter ()
Return value	Integer. Returns 1 if the function succeeds, 0 for cancel, -1 if an error occurs.
Usage	You can display the printer setup dialog box for different printers by first calling the PrintSetPrinter function. You cannot change the printer by calling PrintSetupPrinter as you can with the PrintSetup function.
Examples	<pre>long ll_place string ls_setptr string ls_prntrs = PrintGetPrinters () ll_place=lastpos (ls_prntrs, "~n") ls_setptr = Mid (ls_prntrs, ll_place + 1) PrintSetPrinter (ls_setptr) PrintSetupPrinter ()</pre>
See also	PrintGetPrinter PrintSetPrinter PrintSetup

PrintText

Description	Prints a single line of text starting at the specified coordinates.												
Syntax	PrintText (printjobnumber, string, x, y {, fontnumber})												
	<table border="1"> <thead> <tr> <th>Argument</th> <th>Description</th> </tr> </thead> <tbody> <tr> <td><i>printjobnumber</i></td> <td>The number the PrintOpen function assigned to the print job.</td> </tr> <tr> <td><i>string</i></td> <td>A string whose value is the text you want to print.</td> </tr> <tr> <td><i>x</i></td> <td>An integer specifying the x coordinate in thousandths of an inch of the beginning of the text.</td> </tr> <tr> <td><i>y</i></td> <td>An integer specifying the y coordinate in thousandths of an inch of the beginning of the text.</td> </tr> <tr> <td><i>fontnumber</i> (optional)</td> <td>The number (1 to 8) of a font defined for the job by using the PrintDefineFont function or 0 (the default font for the printer). If you omit <i>fontnumber</i>, the text prints in the current font for the print job.</td> </tr> </tbody> </table>	Argument	Description	<i>printjobnumber</i>	The number the PrintOpen function assigned to the print job.	<i>string</i>	A string whose value is the text you want to print.	<i>x</i>	An integer specifying the x coordinate in thousandths of an inch of the beginning of the text.	<i>y</i>	An integer specifying the y coordinate in thousandths of an inch of the beginning of the text.	<i>fontnumber</i> (optional)	The number (1 to 8) of a font defined for the job by using the PrintDefineFont function or 0 (the default font for the printer). If you omit <i>fontnumber</i> , the text prints in the current font for the print job.
Argument	Description												
<i>printjobnumber</i>	The number the PrintOpen function assigned to the print job.												
<i>string</i>	A string whose value is the text you want to print.												
<i>x</i>	An integer specifying the x coordinate in thousandths of an inch of the beginning of the text.												
<i>y</i>	An integer specifying the y coordinate in thousandths of an inch of the beginning of the text.												
<i>fontnumber</i> (optional)	The number (1 to 8) of a font defined for the job by using the PrintDefineFont function or 0 (the default font for the printer). If you omit <i>fontnumber</i> , the text prints in the current font for the print job.												

Return value Integer. Returns the x coordinate of the new cursor location (that is, the value of the parameter *x* plus the width of the text) if it succeeds. *PrintText* returns -1 if an error occurs. If any argument's value is null, *PrintText* returns null.

Usage *PrintText* does change the position of the print cursor, unlike the other print functions for which you specify coordinates. The print cursor moves to the end of the printed text. *PrintText* also returns the x coordinate of the print cursor. You can use the return value to determine where to begin printing additional text.

PrintText does not change the print cursor's y coordinate, which is its vertical position on the page.

Examples These statements start a new print job and then print **PowerBuilder** in the current font 3.7 inches from the left edge at the top of the page (location 3700,10):

```
long Job

// Define a new blank page.
Job = PrintOpen()

// Print the text.
PrintText(Job, "PowerBuilder", 3700, 10)
... // Other printing
PrintClose(Job)
```

The following statements define a new blank page and then print **Confidential** in bold (as defined for font number 3), centered at the top of the page:

```
long Job

// Start a new job and a new page.
Job = PrintOpen()

// Define the font.
PrintDefineFont(Job, 3, &
    "Courier 10Cps", 250,700, &
    Default!, AnyFont!, FALSE, FALSE)

// Print the text.
PrintText(Job, "Confidential", 3700, 10, 3)
... // Other printing
PrintClose(Job)
```

This example prints four lines of text in the middle of the page. The coordinates for PrintText establish a new vertical position for the print cursor, which the subsequent Print functions use and increment. The first Print function uses the x coordinate returned by PrintText to continue the first line. The rest of the Print functions print additional lines of text, after tabbing to the x coordinate used initially by PrintText. In this example, each Print function increments the y coordinate so that the following Print function starts a new line:

```
long Job

// Start a new job and a new page.
Job = PrintOpen()

// Print the text.
x = PrintText(Job, "The material ", 2000, 4000)
Print(Job, x, " in this report")
Print(Job, 2000, "is confidential and should not")
Print(Job, 2000, "be disclosed to anyone who")
Print(Job, 2000, "is not at this meeting.")
... // Other printing
PrintClose(Job)
```

See also

[Print](#)
[PrintClose](#)
[PrintOpen](#)

PrintWidth

Description Determines the width of a string using the current font of the specified print job.

Syntax **PrintWidth** (*printjobnumber*, *string*)

Argument	Description
<i>printjobnumber</i>	The number the PrintOpen function assigned to the print job
<i>string</i>	A string whose value is the text for which you want to determine the width

Return value Integer. Returns the width of *string* in thousandths of an inch using the current font of *printjobnumber* if it succeeds and -1 if an error occurs. If any argument's value is null, PrintWidth returns null. If the returned width exceeds the maximum integer limit (+32767), PrintWidth returns -1.

Examples

These statements define a new blank page and then set *W* to the length of the string PowerBuilder in the current font and then use the length to position the next text line:

```
long Job
int W

// Start a new print job.
Job = PrintOpen()

// Determine the width of the text.
W = PrintWidth(Job, "PowerBuilder")

// Use the width to get the next print position.
Print(Job, W - 500, "Features List")
```

See also

[PrintClose](#)

[PrintOpen](#)

PrintX

Description

Reports the x coordinate of the print cursor.

Syntax

PrintX (*printjobnumber*)

Argument	Description
<i>printjobnumber</i>	The number the PrintOpen function assigned to the print job

Return value

Integer. Returns the x coordinate of the print cursor if it succeeds and -1 if an error occurs. If any argument's value is null, PrintX returns null.

Examples

These statements set *LocX* to the x coordinate of the cursor and print End of Report an inch beyond that location:

```
integer LocX
long Job

Job = PrintOpen()
... //Print statements
LocX = PrintX(Job)
Print(LocX+1000, "End of Report")
```

See also

[PrintY](#)

PrintY

Description	Reports the y coordinate of the print cursor.				
Syntax	PrintY (<i>printjobnumber</i>)				
	<table border="1"> <thead> <tr> <th style="text-align: center;">Argument</th><th style="text-align: center;">Description</th></tr> </thead> <tbody> <tr> <td style="text-align: center;"><i>printjobnumber</i></td><td>The number the PrintOpen function assigned to the print job</td></tr> </tbody> </table>	Argument	Description	<i>printjobnumber</i>	The number the PrintOpen function assigned to the print job
Argument	Description				
<i>printjobnumber</i>	The number the PrintOpen function assigned to the print job				
Return value	Integer. Returns the y coordinate of the cursor if it succeeds and -1 if an error occurs. If any argument's value is null, PrintY returns null.				
Examples	These statements print a bitmap one inch below the location of the print cursor:				
	<pre>integer LocX, LocY long Job Job = PrintOpen() ... //Print statements LocX = PrintX(Job) LocY = PrintY(Job) + 1000 PrintBitmap(Job, "CORP.BMP", LocX, LocY, 1000,1000)</pre>				
See also	PrintX				

ProfileInt

Description	Obtains the integer value of a setting in the profile file for your application.										
Syntax	ProfileInt (<i>filename</i>, <i>section</i>, <i>key</i>, <i>default</i>)										
	<table border="1"> <thead> <tr> <th style="text-align: center;">Argument</th><th style="text-align: center;">Description</th></tr> </thead> <tbody> <tr> <td style="text-align: center;"><i>filename</i></td><td>A string whose value is the name of the profile file. If you do not specify a full path, ProfileInt uses the operating system's standard file search order to find the file.</td></tr> <tr> <td style="text-align: center;"><i>section</i></td><td>A string whose value is the name of a group of related values in the profile file. In the file, section names are in square brackets. Do not include the brackets in <i>section</i>. <i>Section</i> is not case sensitive.</td></tr> <tr> <td style="text-align: center;"><i>key</i></td><td>A string specifying the setting name in <i>section</i> whose value you want. The setting name is followed by an equal sign in the file. Do not include the equal sign in <i>key</i>. <i>Key</i> is not case sensitive.</td></tr> <tr> <td style="text-align: center;"><i>default</i></td><td>An integer value that ProfileInt will return if <i>filename</i> is not found, if <i>section</i> or <i>key</i> does not exist in <i>filename</i>, or if the value of <i>key</i> cannot be converted to an integer.</td></tr> </tbody> </table>	Argument	Description	<i>filename</i>	A string whose value is the name of the profile file. If you do not specify a full path, ProfileInt uses the operating system's standard file search order to find the file.	<i>section</i>	A string whose value is the name of a group of related values in the profile file. In the file, section names are in square brackets. Do not include the brackets in <i>section</i> . <i>Section</i> is not case sensitive.	<i>key</i>	A string specifying the setting name in <i>section</i> whose value you want. The setting name is followed by an equal sign in the file. Do not include the equal sign in <i>key</i> . <i>Key</i> is not case sensitive.	<i>default</i>	An integer value that ProfileInt will return if <i>filename</i> is not found, if <i>section</i> or <i>key</i> does not exist in <i>filename</i> , or if the value of <i>key</i> cannot be converted to an integer.
Argument	Description										
<i>filename</i>	A string whose value is the name of the profile file. If you do not specify a full path, ProfileInt uses the operating system's standard file search order to find the file.										
<i>section</i>	A string whose value is the name of a group of related values in the profile file. In the file, section names are in square brackets. Do not include the brackets in <i>section</i> . <i>Section</i> is not case sensitive.										
<i>key</i>	A string specifying the setting name in <i>section</i> whose value you want. The setting name is followed by an equal sign in the file. Do not include the equal sign in <i>key</i> . <i>Key</i> is not case sensitive.										
<i>default</i>	An integer value that ProfileInt will return if <i>filename</i> is not found, if <i>section</i> or <i>key</i> does not exist in <i>filename</i> , or if the value of <i>key</i> cannot be converted to an integer.										

Return value	<p>Integer. Returns <i>default</i> if <i>filename</i> is not found, <i>section</i> is not found in <i>filename</i>, or <i>key</i> is not found in <i>section</i>, or the value of <i>key</i> is not an integer. Returns -1 if an error occurs. If any argument's value is null, ProfileInt returns null.</p>
Usage	<p>Use ProfileInt or ProfileString to get configuration settings from a profile file that you have designed for your application.</p> <p>You can use SetProfileString to change values in the profile file to customize your application's configuration at runtime. Before you make changes, you can use ProfileInt and ProfileString to obtain the original settings so you can restore them when the user exits the application.</p> <p>ProfileInt, ProfileString, and SetProfileString can read or write to files with ANSI or UTF16-LE encoding on Windows systems, and ANSI or UTF16-BE encoding on UNIX systems.</p>

Windows registry

ProfileInt can also be used to obtain configuration settings from the Windows system registry. For information on how to use the system registry, see the discussion of initialization files and the Windows registry in *Application Techniques*.

Examples	These examples use a file called <i>PROFILE.INI</i> , which contains the following:
----------	---

```
[Pb]
Maximized=1
[security]
Class=7
```

This statement returns the integer value for the keyword Maximized in section PB of file *PROFILE.INI*. If there were no PB section or no Maximized keyword in the PB section, it would return 3:

```
ProfileInt("C:\PROFILE.INI", "PB", "maximized", 3)
```

The following statements display a MessageBox if the integer value for the Class setting in section Security of file C:\PROFILE.INI is less than 10. The default security setting is 6 if the profile file is not found or does not contain a Class setting:

```
IF ProfileInt("C:\PROFILE.INI", "Security", &
    "Class", 6) < 10 THEN
    // Class is < 10
    MessageBox("Warning", "Access Denied")
ELSE
    ... // Some processing
END IF
```

See also

[ProfileString](#)
[SetProfileString](#)
[ProfileInt method for DataWindows](#) in the *DataWindow Reference* or the online Help

ProfileString

Description

Obtains the string value of a setting in the profile file for your application.

Syntax

ProfileString (*filename*, *section*, *key*, *default*)

Argument	Description
<i>filename</i>	A string whose value is the name of the profile file. If you do not specify a full path, ProfileString uses the operating system's standard file search order to find the file.
<i>section</i>	A string whose value is the name of a group of related values in the profile file. In the file, section names are in square brackets. Do not include the brackets in <i>section</i> . <i>Section</i> is not case sensitive.
<i>key</i>	A string specifying the setting name in <i>section</i> whose value you want. The setting name is followed by an equal sign in the file. Do not include the equal sign in <i>key</i> . <i>Key</i> is not case sensitive.
<i>default</i>	A string value that ProfileString will return if <i>filename</i> is not found, if <i>section</i> or <i>key</i> does not exist in <i>filename</i> , or if the value of <i>key</i> cannot be converted to an integer.

Return value

String, with a maximum length of 4096 characters. Returns the string from *key* within *section* within *filename*. If *filename* is not found, *section* is not found in *filename*, or *key* is not found in *section*, ProfileString returns *default*. If an error occurs, it returns the empty string (""). If any argument's value is null, ProfileString returns null.

Usage	<p>Use <code>ProfileInt</code> or <code>ProfileString</code> to get configuration settings from a profile file that you have designed for your application.</p> <p>You can use <code>SetProfileString</code> to change values in the profile file to customize your application's configuration at runtime. Before you make changes, you can use <code>ProfileInt</code> and <code>ProfileString</code> to obtain the original settings so you can restore them when the user exits the application.</p> <p><code>ProfileInt</code>, <code>ProfileString</code>, and <code>SetProfileString</code> can read or write to files with ANSI or UTF16-LE encoding on Windows systems, and ANSI or UTF16-BE encoding on UNIX systems.</p>
-------	---

Windows registry

`ProfileString` can also be used to obtain configuration settings from the Windows system registry. For information on how to use the system registry, see the discussion of initialization files and the Windows registry in *Application Techniques*.

Examples

These examples use a file called *PROFILE.INI*, which contains the following lines. Quotes around string values in the INI file are optional:

```
[Employee]
Name=Smith

[Dept]
Name=Marketing
```

This statement returns the string contained in keyword Name in section Employee in file *C:\PROFILE.INI* and returns None if there is an error. In the example, the return value is Smith:

```
ProfileString("C:\PROFILE.INI", "Employee", &
"Name", "None")
```

The following statements open *w_marketing* if the string in the keyword Name in section Department of file *C:\PROFILE.INI* is Marketing:

```
IF ProfileString("C:\PROFILE.INI", "Department", &
"Name", "None") = "Marketing" THEN
    Open(w_marketing)
END IF
```

See also

`ProfileInt`
`SetProfileString`
`ProfileString` method for DataWindows in the *DataWindow Reference* or the online Help

Rand

Description	Obtains a random whole number between 1 and a specified upper limit.				
Syntax	Rand (n)				
	<table><thead><tr><th>Argument</th><th>Description</th></tr></thead><tbody><tr><td><i>n</i></td><td>The upper limit of the range of random numbers you want returned. The lower limit is always 1. The upper limit is 32,767.</td></tr></tbody></table>	Argument	Description	<i>n</i>	The upper limit of the range of random numbers you want returned. The lower limit is always 1. The upper limit is 32,767.
Argument	Description				
<i>n</i>	The upper limit of the range of random numbers you want returned. The lower limit is always 1. The upper limit is 32,767.				
Return value	A numeric datatype, the datatype of <i>n</i> . Returns a random whole number between 1 and <i>n</i> inclusive. If <i>n</i> is null, Rand returns null.				
Usage	The sequence of numbers generated by repeated calls to the Rand function is a pseudorandom sequence. You can control whether the sequence is different each time your application runs by calling the Randomize function to initialize the random number generator.				
Examples	This statement returns a random whole number between 1 and 10: Rand (10)				
See also	Randomize				

Randomize

Description Initializes the random number generator so that the Rand function begins a new series of pseudorandom numbers.

Syntax **Randomize (*n*)**

Argument	Description
<i>n</i>	The starting value (seed) for the random number generator. When <i>n</i> is 0, PowerBuilder takes the seed from the system clock and begins a nonrepeatable sequence. A nonzero number generates a different but repeatable sequence for each seed value. <i>n</i> cannot exceed 32,767.

Return value Integer. If *n* is null, Randomize returns null. The return value is never used.

Usage The sequence of numbers generated by repeated calls to the Rand function is a computer-generated pseudorandom sequence. You can use the Randomize function to initialize the random number generator with a value from the system clock, or some other changing value, so that the sequence is always different. For testing purposes, you can select a specific seed value, which you can reuse to make the pseudorandom sequence repeatable each time you run the application.

Include Randomize in the script for the Open event in the application.

Examples This statement sets the seed for the random number generator to 0 so that calls to Rand generate a new sequence each time the script is run:

```
Randomize (0)
```

This statement sets the seed for the random number generator to 4 so that calls to Rand repeat a specific sequence each time the random number generator is initialized:

```
Randomize (4)
```

See also Rand

Read

Reads data from an opened OLE stream object.

To	Use
Read data into a string	Syntax 1
Read data into a character array or blob	Syntax 2

Syntax 1

Description

For reading into a string

Reads data from an OLE stream object into a string.

Applies to

OLEStream objects

Syntax

olestream.**Read** (*variable* {, *stopforline* })

Argument	Description
<i>olestream</i>	The name of an OLE stream variable that has been opened.
<i>variable</i>	The name of a string variable into which want to read data from <i>olestream</i> .
<i>stopforline</i> (optional)	A boolean value that specifies whether to read a line at a time. In other words, Read will stop reading at the next carriage return/linefeed. Values are: <ul style="list-style-type: none"> • TRUE – (Default) Stop at the end of a line and leave the read pointer positioned after the carriage return/linefeed so the next read will read the next line • FALSE – Read the whole stream or a maximum of 32,765 bytes

Return value

Integer. Returns the number of characters or bytes read. If an end-of-file mark (EOF) is encountered before any characters are read, Read returns -100. Read returns one of the following negative values if an error occurs:

- 1 Stream is not open
- 2 Read error
- 9 Other error

If any argument's value is null, Read returns null.

Examples

This example opens an OLE object in the file *MYSTUFF.OLE* and assigns it to the OLEStorage object *stg_stuff*. Then it opens the stream called *info* in *stg_stuff* and assigns it to the stream object *olestr_info*. Finally, it reads the contents of *olestr_info* into the string *ls_info*.

The example does not check the functions' return values for success, but you should be sure to check the return values in your code:

```
boolean lb_memexists
OLEStorage stg_stuff
OLEStream olestr_info
blob ls_info

stg_stuff = CREATE OLEStorage
stg_stuff.Open("c:\ole2\mystuff.ole")

olestr_info.Open(stg_stuff, "info", &
                 stgRead!, stgExclusive!)
olestr_info.Read(ls_info)
```

See also

[Open](#), [Length](#), [Seek](#), [Write](#)

Syntax 2

Description

Reads data from an OLE stream object into a character array or blob.

Applies to

OLEStream objects

Syntax

olestream.**Read** (*variable* {, *maximumread* })

Argument	Description
<i>olestream</i>	The name of an OLE stream variable that has been opened.
<i>variable</i>	The name of a blob variable or character array into which want to read data from <i>olestream</i> .
<i>maximumread</i> (optional)	A long value specifying the maximum number of bytes to be read. The default is 32,765 or the length of <i>olestream</i> .

Return value

Integer. Returns 0 if it succeeds and one of the following negative values if an error occurs:

- 1 Stream is not open
- 2 Read error
- 9 Other error

If any argument's value is null, Read returns null.

Examples

This example opens an OLE object in the file *MYSTUFF.OLE* and assigns it to the OLEStorage object *stg_stuff*. Then it opens the stream called *info* in *stg_stuff* and assigns it to the stream object *olestr_info*. Finally, it reads the contents of *olestr_info* into the blob *lb_info*.

The example does not check the functions' return values for success, but you should be sure to check the return values in your code:

```
boolean lb_memexists
OLEStorage stg_stuff
OLEStream olestr_info
blob lb_info

stg_stuff = CREATE OLEStorage
stg_stuff.Open("c:\ole2\mystuff.ole")

olestr_info.Open(stg_stuff, "info", &
                 stgRead!, stgExclusive!)
olestr_info.Read(lb_info)
```

See also

[Open](#)
[Length](#)
[Seek](#)
[Write](#)

Real

Description Converts a string value to a real datatype or obtains a real value that is stored in a blob.

Syntax **Real (stringorblob)**

Argument	Description
<i>stringorblob</i>	The string whose value you want returned as a real value or a blob in which the first value is the real value. The rest of the contents of the blob is ignored. <i>Stringorblob</i> can also be an Any variable containing a string or blob.

Return value Real. Returns the value of *stringorblob* as a real. If *stringorblob* is not a valid PowerScript number or is an incompatible datatype, Real returns 0. If *stringorblob* is null, Real returns null.

Examples This statement returns 24 as a real:

```
Real ("24")
```

This statement returns the contents of the SingleLineEdit sle_Temp as a real:

```
Real (sle_Temp.Text)
```

The following example, although of no practical value, illustrates how to assign real values to a blob and how to use Real to extract those values. The two BlobEdit statements store two real values in the blob, one after the other. In the statements that use Real to extract the values, you have to know where the beginning of each real value is. Specifying the correct length in BlobMid is not important because the Real function knows how many bytes to evaluate:

```
blob{20} lb_blob
real r1, r2
integer len1, len2

len1 = BlobEdit(lb_blob, 1, 32750E0)
len2 = BlobEdit(lb_blob, len1, 43750E0)

// Extract the real value at the beginning and
// ignore the rest of the blob
r1 = Real(lb_blob)
// Extract the second real value stored in the blob
r2 = Real(BlobMid(lb_blob, len1, len2 - len1))
```

See also

Double

Integer

Long

Real method for DataWindows in the *DataWindow Reference* or online Help

RecognizeText

Description	Specifies that text in an InkEdit control should be recognized.				
Applies to	InkEdit controls				
Syntax	inkeditname.RecognizeText ()				
	<table border="1"> <thead> <tr> <th style="text-align: center;">Argument</th><th style="text-align: center;">Description</th></tr> </thead> <tbody> <tr> <td style="text-align: center;"><i>inkeditname</i></td><td>The name of the InkEdit control in which you want to recognize text.</td></tr> </tbody> </table>	Argument	Description	<i>inkeditname</i>	The name of the InkEdit control in which you want to recognize text.
Argument	Description				
<i>inkeditname</i>	The name of the InkEdit control in which you want to recognize text.				
Return value	Integer. Returns 1 if text is recognized and 0 otherwise.				
Usage	By default, ink is recognized automatically when the user pauses while entering ink and the number of milliseconds specified in the RecognitionTimer property elapses. To enable a user to pause without having text recognized, increase the RecognitionTimer interval and code the RecognizeText function in a button clicked event or another event.				
Examples	This code in the clicked event of a “Done” button causes the recognition engine to recognize the strokes entered by the user as text:				

```
boolean lb_success
lb_success = ie_1.RecognizeText()
```

RegistryDelete

Description	Deletes a key or a value for a key in the Windows system registry.						
Syntax	RegistryDelete (key, valuename)						
	<table border="1"> <thead> <tr> <th style="text-align: center;">Argument</th><th style="text-align: center;">Description</th></tr> </thead> <tbody> <tr> <td style="text-align: center;"><i>key</i></td><td>A string whose value is the key in the system registry you want to delete or whose value you want to delete. To uniquely identify a key, specify the list of parent keys above it in the hierarchy, starting with the root key. The keys in the list are separated by backslashes.</td></tr> <tr> <td style="text-align: center;"><i>valuename</i></td><td>A string containing the name of a value in the registry. If the specified key does not have a subkey, specifying an empty string deletes the key and its named values.</td></tr> </tbody> </table>	Argument	Description	<i>key</i>	A string whose value is the key in the system registry you want to delete or whose value you want to delete. To uniquely identify a key, specify the list of parent keys above it in the hierarchy, starting with the root key. The keys in the list are separated by backslashes.	<i>valuename</i>	A string containing the name of a value in the registry. If the specified key does not have a subkey, specifying an empty string deletes the key and its named values.
Argument	Description						
<i>key</i>	A string whose value is the key in the system registry you want to delete or whose value you want to delete. To uniquely identify a key, specify the list of parent keys above it in the hierarchy, starting with the root key. The keys in the list are separated by backslashes.						
<i>valuename</i>	A string containing the name of a value in the registry. If the specified key does not have a subkey, specifying an empty string deletes the key and its named values.						
Return value	Integer. Returns 1 if it succeeds and -1 if an error occurs.						
Usage	For more information about entries in the system registry, see RegistrySet.						

Examples

This statement deletes the value name Title and its associated value from the registry. The key is not deleted:

```
RegistryDelete( &
    "HKEY_LOCAL_MACHINE\Software\MyApp.Settings\Fonts", &
    "Title")
```

See also

RegistryGet
RegistryKeys
RegistrySet
RegistryValues

RegistryGet

Description

Gets a value from the Windows system registry.

Syntax

RegistryGet (*key*, *valuename*, { *valuetype* }, *valuevariable*)

Argument	Description
<i>key</i>	A string whose value names the key in the system registry whose value you want. To uniquely identify a key, specify the list of parent keys above it in the hierarchy, starting with the root key. The keys in the list are separated by backslashes.
<i>valuename</i>	A string containing the name of a value in the registry. Each key can have one unnamed value and several named values. For the unnamed value, specify an empty string.
<i>valuetype</i>	A value of the RegistryValueType enumerated datatype identifying the datatype of a value in the registry. Values are: <ul style="list-style-type: none">• RegString! – A null-terminated string• RegExpandString! – A null-terminated string that contains unexpanded references to environment variables• RegBinary! – Binary data• ReguLong! – A 32-bit number• ReguLongBigEndian! – A 32-bit number• RegLink! – A Unicode symbolic link• RegMultiString! – An unbounded array of strings
<i>valuevariable</i>	A variable corresponding to the datatype of <i>valuetype</i> in which you want to store the value obtained from the system registry for the specified key and value name.

Return value	Integer. Returns 1 if it succeeds and -1 if an error occurs. An error is returned if the datatype of <i>valuevariable</i> does not correspond to the datatype specified in <i>valuetype</i> .
Usage	Long string values (more than 2048 bytes) should be stored as files and the file name stored in the registry. For more information about keys and value names in the system registry, see RegistrySet.
Examples	This statement obtains the value for the name Title and stores it in the string <i>ls_titlefont</i> :

```
string ls_titlefont
RegistryGet( &
    "HKEY_LOCAL_MACHINE\Software\MyApp.Settings\Fonts", &
    "Title", RegString!, ls_titlefont)
```

This statement obtains the value for the name NameOfEntryNum and stores it in the long *ul_num*:

```
ulong ul_num
RegistryGet("HKEY_USERS\MyApp.Settings\Fonts", &
    "NameOfEntryNum", RegULong!, ul_num)
```

See also	RegistryDelete RegistryKeys RegistrySet RegistryValues
----------	---

RegistryKeys

Description Obtains a list of the keys that are child items (subkeys) one level below a key in the Windows system registry.

Syntax **RegistryKeys** (*key*, *subkeys*)

Argument	Description
<i>key</i>	A string whose value names the key in the system registry whose subkeys you want. To uniquely identify a key, specify the list of parent keys above it in the hierarchy, starting with the root key. The keys in the list are separated by backslashes.
<i>subkeys</i>	An array variable of strings in which you want to store the subkeys. If the array is variable size, its upper bound will reflect the number of subkeys found. If the array is fixed size, it must be large enough to hold all the subkeys. However, there will be no way to know how many subkeys were actually found.

Return value Integer. Returns 1 if it succeeds and -1 if an error occurs.

Usage For more information about entries in the system registry, see RegistrySet.

Examples This example obtains the subkeys associated with the key *HKEY_CLASSES_ROOT\MyApp*. The subkeys are stored in the variable-size array *ls_subkeylist*:

```
string ls_subkeylist []
integer li rtn
li rtn = RegistryKeys("HKEY_CLASSES_ROOT\MyApp", &
    ls_subkeylist)
IF li rtn = -1 THEN
    ... // Error processing
END IF
```

See also RegistryDelete
RegistryGet
RegistrySet
RegistryValues

RegistrySet

Description Sets the value for a key and value name in the system registry. If the key or value name does not exist, RegistrySet creates a new key or name and sets its value.

Syntax **RegistrySet** (*key*, *valuename*, *valuetype*, *value*)

Argument	Description
<i>key</i>	A string whose value names the key in the system registry whose value you want to set. To uniquely identify a key, specify the list of parent keys above it in the hierarchy, starting with the root key. The keys in the list are separated by backslashes. If <i>key</i> does not exist in the registry, RegistrySet creates a new key. To create a <i>key</i> without a named value, specify an empty string for <i>valuename</i> .
<i>valuename</i>	A string containing the name of a value in the registry. Each key may have several named values. To specify the unnamed value, specify an empty string. If <i>valuename</i> does not exist in the registry, RegistrySet causes a new name to be created for <i>key</i> .
<i>valuetype</i>	A value of the RegistryValueType enumerated datatype identifying the datatype of a value in the registry. Values are: <ul style="list-style-type: none"> • RegString! – A null-terminated string • RegExpandString! – A null-terminated string that contains unexpanded references to environment variables • RegBinary! – Binary data • ReguLong! – A 32-bit number • ReguLongBigEndian! – A 32-bit number • RegLink! – A Unicode symbolic link • RegMultiString! – An unbounded array of strings
<i>value</i>	A variable corresponding to the datatype of <i>valuetype</i> containing a value to be set in the registry.

Return value Integer. Returns 1 if it succeeds and -1 if an error occurs. An error is returned if the datatype of *valuevariable* does not correspond to the datatype specified in *valuetype*.

Usage Long string values (more than 2048 bytes) should be stored as files and the file name stored in the registry.

Item	Description
Key	<p>An element in the registry. A key is part of a tree of keys, descending from one of the predefined root keys. Each key is a subkey or child of the parent key above it in the hierarchy.</p> <p>There are four root strings:</p> <ul style="list-style-type: none"> • HKEY_CLASSES_ROOT • HKEY_LOCAL_MACHINE • HKEY_USERS • HKEY_CURRENT_USER <p>A key is uniquely identified by the list of parent keys above it. The keys in the list are separated by slashes, as shown in these examples:</p> <pre>HKEY_CLASSES_ROOT\Sybase.Application HKEY_USERS\MyApp\Display\Fonts</pre>
Value name	The name of a value belonging to the key. A key can have one unnamed value and one or more named values.
Value type	A value identifying the datatype of a value in the registry.
Value	A value associated with a value name or an unnamed value. Several string, numeric, and binary datatypes are supported by the registry.

Examples

This example sets a value for the key Fonts and the value name Title:

```
RegistrySet( &
    "HKEY_LOCAL_MACHINE\Software\MyApp\Fonts", &
    "Title", RegString!, sle_font.Text)
```

This statement sets a value for the key Fonts and the value name NameOfEntryNum:

```
ulong ul_num
RegistrySet( &
    "HKEY_USERS\MyApp.Settings\Fonts", &
    "NameOfEntryNum", RegULong!, ul_num)
```

See also

RegistryDelete
 RegistryGet
 RegistryKeys
 RegistryValues

RegistryValues

Description

Obtains the list of named values associated with a key.

Syntax

RegistryValues (*key*, *valuename*)

Argument	Description
<i>key</i>	A string whose value is the key in the system registry for which you want the values of its subkeys. To uniquely identify a key, specify the list of parent keys above it in the hierarchy, starting with the root key. The keys in the list are separated by backslashes.
<i>valuename</i>	An array variable of strings in which you want to store the names. If the array is variable size, its upper bound will reflect the number of named values found. If the array is fixed size, it must be large enough to hold all the names. However, there will be no way to know how many names were actually found.

Return value

Integer. Returns 1 if it succeeds and -1 if an error occurs.

Usage

For more information about entries in the system registry, see RegistrySet.

Examples

This example gets the value names associated with the key Fonts and stores them in the array *ls_valuearray*:

```
string ls_valuearray []
RegistryValues( &
    "HKEY_LOCAL_MACHINE\Software\MyApp.Settings\Fonts", &
    ls_valuearray)
```

See also

RegistryDelete
RegistryGet
RegistryKeys
RegistrySet

RelativeDate

Description Obtains the date that occurs a specified number of days after or before another date.

Syntax **RelativeDate (date, n)**

Argument	Description
<i>date</i>	A value of type date
<i>n</i>	An integer indicating a number of days

Return value Date. Returns the date that occurs *n* days after *date* if *n* is greater than 0. Returns the date that occurs *n* days before *date* if *n* is less than 0. If any argument's value is null, RelativeDate returns null.

Examples This statement returns 2006-02-10:

```
RelativeDate (2006-01-31, 10)
```

This statement returns 2006-01-21:

```
RelativeDate (2006-01-31, - 10)
```

See also DaysAfter
RelativeDate method for DataWindows in the *DataWindow Reference* or the online Help

RelativeTime

Description Obtains a time that occurs a specified number of seconds after or before another time within a 24-hour period.

Syntax **RelativeTime (time, n)**

Argument	Description
<i>time</i>	A value of type time
<i>n</i>	A long number of seconds

Return value Time. Returns the time that occurs *n* seconds after *time* if *n* is greater than 0. Returns the time that occurs *n* seconds before *time* if *n* is less than 0. The maximum return value is 23:59:59. If any argument's value is null, RelativeTime returns null.

Usage	All PowerBuilder functions except RelativeTime use the Windows API to process dates and times, so in most instances processing of Daylight Savings Time (DST) is dependent on the operating system. However, the RelativeTime function is not DST-aware and therefore may return an incorrect time in a region that is using DST.
Examples	This statement returns 19:01:41: <code>RelativeTime(19:01:31, 10)</code>
	This statement returns 19:01:21: <code>RelativeTime(19:01:31, - 10)</code>
See also	SecondsAfter, RelativeTime method for DataWindows in the <i>DataWindow Reference</i> or the online Help

ReleaseAutomationNativePointer

Description	Releases the pointer to an OLE object that you got with GetAutomationNativePointer.						
Applies to	OLEObject						
Syntax	<code>oleobject.ReleaseAutomationNativePointer (pointer)</code>						
	<table border="1"> <thead> <tr> <th>Argument</th> <th>Description</th> </tr> </thead> <tbody> <tr> <td><i>oleobject</i></td> <td>The name of an OLEObject variable containing the object for which you want to release the native pointer.</td></tr> <tr> <td><i>pointer</i></td> <td>A UnsignedLong variable that holds the pointer you want to release. ReleaseAutomationNativePointer sets <i>pointer</i> to 0 so that it is clearly no longer a valid pointer.</td></tr> </tbody> </table>	Argument	Description	<i>oleobject</i>	The name of an OLEObject variable containing the object for which you want to release the native pointer.	<i>pointer</i>	A UnsignedLong variable that holds the pointer you want to release. ReleaseAutomationNativePointer sets <i>pointer</i> to 0 so that it is clearly no longer a valid pointer.
Argument	Description						
<i>oleobject</i>	The name of an OLEObject variable containing the object for which you want to release the native pointer.						
<i>pointer</i>	A UnsignedLong variable that holds the pointer you want to release. ReleaseAutomationNativePointer sets <i>pointer</i> to 0 so that it is clearly no longer a valid pointer.						
Return value	Integer. Returns 0 if it succeeds and -1 if an error occurs.						
Usage	<i>Pointer</i> is a pointer to OLE's IUnknown interface. You can use IUnknown::QueryInterface to get other interface pointers. When you call GetAutomationNativePointer, PowerBuilder calls OLE's AddRef function, which locks the pointer. You can release the pointer in your DLL function or in a PowerBuilder script with the ReleaseAutomationNativePointer function.						
Examples	See GetAutomationNativePointer.						
See also	GetAutomationNativePointer, GetNativePointer, ReleaseNativePointer						

ReleaseNativePointer

Description Releases the pointer to an OLE object that you got with GetNativePointer.

Applies to OLE controls and OLE custom controls

Syntax ***olename*.ReleaseNativePointer (*pointer*)**

Argument	Description
<i>olename</i>	The name of the OLE control containing the object for which you want the native pointer.
<i>pointer</i>	A UnsignedLong variable that holds the pointer you want to release. ReleaseNativePointer sets <i>pointer</i> to 0 so that it is clearly no longer a valid pointer.

Return value Integer. Returns 0 if it succeeds and -1 if an error occurs.

Usage *Pointer* is a pointer to OLE's IUnknown interface. You can use IUnknown::QueryInterface to get other interface pointers.

When you call GetNativePointer, PowerBuilder calls OLE's AddRef function, which locks the pointer. You can release the pointer in your DLL function or in a PowerBuilder script with the ReleaseNativePointer function.

Examples See GetNativePointer.

See also GetAutomationNativePointer

 GetNativePointer

 ReleaseAutomationNativePointer

RemoveDirectory

Description	Removes a directory.
Syntax	RemoveDirectory (<i>directoryname</i>)
Argument	Description
<i>directoryname</i>	String for the name of the directory you want to remove. If you do not specify an absolute path, this function deletes relative to the current working directory.
Return value	Integer. Returns 1 if the function succeeds and -1 if an error occurs.
Usage	The directory must be empty and must not be the current directory for this function to succeed.
Examples	<p>This example removes a subdirectory from the current directory:</p> <pre>string ls_path="my targets" integer li_filenum li_filenum = RemoveDirectory (ls_path) If li_filename <> 1 then MessageBox("Remove directory failed", & + "Check that the directory exists, is empty, and " & + "is not the current directory") else MessageBox("Success", "Directory " + ls_path + & " deleted") end if</pre>
See also	DirectoryExists GetCurrentDirectory

Repair

Description Updates the target database with corrections that have been made in the pipeline user object's Error DataWindow.

Applies to Pipeline objects

Syntax `pipelineobject.Repair(destinationtrans)`

Argument	Description
<code>pipelineobject</code>	The name of a pipeline user object that contains the pipeline object being executed
<code>destinationtrans</code>	The name of a transaction object with which to connect to the target database

Return value Integer. Returns 1 if it succeeds and a negative number if an error occurs. Error values are:

- 5 Missing connection
- 9 Fatal SQL error in destination
- 10 Maximum number of errors exceeded
- 11 Invalid window handle
- 12 Bad table syntax
- 15 Pipe already in progress
- 17 Error in destination database
- 18 Destination database is read-only

If any argument's value is null, Repair returns null.

Usage When errors have occurred during a pipeline data transfer, Start populates its pipeline-error DataWindow control with the rows that caused the errors. The user or a script can then make corrections to the data. The Repair function is usually associated with a CommandButton that the user can click after correcting data in the pipeline-error DataWindow.

If errors occur again, the rows that are in error remain in the pipeline-error DataWindow. The user can correct the data again and click the button that calls Repair.

Examples This statement connects to the destination database using the transaction instance variable `i_dst`. It then updates the database with the corrections made in the Error DataWindow for pipeline `i_pipe`:

```
i_pipe.Repair(i_dst)
```

See also [Cancel](#)
[Repair](#)
[Start](#)

Replace

Description

Replaces a portion of one string with another.

Syntax

Replace (*string1*, *start*, *n*, *string2*)

Argument	Description
<i>string1</i>	The string in which you want to replace characters with <i>string2</i> .
<i>start</i>	A long whose value is the number of the first character you want replaced. (The first character in the string is number 1.)
<i>n</i>	A long whose value is the number of characters you want to replace.
<i>string2</i>	The string that will replace characters in <i>string1</i> . The number of characters in <i>string2</i> can be greater than, equal to, or less than the number of characters you are replacing.

Return value

String. Returns the string with the characters replaced if it succeeds and the empty string if it fails. If any argument's value is null, Replace returns null.

Usage

If the start position is beyond the end of the string, Replace appends *string2* to *string1*. If there are fewer characters after the start position than specified in *n*, Replace replaces all the characters to the right of character *start*.

If *n* is zero, then, in effect, Replace inserts *string2* into *string1*.

Examples

These statements change the value of *Name* from Davis to Dave:

```
string Name
Name = "Davis"
Name = Replace(Name, 4, 2, "e")
```

This statement returns BABY RUTH:

```
Replace("BABE RUTH", 1, 4, "BABY")
```

This statement returns Closed for the Winter:

```
Replace("Closed for Vacation", 12, 8, "the Winter")
```

This statement returns ABZZZZEF:

```
Replace("ABCDEF", 3, 2, "ZZZZ")
```

This statement returns ABZZZZ:

```
Replace("ABCDEF", 3, 50, "ZZZZ")
```

This statement returns ABCDEFZZZZ:

```
Replace("ABCDEF", 50, 3, "ZZZZ")
```

These statements replace all occurrences of `red` within the string `mystring` with `green`. The original string is taken from the SingleLineEdit `sle_1` and the result becomes the new text of `sle_1`:

```
long start_pos=1
string old_str, new_str, mystring

mystring = sle_1.Text
old_str = "red"
new_str = "green"

// Find the first occurrence of old_str.
start_pos = Pos(mystring, old_str, start_pos)

// Only enter the loop if you find old_str.
DO WHILE start_pos > 0

    // Replace old_str with new_str.
    mystring = Replace(mystring, start_pos, &
        Len(old_str), new_str)
    // Find the next occurrence of old_str.
    start_pos = Pos(mystring, old_str, &
        start_pos+Len(new_str))
LOOP

sle_1.Text = mystring
```

See also

Replace method for DataWindows in the *DataWindow Reference* or the online Help

ReplaceA

Description	Temporarily converts a string to DBCS based on the current locale, then replaces a portion of one string with another.										
Syntax	ReplaceA (<i>string1</i> , <i>start</i> , <i>n</i> , <i>string2</i>)										
	<table border="1"> <thead> <tr> <th>Argument</th><th>Description</th></tr> </thead> <tbody> <tr> <td><i>string1</i></td><td>The string containing characters you want to replace.</td></tr> <tr> <td><i>start</i></td><td>A long whose value is the position in bytes of the first character you want to replace in <i>string1</i>.</td></tr> <tr> <td><i>n</i></td><td>A long whose value is the number of bytes you want to replace in <i>string1</i>.</td></tr> <tr> <td><i>string2</i></td><td>The string that will replace characters in <i>string1</i>. The number of characters in <i>string2</i> can be greater than, equal to, or less than the number of characters you are replacing.</td></tr> </tbody> </table>	Argument	Description	<i>string1</i>	The string containing characters you want to replace.	<i>start</i>	A long whose value is the position in bytes of the first character you want to replace in <i>string1</i> .	<i>n</i>	A long whose value is the number of bytes you want to replace in <i>string1</i> .	<i>string2</i>	The string that will replace characters in <i>string1</i> . The number of characters in <i>string2</i> can be greater than, equal to, or less than the number of characters you are replacing.
Argument	Description										
<i>string1</i>	The string containing characters you want to replace.										
<i>start</i>	A long whose value is the position in bytes of the first character you want to replace in <i>string1</i> .										
<i>n</i>	A long whose value is the number of bytes you want to replace in <i>string1</i> .										
<i>string2</i>	The string that will replace characters in <i>string1</i> . The number of characters in <i>string2</i> can be greater than, equal to, or less than the number of characters you are replacing.										
Return value	String. Returns the string with the characters replaced if it succeeds and the empty string if it fails. If any argument's value is null, ReplaceA returns null.										
Usage	<p>ReplaceA replaces the functionality that Replace had in DBCS environments in PowerBuilder 9. ReplaceA replaces a string by number of bytes, whereas Replace replaces a string by number of characters in both SBCS and DBCS environments. ReplaceA also specifies the starting position of the string to be replaced by number of bytes, whereas Replace specifies the starting position by number of characters.</p> <p>In SBCS environments, Replace, ReplaceW, and ReplaceA return the same results.</p>										

ReplaceText

Description	Replaces selected text in an edit control with a specified string.						
Applies to	DataWindow, EditMask, InkeEdit, MultiLineEdit, SingleLineEdit, RichTextEdit, DropDownListBox, and DropDownListPictureListBox controls						
Syntax	<code>editname.ReplaceText (string)</code>						
	<table border="1"> <thead> <tr> <th>Argument</th><th>Description</th></tr> </thead> <tbody> <tr> <td><i>editname</i></td><td>The name of the DataWindow, EditMask, InkeEdit, MultiLineEdit, SingleLineEdit, RichTextEdit, DropDownListBox, or DropDownListPictureListBox control in which you want to replace the selected string. In a DataWindow control, the text is replaced in the edit control over the current row and column.</td></tr> <tr> <td><i>string</i></td><td>The string that replaces the selected text.</td></tr> </tbody> </table>	Argument	Description	<i>editname</i>	The name of the DataWindow, EditMask, InkeEdit, MultiLineEdit, SingleLineEdit, RichTextEdit, DropDownListBox, or DropDownListPictureListBox control in which you want to replace the selected string. In a DataWindow control, the text is replaced in the edit control over the current row and column.	<i>string</i>	The string that replaces the selected text.
Argument	Description						
<i>editname</i>	The name of the DataWindow, EditMask, InkeEdit, MultiLineEdit, SingleLineEdit, RichTextEdit, DropDownListBox, or DropDownListPictureListBox control in which you want to replace the selected string. In a DataWindow control, the text is replaced in the edit control over the current row and column.						
<i>string</i>	The string that replaces the selected text.						
Return value	<p>Integer for DataWindow, InkeEdit, and list boxes, Long for other controls.</p> <p>For InkeEdit, returns 1 for success and -1 if an error occurs. For other controls, returns the number of characters in <i>string</i> and -1 if an error occurs. If any argument's value is null, ReplaceText returns null.</p>						
Usage	<p>If there is no selection, ReplaceText inserts the replacement text at the cursor position.</p> <p>In a RichTextEdit control, the selection can include pictures.</p>						
	<p>Other ways to replace text To use the contents of the clipboard as the replacement text, call the Paste function, instead of ReplaceText.</p> <p>To replace text in a string, rather than a control, use the Replace function.</p>						
Examples	<p>If the MultiLineEdit <i>mle_Comment</i> contains Offer Good for 3 Months and the selected text is 3 Months, this statement replaces 3 Months with 60 Days and returns 7. The resulting value of <i>mle_Comment</i> is Offer Good for 60 Days:</p> <pre><code>mle_Comment.ReplaceText ("60 Days")</code></pre> <p>If there is no selected text, this statement inserts "Draft" at the cursor position in the SingleLineEdit <i>sle_Comment3</i>:</p> <pre><code>sle_Comment3.ReplaceText ("Draft")</code></pre>						
See also	Copy, Cut, Paste						

ReplaceW

Description	Replaces a portion of one string with another. This function is obsolete. It has the same behavior as Replace in all environments.
Syntax	ReplaceW (<i>string1</i> , <i>start</i> , <i>n</i> , <i>string2</i>)

Reset

Clears data from a control or object. The syntax you choose depends on the target object.

For syntax for DataWindows and DataStores see the Reset method for DataWindows in the *DataWindow Reference* or the online Help.

To	Use
Delete all items from a list	Syntax 1
Delete all the data (and optionally the series and categories) from a graph	Syntax 2
Return to the beginning of a trace file	Syntax 3

Syntax 1

Description	Deletes all the items from a list.
Applies to	ListBox, DropDownListBox, PictureListBox, and DropDownPictureListBox controls
Syntax	<i>listboxname</i> .Reset ()

Argument	Description
<i>listboxname</i>	The name of the ListBox control from which to delete all items

Return value	Integer. Returns 1 if it succeeds and -1 if an error occurs. If <i>listboxname</i> is null, Reset returns null. The return value is usually not used.
--------------	---

Examples	This statement deletes all items in the ListBox portion of dd1b_Actions:
----------	--

```
dd1b_Actions.Reset()
```

See also	DeleteItem
----------	------------

Syntax 2

Description

For graphs

Deletes the data, the categories, or the series from a graph.

Applies to

Graph controls in windows and user objects and graphs within a DataWindow object with an external data source.

Does not apply to other graphs within DataWindow objects because their data comes directly from the DataWindow.

Syntax

`controlname.Reset (graphresettype)`

Argument	Description
<i>controlname</i>	The name of the graph object in which you want to delete all the data values or all series and all data values
<i>graphresettype</i>	A value of the grResetType enumerated datatype specifying whether you want to delete only data values or all series and all data values: <ul style="list-style-type: none">• All! – Delete all series, categories, and data in <i>controlname</i>• Category! – Delete categories and data in <i>controlname</i>• Data! – Delete data in <i>controlname</i>• Series! – Delete the series and data in <i>controlname</i>

Return value

Integer. Returns 1 if it succeeds and -1 if an error occurs. If any argument's value is null, Reset returns null. The return value is usually not used.

Usage

Use Reset to clear the data in a graph before you add new data.

Examples

This statement deletes the series and data, but leaves the categories, in the graph gr_product_data:

`gr_product_data.Reset(Series!)`

See also

AddData

AddSeries

Syntax 3**For trace files**

Description	Goes back to the beginning of the trace file so you can begin rereading the file contents.				
Applies to	TraceFile objects				
Syntax	<i>instancename</i>.Reset ()				
	<table border="1" style="width: 100%; border-collapse: collapse;"> <thead> <tr> <th style="text-align: center; padding: 2px;">Argument</th><th style="text-align: center; padding: 2px;">Description</th></tr> </thead> <tbody> <tr> <td style="padding: 2px;"><i>instancename</i></td><td style="padding: 2px;">Instance name of the TraceFile object</td></tr> </tbody> </table>	Argument	Description	<i>instancename</i>	Instance name of the TraceFile object
Argument	Description				
<i>instancename</i>	Instance name of the TraceFile object				
Return value	ErrorReturn. Returns one of the following values: <ul style="list-style-type: none">• Success! – The function succeeded• FileNotOpenError! – The specified trace file has not been opened				
Usage	Use this function to return to the start of the open trace file and begin rereading the contents of the file. To use the Reset function, you must have previously opened the trace file with the Open function. You use the Reset and Open functions as well as the other properties and functions provided by the TraceFile object to access the contents of a trace file directly. You use these functions if you want to perform your own analysis of the tracing data instead of using the available modeling objects.				
Examples	This example returns execution to the start of the open trace file <i>ltf_file</i> so that the file's contents can be reread:				
	<pre style="font-family: monospace; font-size: 10pt; margin: 0;"> TraceFile ltf_file string ls_filename ltf_file = CREATE TraceFile ltf_file.Open(ls_filename) ... ltf_file.Reset(ls_filename) ... </pre>				
See also	Open NextActivity Close				

ResetArgElements

Description	Clears the argument list.
Applies to	Window ActiveX controls
Syntax	activexcontrol.ResetArgElements ()
Argument	Description
<i>activexcontrol</i>	Identifier for the instance of the PowerBuilder window ActiveX control. When used in HTML, this is the NAME attribute of the object element. When used in other environments, this references the control that contains the PowerBuilder window ActiveX.
Return value	Integer. Returns 1 if the function succeeds and -1 if an error occurs.
Usage	Call this function after calling InvokePBFunction or TriggerPBEEvent to clear the argument list. If you populate the argument list with SetArgElement , you should call this function to clear the argument list after using InvokePBFunction or TriggerPBEEvent to call an event or function with arguments.
Examples	This JavaScript example calls the ResetArgElements function: <pre>... retcd = PBRX1.TriggerPBEEvent(theEvent, numargs); rc = parseInt(PBRX1.GetLastReturn()); IF (rc != 1) { alert("Error. Empty string."); } PBRX1.ResetArgElements(); ... </pre>

This VBScript example calls the **ResetArgElements** function:

```
...
    retcd = PBRX1.TriggerPBEEvent(theEvent, numargs)
    rc = PBRX1.GetLastReturn()
    IF rc <> 1 THEN
        msgbox "Error. Empty string."
    END IF
    PBRX1.ResetArgElements()
...

```

See also

[GetLastReturn](#)
[InvokePBFunction](#)
[SetArgElement](#)
[TriggerPBEEvent](#)

ResetDataColors

Description Restores the color of a data point to the default color for its series.

Applies to Graph controls in windows and user objects, and graphs in DataWindow controls

Syntax

```
controlname.ResetDataColors ( { graphcontrol, } seriesnumber,
    datapointnumber )
```

Argument	Description
<i>controlname</i>	The name of the graph in which you want to reset the color of a data point, or the name of the DataWindow containing the graph
<i>graphcontrol</i> (DataWindow control only)	(Optional) A string whose value is the name of the graph in the DataWindow control in which you want to reset the color
<i>seriesnumber</i>	The number of the series in which you want to reset the color of a data point
<i>datapointnumber</i>	The number of the data point for which you want to reset the color

Return value Integer. Returns 1 if it succeeds and -1 if an error occurs. If any argument's value is null, ResetDataColors returns null.

Default color for data points

To set the color for a series, use SetSeriesStyle. The color you set for the series is the default color for all data points in the series.

Examples These statements change the color of data point 10 in the series named *Costs* in the graph *gr_product_data* to the color for the series:

```
SeriesNbr = gr_product_data.FinSeries("Costs")
gr_product_data.ResetDataColors(SeriesNbr, 10)
```

These statements change the color of data point 10 in the series named *Costs* in the graph *gr_comps* in the DataWindow control *dw_equip* to the color for the series:

```
SeriesNbr = dw_equipment.FindSeries("Costs")
dw_equip.ResetDataColors("gr_comps", SeriesNbr, 10)
```

See also

- GetDataStyle
- SeriesName
- GetSeriesStyle
- SetDataStyle
- SetSeriesStyle

ResetInk

Description	Clears ink from an InkPicture control.				
Applies to	InkPicture controls				
Syntax	<i>inkpicname</i> .ResetInk ()				
	<table border="1"> <thead> <tr> <th style="text-align: left;">Argument</th><th style="text-align: left;">Description</th></tr> </thead> <tbody> <tr> <td><i>inkpicname</i></td><td>The name of the InkPicture control from which you want to clear ink.</td></tr> </tbody> </table>	Argument	Description	<i>inkpicname</i>	The name of the InkPicture control from which you want to clear ink.
Argument	Description				
<i>inkpicname</i>	The name of the InkPicture control from which you want to clear ink.				
Return value	Integer. Returns 1 for success and -1 for failure.				
Usage	Use the ResetInk function to clear the ink from an InkPicture control.				
Examples	The following example clears the ink from an InkPicture control:				
	ip_1.ResetInk()				
See also	LoadInk LoadPicture ResetPicture SaveInk Save				

ResetPicture

Description	Clears a picture from an InkPicture control.				
Applies to	InkPicture controls				
Syntax	<i>inkpicname</i> .ResetPicture ()				
	<table border="1"> <thead> <tr> <th style="text-align: left;">Argument</th><th style="text-align: left;">Description</th></tr> </thead> <tbody> <tr> <td><i>inkpicname</i></td><td>The name of the InkPicture control from which you want to clear a picture.</td></tr> </tbody> </table>	Argument	Description	<i>inkpicname</i>	The name of the InkPicture control from which you want to clear a picture.
Argument	Description				
<i>inkpicname</i>	The name of the InkPicture control from which you want to clear a picture.				
Return value	Integer. Returns 1 for success and -1 for failure.				
Usage	Use the ResetInk function to clear the image from an InkPicture control.				
Examples	The following example clears the image from an InkPicture control:				
	ip_1.ResetPicture()				
See also	LoadInk , LoadPicture , ResetInk , SaveInk , Save				

Resize

Description	Resizes an object or control by setting its Width and Height properties and then redraws the object.								
Applies to	Any object, except a child DataWindow								
Syntax	<code>objectname.Resize (width, height)</code>								
	<table border="1"> <thead> <tr> <th>Argument</th><th>Description</th></tr> </thead> <tbody> <tr> <td><i>objectname</i></td><td>The name of the object or control you want to resize</td></tr> <tr> <td><i>width</i></td><td>The new width in PowerBuilder units</td></tr> <tr> <td><i>height</i></td><td>The new height in PowerBuilder units</td></tr> </tbody> </table>	Argument	Description	<i>objectname</i>	The name of the object or control you want to resize	<i>width</i>	The new width in PowerBuilder units	<i>height</i>	The new height in PowerBuilder units
Argument	Description								
<i>objectname</i>	The name of the object or control you want to resize								
<i>width</i>	The new width in PowerBuilder units								
<i>height</i>	The new height in PowerBuilder units								
Return value	Integer. Returns 1 if it succeeds and -1 if an error occurs or if <i>objectname</i> is a minimized or maximized window. If any argument's value is null, Resize returns null.								
Usage	<p>You cannot use Resize for a child DataWindow.</p> <p>Resize does not resize a minimized or maximized sheet or window. If the window is minimized or maximized, Resize returns -1.</p> <p>Equivalent syntax You can set object's Width and Height properties instead of calling the Resize function. However, the two statements cause PowerBuilder to redraw <i>objectname</i> twice; first with the new width, and then with the new width and height.</p> <pre> <i>objectname.Width = width</i> <i>objectname.Height = height</i> </pre> <p>The first two statements, although they redraw gb_box1 twice, achieve the same result as the third statement:</p> <pre> gb_box1.Width = 100 // These lines resize gb_box1.Height = 150 // gb_box1 to 100 x 150 gb_box1.Resize(100, 150)// So does this line </pre>								
Examples	This statement changes the Width and Height properties of gb_box1 and redraws gb_box1 with the new properties:								
	<code>gb_box1.Resize(100, 150)</code>								
	This statement doubles the width and height of the picture control p_1:								
	<code>p_1.Resize(p_1.Width*2, p_1.Height*2)</code>								

Resolve_Initial_References

Description Uses the CORBA naming service API to obtain the initial naming context for an EAServer component.

This function is used by PowerBuilder clients connecting to EAServer.

Applies to JaguarORB objects

Syntax **jaguarorb.Resolve_Initial_References (objstring, object)**

Argument	Description
<i>jaguarorb</i>	An instance of JaguarORB
<i>objstring</i>	A string that has the value "NameService"
<i>object</i>	A reference variable of type CORBAobject that will contain a reference to the COS naming service

Return value Long. Returns 0 if it succeeds and a negative number if an error occurs.

Usage If you want to use the Jaguar naming service API, you can use the Resolve_Initial_References function to obtain the initial naming context. However, this technique is not recommended because it requires use of a deprecated SessionManager::Factory create method. Most PowerBuilder clients do not need to use the CORBA naming service explicitly. Instead, they can rely on the name resolution that is performed automatically when they create EAServer component instances using the CreateInstance and Lookup functions of the Connection object.

You can also use the JaguarORB object's String_To_Object function to instantiate a proxy instance without using the CORBA naming service explicitly. For more information about connecting to EAServer using the JaguarORB object, see *Application Techniques*.

When you use the CORBA naming service, you need to generate proxies for the naming service interface and include these proxies in the library list for the client.

Examples The following example shows the use of the Resolve_Initial_References function to obtain an initial naming context. After obtaining the naming context, it uses the naming context's resolve method to obtain a reference to a Factory object for the component and then narrows that reference to the SessionManager's Factory interface.

The `resolve` method takes a name parameter, which is a sequence of `NameComponent` structures. Each `NameComponent` structure has an `id` attribute that identifies the component and a `kind` attribute that can be used to describe the component. In the example below, the name has only one component. The `create` method of the `Factory` object obtains proxies for the component. It returns a CORBA object reference that you can convert into a reference to the component's interface using the `_Narrow` function.

The `NamingContext` and `NameComponent` types used in the example are proxies imported from the `CosNaming` package in EA Server, and the `Factory` type is imported from the `SessionManager` package:

```
CORBAObject my_corbaobj
JaguarORB my_orb
NamingContext my_nc
NameComponent the_name []
Factory my_Factory
n_jagcomp my_jagcomp

my_orb = CREATE JaguarORB
// Enclose the name of the URL in single quotes
my_orb.init("ORBNameServiceURL='iiop://server1:2000'")

my_orb.Resolve_Initial_References("NameService", &
    my_corbaobj)
my_corbaobj._narrow(my_nc, &
    "omg.org/CosNaming/NamingContext")

the_name[1].id = "mypackage/n_jagcomp"
the_name[1].kind = ""

TRY
    my_corbaobj = my_nc.resolve(the_name)
    my_corbaobj._narrow(my_Factory, &
        "SessionManager/Factory")
    my_corbaobj = my_Factory.create("jagadmin", "")
    my_corbaobj._narrow(my_jagcomp, &
        "mypackage/n_jagcomp")
CATCH (Exception e)
    MessageBox("Exception Raised!", e.getMessage())
END TRY
my_jagcomp.getdata()
```

See also

[Init](#)
[_Narrow](#)
[String_To_Object](#)

RespondRemote

Description Sends a DDE message indicating whether the command or data received from a remote DDE application was acceptable.

Syntax **RespondRemote (boolean)**

Argument	Description
<i>boolean</i>	A boolean expression. true indicates that the previously received command or data was acceptable. false indicates that it was not.

Return value Integer. Returns 1 if it succeeds and -1 if an error occurs (for example, the function was called in wrong context). If *boolean* is null, RespondRemote returns null.

Usage You can use RespondRemote when the PowerBuilder application is the DDE server or DDE client application.

You usually call RespondRemote after these functions:

```
GetCommandDDE  
GetCommandDDEOrigin  
GetDataDDE  
GetDataDDEOrigin
```

For more information about PowerBuilder as a client, see OpenChannel and ExecRemote. For more information about PowerBuilder as a server, see StartServerDDE.

Examples In a script for the HotLinkAlarm event, these statements tell a remote application named Gateway that its data was successfully received:

```
String Applname, Topic, Item, Value  
GetDataDDEOrigin(Applname, Topic, Item)  
IF Applname = "Gateway" THEN  
    IF GetDataDDE(Value) = 1 THEN  
        RespondRemote(TRUE)  
    END IF  
END IF
```

See also GetCommandDDE
GetCommandDDEOrigin
GetDataDDE
GetDataDDEOrigin

Restart

Description	Stops the execution of all scripts, closes all windows (without executing the scripts for the Close events), commits and disconnects from the database, restarts the application, and executes the application-level script for the Open event.
Syntax	Restart ()
Return value	Integer. Returns 1 if it succeeds and -1 if it fails. The return value is usually not used.
Usage	You can use Restart in the application-level script for the Idle event to restart the application after a period of user inactivity, a typical behavior of kiosk applications.
Examples	In the application-level script for the Idle event, this statement restarts the application:
	Restart()
See also	HALT on page 137

ResumeTransaction

Description	Associates the EAServer transaction passed as an argument with the calling thread.						
Applies to	CORBACurrent objects						
Syntax	CORBACurrent.ResumeTransaction (<i>handletrans</i>)						
	<table border="1" style="width: 100%; border-collapse: collapse;"> <thead> <tr> <th style="text-align: left; padding: 2px;">Argument</th> <th style="text-align: left; padding: 2px;">Description</th> </tr> </thead> <tbody> <tr> <td style="padding: 2px;"><i>CORBACurrent</i></td> <td style="padding: 2px;">Reference to the CORBACurrent service instance</td></tr> <tr> <td style="padding: 2px;"><i>handletrans</i></td> <td style="padding: 2px;">An unsignedlong containing the handle of a suspended transaction</td></tr> </tbody> </table>	Argument	Description	<i>CORBACurrent</i>	Reference to the CORBACurrent service instance	<i>handletrans</i>	An unsignedlong containing the handle of a suspended transaction
Argument	Description						
<i>CORBACurrent</i>	Reference to the CORBACurrent service instance						
<i>handletrans</i>	An unsignedlong containing the handle of a suspended transaction						
Return value	<p>Integer. Returns 0 if it succeeds and one of the following negative values if an error occurs:</p> <ul style="list-style-type: none"> -1 Unknown failure -2 The transaction referred to by <i>handletrans</i> is no longer valid 						

Usage The `ResumeTransaction` function associates the transaction referred to by the `handletrans` argument with the calling thread. The argument is obtained from a call to `SuspendTransaction` and may refer to a transaction that was previously associated with the current thread or with a different thread in the same execution environment.

Caution

The `handletrans` argument *must* be obtained from the `SuspendTransaction` function. Using any other value as the argument to `ResumeTransaction` may have unpredictable results.

`ResumeTransaction` can be called by a client or a component that is marked as OTS style. must be using the two-phase commit transaction coordinator (OTS/XA).

Examples This example shows the use of the `ResumeTransaction` function to associate the calling thread with the transaction referred to by the `ll_handle` argument returned by `SuspendTransaction`:

```
// Instance variable:  
// CORBACurrent corbccurr  
integer li_rc  
unsignedlong ll_handle  
  
li_rc = this.GetContextService("CORBACurrent", &  
    corbccurr)  
li_rc = corbccurr.Init()  
li_rc = corbccurr.BeginTransaction()  
// do some transactional work  
ll_handle = corbccurr.SuspendTransaction()  
//do some non-transactional work  
li_rc = corbccurr.ResumeTransaction(ll_handle)  
// do some more transactional work  
li_rc = corbccurr.CommitTransaction()
```

See also [BeginTransaction](#)
[CommitTransaction](#)
[GetContextService](#)
[GetStatus](#)
[GetTransactionName](#)
[Init](#)
[RollbackOnly](#)
[RollbackTransaction](#)
[SetTimeout](#)
[SuspendTransaction](#)

Reverse

Description	Reverses the order of characters in a string.				
Syntax	Reverse (<i>string</i>)				
	<table><thead><tr><th>Argument</th><th>Description</th></tr></thead><tbody><tr><td><i>string</i></td><td>A string whose characters you want to reorder so that the last character is first and the first character is last</td></tr></tbody></table>	Argument	Description	<i>string</i>	A string whose characters you want to reorder so that the last character is first and the first character is last
Argument	Description				
<i>string</i>	A string whose characters you want to reorder so that the last character is first and the first character is last				
Return value	String. Returns a string with the characters of <i>string</i> in reversed order. Returns the empty string if it fails.				
Usage	Reverse is useful with the IsArabic and IsHebrew functions, which help you implement right-to-left character display when you are using a version of Windows that supports right-to-left languages.				
Examples	Under a version of Windows that supports right-to-left languages, this statement returns a string with the characters in reverse order from the characters entered in sle_name:				
	<pre>string ls_name ls_name = Reverse(sle_name.Text)</pre>				
See also	IsArabic IsHebrew				

RevertToSelf

Description Restores the security attributes for a COM object that is running on COM+ and impersonating the client.

Applies to TransactionServer objects

Syntax `transactionserver.RevertToSelf()`

Argument	Description
<code>transactionserver</code>	Reference to the TransactionServer service instance

Return value Integer. Returns 1 if it succeeds and -1 if an error occurs.

Usage COM objects running on COM+ can use the ImpersonateClient function to run in the client's security context so that the object has access to the same resources as the client. Use RevertToSelf to restore the object's security context.

Examples The following example creates an instance of the TransactionServer service and checks whether the COM object is currently running in the client's security context. If it is, it reverts to the object's security context:

```
TransactionServer txninfo_test
integer li_rc

li_rc = GetContextService( "TransactionServer",  &
                           txninfo_test )
IF  txninfo_test.IsImpersonating() THEN  &
    txninfo_test.RevertToSelf()
```

See also ImpersonateClient
IsCallerInRole
IsImpersonating
IsSecurityEnabled

RGB

Description Calculates the long value that represents the color specified by numeric values for the red, green, and blue components of the color.

Syntax **RGB** (*red*, *green*, *blue*)

Argument	Description
<i>red</i>	The integer value of the red component of the desired color
<i>green</i>	The integer value of the green component of the desired color
<i>blue</i>	The integer value of the blue component of the desired color

Return value Long. Returns the long that represents the color created by combining the values specified in red, green, and blue. If an error occurs, RGB returns -1. If any argument's value is null, RGB returns null.

Usage The formula for combining the colors is:

$$65536 * \text{Blue} + 256 * \text{Green} + \text{Red}$$

Use RGB to obtain the long value required to set the color for text and drawing objects. You can also set an object's color to the long value that represents the color. The RGB function provides an easy way to calculate that value.

About color values

The value of a component of a color is an integer between 0 and 255 that represents the amount of the color that is required to create the color you want. The lower the value, the darker the color; the higher the value, the lighter the color.

To determine the values for the components of a color (known as the RGB values), use the Edit Color Entry window. To access the Edit Color Entry window, select a color in the color bar at the bottom of the workspace and then double-click the selected color when it displays in the first box of the color bar.

The following table lists red, green, and blue values for the 16 standard colors.

Table 10-9: Red, green, and blue color values for use with RGB

Color	Red value	Green value	Blue value
Black	0	0	0
White	255	255	255
Light Gray	192	192	192
Dark Gray	128	128	128
Red	255	0	0
Dark Red	128	0	0
Green	0	255	0
Dark Green	0	128	0
Blue	0	0	255
Dark Blue	0	0	128
Magenta	255	0	255
Dark Magenta	128	0	128
Cyan	0	255	255
Dark Cyan	0	128	128
Yellow	255	255	0
Brown	128	128	0

Examples

This statement returns a long that represents black:

```
RGB(0, 0, 0)
```

This statement returns a long that represents white:

```
RGB(255, 255, 255)
```

These statements set the color properties of the StaticText st_title to be green letters on a dark magenta background:

```
st_title.TextColor = RGB(0, 255, 0)
st_title.BackColor = RGB(128, 0, 128)
```

See also

RGB method for DataWindows in the *DataWindow Reference* or the online Help

Right

Description	Obtains a specified number of characters from the end of a string.						
Syntax	Right (<i>string</i> , <i>n</i>)						
	<table border="1"> <thead> <tr> <th>Argument</th><th>Description</th></tr> </thead> <tbody> <tr> <td><i>string</i></td><td>The string from which you want characters returned</td></tr> <tr> <td><i>n</i></td><td>A long whose value is the number of characters you want returned from the right end of <i>string</i></td></tr> </tbody> </table>	Argument	Description	<i>string</i>	The string from which you want characters returned	<i>n</i>	A long whose value is the number of characters you want returned from the right end of <i>string</i>
Argument	Description						
<i>string</i>	The string from which you want characters returned						
<i>n</i>	A long whose value is the number of characters you want returned from the right end of <i>string</i>						
Return value	String. Returns the rightmost <i>n</i> characters in <i>string</i> if it succeeds and the empty string ("") if an error occurs. If any argument's value is null, Right returns null. If <i>n</i> is greater than or equal to the length of the string, Right returns the entire string. It does not add spaces to make the return value's length equal to <i>n</i> .						
Examples	<p>This statement returns RUTH:</p> <pre>Right("BABE RUTH", 4)</pre> <p>This statement returns BABE RUTH:</p> <pre>Right("BABE RUTH", 75)</pre>						
See also	Left, Mid, Pos, Right method for DataWindows in the <i>DataWindow Reference</i> or online Help						

RightA

Description	Temporarily converts a string from Unicode to DBCS based on the current locale, then returns the specified number of bytes from the end of the string.						
Syntax	RightA (<i>string</i> , <i>n</i>)						
	<table border="1"> <thead> <tr> <th>Argument</th><th>Description</th></tr> </thead> <tbody> <tr> <td><i>string</i></td><td>The string you want to search</td></tr> <tr> <td><i>n</i></td><td>A long whose value is the number of bytes you want returned from the right end of <i>string</i></td></tr> </tbody> </table>	Argument	Description	<i>string</i>	The string you want to search	<i>n</i>	A long whose value is the number of bytes you want returned from the right end of <i>string</i>
Argument	Description						
<i>string</i>	The string you want to search						
<i>n</i>	A long whose value is the number of bytes you want returned from the right end of <i>string</i>						
Return value	String. Returns the rightmost <i>n</i> characters in <i>string</i> if it succeeds and the empty string ("") if an error occurs. If any argument's value is null, RightA returns null. If <i>n</i> is greater than or equal to the length of the string, RightA returns the entire string. It does not add spaces to make the return value's length equal to <i>n</i> .						

Usage	RightA replaces Right in DBCS environments in PowerBuilder 9. In SBCS environments, Right, RightW, and RightA return the same results.
-------	--

RightW

Description	Obtains a specified number of characters from the end of a string. This function is obsolete. It has the same behavior as Right in all environments.
Syntax	RightW (<i>string</i> , <i>n</i>)

RightTrim

Description	Removes spaces from the end of a string.						
Syntax	RightTrim (<i>string</i> {, <i>removeallspaces</i> })						
	<table><thead><tr><th>Argument</th><th>Description</th></tr></thead><tbody><tr><td><i>string</i></td><td>The string you want returned with trailing blanks deleted</td></tr><tr><td><i>removeallspaces</i></td><td>A boolean indicating that all types of spaces should be deleted</td></tr></tbody></table>	Argument	Description	<i>string</i>	The string you want returned with trailing blanks deleted	<i>removeallspaces</i>	A boolean indicating that all types of spaces should be deleted
Argument	Description						
<i>string</i>	The string you want returned with trailing blanks deleted						
<i>removeallspaces</i>	A boolean indicating that all types of spaces should be deleted						
Return value	String. Returns a copy of <i>string</i> with trailing blanks deleted if it succeeds and the empty string ("") if an error occurs. If any argument's value is null, RightTrim returns null.						
Usage	If you do not include the optional <i>removeallspaces</i> argument or its value is false, only the space character (U+0020) is removed from the string. If the <i>removeallspaces</i> argument is set to true, all types of space characters are removed. See LeftTrim for a list of space characters.						
Examples	This statement returns RUTH if all the trailing blanks are space characters: RightTrim ("RUTH ") This statement returns RUTH if the trailing blanks include other types of white space characters: RightTrim ("RUTH ", true)						
See also	LeftTrim, Trim, RightTrim method for DataWindows in the <i>DataWindow Reference</i> or the online Help						

RightTrimW

Description	Removes spaces from the end of a string. This function is obsolete. It has the same behavior as RightTrim in all environments.
Syntax	RightTrimW (string)

RollbackOnly

Description	Modifies an EAServer transaction associated with a calling thread so that the only possible outcome is to roll back the transaction.				
Applies to	CORBACurrent objects				
Syntax	CORBACurrent.R rollbackOnly ()				
	<table><thead><tr><th style="text-align: center;">Argument</th><th style="text-align: center;">Description</th></tr></thead><tbody><tr><td style="text-align: center;"><i>CORBACurrent</i></td><td>Reference to the CORBACurrent service instance</td></tr></tbody></table>	Argument	Description	<i>CORBACurrent</i>	Reference to the CORBACurrent service instance
Argument	Description				
<i>CORBACurrent</i>	Reference to the CORBACurrent service instance				
Return value	<p>Integer. Returns 0 if it succeeds and one of the following negative values if an error occurs:</p> <ul style="list-style-type: none">-1 Failed for unknown reason-2 No transaction is associated with the calling thread				
Usage	<p>RollbackTransaction is typically called by the originator of the transaction. Another participant in a client- or OTS style transaction can call RollbackOnly to vote that the transaction should be rolled back.</p> <p>RollbackOnly can be called by a client or a component that is marked as OTS style. EAServer must be using the two-phase commit transaction coordinator (OTS/XA).</p>				

Examples

In this example, a participant in a transaction has determined that it should be rolled back. It creates and initializes an instance of the CORBACurrent service object and votes to roll back the transaction:

```
// Instance variable:  
// CORBACurrent corbccurr  
int li_rc  
  
li_rc = this.GetContextService("CORBACurrent", &  
    corbccurr)  
IF li_rc <> 1 THEN  
    // handle the error  
END IF  
  
li_rc = corbccurr.Init()  
IF li_rc <> 0 THEN  
    // handle the error  
ELSE  
    corbccurr.RollbackOnly()  
END IF
```

See also

[BeginTransaction](#)
[CommitTransaction](#)
[GetContextService](#)
[GetStatus](#)
[GetTransactionName](#)
[Init](#)
[ResumeTransaction](#)
[RollbackTransaction](#)
[SetTimeout](#)
[SuspendTransaction](#)

RollbackTransaction

Description	Rolls back the EAServer transaction associated with the calling thread.				
Applies to	CORBACurrent objects				
Syntax	CORBACurrent.R rollbackTransaction ()				
	<table border="1"> <thead> <tr> <th style="text-align: center;">Argument</th> <th style="text-align: center;">Description</th> </tr> </thead> <tbody> <tr> <td style="text-align: center;"><i>CORBACurrent</i></td><td>Reference to the CORBACurrent service instance</td></tr> </tbody> </table>	Argument	Description	<i>CORBACurrent</i>	Reference to the CORBACurrent service instance
Argument	Description				
<i>CORBACurrent</i>	Reference to the CORBACurrent service instance				
Return value	<p>Integer. Returns 0 if it succeeds and one of the following negative values if an error occurs:</p> <ul style="list-style-type: none"> -1 Failed for unknown reason -2 No transaction is associated with the calling thread -3 The calling thread does not have permission to commit the transaction -4 The HeuristicCommit exception was raised 				
Usage	<p>The RollbackTransaction function rolls back the transaction associated with the calling thread. The call fails if the HeuristicCommit exception is raised. Heuristic decisions are usually made when normal processing cannot continue, such as when a communications failure occurs. The HeuristicCommit exception is raised when all relevant updates have been committed.</p> <p>RollbackTransaction can be called by a client or a component that is marked as OTS style. EAServer must be using the two-phase commit transaction coordinator (OTS/XA).</p>				
Examples	<p>This example shows the use of RollbackTransaction to roll back a transaction when an update does not succeed:</p> <pre> // Instance variables: // CORBACurrent corbccurr int li_rc1, li_rc2 long ll_rc this.GetContextService("CORBACurrent", corbccurr) li_rc1 = corbccurr.Init() IF li_rc1 <> 1 THEN // handle the error ELSE ll_rc = CreateInstance(mycomp) // invoke methods on the instantiated component // test return values and roll back // if unsatisfactory </pre>				

```
IF li_rc2 = 1 THEN
    corbcurr.CommitTransaction()
ELSE
    corbcurr.RollbackTransaction()
END IF
END IF
```

See also

BeginTransaction, CommitTransaction, GetContextService, GetStatus, GetTransactionName, Init, ResumeTransaction, RollbackOnly, SetTimeout, SuspendTransaction

Round

Description

Rounds a number to the specified number of decimal places.

Syntax

Round (*x, n*)

Argument	Description
<i>x</i>	The number you want to round.
<i>n</i>	The number of decimal places to which you want to round <i>x</i> . Valid values are 0 through 30.

Return value

Decimal. Returns *x* rounded to the specified number of decimal places if it succeeds, and null if it fails or if any argument's value is null.

Examples

This statement returns 9.62:

Round (9.624, 2)

This statement returns 9.63:

Round (9.625, 2)

This statement returns 9.600:

Round (9.6, 3)

This statement returns -9.63:

Round (-9.625, 2)

This statement returns null:

Round (-9.625, -1)

See also

Ceiling, Int, Truncate, Round method for DataWindows in the *DataWindow Reference* or the online Help

RoutineList

Description	Provides a list of the routines included in a performance analysis model.						
Applies to	ProfileClass and Profiling objects						
Syntax	<i>instancename.RoutineList (list)</i>						
	<table border="1"> <thead> <tr> <th>Argument</th><th>Description</th></tr> </thead> <tbody> <tr> <td><i>instancename</i></td><td>Instance name of the ProfileClass or Profiling object.</td></tr> <tr> <td><i>list</i></td><td>An unbounded array variable of datatype ProfileRoutine in which RoutineList stores a ProfileRoutine object for each routine that exists in the model within a class. This argument is passed by reference.</td></tr> </tbody> </table>	Argument	Description	<i>instancename</i>	Instance name of the ProfileClass or Profiling object.	<i>list</i>	An unbounded array variable of datatype ProfileRoutine in which RoutineList stores a ProfileRoutine object for each routine that exists in the model within a class. This argument is passed by reference.
Argument	Description						
<i>instancename</i>	Instance name of the ProfileClass or Profiling object.						
<i>list</i>	An unbounded array variable of datatype ProfileRoutine in which RoutineList stores a ProfileRoutine object for each routine that exists in the model within a class. This argument is passed by reference.						
Return value	<p>ErrorReturn. Returns one of the following values:</p> <ul style="list-style-type: none"> • Success! – The function succeeded • ModelNotExistError! – No model exists 						
Usage	<p>Use this function to extract a list of the routines included in the performance analysis model in a particular class. You must have previously created the performance analysis model from a trace file using the BuildModel function. Each routine is defined as a ProfileRoutine object and provides the time spent in the routine, any called routines, the number of times each routine was called, and the class to which the routine belongs. The routines are listed in no particular order.</p> <p>Object creation and destruction for a class are each indicated by a routine in this list as well as by embedded SQL statements.</p>						
Examples	<p>This example lists the routines included in each class found in a performance analysis model:</p> <pre> Long ll_cnt ProfileCall lproc_call [] lpro_model.BuildModel() lpro_model.RoutineList(iprot_list) ... </pre>						
See also	ClassList						

Run

Description	Runs the specified application program.						
Syntax	Run (<i>string</i> {, <i>windowstate</i> })						
	<table><thead><tr><th>Argument</th><th>Description</th></tr></thead><tbody><tr><td><i>string</i></td><td>A string whose value is the file name of the program you want to execute. Optionally, <i>string</i> can contain one or more parameters for the program.</td></tr><tr><td><i>windowstate</i> (optional)</td><td>A value of the WindowState enumerated datatype indicating the state in which you want to run the program:<ul style="list-style-type: none">• Maximized! – Maximized; enlarge the program window to its maximum size when it starts• Minimized! – Minimized; shrink the program window to an icon when it starts• Normal! – (Default) Run the program window in its normal size</td></tr></tbody></table>	Argument	Description	<i>string</i>	A string whose value is the file name of the program you want to execute. Optionally, <i>string</i> can contain one or more parameters for the program.	<i>windowstate</i> (optional)	A value of the WindowState enumerated datatype indicating the state in which you want to run the program: <ul style="list-style-type: none">• Maximized! – Maximized; enlarge the program window to its maximum size when it starts• Minimized! – Minimized; shrink the program window to an icon when it starts• Normal! – (Default) Run the program window in its normal size
Argument	Description						
<i>string</i>	A string whose value is the file name of the program you want to execute. Optionally, <i>string</i> can contain one or more parameters for the program.						
<i>windowstate</i> (optional)	A value of the WindowState enumerated datatype indicating the state in which you want to run the program: <ul style="list-style-type: none">• Maximized! – Maximized; enlarge the program window to its maximum size when it starts• Minimized! – Minimized; shrink the program window to an icon when it starts• Normal! – (Default) Run the program window in its normal size						
Return value	Integer. Returns 1 if it is successful and -1 if an error occurs. If any argument's value is null, Run returns null.						
Usage	<p>You can use Run for any program that you can run from the operating system. If you do not specify parameters, Run opens the application and displays the first application window. If you specify <i>windowstate</i>, the application window is displayed in the specified state.</p> <p>If you specify parameters, the application determines the meaning of those parameters. A typical use is to identify a data file to be opened when the program is executed. If you are running another PowerBuilder application, that application can call the CommandParm function to retrieve the parameters and process them as it sees fit.</p> <p>If the file extension is omitted from the file name, PowerBuilder assumes the extension is <i>.EXE</i>. To run a program with another extension (for example, <i>.BAT</i>, <i>.COM</i>, or <i>.PIF</i>), you must specify the extension.</p>						

Examples

This statement runs the Microsoft Windows Clock accessory application in its normal size:

```
Run ("Clock")
```

This statement runs the Microsoft Windows Clock accessory application minimized:

```
Run ("Clock", Minimized!)
```

This statement runs the program *WINNER.COM* on the C drive in a maximized state. The parameter passed to *WINNER.COM* opens the file *EMPLOYEE.INF*:

```
Run ("C:\WINNER.COM EMPLOYEE.INF", Maximized!)
```

This example runs the DOS batch file *MYBATCH.BAT* and passes the parameter *TEST* to the batch file. In the batch file, you include percent substitution characters in the commands to indicate where the parameter is used:

```
Run ("MYBATCH.BAT TEST")
```

In the batch file the following statement renames *FILE1* to *TEST*:

```
RENAME C:\PB\FILE1 %1
```

Save

Saves saves a picture and optionally overlay ink to a file or blob from an InkPicture control or saves an OLE object in an OLE control or an OLE storage object. The syntax you use depends on the type of object you want to save.

To	To
Save the contents of an InkPicture control	Syntax 1
Save an OLE object	Syntax 2

Syntax 1

Description

Saves a picture and optionally overlay ink to a file or blob from an InkPicture control.

Applies to

InkPicture controls

Syntax

inkpicname.Save(*t | b , format { , WithInk }*)

Argument	Description
<i>inkpicname</i>	The name of the InkPicture control from which you want to save a picture.
<i>t</i>	A string containing the name and location of the file into which the picture will be saved.
<i>b</i>	The name of a blob passed by reference that will hold the picture in the control.
<i>format</i>	An integer specifying the format in which the picture is to be saved. Values are: 0 – BMP (bitmap) 1 – JPEG (Joint Photographic Experts Group) 2 – GIF (Graphics Interchange Format) 3 – TIFF (Tagged Image File Format) 4 – PNG (Portable Network Graphics)
<i>WithInk</i> (optional)	A boolean specifying whether overlay ink should be saved with the picture. Values are: True – overlay ink is saved with the picture (default) False – overlay ink is not saved with the picture

Return value

Integer. Returns 1 for success and -1 for failure.

Usage

Use the Save function to save the image in an InkPicture control to a file or blob with or without any ink annotations that have been made to it. By default, the ink is saved with the image.

Examples

The following example saves the image in an InkPicture control and its ink annotations in bitmap format into a blob, and attempts to update the image in the database:

```
int li_return
blob lbb_ink

li_return = ip_1.save(lbb_ink, 0, true)

UPDATEBLOB employee SET backimage = :lbb_ink WHERE
emp_id = :gi_id;

IF sqlca.SQLNRows > 0 THEN
    COMMIT;

ELSE
    messagebox("Update failed",sqlca.sqlerrtext)
END IF
```

The following example saves the image in an InkControl into a GIF file without any ink annotations:

```
int li_return
string ls_pathname, ls_filename

GetFileSaveName("Save As", ls_pathname, ls_filename,
"GIF")
li_return = ip_1.save(ls_pathname, 2, false)
```

See also

[LoadInk](#)
[LoadPicture](#)
[ResetInk](#)
[ResetPicture](#)
[SaveInk](#)

Syntax 2

For OLE objects

Description Saves an OLE object in an OLE control or an OLE storage object.

Syntax `oleobject.Save()`

Argument	Description
<code>oleobject</code>	The name of an OLE control or an OLE storage variable

Return value Integer. Returns 0 if it succeeds and one of the following negative values if an error occurs:

- 1 Control is empty
- 9 Other error

If `oleobject` is null, Save returns null.

Usage When you save an OLE object, PowerBuilder saves it according to the current connection between it and an open storage or file. You establish an initial connection when you call the Open function. When you call SaveAs, the old connection is ended and a new connection is established with another storage or file.

When you call Save for an OLE control, PowerBuilder saves the object in the OLE control to the storage to which it is currently connected. The storage can be a storage object variable or a OLE storage file.

If the data has never been saved in the server application, so that there is no file on disk, the Save function in PowerBuilder returns an error.

When you call Save for a storage object variable, PowerBuilder saves the storage to the file, or substORAGE within the file, to which it is currently connected. You must have previously established a connection to an OLE storage file on disk, or a substORAGE within the file, either with Open or SaveAs.

When do you have to save twice?

If you create a storage object variable and then open that object in an OLE control, you need to call Save twice to write changed OLE information to disk: once to save from the object in the control to the storage, and again to save the storage to its associated file.

Examples

This example saves the object in the control `ole_1` back to the storage from which it was loaded, either a storage object variable or a file on disk:

```
integer result  
result = ole_1.Save()
```

This example saves a storage object to its file. *Olestor_1* is an instance variable of type olestorage:

```
integer result
result = olestor_1.Save()
```

In a window's Open script, this code creates a storage variable *ole_stor*, which is declared as an instance variable, and associates it with a storage file that contains several Visio drawings. The script then opens one of the drawings into the control *ole_draw*. After the user activates and edits the object, the script for a Save button saves the object to the storage and then to the storage's file.

The script for the window's Open event includes:

```
OLEStorage stg_stor
stg_stor = CREATE OLEStorage
stg_stor.Open("myvisio.ole")
ole_draw.Open(ole_stor, "visio_drawing1")
```

The script for the Save button's Clicked event is:

```
integer result
result = ole_draw.Save()
IF result = 0 THEN ole_stor.Save()
```

See also

[Close](#)

[SaveAs](#)

SaveAs

Saves the contents of a DataWindow, DataStore, graph, OLE control, or OLE storage in a file. The syntax you use depends on the type of object you want to save.

For DataWindow and DataStore syntax, see the [SaveAs](#) method for DataWindows in the *DataWindow Reference* or the online Help.

To	To
Save the data in a graph	Syntax 1
Save the OLE object in an OLE control to a storage file	Syntax 2
Save the OLE object in an OLE control to a storage object in memory	Syntax 3
Save an OLE storage and any controls that have opened that storage in a file	Syntax 4
Save an OLE storage object in another OLE storage object	Syntax 5

Syntax 1

For graph objects

Description	Saves the data in a graph in the format you specify.
Applies to	Graph controls in windows and user objects, and graphs in DataWindow controls and DataStores
Syntax	<code>controlname.SaveAs ({ filename, } { graphcontrol, saveastype, colheading { , encoding } })</code>

Argument	Description
<i>controlname</i>	The name of the graph control whose contents you want to save or the name of the DataWindow DataStore containing the graph.
<i>filename</i> (optional)	A string whose value is the name of the file in which you want to save the data in the graph. If you omit <i>filename</i> or specify an empty string (""), PowerBuilder prompts the user for a file name.
<i>graphcontrol</i> (DataWindow control only) (optional)	A string whose value is the name of the graph in the DataWindow control or DataStore whose contents you want to save.

Argument	Description
<i>saveastype</i> (optional)	<p>A value of the SaveAsType enumerated datatype specifying the format in which to save the data represented in the graph. Values are:</p> <ul style="list-style-type: none"> • Clipboard! – Save an image of the graph to the clipboard • CSV! – Comma-separated values • dBASE2! – dBASE-II format • dBASE3! – dBASE-III format • DIF! – Data Interchange Format • EMF! – Enhanced Metafile Format • Excel! – Microsoft Excel format • Excel5! – Microsoft Excel version 5 format • Excel8! – Microsoft Excel version 8 and higher format • HTMLTable! – HTML TABLE, TR, and TD elements • PDF! – Adobe Portable Document Format • PSReport! – Powersoft Report (PSR) format • SQLInsert! – SQL syntax • SYLK! – Microsoft Multiplan format • Text! – (Default) Tab-separated columns with a return at the end of each row • WKS! – Lotus 1-2-3 format • WK1! – Lotus 1-2-3 format • WMF! – Windows Metafile Format • XLSB! – Excel 2007 format for binary data • XLSX! – Excel 2007 format for XML data • XML! – Extensible Markup Language • XSLFO! – Extensible Stylesheet Language Formatting Objects
	<p>Obsolete values The following SaveAsType values are considered to be obsolete and will be removed in a future release: Excel!, WK1!, WKS!, SYLK!, dBase2!, WMF!. Use Excel8!, XLSB!, or XLSX! for current versions of Microsoft Excel! and EMF! in place of WMF!.</p>
<i>colheading</i> (optional)	<p>A boolean value indicating whether you want column headings with the saved data. The default value is true. <i>Colheading</i> is ignored for dBASE files; column headings are always saved.</p>

Argument	Description
<i>encoding</i> (optional)	Character encoding of the file to which the data is saved. This parameter applies only to the following formats: TEXT, CSV, SQL, HTML, and DIF. If you do not specify an <i>encoding</i> parameter, the file is saved in ANSI format. Values are: <ul style="list-style-type: none"> • EncodingANSI! (default) • EncodingUTF8! • EncodingUTF16LE! • EncodingUTF16BE!

Return value Integer. Returns 1 if it succeeds and -1 if an error occurs. If any argument's value is null, SaveAs returns null.

Usage You must use zero or three arguments. If you do not specify any arguments for SaveAs, PowerBuilder displays the Save As dialog box, letting the user specify the format of the saved data.

Regional settings

If you use date formats in your graph, you must verify that yyyy is the Short Date Style for year in the Regional Settings of the user's Control Panel. Your program can check this with the RegistryGet function.

If the setting is not correct, you can ask the user to change it manually or to have the application change it (by calling the RegistrySet function). The user may need to reboot after the setting is changed.

Examples This statement saves the contents of the graph gr_History. The file and format information are not specified, so PowerBuilder prompts for the file name and save the graph as tab-delimited text:

```
gr_History.SaveAs()
```

This statement saves the contents of gr_History to the file G:\HR\EMPLOYEE.HIS. The format is CSV without column headings:

```
gr_History.SaveAs("G:\HR\EMPLOYEE.HIS" ,CSV! , FALSE)
```

This statement saves the contents of gr_computers in the DataWindow control dw_equipmt to the file G:\INVENTORY\SALES.XLS. The format is Excel with column headings:

```
dw_equipmt.SaveAs("gr_computers" , &
                   "G:\INVENTORY\SALES.XLS" , Excel! , TRUE)
```

See also

Print

Syntax 2**For saving an OLE control to a file**

Description

Saves the object in an OLE control in a storage file.

Applies to

OLE controls

Syntax

`olecontrol.SaveAs (OLEtargetfile)`

Argument	Description
<i>olecontrol</i>	The name of the OLE control containing the object you want to save.
<i>OLEtargetfile</i>	A string specifying the name of an OLE storage file. The file can already exist. <i>OLEtargetfile</i> can include a path, as well as information about where to store the object in the file's internal structure.

Return value

Integer. Returns 0 if it succeeds and one of the following negative values if an error occurs:

- 1 The control is empty
- 2 The storage is not open
- 3 The storage name is invalid
- 9 Other error

If any argument's value is null, SaveAs returns null.

Usage

The Open function establishes a connection between a storage file and a storage object, or a storage file or object and an OLE control. The Save function uses this connection to save the OLE data.

When you call SaveAs for an OLE control, it closes the current connection between the OLE object and its storage, either file or storage object. It establishes a new connection with the new storage, which will be the target of subsequent calls to the Save function.

Examples

This example saves the object in the control ole_1:

```
integer result
result = ole_1.SaveAs ("c:\ole\expense.ole")
```

See also

Open

Save

Syntax 3

Description Saves the object in an OLE control to an OLE storage object in memory.

Applies to OLE controls

Syntax **olecontrol.SaveAs (targetstorage, substoragename)**

Argument	Description
<i>olecontrol</i>	The name of the OLE control containing the object you want to save.
<i>targetstorage</i>	The name of an object variable of OLEStorage in which to store the object in <i>olecontrol</i> .
<i>substoragename</i>	A string whose value is the name of a substorage within <i>targetstorage</i> . If <i>substorage</i> does not exist, SaveAs creates it.

Return value Integer. Returns 0 if it succeeds and one of the following negative values if an error occurs:

- 1 The control is empty
- 2 The storage is not open
- 3 The storage name is invalid
- 9 Other error

If any argument's value is null, SaveAs returns null.

Usage The Open function establishes a connection between a storage file and a storage object, or a storage file or object and an OLE control. The Save function uses this connection to save the OLE data.

When you call SaveAs for an OLE control, it closes the current connection between the OLE object and its storage, either file or storage object. It establishes a new connection with the new storage, which will be the target of subsequent calls to the Save function.

Examples This example saves the object in the control *ole_1* in the storage variable *stg_stuff*:

```
integer result  
result = ole_1.SaveAs(stg_stuff)
```

See also
[Open](#)
[Save](#)

Syntax 4**For saving an OLE storage object to a file**

Description Saves an OLE storage object to a file. If OLE controls have opened the OLE storage object, this syntax of SaveAs puts them in a saved state too.

Applies to OLE storage objects

Syntax `olestorage.SaveAs (OLEtargetfile)`

Argument	Description
<code>olestorage</code>	The name of an object variable of type OLEStorage containing the OLE object you want to save.
<code>OLEtargetfile</code>	A string specifying the name of a new OLE storage file. <i>OLEtargetfile</i> can include a path.

Return value Integer. Returns 0 if it succeeds and one of the following negative values if an error occurs:

- 1 The storage is not open
- 2 The storage name is invalid
- 3 The parent storage is not open
- 4 The file already exists
- 5 Insufficient memory
- 6 Too many files open
- 7 Access denied
- 9 Other error

If any argument's value is null, SaveAs returns null.

Usage The Open function establishes a connection between a storage file and a storage object, or a storage file or object and an OLE control. The Save function uses this connection to save the OLE data.

When you call SaveAs for a storage object, it closes the current connection between the storage object and a file and creates a new file for the storage object's data.

For information about the structure of storage files, see the Open function.

Examples This example saves the storage object `stg_stuff` to the file `MYSTUFF.OLE`. *Olest_stuff* is an instance variable:

```
integer result
result = stg_stuff.SaveAs ("c:\ole\mystuff.ole")
```

This example opens a substorage in one file and saves it in another file. An OLE storage file called *MYROOT.OLE* contains several substorages; one is called *sub1*. To open *sub1* and save it in another file, the example defines two storage objects: *stg1* and *stg2*. First *MYROOT.OLE* is opened into *stg1*. Next, *sub1* is opened into *stg2*. Finally, *stg2* is saved to the new file *MYSUB.OLE*. Just as when you open a word processing document and save it to a new name, the open object in *stg2* is no longer associated with *MYROOT.OLE*; it is now connected to *MYSUB.OLE*:

```
olestorage stg1, stg2
stg1 = CREATE OLEStorage
stg2 = CREATE OLEStorage
stg1.Open("myroot.ole")
stg2.Open("sub1", stg1)

stg2.SaveAs ("mysub.ole")
```

See also

Close
Open
Save

Syntax 5

For saving an OLE storage object in another OLE storage

Description

Saves an OLE storage object to another OLE storage object variable in memory.

Applies to

OLE storage objects

Syntax

olestorage.SaveAs (*substoragename*, *targetstorage*)

Argument	Description
<i>olestorage</i>	The name of an object variable of type OLEStorage containing the OLE object you want to save.
<i>substoragename</i>	A string whose value is the name of a substorage within <i>targetstorage</i> . If <i>substorage</i> does not exist, SaveAs creates it.
<i>targetstorage</i>	The name of an object variable of OLEStorage in which to store the object in <i>olestorage</i> . Note the reversed order of the <i>substoragename</i> and <i>targetstorage</i> arguments from Syntax 4.

Return value	<p>Integer. Returns 0 if it succeeds and one of the following negative values if an error occurs:</p> <ul style="list-style-type: none">-1 The storage is not open-2 The storage name is invalid-3 The parent storage is not open-4 The file already exists-5 Insufficient memory-6 Too many files open-7 Access denied-9 Other error
	<p>If any argument's value is null, SaveAs returns null.</p>
Usage	<p>The Open function establishes a connection between a storage file and a storage object, or a storage file or object and an OLE control. The Save function uses this connection to save the OLE data.</p> <p>When you call SaveAs for a storage object, it closes the current connection between the storage object and a file and creates a new file for the storage object's data.</p> <p>For information about the structure of storage files, see the Open function.</p>
Examples	<p>This example saves the object in the OLEStorage variable <i>stg_stuff</i> in a second storage variable <i>stg_clone</i> as the substorage <i>copy1</i>:</p> <pre>integer result result = stg_stuff.SaveAs("copy1", stg_clone)</pre>
See also	<p>Close Open Save</p>

SaveDocument

Description Saves the contents of a RichTextEdit control in a file. You can specify either rich-text format (RTF) or text format for the file.

Applies to RichTextEdit controls

Syntax `rtename.SaveDocument (filename {, filetype {, encoding } })`

Argument	Description
<code>rtename</code>	The name of the RichTextEdit control whose contents you want to save.
<code>filename</code>	A string whose value is the name of the file to be saved. If the file already exists, the FileExists event is triggered.
<code>filetype</code> (optional)	A value of the FileType enumerated datatype specifying the format of the saved file. Values are: <ul style="list-style-type: none"> • <code>FileTypeRichText!</code> – Save the file in rich text format • <code>FileTypeText!</code> – Save the file as text • <code>FileTypeDoc!</code> – Save the file in Microsoft Word format • <code>FileTypeHTML!</code> – Save the file in HTML format • <code>FileTypePDF!</code> – Save the file in PDF format
<code>encoding</code> (optional)	Character encoding of the file to which the data is saved. This parameter applies only to text files. If you do not specify an <code>encoding</code> parameter, the file is saved in ANSI format. The <code>filetype</code> argument must be set to <code>FileTypeText!</code> If the <code>filetype</code> argument is set to any other file type, this argument is ignored. Values are: <ul style="list-style-type: none"> • <code>EncodingANSI!</code> (default) • <code>EncodingUTF8!</code> • <code>EncodingUTF16LE!</code> • <code>EncodingUTF16BE!</code>

Return value Integer. Returns 1 if it succeeds and -1 if an error occurs.

Usage `SaveDocument` triggers a `FileExists` event when the file you name already exists. If you do not specify a `filetype`, `SaveDocument` saves the file as a text file if you specify a file name with the extension `.txt`, as a Microsoft Word document if you specify a file name with the extension `.doc`, and as an RTF file if you specify a file name with the `.rtf` extension.

The format that you specify in the `encoding` argument is valid only if you specified `FileTypeText!` for the `filetype` argument. `SaveDocument` saves text in ANSI format only for all other file types.

Examples

This code for a CommandButton saves the document in the RichTextEdit rte_1:

```
integer li_rtn
li_rtn = rte_1.SaveDocument("c:\test.rtf", &
FileTypeRichText!)
```

If the file *TEST.RTF* already exists, PowerBuilder triggers the FileExists event with the following script. OpenWithParm displays a response window that asks the user if it is OK to overwrite the file. The return value from FileExists determines whether the file is saved:

```
OpenWithParm( w_question, &
              "The specified file already exists. " + &
              "Do you want to overwrite it? " )
IF Message.StringParm = "Yes" THEN
    RETURN 0 // File is saved
ELSE
    RETURN -1 // Saving is canceled
END IF
```

This code for a CommandButton saves the document in the RichTextEdit rte_1 in a text file with UTF-16LE encoding:

```
integer li_rtn
li_rtn = rte_1.SaveDocument("c:\test.txt", &
FileTypeText!, EncodingUTF16LE!)
```

See also

[InsertDocument](#)

SaveInk

Description Saves ink to a file or blob from an InkPicture control.

Applies to InkPicture controls

Syntax *inkpicname*.SaveInk (*t* | *b* {, *format* {, *mode* } })

Argument	Description
<i>inkpicname</i>	The name of the InkPicture control from which you want to save ink.
<i>t</i>	A string containing the name and location of a file that will hold the ink you want to save from the control.
<i>b</i>	The name of a blob passed by reference that will hold the ink you want to save from the control.
<i>format</i> (optional)	A value of the InkPersistenceFormat enumerated variable that specifies the format in which you want to save the ink. Values are: <ul style="list-style-type: none"> • Base64GIFFormat! • Base64InkSerializedFormat! • GIFFormat! • InkSerializedFormat! (default)
<i>mode</i> (optional)	A value of the InkCompressionMode enumerated variable that specifies the compression mode in which you want to save the ink. Values are: <ul style="list-style-type: none"> • DefaultCompression! (default) • MaximumCompression! • NoCompression!

Return value Integer. Returns 1 for success and -1 for failure.

Usage Use the SaveInk function to save annotations made to an image in an InkPicture control to a separate file or blob.

InkSerializedFormat! (ISF) provides the most compact persistent ink representation. This format can be embedded inside a binary document format or added to the clipboard. Base64InkSerializedFormat! encodes the ISF format as a base64 stream, which allows the ink to be encoded in an XML or HTML file.

GIFFormat! saves the image in a Graphics Interchange Format (GIF) file in which ISF is embedded as metadata. This format can be viewed in applications that are not ink enabled. Base64GIFFormat! is persisted by using a base64 encoded fortified GIF. Use this format if the ink is to be encoded directly in an XML or XHTML file and will be converted to an image at a later time. It supports XSLT transformations to HTML.

Examples

The following example saves the ink in an InkPicture control into an ISF file with default compression:

```
int li_return
string ls_pathname, ls_filename

GetFileSaveName("Save As", ls_pathname, ls_filename,
"ISF")
li_return = ip_1.SaveInk(ls_pathname)
```

The following example saves the ink in an InkPicture control into a GIF file with maximum compression:

```
int li_return
string ls_pathname, ls_filename

GetFileSaveName("Save As", ls_pathname, ls_filename,
"GIF")
li_return = ip_1.SaveInk(ls_pathname, GIFFormat!,
MaximumCompression!)
```

See also

[LoadInk](#)
[LoadPicture](#)
[ResetInk](#)
[ResetPicture](#)
[Save](#)

Scroll

Description Scrolls a multiline edit control or the edit control of a DataWindow a specified number of lines up or down.

Applies to DataWindow, MultiLineEdit, and RichTextEdit controls

Syntax **editname.Scroll (number)**

Argument	Description
<i>editname</i>	The name of the DataWindow, RichTextEdit, or MultiLineEdit in which you want to scroll up or down. If <i>editname</i> is a DataWindow, then Scroll affects its edit control.
<i>number</i>	A long specifying the direction and number of lines you want to scroll. To scroll down, use a positive long value. To scroll up, use a negative long value.

Return value Long. For RichTextEdit controls, Scroll returns 1 if it succeeds. For other controls, Scroll returns the line number of the first visible line in *editname* if it succeeds. Scroll returns -1 if an error occurs. If any argument's value is null, Scroll returns null.

Usage If the number of lines left in the list is less than the number of lines that you want to scroll, then Scroll scrolls to the beginning or end, depending on the direction specified.

Examples This statement scrolls mle_Employee down 4 lines:

```
mle_Employee.Scroll(4)
```

This statement scrolls mle_Employee up 4 lines:

```
mle_Employee.Scroll(-4)
```

See also The following functions implement scrolling in a DataWindow or a RichTextEdit:

ScrollNextPage
ScrollNextRow
ScrollPriorPage
ScrollPriorRow
ScrollToRow

ScrollNextPage

Description	Scrolls to the next page of the document in a RichTextEdit control or RichTextEdit DataWindow. For DataWindow syntax, see the ScrollNextPage method for DataWindows in the <i>DataWindow Reference</i> or the online Help.				
Applies to	RichTextEdit controls				
Syntax	rtnename.ScrollNextPage ()				
	<table border="1"> <thead> <tr> <th style="text-align: center;">Argument</th><th style="text-align: center;">Description</th></tr> </thead> <tbody> <tr> <td style="text-align: center;"><i>rtnename</i></td><td>The name of the RichTextEdit or DataWindow control in which you want to scroll to the next page. The DataWindow object in the DataWindow control must be a RichTextEdit DataWindow.</td></tr> </tbody> </table>	Argument	Description	<i>rtnename</i>	The name of the RichTextEdit or DataWindow control in which you want to scroll to the next page. The DataWindow object in the DataWindow control must be a RichTextEdit DataWindow.
Argument	Description				
<i>rtnename</i>	The name of the RichTextEdit or DataWindow control in which you want to scroll to the next page. The DataWindow object in the DataWindow control must be a RichTextEdit DataWindow.				
Return value	Integer. Returns 1 if it succeeds and -1 if an error occurs.				
Usage	When the RichTextEdit control shares data with a DataWindow, the RichTextEdit contains multiple instances of the document, one instance for each row. When the last page of the document for one row is visible, calling ScrollNextPage advances to the first page for the next row. ScrollNextPage and ScrollPriorPage work in the RichTextEdit control edit mode only when the HeaderFooter property of a rich text control is selected. They work in print preview mode regardless of the HeaderFooter property setting and they work for the RichText DataWindow control in edit mode whether or not the DataWindow has header or footer bands.				
Examples	This statement scrolls to the next page of the document in the RichTextEdit control <i>rte_1</i> . If there are multiple instances of the document, it can scroll to the next instance: <code>rte_1.ScrollNextPage()</code>				
See also	Scroll ScrollNextRow ScrollPriorPage ScrollPriorRow				

ScrollNextRow

Description	Scrolls to the next instance of the document in a RichTextEdit control or RichTextEdit DataWindow. A RichTextEdit control has multiple instances of its document when it shares data with a DataWindow. The next instance of the document is associated with the next row in the DataWindow.				
	For syntax specific to DataWindow controls and child DataWindows, see the ScrollNextRow method for DataWindows in the <i>DataWindow Reference</i> or the online Help.				
Applies to	DataWindow and RichTextEdit controls				
Syntax	rtname.ScrollNextRow ()				
	<table><thead><tr><th style="text-align: center;">Argument</th><th style="text-align: center;">Description</th></tr></thead><tbody><tr><td style="vertical-align: top;"><i>rtname</i></td><td>The name of the RichTextEdit or DataWindow control in which you want to scroll to the next document instance. Each instance is associated with a DataWindow row. The DataWindow object in the DataWindow control must be a RichTextEdit DataWindow.</td></tr></tbody></table>	Argument	Description	<i>rtname</i>	The name of the RichTextEdit or DataWindow control in which you want to scroll to the next document instance. Each instance is associated with a DataWindow row. The DataWindow object in the DataWindow control must be a RichTextEdit DataWindow.
Argument	Description				
<i>rtname</i>	The name of the RichTextEdit or DataWindow control in which you want to scroll to the next document instance. Each instance is associated with a DataWindow row. The DataWindow object in the DataWindow control must be a RichTextEdit DataWindow.				
Return value	Integer. Returns 1 if it succeeds and -1 if an error occurs.				
Usage	When the RichTextEdit shares data with a DataWindow, the RichTextEdit contains multiple instances of the document, one instance for each row. ScrollNextRow advances to the next instance of the RichTextEdit document. In contrast, repeated calls to ScrollNextPage advance through all the pages of the document instance and then on to the pages for the next row.				
Examples	This statement scrolls to the next instance of the document in the RichTextEdit control <i>rte_1</i> . Each document instance is associated with a row of data. <code>rte_1.ScrollNextRow()</code>				
See also	Scroll ScrollNextPage ScrollPriorPage ScrollPriorRow				

ScrollPriorPage

Description	Scrolls to the prior page of the document in a RichTextEdit control or RichTextEdit DataWindow. For syntax specific to DataWindow controls and child DataWindows, see the ScrollPriorPage method for DataWindows in the <i>DataWindow Reference</i> or the online Help.				
Applies to	DataWindow and RichTextEdit controls				
Syntax	rtnename.ScrollPriorPage ()				
	<table border="1"> <thead> <tr> <th style="text-align: center;">Argument</th> <th style="text-align: center;">Description</th> </tr> </thead> <tbody> <tr> <td style="text-align: center;"><i>rtnename</i></td> <td>The name of the RichTextEdit or DataWindow control in which you want to scroll to the prior page. The DataWindow object in the DataWindow control must be a RichTextEdit DataWindow.</td></tr> </tbody> </table>	Argument	Description	<i>rtnename</i>	The name of the RichTextEdit or DataWindow control in which you want to scroll to the prior page. The DataWindow object in the DataWindow control must be a RichTextEdit DataWindow.
Argument	Description				
<i>rtnename</i>	The name of the RichTextEdit or DataWindow control in which you want to scroll to the prior page. The DataWindow object in the DataWindow control must be a RichTextEdit DataWindow.				
Return value	Integer. Returns 1 if it succeeds and -1 if an error occurs.				
Usage	<p>When the RichTextEdit shares data with a DataWindow, the RichTextEdit contains multiple instances of the document, one instance for each row.</p> <p>When the first page of the document for one row is visible, calling ScrollPriorPage goes to the last page for the prior row.</p> <p>ScrollNextPage and ScrollPriorPage work in the RichTextEdit control edit mode only when the HeaderFooter property of a rich text control is selected. They work in print preview mode regardless of the HeaderFooter property setting and they work for the RichText DataWindow control in edit mode whether or not the DataWindow has header or footer bands.</p>				
Examples	This statement scrolls to the prior page of the document in the RichTextEdit control rte_1. If there are multiple instances of the document, it can scroll to the prior instance:				
	<code>rte_1.ScrollPriorPage()</code>				
See also	Scroll ScrollNextPage ScrollNextRow ScrollPriorRow				

ScrollPriorRow

Description	Scrolls to the prior instance of the document in a RichTextEdit control or RichTextEdit DataWindow. A RichTextEdit control has multiple instances of its document when it shares data with a DataWindow. The next instance of the document is associated with the next row in the DataWindow.				
	For syntax specific to DataWindow controls and child DataWindows, see the ScrollPriorRow method for DataWindows in the <i>DataWindow Reference</i> or the online Help.				
Applies to	DataWindow and RichTextEdit controls				
Syntax	rtnename.ScrollPriorRow ()				
	<table><thead><tr><th style="text-align: center;">Argument</th><th style="text-align: center;">Description</th></tr></thead><tbody><tr><td style="vertical-align: top;"><i>rtnename</i></td><td>The name of the RichTextEdit or DataWindow control in which you want to scroll to the prior document instance. Each instance is associated with a DataWindow row. The DataWindow object in the DataWindow control must be a RichTextEdit DataWindow.</td></tr></tbody></table>	Argument	Description	<i>rtnename</i>	The name of the RichTextEdit or DataWindow control in which you want to scroll to the prior document instance. Each instance is associated with a DataWindow row. The DataWindow object in the DataWindow control must be a RichTextEdit DataWindow.
Argument	Description				
<i>rtnename</i>	The name of the RichTextEdit or DataWindow control in which you want to scroll to the prior document instance. Each instance is associated with a DataWindow row. The DataWindow object in the DataWindow control must be a RichTextEdit DataWindow.				
Return value	Integer. Returns 1 if it succeeds and -1 if an error occurs.				
Usage	When the RichTextEdit shares data with a DataWindow, the RichTextEdit contains multiple instances of the document, one instance for each row. ScrollPriorRow goes to the prior instance of the RichTextEdit document. In contrast, repeated calls to ScrollPriorPage pages back through all the pages of the document instance and then back to the pages for the prior row.				
Examples	This statement scrolls to the prior instance of the document in the RichTextEdit control <i>rte_1</i> . Each document instance is associated with a row of data. <code>rte_1.ScrollPriorRow()</code>				
See also	Scroll ScrollNextPage ScrollNextRow ScrollPriorPage				

ScrollToRow

Description	Scrolls to the document instance associated with the specified row when the RichTextEdit controls shares data with a DataWindow. For syntax specific to DataWindow controls and child DataWindows, see the ScrollToRow method for DataWindows in the <i>DataWindow Reference</i> or the online Help.						
Applies to	RichTextEdit controls						
Syntax	rtnename.ScrollToRow (row)						
	<table border="1"> <thead> <tr> <th style="text-align: center;">Argument</th><th style="text-align: center;">Description</th></tr> </thead> <tbody> <tr> <td style="text-align: center;"><i>rtnename</i></td><td>The name of the RichTextEdit control in which you want to scroll to a document instance associated with the specified row.</td></tr> <tr> <td style="text-align: center;"><i>row</i></td><td>A long identifying the row to which you want to scroll. If <i>row</i> is 0, ScrollToRow scrolls to the first row. If <i>row</i> is greater than the number of rows in the associated DataWindow, it scrolls to the last row.</td></tr> </tbody> </table>	Argument	Description	<i>rtnename</i>	The name of the RichTextEdit control in which you want to scroll to a document instance associated with the specified row.	<i>row</i>	A long identifying the row to which you want to scroll. If <i>row</i> is 0, ScrollToRow scrolls to the first row. If <i>row</i> is greater than the number of rows in the associated DataWindow, it scrolls to the last row.
Argument	Description						
<i>rtnename</i>	The name of the RichTextEdit control in which you want to scroll to a document instance associated with the specified row.						
<i>row</i>	A long identifying the row to which you want to scroll. If <i>row</i> is 0, ScrollToRow scrolls to the first row. If <i>row</i> is greater than the number of rows in the associated DataWindow, it scrolls to the last row.						
Return value	Integer. Returns 1 if it succeeds and -1 if an error occurs.						
Usage	When the RichTextEdit shares data with a DataWindow, the RichTextEdit contains multiple instances of the document, one instance for each row. ScrollToRow goes to the instance associated with the specified row.						
Examples	In this example, dw_1 has retrieved at least 25 rows of data. After calling DataSource, the RichTextEdit control contains at least 25 instances of its document. ScrollToRow scrolls to the 25th instance:						
	<code>rte_1.DataSource(dw_1) rte_1.ScrollToRow(25)</code>						
See also	Scroll ScrollNextPage ScrollNextRow ScrollPriorPage ScrollPriorRow						

Second

Description Obtains the number of seconds in the seconds portion of a time value.

Syntax **Second (time)**

Argument	Description
<i>time</i>	The time value from which you want the seconds

Return value Integer. Returns the seconds portion of *time* (00 to 59). If *time* is null, Second returns null.

Examples This statement returns 31:

```
Second(19:01:31)
```

See also Hour
Minute
Second method for DataWindows in the *DataWindow Reference* or the online Help

SecondsAfter

Description Determines the number of seconds one time occurs after another.

Syntax **SecondsAfter (time1, time2)**

Argument	Description
<i>time1</i>	A time value that is the start time of the interval being measured
<i>time2</i>	A time value that is the end time of the interval

Return value Long. Returns the number of seconds *time2* occurs after *time1*. If *time2* occurs before *time1*, SecondsAfter returns a negative number. If any argument's value is null, SecondsAfter returns null.

Examples This statement returns 15:

```
SecondsAfter(21:15:30, 21:15:45)
```

This statement returns -15:

```
SecondsAfter(21:15:45, 21:15:30)
```

This statement returns 0:

```
SecondsAfter(21:15:45, 21:15:45)
```

If you declare *start_time* and *end_time* time variables and assign 19:02:16 to *start_time* and 19:02:28 to *end_time* as shown below:

```
time start_time, end_time
start_time = 19:02:16
end_time = 19:02:28
```

then each of these statements returns 12:

```
SecondsAfter(start_time, end_time)
SecondsAfter(19:02:16, end_time)
SecondsAfter(start_time, 19:02:28)
SecondsAfter(19:02:16, 19:02:28)
```

See also

[DaysAfter](#)
[RelativeDate](#)
[RelativeTime](#)
[SecondsAfter method for DataWindows](#) in the *DataWindow Reference* or the online Help

Seek

Moves the file pointer in an OLE stream object or displays a specified frame in an AVI clip in an animation control.

To	To
Move the read/write pointer in an OLE stream object.	Syntax 1
Displays a specific frame in an AVI clip	Syntax 2

Syntax 1

Description

For OLE stream objects

Moves the read/write pointer to the specified position in an OLE stream object. The pointer is the position in the stream at which the next read or write begins.

Applies to

OLEStream objects

Syntax

olestream.**Seek** (*position* {, *origin* })

Argument	Description
<i>olestream</i>	The name of an OLE stream variable that has been opened.

Argument	Description
<i>position</i>	A long whose value is the position relative to <i>origin</i> to which you want to move the read/write pointer.
<i>origin</i> (optional)	The value of the SeekType enumerated datatype specifying where you want to start the seek. Values are: <ul style="list-style-type: none"> • FromBeginning! – (Default) At the beginning of the file • FromCurrent! – At the current position • FromEnd! – At the end of the file

Return value

Integer. Returns 0 if it succeeds and one of the following negative values if an error occurs:

- 1 Stream is not open
- 2 Seek error
- 9 Other error

If any argument's value is null, Seek returns null.

Examples

This example writes additional data to an OLE stream. First, it opens an OLE object in the file *MYSTUFF.OLE* and assigns it to the OLEStorage object *stg_stuff*. Then it opens the stream called *info* in *stg_stuff* and assigns it to the stream object *olestr_info*. Seek positions the read/write pointer at the end of the stream so that the contents of the instance blob variable *lb_info* is written at the end.

The example does not check the functions' return values for success, but you should be sure to check the return values in your code:

```

boolean lb_memexists
OLEStorage stg_stuff
OLEStream olestr_info

stg_stuff = CREATE OLEStorage
stg_stuff.Open("c:\ole\mystuff.ole")
olestr_info.Open(stg_stuff, "info", &
                stgReadWrite!, stgExclusive!)
olestr_info.Seek(0, FromEnd!)
olestr_info.Write(lb_info)

```

See also

Open
Length
Read
Write

Syntax 2**For animation controls**

Description

Displays a specific frame in an AVI clip in an animation control.

Applies to

Animation controls

Syntax

animationname.**Seek** (*s*)

Argument	Description
<i>animationname</i>	The name of animation control displaying the AVI clip
<i>s</i>	A long value in the range 0 to 65,535 indicating the frame to display

Return value

Integer. Returns 1 for success and -1 for failure.

Usage

Seek displays the specified frame. If you specify a value that is greater than the number of frames in the clip, **Seek** displays the last frame in the clip and returns 1. If you specify a value that is not in the specified range, **Seek** does nothing and returns -1. If the animation was playing, **Seek** always triggers the **Stop** event.

Examples

This code in a button's clicked event displays the frame specified by a number in a single line edit control, then increments the number by one. Each click of the button advances the clip by one frame:

```
// instance variable number
integer li_return

number = long (sle_seek.text)
li_return = am_1.Seek(number)
number +=1
sle_seek.text = string(number)
```

See also

Play**Stop**

SelectedColumn

Description Obtains the number of the character column just after the insertion point in a RichTextEdit control.

Applies to RichTextEdit controls

Syntax **rtename.SelectedColumn ()**

Argument	Description
<i>rtename</i>	The name of the RichTextEdit in which you want the number of the character after the insertion point

Return value Long. Returns the number of the character just after the insertion point in *rtename*. If an error occurs, SelectedColumn returns -1.

Usage The insertion point can be at the beginning or end of the selection. Therefore, SelectedColumn can return the first character of the selection or the character just after the selection, depending on the position of the insertion point.

Examples If the insertion point is positioned before the fifth character on line 8 of the RichTextEdit rte_Contact, the following example sets *ll_col* to 5 and *ll_line* to 8:

```
long ll_col, ll_line  
ll_col = rte_Contact.SelectedColumn()  
ll_line = rte_Contact.SelectedLine()
```

See also [LineLength](#)
[Position](#)
[SelectedLine](#)
[SelectedPage](#)
[SelectedText](#)
[TextLine](#)

SelectedIndex

Description	Obtains the number of the selected item in a ListBox or ListView control.				
Applies to	ListBox and ListView controls				
Syntax	<code>listcontrolname.SelectedIndex ()</code>				
	<table border="1"> <thead> <tr> <th style="text-align: center;">Argument</th><th style="text-align: center;">Description</th></tr> </thead> <tbody> <tr> <td style="text-align: center;"><i>listcontrolname</i></td><td>The name of the ListBox or ListView control in which you want to locate the selected item</td></tr> </tbody> </table>	Argument	Description	<i>listcontrolname</i>	The name of the ListBox or ListView control in which you want to locate the selected item
Argument	Description				
<i>listcontrolname</i>	The name of the ListBox or ListView control in which you want to locate the selected item				
Return value	<p>Integer. Returns the index of the selected item in <i>listcontrolname</i>. If more than one item is selected, SelectedIndex returns the index of the first selected item. If there are no selected items or an error occurs, SelectedIndex returns -1. If <i>listcontrolname</i> is null, SelectedIndex returns null.</p>				
Usage	<p>SelectedIndex and SelectedItem are meant for lists that allow a single selection only (when the MultiSelect property for the control is false).</p> <p>When the MultiSelect property is true, SelectedIndex gets the index of the first selected item only. Use the State function, instead of SelectedIndex, to check each item in the list and find out if it is selected. Use the Text function to get the text of any item in the list.</p>				
Examples	If item 5 in <i>lb_actions</i> is selected, then this example sets <i>li_Index</i> to 5:				
	<pre>integer li_Index li_Index = lb_actions.SelectedIndex()</pre>				
	These statements open the window <i>w_emp</i> if item 5 in <i>lb_actions</i> is selected:				
	<pre>integer li_X li_X = lb_actions.SelectedIndex() If li_X = 5 then Open(w_emp)</pre>				
See also	SelectedItem				

SelectedItem

Description	Obtains the text of the selected item in a ListBox control.
Applies to	ListBox and PictureListBox controls
Syntax	<code>listboxname.SelectedItem ()</code>
Argument	Description
<code>listboxname</code>	The name of the ListBox or PictureListBox in which you want the text of the currently selected item
Return value	String. Returns the text of the selected item in <i>listboxname</i> . Returns the empty string ("") if no items are selected. If <i>listboxname</i> is null, SelectedItem returns null.
Usage	SelectedIndex and SelectedItem are meant for lists that allow a single selection only (when the MultiSelect property for the control is false). When the MultiSelect property is true, SelectedItem gets the text of the first selected item only. Use the State function, instead of SelectedItem, to check each item in the list and find out if it is selected. Use the Text function to get the text of any item in the list.
Examples	If the text of the selected item in the ListBox <code>lb_shortcuts</code> is F1, then this example sets <code>ls_item</code> to F1: <pre>string ls_Item ls_Item = lb_Shortcuts.SelectedItem()</pre>
See also	SelectedIndex State

SelectedLength

Description	Determines the total number of characters in the selected text in an editable control, including spaces and line endings.
Applies to	DataWindow, EditMask, InkeEdit, MultiLineEdit, SingleLineEdit, RichTextEdit, DropDownListBox, and DropDownListPictureListBox controls
Syntax	<code>editname.SelectedLength ()</code>

Argument	Description
<i>editname</i>	The name of the DataWindow, EditMask, MultiLineEdit, SingleLineEdit, RichTextEdit, DropDownListBox, or DropDownListPictureListBox control in which you want the length of the selected text. For a DataWindow, it reports the length of the selected text in the edit control over the current row and column.
Return value	Integer for DataWindow, InkEdit, and list boxes, Long for other controls. Returns the length of the selected text in <i>editname</i> . If no text is selected, SelectedLength returns 0. If an error occurs, it returns -1. If <i>editname</i> is null, SelectedLength returns null.
Usage	Except for text in rich text controls, the characters that make up a line ending (produced by typing Ctrl+Enter or Enter) can be different on different platforms. On Windows, it is a carriage return plus a line feed and equals two characters when calculating the length. On other platforms, a line ending is a single character. A line that has wrapped has no line-ending character. For DropDownListBox and DropDownListPictureListBox controls, SelectedLength returns -1 if the control's AllowEdit property is set to false.
<hr/>	
RichTextEdit controls	
For rich text controls, a carriage return plus a line feed always count as a single character when calculating the text length.	
<hr/>	
Focus and the selection in a drop-down list	
When a DropDownListBox or DropDownListPictureListBox loses focus, the selected text is no longer selected.	
<hr/>	
Examples	If the selected text in the MultiLineEdit mle_Contact is John Smith, then this example sets <i>li_length</i> to 10: <pre>long li_length li_length = mle_Contact.SelectedLength()</pre>
<hr/>	
See also	LineLength SelectedItem SelectedLine SelectedPage SelectedStart TextLine

SelectedLine

Description Obtains the number of the line that contains the insertion point in an editable control. The insertion point moves to the next line if the current line contains a carriage return.

Applies to DataWindow, MultiLineEdit, and RichTextEdit controls

Syntax `editname.SelectedLine ()`

Argument	Description
<code>editname</code>	The name of the DataWindow, MultiLineEdit, or RichTextEdit in which you want the number of the line containing the insertion point. For a DataWindow, it reports the line number in the edit control over the current row and column.

Return value Long. Returns the number of the line containing the insertion point in `editname`. If an error occurs, SelectedLine returns -1. If `editname` is null, SelectedLine returns null.

Usage For EditMask controls, SelectedLine compiles but always returns 1.

The insertion point can be at the beginning or end of the selection. Therefore, SelectedLine can return the first or last selected line, depending on the position of the insertion point.

Examples If the insertion point is positioned anywhere in line 5 of the MultiLineEdit `mle_Contact`, the following example sets `li_SL` to 5:

```
integer li_SL
li_SL = mle_Contact.SelectedLine()
```

In this example, the line the user selects in the MultiLineEdit `mle_wiselect` determines which window to open:

```
integer li_SL
li_SL = mle_wiselect.SelectedLine()
IF li_SL = 1 THEN
    Open(w_emp_data)
ELSEIF li_SL = 2 THEN
    Open(w_dept_data)
END IF
```

See also LineLength
Position
SelectedColumn
SelectedPage
SelectedText
TextLine

SelectedPage

Description	Obtains the number of the current page in a RichTextEdit control.
Applies to	RichTextEdit controls
Syntax	<code>rtnename.SelectedPage()</code>
Argument	Description
<code>rtnename</code>	The name of the RichTextEdit control in which you want the number of the current page
Return value	Integer. Returns the number of the current page in <code>rtnename</code> . If an error occurs, SelectedPage returns -1.
Usage	<p>The current page in a RichTextEdit control is the page that contains the insertion point in text entry mode or the page currently being displayed in preview mode.</p> <p>When the RichTextEdit shares data with a DataWindow, SelectedPage returns the page number within the document instance for the current row.</p> <p>For more information about document instances, see DataSource.</p>
Examples	This example returns the page number of the current page:
	<pre>integer li_pagect li_pagect = rte_1.SelectedPage()</pre>
See also	DataSource PageCount Preview SelectedLength SelectedLine SelectedStart SelectedText

SelectedStart

Description Reports the position of the first selected character in an editable control.

Applies to DataWindow, EditMask, MultiLineEdit, SingleLineEdit, RichTextEdit, DropDownListBox, and DropDownListPictureListBox controls

Syntax `editname.SelectedStart()`

Argument	Description
<code>editname</code>	<p>The name of the DataWindow, EditMask, MultiLineEdit, SingleLineEdit, RichTextEdit, DropDownListBox, or DropDownListPictureListBox control in which you want to determine the starting position of selected text.</p> <p>For a DataWindow, it reports the starting position in the edit control over the current row and column.</p>

Return value Long. Returns the starting position of the selected text in `editname`. If no text is selected, SelectedStart returns the position of the character immediately following the insertion point. If an error occurs, SelectedStart returns -1. If `editname` is null, SelectedStart returns null.

Usage For all controls except RichTextEdit, SelectedStart counts from the start of the text and includes spaces and line endings.

For RichTextEdit controls, SelectedStart counts from the start of the line on which the selection begins. The start is at the opposite end of the selection from the insertion point. For example, if the user dragged back to make the selection, the start of the selection is at the end of the highlighted text and the insertion point is before the start. Use the Position function to get information about the start *and* end of the selection.

Focus and the selection in a drop-down list

When a DropDownListBox or DropDownListPictureListBox loses focus, the selected text is no longer selected.

Examples

If the MultiLineEdit `mle_Comment` contains Closed for Vacation July 3 to July 10, and Vacation is selected, then this example sets `li_Start` to 12 (the position of the first character in Vacation):

```
integer li_Start
li_Start = mle_Comment.SelectedStart()
```

See also

Position

SelectedLine

SelectedPage

SelectedText

Description	Obtains the selected text in an editable control.
Applies to	DataWindow, EditMask, InkEdit, MultiLineEdit, SingleLineEdit, RichTextEdit, DropDownListBox, and DropDownListPictureListBox controls
Syntax	<code>editname.SelectedText ()</code>
Argument	Description
<code>editname</code>	The name of the DataWindow, EditMask, MultiLineEdit, SingleLineEdit, RichTextEdit, DropDownListBox, or DropDownListPictureListBox control from which you want the selected text. For a DropDownList or DropDownListPictureListBox, the AllowEdit property must be true. For a DataWindow, it reports the selected text in the edit control over the current row and column.
Return value	String. Returns the selected text in <code>editname</code> . If there is no selected text or if an error occurs, SelectedText returns the empty string (""). If <code>editname</code> is null, SelectedText returns null.
Usage	In a RichTextEdit control, any pictures in the selection are ignored. If the selection contains input fields, the names of the input fields, enclosed in brackets, become part of the string SelectedText returns. The contents of the input fields are not returned. For example, when the salutation of a letter is selected, SelectedText might return: <code>Dear {title} {lastname}:</code>
<hr/>	
Focus and the selection in a drop-down list	
When a DropDownList or DropDownListPictureListBox loses focus, the selected text is no longer selected.	
Examples	If the text in the MultiLineEdit <code>mle_Contact</code> is James B. Smith and James B. is selected, these statements set the value of <code>emp_fname</code> to James B: <code>string ls_emp_fname ls_emp_fname = mle_Contact.SelectedText()</code>

If the selected text in the edit portion of the DropDownListBox dd1b_Location is Maine, these statements display the ListBox lb_LBMaine:

```
string ls_Loc  
ls_Loc = dd1b_Location.SelectedText()  
IF ls_Loc = "Maine" THEN  
    lb_LBMaine.Show()  
ELSE  
    ...  
END IF
```

See also

SelectText

SelectionRange

Description

Highlights a range of contiguous values in a trackbar control. The range you select is highlighted in the trackbar channel, with an arrow at each end of the range.

Applies to

Trackbar controls

Syntax

control.SelectionRange (*startpos*, *endpos*)

Argument	Description
<i>control</i>	The name of the trackbar control
<i>startpos</i>	An integer that specifies the starting position of the range
<i>endpos</i>	An integer that specifies the ending position of the range

Return value

Integer. Returns 1 if it succeeds and -1 if an error occurs.

Usage

Use this function to indicate a range of preferred values.

In a scheduling application, the selection range could indicate a block of time that is unavailable. Setting a selection range does not prevent the user from selecting a value either inside or outside the range.

Examples

This statement highlights the trackbar values between 30 and 70:

```
HTrackBar.SelectionRange( 30, 70 )
```

See also

HTrackBar in PowerBuilder *Objects and Controls*

VTrackBar in PowerBuilder *Objects and Controls*

SelectItem

Finds and highlights an item in a ListBox, DropDownListBox, or TreeView control.

To select an item	Use
In a ListBox control when you know the text of the item, but not its position	Syntax 1
In a ListBox control when you know the position of the item in the control's list, or to clear the current selection	Syntax 2
In a TreeView control	Syntax 3

Syntax 1

Description

When you know the text of an item

Finds and highlights an item in a ListBox when you can specify some or all of the text of the item.

Applies to

ListBox, DropDownListBox, PictureListBox, and DropDownListPictureListBox controls

Syntax

listboxname.SelectItem (*item*, *index*)

Argument	Description
<i>listboxname</i>	The name of the ListBox control in which you want to select a line
<i>item</i>	A string whose value is the starting text of the item you want to select
<i>index</i>	The number of the item after which you want to begin the search

Return value

Integer. Returns the index number of the selected item. If no match is found, SelectItem returns 0; it returns -1 if an error occurs. If any argument's value is null, SelectItem returns null.

Usage

SelectItem begins searching for the desired item after the item identified by *index*. To match, the item must start with the specified text; however, the text in the item can be longer than the specified text.

To find an item but not select it, use the FindItem function.

MultiSelect ListBoxes

SelectItem has no effect on a ListBox or PictureListBox whose MultiSelect property is true. Instead, use SetState to select items without affecting the selected state of other items in the list.

Clearing the edit box of a drop-down list

To clear the edit box of a DropDownListBox or DropDownListPictureListBox that the user cannot edit, use Syntax 2 of SelectItem.

Examples

If item 5 in lb_Actions is Delete Files, this example starts searching after item 2, finds and highlights Delete Files, and sets *li_Index* to 5:

```
integer li_Index  
li_Index = lb_Actions.SelectItem("Delete Files", 2)
```

If item 4 in lb_Actions is Select Objects, this example starts searching after item 2, finds and highlights Select Objects, and sets *li_Index* to 4:

```
integer li_Index  
li_Index = lb_Actions.SelectItem("Sel", 2)
```

See also

AddItem
DeleteItem
FindItem
InsertItem
SetState

Syntax 2

Description

Finds and highlights an item in a ListBox when you can specify the index number of the item. You can also clear the selection by specifying zero as the index number.

Applies to

ListBox, DropDownListBox, PictureListBox, and DropDownListPictureListBox controls

Syntax

listboxname.SelectItem (*itemnumber*)

Argument	Description
<i>listboxname</i>	The name of the ListBox control in which you want to select an item
<i>itemnumber</i>	An integer whose value is the location (index) of the item in the ListBox or the ListBox portion of the drop-down list. Specify 0 for <i>itemnumber</i> to clear the selected item. For a ListBox or PictureListBox, 0 removes highlighting from the selected item. For a DropDownListBox or DropDownListPictureListBox, 0 clears the text box.

Return value Integer. Returns the index number of the selected item. SelectItem returns 0 if *itemnumber* is not valid or if you specified 0 in order to clear the selected item. It returns -1 if an error occurs. If any argument's value is null, SelectItem returns null.

Usage To find an item but not select it, use the FindItem function.

MultiSelect ListBoxes

SelectItem has no effect on a ListBox or PictureListBox whose MultiSelect property is true. Instead, use SetState to select items without affecting the selected state of other items in the list.

Clearing the text box of a drop-down list

To clear the text box of a DropDownListBox or DropDownListPictureListBox that the user cannot edit, set *itemnumber* to 0. Setting the control's text to the empty string does not work if the control's AllowEdit property is false.

Examples This example highlights item number 5:

```
integer li_Index  
li_Index = lb_Actions.SelectItem(5)
```

This example clears the selection from the text box of the DropDownListBox dd1b_choices and sets *li_Index* to 0:

```
integer li_Index  
li_Index = dd1b_choices.SelectItem(0)
```

See also AddItem
DeleteItem
FindItem
InsertItem
SetState

Syntax 3

Description Selects a specified item.

Applies to TreeView controls

Syntax **treeviewname.SelectItem (itemhandle)**

Argument	Description
<i>treeviewname</i>	The name of the TreeView control in which you want to select an item
<i>itemhandle</i>	The handle of the specified item

Return value Integer. Returns 1 if it succeeds and -1 if an error occurs.

Usage Use the FindItem function to get handles for items at specific positions in the TreeView control.

Examples This example selects the parent of the current TreeView item:

```
long ll_tvi, ll_tvparent
int li_tvret
ll_tvi = tv_list.FindItem(CurrentTreeItem! , 0)
ll_tvparent = tv_list.FindItem(ParentTreeItem! , &
    ll_tvi)
li_tvret = tv_list.SelectItem(ll_tvparent)
```

See also FindItem

SelectObject

Description Selects or clears the object in an OLE control but does not activate the server application. The server's menus are added to the PowerBuilder application's menus.

Applies to OLE controls

Syntax `olecontrol.SelectObject (selectstate)`

Argument	Description
<code>olecontrol</code>	The name of the OLE control containing the object you want to select
<code>selectstate</code>	A boolean value indicating whether you want to select or deselect the object

Return value Integer. Returns 0 if it succeeds and one of the following negative values if an error occurs:

- 1 Control is empty
- 9 Other error

If any argument's value is null, `SelectObject` returns null.

Examples This example selects the object in the OLE control `ole_1`:

```
integer result
result = ole_1.SelectObject(TRUE)
```

SelectTab

Description Selects the specified tab, displaying its tab page in the Tab control.

Applies to Tab controls

Syntax ***tabcontrolname*.SelectTab (*tabidentifier*)**

Argument	Description
<i>tabcontrolname</i>	The name of the Tab control in which you want to select a tab
<i>tabidentifier</i>	<p>The tab you want to select. You can specify:</p> <ul style="list-style-type: none"> • The tab page index (an integer) • The name of the user object (datatype DragObject or UserObject) • A string holding the name of the user object

Return value Integer. Returns 1 if it succeeds and -1 if an error occurs.

Usage **Equivalent syntax** You can select a tab by setting the SelectedTab property to the tab's index number:

```
tab_1.SelectedTab = 3
```

Examples These three examples select the third tab in *tab_1*. They could be in the script for a CommandButton on the window containing the Tab control *tab_1*:

```
tab_1.SelectTab(3)
tab_1.SelectTab(tab_1.uo_3)
string ls_tabpage
ls_tabpage = "uo_3"
tab_1.SelectTab(ls_tabpage)
```

This example opens an instance of the user object *uo_fontsettings* as a tab page and selects it:

```
userobject uo_tabpage
string ls_tabpage

ls_tabpage = "uo_fontsettings"
tab_1.OpenTab(uo_tabpage, ls_tabpage, 0)
tab_1.SelectTab(uo_tabpage)
```

See also

[OpenTab](#)

SelectText

Selects text in an editable control.

To select text in	Use
Any editable control, other than a RichTextEdit	Syntax 1
A RichTextEdit control or a DataWindow whose object has the RichTextEdit presentation style	Syntax 2

Syntax 1

For editable controls (except RichTextEdit)

Description Selects text in an editable control. You specify where the selection begins and how many characters to select.

Applies to DataWindow, EditMask, InkEdit, MultiLineEdit, SingleLineEdit, DropDownListBox, and DropDownListPictureListBox controls

Syntax `editname.SelectText (start, length)`

Argument	Description
<i>editname</i>	The name of the DataWindow, EditMask, InkEdit, MultiLineEdit, SingleLineEdit, DropDownListBox, or DropDownListPictureListBox control in which you want to select text.
<i>start</i>	A long specifying the position at which you want to start the selection.
<i>length</i>	A long specifying the number of characters you want to select. If <i>length</i> is 0, no text is selected but PowerBuilder moves the insertion point to the location specified in <i>start</i> .

Return value Integer for DataWindow and list boxes, Long for other controls.

Returns the number of characters selected. If an error occurs, `SelectText` returns -1.

Usage If the control does not have the focus when you call `SelectText`, then the text is not highlighted until the control has focus. To set focus on the control so that the selected text is highlighted, call the `SetFocus` function.

How much to select

When you want to select all the text of a line edit or select the contents from a specified position to the end of the edit, use the `Len` function to obtain the length of the control's text.

To select text in a DataWindow with the RichTextEdit presentation style, use Syntax 2.

Examples

This statement sets the insertion point at the end of the text in the SingleLineEdit `sle_name`:

```
sle_name.SelectText(Len(sle_name.Text), 0)
```

This statement selects the entire contents of the SingleLineEdit `sle_name`:

```
sle_name.SelectText(1, Len(sle_name.Text))
```

The rest of these examples assume the MultiLineEdit `mle_EmpAddress` contains `Boston Street`.

The following statement selects the string `ost` and returns 3:

```
mle_EmpAddress.SelectText(2, 3)
```

The next statement selects the string `oston Street` and returns 12:

```
mle_EmpAddress.SelectText(2, &  
    Len(mle_EmpAddress.Text))
```

These statements select the string `Bos`, returns 3, and sets the focus to `mle_EmpAddress` so that `Bos` is highlighted:

```
mle_EmpAddress.SelectText(1, 3)  
mle_EmpAddress.SetFocus()
```

See also

[Len](#)
[Position](#)
[SelectedItem](#)
[SelectedText](#)
[SetFocus](#)
[TextLine](#)

Syntax 2

For RichTextEdit controls and presentation styles

Description

Selects text beginning and ending at a line and character position in a RichTextEdit control.

Applies to

RichTextEdit and DataWindow controls

Syntax

rtname.SelectText (*fromline*, *fromchar*, *toline*, *tochar* { *band* })

Argument	Description
<i>rtname</i>	The name of the RichTextEdit or DataWindow control in which you want to select text. The DataWindow object in the DataWindow control must be a RichTextEdit DataWindow.
<i>fromline</i>	A long specifying the line number where the selection starts.
<i>fromchar</i>	A long specifying the number in the line of the first character in the selection.
<i>toline</i>	A long specifying the line number where the selection ends. To specify an insertion point, set <i>toline</i> and <i>tochar</i> to 0.
<i>tochar</i>	A long specifying the number in the line of the character before which the selection ends.
<i>band</i> (optional)	<p>A value of the Band enumerated datatype specifying the band in which to make the selection. Values are:</p> <ul style="list-style-type: none"> • Detail! • Header! • Footer! <p>The default is the band that contains the insertion point.</p>

Return value

Long. Returns the number of characters selected. A carriage return with a line feed counts as a single character. If an error occurs SelectText returns -1. If any argument's value is null, it returns null.

Usage

The insertion point is at the "to" end of the selection, that is, the position specified by *toline* and *tochar*. If *toline* and *tochar* are before *fromline* and *fromchar*, then the insertion point is at the beginning of the selection.

You cannot specify 0 for a character position when making a selection.

You cannot always use the values returned by Position to make a selection. Position can return a character position of 0 when the insertion point is at the beginning of a line.

To select an entire line, set the insertion point and call SelectTextLine. To select the rest of a line, set the insertion point and call SelectText with a character position greater than the line length.

Examples

This statement selects text from the first character in the RichTextEdit control to the fourth character on the third line:

```
rte_1.SelectText(1,1, 3,4)
```

This statement sets the insertion point at the beginning of line 2:

```
rte_1.SelectText(2,1, 0,0)
```

This example sets the insertion point at the end of line 2 by specifying a large number of characters. The selection highlight extends past the end of the line:

```
rte_1.SelectText(2,999, 0,0)
```

This example sets the insertion point at the end of line 2 by finding out how long the line really is. The code moves the insertion point to the beginning of the line, gets the length, and then sets the insertion point at the end:

```
long ll_length  
//Make line 2 the current line  
rte_1.SelectText(2,1, 0,0)  
// Specify a position after the last character  
ll_length = rte_1.LineLength() + 1  
// Set the insertion point at the end  
rte_1.SelectText(2,ll_length, 0,0)  
rte_1.SetFocus()
```

This example selects the text from the insertion point to the end of the current line. If the current line is the last line, the reported line length is 1 greater than the number of character you can select, so the code adjusts for it:

```
long ll_insertline, ll_insertchar  
long ll_line, ll_count  
// Get the insertion point  
rte_1.Position(ll_insertline, ll_insertchar)  
// Get the line number and line length  
ll_line = rte_1.SelectedLine()  
ll_count = rte_1.LineLength()  
// Line length includes the eof file character,  
// which can't be selected  
IF ll_line = rte_1.LineCount() THEN ll_count -= 1  
// Select from the insertion point to the end of  
// line  
rte_1.SelectText(ll_insertline, ll_insertchar, &  
ll_line, ll_count)
```

See also

[SelectedText](#)

[SelectTextAll](#)

[SelectTextLine](#)

[SelectTextWord](#)

SelectTextAll

Description	Selects all the contents of a RichTextEdit control including any special characters such as carriage return and end-of-file (EOF) markers.
Applies to	RichTextEdit and DataWindow controls
Syntax	<code>rtename.SelectTextAll ({ band })</code>
Argument	Description
<i>rtename</i>	The name of the RichTextEdit or DataWindow control in which you want to select all the contents. The DataWindow object in the DataWindow control must be a RichTextEdit DataWindow.
<i>band</i> (optional)	A value of the Band enumerated datatype specifying the band in which you want to select all the text. Values are: <ul style="list-style-type: none"> • Detail! • Header! • Footer! The default is the band that contains the insertion point.
Return value	Integer. Returns the number of characters selected. A carriage return with a line feed counts as a single character. If an error occurs, SelectTextAll returns -1.
Examples	This statement selects all the text in the detail band: <code>rte_1.SelectTextAll()</code>
	This statement selects all the text in the header band: <code>rte_1.SelectTextAll(Header!)</code>
See also	SelectedText SelectText SelectTextLine SelectTextWord

SelectTextLine

Description Selects the line containing the insertion point in a RichTextEdit control.

Applies to RichTextEdit and DataWindow controls

Syntax **rtename.SelectTextLine ()**

Argument	Description
<i>rtename</i>	The name of the RichTextEdit or DataWindow control in which you want select a line. The DataWindow object in the DataWindow control must be a RichTextEdit DataWindow.

Return value Integer. Returns the number of characters selected if it succeeds and -1 if an error occurs.

Usage If the RichTextEdit control contains a selection, the insertion point is either at the beginning or end of the selection. The way the text was selected determines which. If the user made the selection by dragging toward the end, then calling SelectTextLine selects the line at the end of the selection. If the user dragged back, then SelectTextLine selects the line at the beginning of the selection.

SelectTextLine does not select the line-ending characters (carriage return and linefeed in Windows).

Examples This statement selects the current line:

```
rte_1.SelectTextLine()
```

See also [SelectedText](#)
[SelectText](#)
[SelectTextAll](#)
[SelectTextWord](#)

SelectTextWord

Description	Selects the word containing the insertion point in a RichTextEdit control.
Applies to	RichTextEdit and DataWindow controls
Syntax	rtename.SelectTextWord ()
Argument	Description
<i>rtename</i>	The name of the RichTextEdit or DataWindow control in which you want to select a word. The DataWindow object in the DataWindow control must be a RichTextEdit DataWindow.
Return value	Integer. Returns the number of characters selected if it succeeds and -1 if a word cannot be selected or an error occurs.
Usage	A word is any group of alphanumeric characters. A word can include underscores and single quotes but does not include punctuation and special characters such as \$ or #. If punctuation or special characters follow the selected word, they are not selected. If the character after the insertion point is a space, punctuation, special character, or end-of-line mark, SelectTextWord does not select anything and returns -1.
Examples	The following statement selects the word containing the insertion point:

```
rte_1.SelectTextWord()
```

This example selects the word at the insertion point. If there is no word, it increments the position until it finds a word. It checks when it reaches the end of a line and wraps to the next line as it looks for a word. If this script is assigned to a command button and the button is clicked repeatedly, you step through the text word by word:

```
integer li_rtn
long llstart, lcstart, ll_lines, ll_chars

ll_lines = rte_1.LineCount()
ll_chars = rte_1.LineLength()

li_rtn = rte_1.SelectTextWord()

// -1 if a word is not found at the insertion point
DO WHILE li_rtn = -1
```

```
// Get the position of the cursor
rte_1.Position(llstart, lcstart)

// Increment by 1 to look for next word
lcstart += 1
// If at end of line move to next line
IF lcstart >= ll_chars THEN
    lcstart = 1 // First character
    llstart += 1 // next line

// If beyond last line, return
IF llstart > ll_lines THEN
    RETURN 0
END IF
END IF

// Set insertion point
rte_1.SelectText(llstart, lcstart, 0, 0)
// In case it's a new line, get new line length
// Can't do this until the ins pt is in the line
ll_chars = rte_1.LineLength( )

// Select word, if any
li_rtn = rte_1.SelectTextWord()
LOOP

// Add code here to process the word (for example,
// passing the word to a spelling checker)
```

See also

[SelectedText](#)
[SelectText](#)
[SelectTextAll](#)
[SelectTextLine](#)

Send

Description Sends a message to a window so that it is executed immediately.

Syntax **Send** (*handle*, *message#*, *lowword*, *long*)

Argument	Description
<i>handle</i>	A long whose value is the system handle of a window (that you have created in PowerBuilder or another application) to which you want to send a message.
<i>message#</i>	An UnsignedInteger whose value is the system message number of the message you want to send.
<i>lowword</i>	A long whose value is the integer value of the message. If this argument is not used by the message, enter 0.
<i>long</i>	The long value of the message or a string.

Return value Long. Returns the value returned by `SendMessage` in Windows if it succeeds and -1 if an error occurs. If any argument's value is null, `Send` returns null.

Usage PowerBuilder's `Send` function sends the message identified by *message#* and optionally, *lowword* and *long*, to the window identified by *handle* to the Windows function `SendMessage`. The message is sent directly to the object, bypassing the object's message queue. `Send` waits until the message is processed and obtains the value returned by `SendMessage`.

Messages in Windows

Use the `Handle` function to get the Windows handle of a PowerBuilder object.

You specify Windows messages by number. They are documented in the file *WINDOWS.H* that is part of the Microsoft Windows Software Development Kit (SDK) and other Windows development tools.

Posting a message

Messages sent with `Send` are executed immediately. To post a message to the end of an object's message queue, use the `Post` function.

Examples

This statement scrolls the window `w_emp` up one page:

```
Send(Handle(w_emp), 277, 2, 0)
```

Both of the following statements click the CommandButton `cb_OK`:

```
Send(Handle(Parent), 273, 0, Handle(cb_OK))
```

```
cb_OK.TriggerEvent(Clicked!)
```

You can send messages to maximize or minimize a DataWindow, and return it to normal. To use these messages, enable the TitleBar, Minimize, and Maximize properties of your DataWindow control. Also, you should give your DataWindow control an icon for its minimized state.

This statement minimizes the DataWindow:

```
Send(Handle(dw_whatever), 274, 61472, 0)
```

This statement maximizes the DataWindow:

```
Send(Handle(dw_whatever), 274, 61488, 0)
```

This statement returns the DataWindow to its normal, defined size:

```
Send(Handle(dw_whatever), 274, 61728, 0)
```

You can send a Windows message to determine the last item clicked in a multiselect ListBox. The following script for the SelectionChanged event of a ListBox control gets the return value of the LB_GETCURSEL message which is the item number in the list (where the first item is 0, not 1).

To get PowerBuilder's index for the list item, the example adds 1 to the return value from Send. In this example, idx is an integer instance variable for the window:

```
// Send the Windows message for LB_GETCURSEL  
// to the list box  
idx = Send(Handle(This), 1033, 0, 0)  
idx = idx + 1
```

See also

[Handle](#)

[Post](#)

SeriesCount

Description	Counts the number of series in a graph.
Applies to	Graph controls in windows and user objects, and graphs in DataWindow controls
Syntax	<code>controlname.SeriesCount ({ graphcontrol })</code>
Argument	Description
<i>controlname</i>	The name of the graph for which you want the number of series, or the name of the DataWindow control containing the graph
<i>graphcontrol</i> (DataWindow control only) (optional)	A string whose value is the name of the graph in the DataWindow control for which you want the number of series
Return value	Integer. Returns the number of series in the graph if it succeeds and -1 if an error occurs. If any argument's value is null, SeriesCount returns null.
Examples	These statements store in the variable <i>li_series_count</i> the number of series in the graph <i>gr_product_data</i> :
	<pre>integer li_series_count li_series_count = gr_product_data.SeriesCount()</pre>
	These statements store in the variable <i>li_series_count</i> the number of series in the graph <i>gr_computers</i> in the DataWindow control <i>dw_equipment</i> :
	<pre>integer li_series_count li_series_count = & dw_equipment.SeriesCount("gr_computers")</pre>
See also	CategoryCount DataCount

SeriesName

Description	Obtains the series name associated with the specified series number.
Applies to	Graph controls in windows and user objects, and graphs in DataWindow controls
Syntax	<code>controlname.SeriesName ({ graphcontrol, } seriesnumber)</code>

Argument	Description
<i>controlname</i>	The name of the graph in which you want the name of a series, or the name of the DataWindow containing the graph
<i>graphcontrol</i> (DataWindow control only) (optional)	A string whose value is the name of the graph in the DataWindow control for which you want the name of a series
<i>seriesnumber</i>	The number of the series for which you want to obtain the name

Return value	String. Returns the name assigned to the series. If an error occurs, it returns the empty string (""). If any argument's value is null, SeriesName returns null.
Usage	Series are numbered consecutively, from 1 to the value returned by SeriesCount. When you delete a series, the series are renumbered to keep the numbering consecutive. You can use SeriesName to find out the name of the series associated with a series number.
Examples	These statements store in the variable <i>ls_SeriesName</i> the name of series 5 in the graph <i>gr_product_data</i> :

```
string ls_SeriesName
ls_SeriesName = gr_product_data.SeriesName(5)
```

These statements store in the variable *ls_SeriesName* the name of series 5 in the graph *gr_computers* in the DataWindow control *dw_equipment*:

```
string ls_SeriesName
ls_SeriesName = &
    dw_equipment.SeriesName("gr_computers", 5)
```

See also	CategoryName DeleteSeries FindSeries
----------	--

SetAbort

Declares that a transaction on a transaction server should be rolled back.

To roll back a transaction	Use
For OLETxnObject objects	Syntax 1
For TransactionServer objects	Syntax 2

Syntax 1

Description

For OLETxnObject objects

Declares that the current transaction should be rolled back.

Applies to

OLETxnObject objects

Syntax

oletxnobject.**SetAbort** ()

Argument	Description
<i>oletxnobject</i>	The name of the OLETxnObject variable that is connected to the COM object

Return value

Integer. Returns 1 if it succeeds and -1 if an error occurs.

Usage

Call the SetAbort function from the client to force a COM+ transaction to be rolled back. The default is to complete the transaction if all participants in the transaction on the COM+ server have called SetComplete or EnableCommit.

Examples

The following example shows the use of SetAbort in a component method that performs database updates:

```
integer li_rc
OLETxnObject lotxn_obj
lotxn_obj = CREATE OleTxnObject
li_rc = lotxn_obj.ConnectToNewObject("pbcom.n_test")
IF li_rc <> 0 THEN
    Messagebox( "Connect Error", string(li_rc) )
    // handle error
END IF
lotxn_obj.f_dowork()
lotxn_obj.f_domorework()
IF /* test for client satisfaction */ THEN
    lotxn_obj.SetComplete()
ELSE
    lotxn_obj.SetAbort()
END IF
lotxn_obj.DisconnectObject()
```

See also

[SetComplete](#)

Syntax 2

Description

For TransactionServer objects

Applies to

Declares that a component cannot complete its work for the current transaction and that the transaction should be rolled back. The component instance are deactivated when the method returns.

Syntax

TransactionServer objects

transactionserver.**SetAbort** ()

Argument	Description
<i>transactionserver</i>	Reference to the TransactionServer service instance

Return value

Integer. Returns 1 if it succeeds and -1 if an error occurs.

Usage

The SetAbort function corresponds to the rollbackWork transaction primitive in EA Server.

Any component that participates in a transaction can roll back the transaction by calling the rollbackWork primitive. Only the action of the root component (the component instance that began the transaction) determines when EA Server commits the transaction.

Examples

The following example shows the use of SetAbort in a component method that performs database updates:

```
// Instance variables:  
// DataStore ids_datastore  
// TransactionServer ts  
  
Integer li_rc  
long ll_rv  
  
li_rc = this.GetContextService("TransactionServer", ts)  
IF li_rc <> 1 THEN  
    // handle the error  
END IF  
...  
...  
ll_rv = ids_datastore.Update()  
IF ll_rv = 1 THEN  
    ts.SetComplete()  
ELSE  
    ts.SetAbort()  
END IF
```

See also

DisableCommit, EnableCommit, IsInTransaction, IsTransactionAborted, Lookup, SetComplete, Which

SetAlignment

Description	Sets the alignment of the selected paragraphs in a RichTextEdit control.
Applies to	RichTextEdit controls
Syntax	rtename.SetAlignment (align)
Argument	Description
<i>rtename</i>	The name of the RichTextEdit control in which you want to set the alignment of selected paragraphs.
<i>align</i>	A value of the Alignment enumerated datatype specifying how to align the paragraphs. Values are: <ul style="list-style-type: none"> • Left! – Align each line at the left margin • Right! – Align each line at the right margin • Center! – Center the text between the left and right margins • Justify! – Justify the paragraphs
Return value	Integer. Returns 1 if it succeeds and -1 if an error occurs.
Examples	This example sets the alignment of the selected paragraphs in the RichTextEdit control rte_1:
	<pre>integer li_success li_success = rte_1.SetAlignment(Right!)</pre>
See also	GetAlignment GetSpacing GetTextStyle SetSpacing SetTextStyle

SetArgElement

Description Sets the value in the specified argument element.

Applies to Window ActiveX controls

Syntax **activexcontrol.SetArgElement (index, argument)**

Argument	Description
<i>activexcontrol</i>	Identifier for the instance of the PowerBuilder window ActiveX control. When used in HTML, this is the NAME attribute of the object element. When used in other environments, this references the control that contains the PowerBuilder window ActiveX.
<i>index</i>	Integer specifying argument placement.
<i>argument</i>	Any specifying the argument value.

Return value Integer. Returns 1 if the function succeeds and -1 if an error occurs.

Usage Call this function before calling InvokePBFunction or TriggerPBEVENT to specify an argument for the passed function.

JavaScript scripts must use this function to specify function and event arguments. VBScript scripts can either use this function or specify the arguments array directly.

Examples This JavaScript example calls the SetArgElement function:

```
function triggerEvent(f) {
    var retcd;
    var rc;
    var numargs;
    var theEvent;
    var theArg;
    retcd = 0;
    numargs = 1;
    theArg = f.textToPB.value;
    PBRX1.SetArgElement(1, theArg);
    theEvent = "ue_args";
    retcd = PBRX1.TriggerPBEVENT(theEvent, numargs);
    ...
}
```

See also

[GetArgElement](#)
[GetLastReturn](#)
[InvokePBFunction](#)
[TriggerPBEVENT](#)

SetAutomationLocale

Description	Sets the language to be used in automation programming for an OLE object. Call SetAutomationLocale if you have programmed automation commands in a language other than the user's locale.								
Applies to	OLE objects								
Syntax	<i>olename</i>.SetAutomationLocale (<i>language</i>, <i>sortorder</i>)								
	<table border="1"> <thead> <tr> <th>Argument</th><th>Description</th></tr> </thead> <tbody> <tr> <td><i>olename</i></td><td>The name of the object for which you want to set the automation locale.</td></tr> <tr> <td><i>language</i></td><td> <p>A value of the LanguageID enumerated datatype specifying the language you have used for automation commands. The OLE server must have function and property names defined in the language you specify.</p> <p>Some values of LanguageID are:</p> <ul style="list-style-type: none"> • LanguageNeutral! – No language is assumed. Automation commands match the server's default command set. • LanguageUserDefault! – The language locale is taken from the user's settings in the International control panel. • LanguageSystemDefault! – The language locale is taken from the version of Windows that is installed on the user's machine. <p>You can also specify a language or dialect, such as LanguagePolish! or LanguagePortuguese_Brazilian!</p> <p>For the list of language-specific values for LanguageID, use the PowerBuilder Browser.</p> </td></tr> <tr> <td><i>sortorder</i></td><td> <p>A value of the LanguageSortID enumerated datatype specifying the sort order for the language. Values are:</p> <ul style="list-style-type: none"> • LanguageSortNative! – Use the traditional sort order of the selected language. • LanguageSortUnicode! – Use the sort order defined for Unicode </td></tr> </tbody> </table>	Argument	Description	<i>olename</i>	The name of the object for which you want to set the automation locale.	<i>language</i>	<p>A value of the LanguageID enumerated datatype specifying the language you have used for automation commands. The OLE server must have function and property names defined in the language you specify.</p> <p>Some values of LanguageID are:</p> <ul style="list-style-type: none"> • LanguageNeutral! – No language is assumed. Automation commands match the server's default command set. • LanguageUserDefault! – The language locale is taken from the user's settings in the International control panel. • LanguageSystemDefault! – The language locale is taken from the version of Windows that is installed on the user's machine. <p>You can also specify a language or dialect, such as LanguagePolish! or LanguagePortuguese_Brazilian!</p> <p>For the list of language-specific values for LanguageID, use the PowerBuilder Browser.</p>	<i>sortorder</i>	<p>A value of the LanguageSortID enumerated datatype specifying the sort order for the language. Values are:</p> <ul style="list-style-type: none"> • LanguageSortNative! – Use the traditional sort order of the selected language. • LanguageSortUnicode! – Use the sort order defined for Unicode
Argument	Description								
<i>olename</i>	The name of the object for which you want to set the automation locale.								
<i>language</i>	<p>A value of the LanguageID enumerated datatype specifying the language you have used for automation commands. The OLE server must have function and property names defined in the language you specify.</p> <p>Some values of LanguageID are:</p> <ul style="list-style-type: none"> • LanguageNeutral! – No language is assumed. Automation commands match the server's default command set. • LanguageUserDefault! – The language locale is taken from the user's settings in the International control panel. • LanguageSystemDefault! – The language locale is taken from the version of Windows that is installed on the user's machine. <p>You can also specify a language or dialect, such as LanguagePolish! or LanguagePortuguese_Brazilian!</p> <p>For the list of language-specific values for LanguageID, use the PowerBuilder Browser.</p>								
<i>sortorder</i>	<p>A value of the LanguageSortID enumerated datatype specifying the sort order for the language. Values are:</p> <ul style="list-style-type: none"> • LanguageSortNative! – Use the traditional sort order of the selected language. • LanguageSortUnicode! – Use the sort order defined for Unicode 								
Return value	Integer. Returns 0 if it succeeds and -1 if an error occurs.								

Usage

For most situations, you do not need to call SetAutomationLocale. If an automation command fails, PowerBuilder makes additional attempts to execute it in other languages before it triggers the Error event. It attempts to execute the command using these languages:

- 1 The command as is (the command is in a language the server understands)
- 2 The current locale (if it is different from the user's default locale)
- 3 The user's default locale (LanguageUserDefault!)
- 4 The system's default locale (LanguageSystemDefault!)
- 5 English (LanguageEnglish!)

If PowerBuilder is successful in validating the name in any of the languages above, it resets the locale to the value that succeeded. While this may result in the wrong locale in ambiguous cases, it will probably simplify access to standard Microsoft Office products that ship with both localized and English function and property names.

If you specify a language with SetAutomationLocale, but the OLE server does not have function and property names in that language, your OLE automation commands will fail unless the above procedure finds a language that works. If you have called SetAutomationLocale, PowerBuilder's procedure for finding the correct language can reset it, as described in the previous paragraph.

Examples

This example sets the language to German for an OLEObject called oleobj_report:

```
oleobj_report.SetAutomationLocale(LanguageGerman!)
```

This example sets the language to German for an OLE control ole_1:

```
ole_1.Object.SetAutomationLocale(LanguageGerman!)
```

SetAutomationPointer

Description	Sets the automation pointer of an OLEObject object to the value of the automation pointer of another object.
Applies to	OLEObject
Syntax	<code>oleobject.SetAutomationPointer (object)</code>
Argument	Description
<i>oleobject</i>	The name of an OLEObject variable whose automation pointer you want to set. You cannot specify an OLEObject that is the Object property of an OLE control.
<i>object</i>	The name of an OLEObject variable that contains the automation pointer you want to use to set the pointer value in <i>oleobject</i> .
Return value	Integer. Returns 0 if it succeeds and -1 if the object does not contain a valid OLE automation pointer.
Usage	SetAutomationPointer assigns the underlying automation pointer used by OLE into a descendant of OLEObject.
Examples	<p>This example creates an OLEObject variable and calls ConnectToNewObject to create a new Excel object and connect to it. It also creates an object of type oleobjectchild (which is a descendant of OLEObject) and sets the automation pointer of the descendant object to the value of the automation pointer in the OLEObject object. Then it sets a value in the worksheet using the descendant object, saves it to a different file, and destroys both objects:</p> <pre> OLEObject ole1 oleobjectchild oleChild integer rs ole1= CREATE OLEObject rs = ole1.ConnectToNewObject("Excel.Application") oleChild = CREATE oleobjectchild rs = oleChild.SetAutomationPointer(ole1) IF (rs = 0) THEN oleChild.workbooks.open("d:\temp\expenses.xls") oleChild.cells(1,1).value = 11111 oleChild.activeworkbook.saveas(& "d:\temp\newexp.xls") oleChild.activeworkbook.close() oleChild.quit() END IF ole1.disconnectobject() DESTROY oleChild DESTROY ole1 </pre>

SetAutomationTimeout

Description Sets the number of milliseconds that a PowerBuilder client waits before canceling an OLE procedure call to the server.

Applies to OLEObject objects

Syntax *oleobject.SetAutomationTimeout (interval)*

Argument	Description
<i>oleobject</i>	The name of an OLEObject variable containing the object for which you want to set the timeout period.
<i>interval</i>	A 32-bit signed long integer value (in milliseconds) specifying how long a PowerBuilder client waits before canceling a procedure call. The default value is 300,000 milliseconds (5 minutes). Specifying 0 or a negative value resets <i>interval</i> to the default value.

Return value Integer. Returns 0 if it succeeds and -1 if it fails.

Usage This function passes the value of *interval* to PowerBuilder's implementation of the IMessagFilter interface and determines how long PowerBuilder tries to complete an OLE procedure call. The value applies only when PowerBuilder is the OLE client, not when PowerBuilder is the OLE server.

Default timeout period

For most situations, you do not need to call SetAutomationTimeout. The default timeout period of five minutes is usually appropriate. Use SetAutomationTimeout to change the default timeout period if you expect a specific OLE request to take longer than five minutes.

If the timeout period is too short, you may get a PowerBuilder application execution error, R0035. In this case, use SetAutomationTimeout to lengthen the timeout period.

If the timeout period expires, runtime error 1037 occurs. You may want to add code to handle this error, which is often the only indication of a hung server. Note that canceling a transaction often causes memory leaks on both the server and the operating system.

The value that you specify with SetAutomationTimeout applies to all OLE transactions in the current session, including calls that relate to other objects.

Examples

This example calls the `ConnectToObject` function to connect to an Excel worksheet and sets a timeout period of 900,000 milliseconds (15 minutes):

```
OLEObject ole1
integer rs
long interval

interval = 900000
ole1 = create OLEObject
rs = ole1.ConnectToObject ("Excel.Application")
rs = ole1.SetAutomationTimeOut(interval)
```

SetBoldDate

Description

Displays the specified date in bold.

Applies to

MonthCalendar control

Syntax

`controlname.SetBoldDate (d, onoff {, rt })`

Argument	Description
<code>controlname</code>	The name of the MonthCalendar control in which you want to clear the bold dates
<code>d</code>	The date to be set in bold
<code>onoff</code>	A boolean specifying whether the date is to be set to bold. Values are: true – Set the date to bold false – Clear the date's bold setting
<code>rt</code> (optional)	A value of the <code>MonthCalRepeatType</code> enumerated variable. Values are: Once! – Set or clear the bold setting for the specified date (default) Monthly! – Using the day portion of the specified date, set or clear the bold setting for this day in all months Yearly! – Using the day and month portion of the specified date, set or clear the bold setting for this date in all years

Return value

Integer. Returns 0 for success and one of the following negative values for failure:

- 1 Invalid arguments
- 2 Unknown failure

Usage You can use the **SetBoldDate** function to specify that a selected date, such as an anniversary date, displays in bold. If a specific date has been set to bold, you can clear the bold setting by passing **false** as the second parameter. **ClearBoldDates** clears all such settings.

Examples This example sets the date January 5, 2005 to bold in the control **mcVacation**:

```
integer li_return  
Date d  
d = date("January 5, 2005")  
  
li_return = mcVacation.SetBoldDate( d, true)
```

This example sets the fifth day of every month to bold in the control **mcVacation**:

```
integer li_return  
Date d  
d = date("January 5, 2005")  
  
li_return = mcVacation.SetBoldDate( d, true, Monthly!)
```

This example sets the date January 5 to bold for all years in the control **mcVacation**:

```
integer li_return  
Date d  
d = date("January 5, 2005")  
  
li_return = mcVacation.SetBoldDate( d, true, Yearly!)
```

This example clears the bold setting for the fifth day of every month in the control **mcVacation**:

```
integer li_return  
Date d  
d = date("January 5, 2005")  
  
li_return = mcVacation.SetBoldDate( d, false, Monthly!)
```

See also

ClearBoldDates

SetByte

Description	Sets data of type Byte for a blob variable.								
Syntax	SetByte (<i>blobvariable</i> , <i>n</i> , <i>b</i>)								
	<table border="1"> <thead> <tr> <th>Argument</th><th>Description</th></tr> </thead> <tbody> <tr> <td><i>blobvariable</i></td><td>A variable of the Blob datatype in which you want to insert a value of the Byte datatype</td></tr> <tr> <td><i>n</i></td><td>The number of the position in <i>blobvariable</i> at which you want to insert a value of the Byte datatype</td></tr> <tr> <td><i>b</i></td><td>Data of the Byte datatype that you want to set into <i>blobvariable</i> at position <i>n</i>.</td></tr> </tbody> </table>	Argument	Description	<i>blobvariable</i>	A variable of the Blob datatype in which you want to insert a value of the Byte datatype	<i>n</i>	The number of the position in <i>blobvariable</i> at which you want to insert a value of the Byte datatype	<i>b</i>	Data of the Byte datatype that you want to set into <i>blobvariable</i> at position <i>n</i> .
Argument	Description								
<i>blobvariable</i>	A variable of the Blob datatype in which you want to insert a value of the Byte datatype								
<i>n</i>	The number of the position in <i>blobvariable</i> at which you want to insert a value of the Byte datatype								
<i>b</i>	Data of the Byte datatype that you want to set into <i>blobvariable</i> at position <i>n</i> .								
Return value	Integer. Returns 1 if it succeeds or -1 if <i>n</i> exceeds the scope of <i>blobvariable</i> ; it returns null if the value of any of its arguments is null.								
Examples	This example adds the byte equivalent of 37 at the initial position of the emp_photo blob. If no byte is assigned to the second position, the blob displays as the ASCII equivalent of 37 (the percent character, %) in the second message box:								
	<pre>blob {100} emp_photo byte b1 = byte (37) int li_rtn li_rtn = SetByte(emp_photo, 1, b1) messagebox("setbyte", string(b1)) messagebox("setbyte", string(emp_photo))</pre>								
See also	Byte GetByte								

SetColumn

Description	Sets column information for a DataWindow, child DataWindow, or ListView control.
	For syntax for a DataWindow or child DataWindow, see the SetColumn method for DataWindows in the <i>DataWindow Reference</i> or the online Help.
Applies to	ListView controls

Syntax

listviewname.**SetColumn** (*index*, *label*, *alignment*, *width*)

Argument	Description
<i>listviewname</i>	The name of the ListView control for which you want to set column properties.
<i>index</i>	The number of the column for which you want to set column properties.
<i>label</i>	The label of the column for which you want to set column properties.
<i>alignment</i>	A value of the Alignment enumerated datatype specifying how to align the column. Values are: <ul style="list-style-type: none"> • Left! – Align the column at the left margin • Right! – Align the column at the right margin • Center! – Center the column between the left and right margins • Justify! – Not valid for the SetColumn function
<i>width</i>	The width of the column for which you want to set column properties.

Return value

Integer. Returns 1 if it succeeds and -1 if an error occurs.

Usage

SetColumn is used only in report views.

Examples

This example sets the second column of a ListView:

```
lv_list.SetColumn(2 , "Order" , Center! , 800)
```

See also

AddColumn
AddItem
SetItem

SetComplete

Declares that a transaction on a transaction server should be committed.

To commit a transaction	Use
For OLETxnObject objects	Syntax 1
For TransactionServer objects	Syntax 2

Syntax 1

Description

For OLETxnObject objects

Declares that the current transaction should be committed.

Applies to

OLETxnObject objects

Syntax

oletxnobject.**SetComplete** ()

Argument	Description
<i>oletxnobject</i>	The name of the OLETxnObject variable that is connected to the COM object

Return value

Integer. Returns 1 if it succeeds and -1 if an error occurs.

Usage

Call the SetComplete function from a client to allow a COM+ transaction to be completed if all participants in the transaction on the COM+ server have called SetComplete or EnableCommit. If *any* participant in the transaction has called DisableCommit or SetAbort, the transaction is not completed.

Examples

The following example shows the use of SetComplete in a component method that performs database updates:

```

integer li_rc
OleTxnObject lotxn_obj

lotxn_obj = CREATE OleTxnObject
li_rc = lotxn_obj.ConnectToNewObject("pbcom.n_test")
IF li_rc <> 0 THEN
    Messagebox( "Connect Error", string(li_rc) )
    // handle error
END IF

lotxn_obj.f_dowork()
lotxn_obj.f_domorework()
lotxn_obj.SetComplete()
lotxn_obj.DisconnectObject()

```

See also

SetAbort

Syntax 2

Description

For TransactionServer objects

Applies to

Declares that the transaction in which a component is participating should be committed and the component instance should be deactivated.

Syntax

`transactionserver.SetComplete()`

Argument	Description
<code>transactionserver</code>	Reference to the TransactionServer service instance

Return value

`Integer`. Returns 1 if it succeeds and -1 if an error occurs.

Usage

The SetComplete function corresponds to the completeWork transaction primitive in EA Server.

Any component that participates in a transaction can roll back the transaction by calling the rollbackWork primitive. Only the action of the root component (the component instance that began the transaction) determines when EA Server commits the transaction.

The transaction is committed if either of the following occurs:

- The root component returns with a state of completeWork and no participating component has set a state of disallowCommit.
- The root component is deactivated due to an explicit destroy from the client and no participating component has set a state of disallowCommit. (A client disconnect that is not preceded by an explicit destroy request always causes a rollback.)

You can use the transaction state primitives in any component; the component does not have to be declared transactional. Calling completeWork or rollbackWork from methods causes early deactivation.

Examples

The following example shows the use of SetComplete in a component method that performs database updates:

```
// Instance variables:  
// DataStore ids_datastore  
// TransactionServer ts  
Integer li_rc  
long ll_rv  
li_rc = this.GetContextService("TransactionServer", ts)  
IF li_rc <> 1 THEN  
    // handle the error  
END IF  
...
```

```
ll_rv = ids_datastore.Update()
IF ll_rv = 1 THEN
    ts.SetComplete()
ELSE
    ts.SetAbort()
END IF
```

See also

[DisableCommit](#), [EnableCommit](#), [IsInTransaction](#), [IsTransactionAborted](#), [Lookup](#), [SetAbort](#), [Which](#)

SetData

Description	Sets data in the OLE server associated with an OLE control using Uniform Data Transfer.
Applies to	OLE controls and OLE custom controls
Syntax	

olename.**SetData** (*clipboardformat*, *data*)

Argument	Description
<i>olename</i>	The name of the OLE or custom control associated with the OLE server to which you want to transfer data.

Argument	Description
<i>clipboardformat</i>	<p>The format of the data. You can specify a standard format with a value of the ClipboardFormat enumerated datatype. You can specify a nonstandard format as a string. Values for ClipboardFormat are:</p> <ul style="list-style-type: none"> ClipFormatBitmap! ClipFormatDIB! ClipFormatDIF! ClipFormatEnhMetafile! ClipFormatHdrop! ClipFormatLocale! ClipFormatMetafilePict! ClipFormatOEMText! ClipFormatPalette! ClipFormatPenData! ClipFormatRIFF! ClipFormatSYLK! ClipFormatText! ClipFormatTIFF! ClipFormatUnicodeText! ClipFormatWave! <p>If <i>clipboardformat</i> is an empty string or a null value, SetData transfers the data with the format ClipFormatText!.</p>
<i>data</i>	A string or blob whose value is the data you want to transfer.

Return value

Integer. Returns 0 if it succeeds and -1 if an error occurs.

Usage

SetData returns an error if you specify a clipboard format that the OLE server does not support. See the documentation for the OLE server to find out what formats it supports.

SetData operates via Uniform Data Transfer, a mechanism defined by Microsoft for exchanging data with container applications. PowerBuilder enables data transfer via a global handle. The OLE server must also support data transfer via a global handle. If it does not, you cannot transfer data to or from that server.

Examples

For an example of moving data between two OLE controls (a Microsoft Word table and a Microsoft Graph), see [GetData](#).

See also

[GetData](#)

SetDataDDE

Description	Sends data to a DDE client application when PowerBuilder is acting as a DDE server. You would usually call SetDataDDE in the script for the RemoteRequest event, which is triggered by a DDE request for data from the client application.										
Syntax	SetDataDDE (<i>string</i> {, <i>applname</i>, <i>topic</i>, <i>item</i> })										
	<table border="1"> <thead> <tr> <th>Argument</th><th>Description</th></tr> </thead> <tbody> <tr> <td><i>string</i></td><td>The data you want to send to a DDE client application</td></tr> <tr> <td><i>applname</i> (optional)</td><td>The DDE name for the client application</td></tr> <tr> <td><i>topic</i> (optional)</td><td>A string whose value is the basic data grouping the DDE client application referenced</td></tr> <tr> <td><i>item</i> (optional)</td><td>A string (data within <i>topic</i>)</td></tr> </tbody> </table>	Argument	Description	<i>string</i>	The data you want to send to a DDE client application	<i>applname</i> (optional)	The DDE name for the client application	<i>topic</i> (optional)	A string whose value is the basic data grouping the DDE client application referenced	<i>item</i> (optional)	A string (data within <i>topic</i>)
Argument	Description										
<i>string</i>	The data you want to send to a DDE client application										
<i>applname</i> (optional)	The DDE name for the client application										
<i>topic</i> (optional)	A string whose value is the basic data grouping the DDE client application referenced										
<i>item</i> (optional)	A string (data within <i>topic</i>)										
Return value	<p>Integer. Returns 1 if it succeeds. If an error occurs, SetDataDDE returns a negative integer. Values are:</p> <ul style="list-style-type: none"> -1 Function called in the wrong context -2 Data not accepted <p>If any argument's value is null, SetDataDDE returns null.</p>										
Usage	<p>To enable DDE server mode in your PowerBuilder application, call the StartServerDDE function. Then DDE messages from a DDE client trigger events in the PowerBuilder window. It is up to you to decide how your application responds by writing code for those events. When an application requests data of the DDE server, it triggers a RemoteRequest event. You typically call SetDataDDE in the script for a window's RemoteRequest event.</p> <p>If a client application has established a hot link with a location in your PowerBuilder application, you can call SetDataDDE in an event for the object associated with the location. As a server application, you decide how location names map to the controls in your application. For example, your application can decide that the DDE name <i>loc1</i> refers to the SingleLineEdit <i>sle_name</i> and a client application can establish a hot link with "loc1." Then in the Modified event for <i>sle_name</i>, you can call SetDataDDE so that the client application receives changes each time <i>sle_name</i> is changed. Likewise, if <i>loc1</i> referred to a DataWindow, you can call SetDataDDE in the ItemChanged event for the DataWindow.</p>										

The *applname* argument refers to the client application that has established a channel or a hot link with your application. *Topic* and *item* refer to a topic and location recognized by your server application. You only need to specify these arguments to make it clear to the client application who should receive the message and what is being sent.

Examples

This statement illustrates how SetDataDDE is used in a script for a RemoteRequest event when another DDE application requests data. The data sent is the text of the SingleLineEdit sle_Address:

```
SetDataDDE(sle_Address.Text)
```

This statement illustrates how the optional arguments are specified:

```
SetDataDDE(sle_Address.Text, "MYDB", &  
"Employee", "Address")
```

See also

[GetDataDDE](#)

[StartServerDDE](#)

SetDataLabelling

Description

Set the data label for a DirectX 3D graph.

Applies to

Graph controls in windows and user objects, and graphs in DataWindow controls

Syntax

controlname.**SetDataLabelling** ({*graphcontrol*}, *series*, *datapoint*, *value*)

Argument	Description
<i>controlname</i>	The name of the graph from which you want data, or the name of the DataWindow control containing the graph.
<i>graphcontrol</i> (DataWindow control only)	(Optional) A string whose value is the name of the graph in the DataWindow control.
<i>seriesnumber</i>	The number that identifies the series in which you want to label a data point.
<i>datapoint</i>	The data point that you want to label.
<i>value</i>	Indicates whether to label the data with its value.

Return value

Returns 1 if it succeeds and -1 if an error occurs. If any argument's value is null, SetDataLabelling returns null.

Usage	SetDataLabelling is used to indicate whether or not to label the data with the numbers for DirectX 3D Area, Bar, Col, or Line graphs. You cannot use this method with DirectX 3D Pie graphs.
Examples	<p>These statements set the series and datapoint for the graph gr_1 in the DataWindow control dw_employee.</p> <pre>integer SeriesNbr, ItemNbr grObjectType clickedtype // Get the number of the series and datapoint clickedtype = this.ObjectAtPointer("gr_1", & SeriesNbr, ItemNbr) // Set data label dw_employee.SetDataLabelling("gr_1", & SeriesNbr, ItemNbr, true)</pre> <p>These statements set the series and datapoint for the graph gr_1.</p> <pre>integer SeriesNbr, ItemNbr grObjectType clickedtype clickedtype = gr_1.ObjectAtPointer(SeriesNbr, & ItemNbr) gr_1.SetDataLabeling(SeriesNbr, ItemNbr, true)</pre>
See also	GetDataLabelling GetSeriesLabelling SetSeriesLabelling

SetDataPieExplode

Description	Explodes a pie slice in a pie graph. The exploded slice is moved away from the center of the pie, which draws attention to the data. You can explode any number of slices of the pie.
Applies to	Graph controls in windows and user objects, and graphs in DataWindow controls

SetDataPieExplode

Syntax ***controlname.SetDataPieExplode ({ graphcontrol, } seriesnumber, datapoint, percentage)***

Argument	Description
<i>controlname</i>	The name of the graph in which you want to explode a pie slice, or the name of the DataWindow containing the graph.
<i>graphcontrol</i> (DataWindow control only) (optional)	A string whose value is the name of the graph in the DataWindow control in which you want to explode a pie slice.
<i>seriesnumber</i>	The number that identifies the series.
<i>datapoint</i>	The number of the data point (that is, the pie slice) to be exploded.
<i>percentage</i>	A number between 0 and 100 which is the percentage of the radius that the pie slice is moved away from the center. When <i>percentage</i> is 100, the tip of the slice is even with the circumference of the pie's circle.

Return value Integer. Returns 1 if it succeeds and -1 if an error occurs. If any argument's value is null, SetDataPieExplode returns null.

Usage If the graph is not a pie graph, the function has no effect.

Examples This example explodes the pie slice under the pointer to 50% when the user double-clicks within the graph. The code checks the property GraphType to make sure the graph is a pie graph. It then finds out whether the user clicked on a pie slice by checking the series and data point values set by ObjectAtPointer. The script is for the DoubleClicked event of a graph object:

```
integer series, datapoint  
grObjectType clickedtype  
integer percentage  
  
percentage = 50  
IF (This.GraphType <> PieGraph! AND &  
    This.GraphType <> Pie3D!) THEN RETURN  
clickedtype = This.ObjectAtPointer( &  
    series, datapoint)  
IF (series > 0 and datapoint > 0) THEN  
    This.SetDataPieExplode(series, datapoint, &  
    percentage)  
END IF
```

See also [GetDataPieExplode](#)

SetDataStyle

Specifies the appearance of a data point in a graph. The data point's series has appearance settings that you can override with SetDataStyle.

To	Use
Set the data point's colors	Syntax 1
Set the line style and width for the data point	Syntax 2
Set the fill pattern or symbol for the data point	Syntax 3

Syntax 1

Description

Specifies the colors of a data point in a graph.

Applies to

Graph controls in windows and user objects, and graphs in DataWindow controls

Syntax

`controlname.SetDataStyle ({ graphcontrol, } seriesnumber, datapointnumber, colortype, color)`

Argument	Description
<i>controlname</i>	The name of the graph in which you want to set the color of a data point, or the DataWindow containing the graph.
<i>graphcontrol</i> (DataWindow control only) (optional)	A string whose value is the name of the graph in the DataWindow control in which you want to set the color of a data point.
<i>seriesnumber</i>	The number of the series in which you want to set the color of a data point.
<i>datapointnumber</i>	The number of the data point for which you want to set the color.
<i>colortype</i>	A value of the grColorType enumerated datatype specifying the aspect of the data point for which you want to set the color. Values are: <ul style="list-style-type: none"> • <code>Foreground!</code> – Text color • <code>Background!</code> – Background color • <code>LineColor!</code> – Line color • <code>Shade!</code> – Shade (for graphics that are three-dimensional or have solid objects)
<i>color</i>	A long whose value is the new color for <i>colortype</i> .

Return value

`Integer`. Returns 1 if it succeeds and -1 if an error occurs. If any argument's value is null, SetDataStyle returns null.

Usage

To change the appearance of a series, use **SetSeriesStyle**. The settings you make for the series are the defaults for all data points in the series.

To reset the color of individual points back to the series color, call **ResetDataColors**.

For a graph in a DataWindow, you can specify the appearance of a data point in the graph before PowerBuilder draws the graph. To do so, define a user event for **pmb_dwngraphcreate** and call **SetDataStyle** in the script for that event. The event **pmb_dwngraphcreate** is triggered just before a graph is created in a DataWindow object.

Using SetDataStyle with DirectX 3D Graphs

You can only set the color for the foreground. Background, line color, and shade are not supported.

Examples

This example checks the background color for data point 6 in the series named **Salary** in the graph **gr_emp_data**. If it is red, **SetDataStyle** sets it to black:

```
long color_nbr  
integer SeriesNbr  
// Get the number of the series  
SeriesNbr = gr_emp_data.FindSeries("Salary")  
// Get the background color  
gr_emp_data.GetDataStyle(SeriesNbr, 6, &  
    Background!, color_nbr)  
// If color is red, change it to black  
IF color_nbr = 255 THEN &  
    gr_emp_data.SetDataStyle(SeriesNbr, 6, &  
    Background!, 0)
```

These statements set the text (foreground) color to black for data point 6 in the series named **Salary** in the graph **gr_depts** in the DataWindow control **dw_employees**:

```
integer SeriesNbr  
// Get the number of the series  
SeriesNbr = &  
    dw_employees.FindSeries("gr_depts" , "Salary")  
// Set the background color  
dw_employees.SetDataStyle("gr_depts" , SeriesNbr, &  
    6, Background!, 0)
```

See also

[GetDataStyle](#), [GetSeriesStyle](#), [ResetDataColors](#), [SeriesName](#), [SetSeriesStyle](#)

Syntax 2**For the line associated with a data point**

Description	Specifies the style and width of a data point's line in a graph.														
Applies to	Graph controls in windows and user objects, and graphs in DataWindow controls														
Syntax	<code>controlname.SetDataStyle ({ graphcontrol, } seriesnumber, datapointnumber, linestyle, linewidth)</code>														
	<table border="1"> <thead> <tr> <th>Argument</th><th>Description</th></tr> </thead> <tbody> <tr> <td><i>controlname</i></td><td>The name of the graph in which you want to set the line style and width of a data point, or the name of the DataWindow containing the graph.</td></tr> <tr> <td><i>graphcontrol</i> (DataWindow control only) (optional)</td><td>A string whose value is the name of the graph in the DataWindow control in which you want to set the line style and width.</td></tr> <tr> <td><i>seriesnumber</i></td><td>The number of the series in which you want to set the line style and width of a data point.</td></tr> <tr> <td><i>datapointnumber</i></td><td>The number of the data point for which you want to set the line style and width.</td></tr> <tr> <td><i>linestyle</i></td><td>A value of the LineStyle enumerated datatype. Values are: Continuous! Dash! DashDot! DashDotDot! Dot! Transparent!</td></tr> <tr> <td><i>linewidth</i></td><td>An integer whose value is the width of the line in pixels.</td></tr> </tbody> </table>	Argument	Description	<i>controlname</i>	The name of the graph in which you want to set the line style and width of a data point, or the name of the DataWindow containing the graph.	<i>graphcontrol</i> (DataWindow control only) (optional)	A string whose value is the name of the graph in the DataWindow control in which you want to set the line style and width.	<i>seriesnumber</i>	The number of the series in which you want to set the line style and width of a data point.	<i>datapointnumber</i>	The number of the data point for which you want to set the line style and width.	<i>linestyle</i>	A value of the LineStyle enumerated datatype. Values are: Continuous! Dash! DashDot! DashDotDot! Dot! Transparent!	<i>linewidth</i>	An integer whose value is the width of the line in pixels.
Argument	Description														
<i>controlname</i>	The name of the graph in which you want to set the line style and width of a data point, or the name of the DataWindow containing the graph.														
<i>graphcontrol</i> (DataWindow control only) (optional)	A string whose value is the name of the graph in the DataWindow control in which you want to set the line style and width.														
<i>seriesnumber</i>	The number of the series in which you want to set the line style and width of a data point.														
<i>datapointnumber</i>	The number of the data point for which you want to set the line style and width.														
<i>linestyle</i>	A value of the LineStyle enumerated datatype. Values are: Continuous! Dash! DashDot! DashDotDot! Dot! Transparent!														
<i>linewidth</i>	An integer whose value is the width of the line in pixels.														
Return value	Integer. Returns 1 if it succeeds and -1 if an error occurs. If any argument's value is null, SetDataStyle returns null.														
Usage	To change the appearance of a series, use SetSeriesStyle. The settings you make for the series are the defaults for all data points in the series. For a graph in a DataWindow, you can specify the appearance of a data point in the graph before PowerBuilder draws the graph. To do so, define a user event for pbm_dwngraphcreate and call SetDataStyle in the script for that event. The event pbm_dwngraphcreate is triggered just before a graph is created in a DataWindow object.														

Examples

This example checks the line style used for data point 10 in the series named Costs in the graph gr_computers in the DataWindow control dw_equipment. If it is dash-dot, the SetDataStyle sets it to continuous. The line width stays the same:

```
integer SeriesNbr, line_width
LineStyle line_style

// Get the number of the series
SeriesNbr = dw_equipment.FindSeries( &
    "gr_computers", "Costs")

// Get the current line style
dw_equipment.GetDataStyle("gr_computers", &
    SeriesNbr, 10, line_style, line_width)

// If the pattern is dash-dot, change to continuous
IF line_style = DashDot! THEN &
    dw_equipment.SetDataStyle("gr_computers", &
        SeriesNbr, 10, Continuous!, line_width)
```

See also

[GetDataStyle](#)
[GetSeriesStyle](#)
[SeriesName](#)
[SetSeriesStyle](#)

Syntax 3

Description

For the fill pattern and symbol of a data point

Specifies the fill pattern and symbol for a data point in a graph.

Applies to

Graph controls in windows and user objects, and graphs in DataWindow controls

Syntax

`controlname.SetDataStyle ({ graphcontrol, } seriesnumber,
 datapointnumber, enumvalue)`

Argument	Description
<i>controlname</i>	The name of the graph in which you want to set the appearance of a data point, or the name of the DataWindow containing the graph.
<i>graphcontrol</i> (DataWindow control only) (optional)	A string whose value is the name of the graph in the DataWindow control in which you want to set the appearance.

Argument	Description
<i>seriesnumber</i>	The number of the series in which you want to set the appearance of a data point.
<i>datapointnumber</i>	The number of the data point for which you want to set the appearance.
<i>enumvalue</i>	<p>An enumerated datatype specifying the appearance setting for the data point. You can specify a FillPattern or grSymbolType value.</p> <p>To change the fill pattern, use a FillPattern value:</p> <ul style="list-style-type: none"> Bdiagonal! – Lines from lower left to upper right Diamond! Fdiagonal! – Lines from upper left to lower right Horizontal! Solid! Square! Vertical! <p>To change the symbol type, use a grSymbolType value:</p> <ul style="list-style-type: none"> NoSymbol! SymbolHollowBox! SymbolX! SymbolStar! SymbolHollowUpArrow! SymbolHollowCircle! SymbolHollowDiamond! SymbolSolidDownArrow! SymbolSolidUpArrow! SymbolSolidCircle! SymbolSolidDiamond! SymbolPlus! SymbolHollowDownArrow! SymbolSolidBox!

- Return value Integer. Returns 1 if it succeeds and -1 if an error occurs. If any argument's value is null, SetDataStyle returns null.
- Usage To change the appearance of a series, use SetSeriesStyle. The settings you make for the series are the defaults for all data points in the series.
- For a graph in a DataWindow, you can specify the appearance of a data point in the graph before PowerBuilder draws the graph. To do so, define a user event for pbm_dwngraphcreate and call SetDataStyle in the script for that event. The event pbm_dwngraphcreate is triggered just before a graph is created in a DataWindow object.

Using SetDataStyle with DirectX 3D Graphs

You cannot use a fill pattern or specify specific symbols for the data point.

Examples

This example checks the fill pattern used for data point 10 in the series named Costs in the graph gr_product_data. If it is diamond, then SetDataStyle changes it to solid:

```
integer SeriesNbr
FillPattern data_pattern

// Get the number of the series
SeriesNbr = gr_product_data.FindSeries("Costs")

// Get the current fill pattern
gr_product_data.GetDataStyle(SeriesNbr, 10, &
    data_pattern)

// If the pattern is diamond, change it to solid
IF data_pattern = Diamond! THEN &
    gr_product_data.SetDataStyle(SeriesNbr, &
        10, Solid!)
```

See also

[GetDataStyle](#)
[GetSeriesStyle](#)
[SeriesName](#)
[SetSeriesStyle](#)

SetDataTransparency

Description	Sets the transparency percentage of a data point in a series in a DirectX 3D graph (those with 3D rendering).												
Applies to	Graph controls in windows and user objects, and graphs in DataWindow controls												
Syntax	<code>controlname.SetDataTransparency ({ graphcontrol, } seriesnumber, datapoint, transparency)</code>												
	<table border="1"> <thead> <tr> <th>Argument</th><th>Description</th></tr> </thead> <tbody> <tr> <td><i>controlname</i></td><td>The name of the graph in which you want to set data, or the name of the DataWindow control containing the graph.</td></tr> <tr> <td><i>graphcontrol</i> (DataWindow control only)</td><td>(Optional) A string whose value is the name of the graph in the DataWindow control in which you want to set the transparency value of a data point.</td></tr> <tr> <td><i>seriesnumber</i></td><td>The number that identifies the series in which you want to set data.</td></tr> <tr> <td><i>datapoint</i></td><td>The number of the data point for which you want to set a transparency value.</td></tr> <tr> <td><i>transparency</i></td><td>Integer value for percent transparency. A value of 0 means that the data point is opaque and a value of 100 means that it is completely transparent.</td></tr> </tbody> </table>	Argument	Description	<i>controlname</i>	The name of the graph in which you want to set data, or the name of the DataWindow control containing the graph.	<i>graphcontrol</i> (DataWindow control only)	(Optional) A string whose value is the name of the graph in the DataWindow control in which you want to set the transparency value of a data point.	<i>seriesnumber</i>	The number that identifies the series in which you want to set data.	<i>datapoint</i>	The number of the data point for which you want to set a transparency value.	<i>transparency</i>	Integer value for percent transparency. A value of 0 means that the data point is opaque and a value of 100 means that it is completely transparent.
Argument	Description												
<i>controlname</i>	The name of the graph in which you want to set data, or the name of the DataWindow control containing the graph.												
<i>graphcontrol</i> (DataWindow control only)	(Optional) A string whose value is the name of the graph in the DataWindow control in which you want to set the transparency value of a data point.												
<i>seriesnumber</i>	The number that identifies the series in which you want to set data.												
<i>datapoint</i>	The number of the data point for which you want to set a transparency value.												
<i>transparency</i>	Integer value for percent transparency. A value of 0 means that the data point is opaque and a value of 100 means that it is completely transparent.												
Return value	Integer. Returns 1 if it succeeds and -1 if an error occurs. If any argument's value is null, SetDataTransparency returns null.												
Usage	SetDataTransparency sets the transparency value for a data point in any DirectX 3D graph (those with 3D rendering).												
Examples	These statements set the transparency percentage to 50% for the clicked data in the graph gr_1 in the DataWindow control dw_employee:												

```

integer SeriesNbr, ItemNbr, TransNbr
grObjectType clickedtype

// Get the number of the series and datapoint
clickedtype = this.ObjectAtPointer("gr_1", &
    SeriesNbr, ItemNbr)

//The following statement sets Transparency to 50%
TransNbr = 50

dw_employee.SetDataTransparency("gr_1", &
    SeriesNbr , ItemNbr, TransNbr)

```

These statements set the transparency percentage to 50% for the clicked data point in the graph gr_employee.

```
integer SeriesNbr, ItemNbr, TransNbr  
grObjectType clickedtype  
  
clickedtype = gr_employee.ObjectAtPointer( &  
    SeriesNbr, ItemNbr)  
  
TransNbr = 50  
  
gr_employee.SetDataTransparency(SeriesNbr, &  
    ItemNbr, TransNbr)
```

See also

FindSeries
GetDataTransparency
GetSeriesTransparency
SetSeriesTransparency

SetDateLimits

Description

Sets the maximum and minimum date limits for the calendar.

Applies to

MonthCalendar control

Syntax

controlname.**SetDateLimits** (*min, max*)

Argument	Description
<i>controlname</i>	The name of the MonthCalendar control for which you want to set the date limits
<i>min</i>	A date value to be set as the minimum date that can be referenced or displayed in the calendar
<i>max</i>	A date value to be set as the maximum date that can be referenced or displayed in the calendar

Return value

Integer. Returns 0 when both limits are set successfully and one of the following negative values otherwise:

-1 Invalid arguments

-2 Unknown failure

Usage

Use the SetDateLimits function to set minimum and maximum dates. SetDateLimits uses the maximum date as the minimum date and vice versa if you set a maximum date that is earlier than the minimum date.

Examples This example sets the minimum and maximum dates for a control using today's date as the minimum date and a date specified in an EditMask control as the maximum date:

```
integer li_return
Date mindate, maxdate

mindate = Today()
maxdate = Date(em_1.Text)
li_return = mc_1.SetDateLimits(mindate, maxdate)
```

See also [GetDateLimits](#)

SetDropHighlight

Description Highlights the specified item as the drop target.

Applies to TreeView controls

Syntax `treeviewname.SetDropHighlight (itemhandle)`

Argument	Description
<code>treeviewname</code>	The TreeView control in which you want to highlight an item as the target of a drag-and-drop operation
<code>itemhandle</code>	The handle of the item you want to highlight as the target in a drag-and-drop operation

Return value Integer. Returns 1 if it succeeds and -1 if an error occurs.

Usage Use in a drag operation to specify a drop target.

Examples This example uses the TreeView Clicked event to set the current TreeView item as the drop target:

```
handle = tv_list.FindItem(CurrentTreeItem!, 0)
tv_list.SetDropHighlight(handle)
```

See also [FindItem](#)
[SetItem](#)

SetDynamicParm

Description Specifies a value for an input parameter in the DynamicDescriptionArea that is used in an SQL OPEN or EXECUTE statement.

Only for Format 4 dynamic SQL

Use this function only in conjunction with Format 4 dynamic SQL statements.

Syntax *DynamicDescriptionArea*.**SetDynamicParm** (*index*, *value*)

Argument	Description
<i>DynamicDescriptionArea</i>	The name of the DynamicDescriptionArea, usually SQLDA.
<i>index</i>	An integer identifying the input parameter descriptor in which you want to set the data. <i>Index</i> must be less than or equal to the value in NumInputs in <i>DynamicDescriptionArea</i> .
<i>value</i>	The value you want to use to fill the input parameter descriptor identified by <i>index</i> .

Return value Integer. Returns 1 if it succeeds and -1 if an error occurs. If any argument's value is null, SetDynamicParm returns null.

Usage SetDynamicParm specifies a value for the parameter identified by *index* in the array of input parameter descriptors in *DynamicDescriptionArea*.

Use SetDynamicParm to fill the parameters in the input parameter descriptor array in the DynamicDescriptionArea before executing an OPEN or EXECUTE statement.

Examples This statement fills the first input parameter descriptor in SQLDA with the string MA:

```
SQLDA.SetDynamicParm(1, "MA")
```

This statement fills the fourth input parameter descriptor in SQLDA with the number 01742:

```
SQLDA.SetDynamicParm(4, "01742")
```

This statement fills the third input parameter descriptor in SQLDA with the date 12-31-2002:

```
SQLDA.SetDynamicParm(3, "12-31-2002")
```

See also GetDynamicDate, GetDynamicDateTime, GetDynamicNumber,
GetDynamicString, GetDynamicTime, Using dynamic SQL, OPEN Cursor

SetFirstVisible

Description

Sets the specified item as the first visible item in a TreeView control.

Applies to

TreeView controls

Syntax

`treeviewname.SetFirstVisible (itemhandle)`

Argument	Description
<i>treeviewname</i>	The TreeView control in which you want to identify an item as the first visible item
<i>itemhandle</i>	The handle of the item you are identifying as the first visible item in the TreeView control

Return value

Integer. Returns 1 if it succeeds and -1 if an error occurs.

Usage

Use to give focus to the TreeView item specified by the *itemhandle* and scroll it to the top of the TreeView control (or as close to the top as the item list allows; if the item is the last item in a TreeView control, for example, it cannot scroll to the top of the control).

Examples

This example sets the current TreeView item as the first item visible in a TreeView control:

```
long ll_tvi
int li_tvret

ll_tvi = tv_list.FindItem(SelectedItem! , 0)

li_tvret = tv_list.SetFirstVisible(ll_tvi)
IF li_tvret = -1 THEN
    MessageBox("Warning!" , "Didn't Work")
END IF
```

See also

[FindItem](#)
[SetItem](#)

SetFocus

Description	Sets the focus on the specified object or control.				
Applies to	Any object				
Syntax	<i>objectname.SetFocus ()</i>				
	<table><thead><tr><th style="text-align: center;">Argument</th><th style="text-align: center;">Description</th></tr></thead><tbody><tr><td style="text-align: center;"><i>objectname</i></td><td>The name of the object or control in which you want to set the focus</td></tr></tbody></table>	Argument	Description	<i>objectname</i>	The name of the object or control in which you want to set the focus
Argument	Description				
<i>objectname</i>	The name of the object or control in which you want to set the focus				
Return value	Integer. Returns 1 if it succeeds and -1 if an error occurs. If <i>objectname</i> is null, SetFocus returns null.				
Usage	If <i>objectname</i> is a ListBox, SetFocus displays the focus rectangle around the first item. If <i>objectname</i> is a DropDownListBox, SetFocus highlights the edit box. To select an item in a ListBox or DropDownListBox, use SelectItem.				
	Drawing objects cannot have focus. Therefore, you cannot use SetFocus to set focus to in a Line, Oval, Rectangle, or RoundRectangle.				
Examples	This statement in the script for the Open event in a window moves the focus to the first item in lb_Actions: <code>lb_Actions .SetFocus ()</code>				
See also	SetItem SetState SetTop				

SetGlobalProperty

Description	Sets the value of an SSL global property.								
Applies to	SSLServiceProvider object								
Syntax	<code>ssl/serviceprovider.SetGlobalProperty (property, value)</code>								
	<table border="1"> <thead> <tr> <th>Argument</th><th>Description</th></tr> </thead> <tbody> <tr> <td><code>ssl/serviceprovider</code></td><td>Reference to the SSLServiceProvider service instance.</td></tr> <tr> <td><code>property</code></td><td>The name of the SSL property you want to set. For a complete list of supported SSL properties, see your EAServer documentation or the online Help for the Connection object.</td></tr> <tr> <td><code>value</code></td><td>String value of the SSL property.</td></tr> </tbody> </table>	Argument	Description	<code>ssl/serviceprovider</code>	Reference to the SSLServiceProvider service instance.	<code>property</code>	The name of the SSL property you want to set. For a complete list of supported SSL properties, see your EAServer documentation or the online Help for the Connection object.	<code>value</code>	String value of the SSL property.
Argument	Description								
<code>ssl/serviceprovider</code>	Reference to the SSLServiceProvider service instance.								
<code>property</code>	The name of the SSL property you want to set. For a complete list of supported SSL properties, see your EAServer documentation or the online Help for the Connection object.								
<code>value</code>	String value of the SSL property.								
Return value	<p>Long. Returns one of the following values:</p> <ul style="list-style-type: none"> 0 Success -1 Unknown property -2 Property is read only -3 Invalid value for property -10 An EAServer or SSL failure has occurred -11 Bad argument list 								
Usage	<p>The SetGlobalProperty function allows PowerBuilder clients that connect to EAServer through SSL to set global SSL properties.</p> <p>Any properties set using the SSLServiceProvider interface are global to all connections made by the client to all EAServer servers. You can override any of the global settings at the connection level by specifying them as options to the Connection object or JaguarORB object.</p> <p>Only clients can get and set SSL properties. Server components do not have permission to use the SSLServiceProvider service.</p>								
Examples	<p>The following example shows the use of the SetGlobalProperty function to set the value of the cacheSize property to 300:</p> <pre> SSLServiceProvider ssl long rc ... this.GetContextService("SSLServiceProvider", ssl) rc = ssl.SetGlobalProperty("cacheSize", "300") ... </pre>								
See also	GetGlobalProperty								

SetItem

Sets the value of an item in a list.

For use with DataWindows and DataStores, see the SetItem method for DataWindows in the *DataWindow Reference* or the online Help.

To set the values of	Use
A ListView control item	Syntax 1
A ListView control item and column	Syntax 2
A TreeView control item	Syntax 3

Syntax 1

Description

For ListView controls

Sets data associated with a ListView item to the property values you specify in a ListViewItem variable.

Applies to

ListView controls

Syntax

listviewname.**SetItem** (*index*, { *column* }, *item*)

Argument	Description
<i>listviewname</i>	The ListView for which you are setting item properties
<i>index</i>	The index number of the item for which you are setting properties
<i>column</i>	The index number of the column of the item for which you want to set properties
<i>item</i>	The ListViewItem variable containing property values you want to assign to a ListView item

Return value

Integer. Returns 1 if it succeeds and -1 if an error occurs.

Usage

You can set properties for any ListView item with this syntax. If you do not specify a column, SetItem sets properties for the first column of an item. Only report views display multiple columns.

To add items to a ListView control, use the AddItem function. To add columns to a ListView control, use AddColumn. To set display values for the columns of a ListView item, use Syntax 2.

If you want to set column properties, such as alignment or width, use SetColumn. These column properties are independent of the ListViewItem objects.

To change pictures and other property values associated with a ListView item, use GetItem, change the property values, and use SetItem to apply the changes back to the ListView.

Examples This example uses SetItem to change the state picture index for the selected lv_list ListView item:

```
listviewitem lvi_1
lv_list.GetItem(lv_list.SelectedIndex( ), lvi_1)
lvi_1.StatePictureIndex = 2
lv_list.SetItem(lv_list.SelectedIndex ( ) , lvi_1)
```

See also AddColumn
AddItem
GetItem
SetColumn

Syntax 2

For ListView controls

Description Sets the value displayed for a particular column of a ListView item.

Applies to ListView control

Syntax *listviewname*.**SetItem** (*index, column, label*)

Argument	Description
<i>listviewname</i>	The ListView control for which you are setting a display value
<i>index</i>	The index number of the item for which you are setting a display value
<i>column</i>	The index number of the column for which you want to set a display value
<i>label</i>	The string value or variable which you are assigning to the specified column of the specified ListView item

Return value Integer. Returns 1 if it succeeds and -1 if an error occurs.

Usage You must include the column number as an argument, even if you are only assigning values to a single-column ListView control. To specify the properties for a ListView item, use Syntax 1.

Examples

This example assigns display values to three columns in a report view for three lv_list ListView items:

```
listviewitem l_lvi
integer li_count, li_index

FOR li_index = 1 to 3
    li_count=li_count+1
    lv_list.AddItem("Category " + String(li_index),
1)
NEXT

lv_list.AddColumn("Composition", Left!, 860)
lv_list.AddColumn(" Album", Left!, 610)
lv_list.AddColumn(" Artist", Left!, 710)

lv_list.SetItem(1 , 1 , "St. Thomas")
lv_list.SetItem(1 , 2 , "The Bridge")
lv_list.SetItem(1 , 3 , "Sonny Rollins")

lv_list.SetItem(2 , 1 , "So What")
lv_list.SetItem(2 , 2 , "Kind of Blue")
lv_list.SetItem(2 , 3 , "Miles Davis")

lv_list.SetItem(3 , 1 , "Goodbye, Porkpie Hat")
lv_list.SetItem(3 , 2 , "Mingus-Ah-Um")
lv_list.SetItem(3 , 3 , "Charles Mingus")
```

See also[GetItem](#)

Syntax 3**For TreeView controls**

Description

Sets the data associated with a specified item.

Applies to

TreeView controls

Syntax

`treeviewname.SetItem (itemhandle, item)`

Argument	Description
<i>treeviewname</i>	The name of the TreeView control in which you want to set the data for a specific item
<i>itemhandle</i>	The handle associated with the item you want to change
<i>item</i>	The TreeView item you want to change

Return value

Integer. Returns 1 if it succeeds and -1 if an error occurs.

Usage

Typically, you would call GetItem first, edit the data, and then call SetItem to reflect your changes in the TreeView control.

Examples

This example uses the ItemExpanding event to change the picture index and selected picture index of the current TreeView item:

```

treeviewitem l_tvi
long ll_tvi

ll_tvi = tv_list.FindItem(CurrentTreeItem! , 0)
tv_list.GetItem(ll_tvi , l_tvi)
l_tvi.PictureIndex = 5
l_tvi.SelectedPictureIndex = 5

tv_list.SetItem( ll_tvi, l_tvi )

```

See also

[GetItem](#)

SetLevelPictures

Description	Sets the picture indexes for all items at a particular level.
Applies to	TreeView controls
Syntax	<code>treeviewname.SetLevelPictures (level, pictureindex, selectedpictureindex, statepictureindex, overlaypictureindex)</code>
Argument	Description
<i>treeviewname</i>	The TreeView control in which you want to set the pictures for a given TreeView level
<i>level</i>	The TreeView level for which you are setting the picture indexes
<i>pictureindex</i>	An index from the regular picture list specifying the picture to be displayed when the item is not selected
<i>selectedpictureindex</i>	An index from the regular picture list specifying the picture to be displayed when the item is selected
<i>statepictureindex</i>	An index from the state picture list specifying the picture to be displayed to the left of the regular picture
<i>overlaypictureindex</i>	An index from the overlay picture list specifying the picture to be displayed on top of the regular picture
Return value	Integer. Returns 1 if it succeeds and -1 if an error occurs.
Usage	To set pictures for individual items, call GetItem, set the picture properties, and call SetItem to copy the changes to the TreeView. You must specify a value for all four indexes. To display nothing, specify 0.
Examples	This example sets the pictures for TreeView level 3, then inserts two new TreeView items:
	<pre> long ll_tvi, ll_child, ll_child2 int li_pict, li_level treeviewitem l_tvi li_level = 6 tv_list.SetLevelPictures(3, li_level, li_level, & li_level, li_level) ll_tvi = tv_list.FindItem(RootTreeItem! , 0) ll_child = tv_list.InsertItemLast(ll_tvi, "Walton", 2) ll_child2 = tv_list.InsertItemLast(ll_child, & "Spitfire Suite", li_level) tv_list.ExpandItem(ll_child) tv_list.SetFirstVisible(ll_child) </pre>
See also	AddPicture

SetLibraryList

Description	Changes the files in the library search path of the application at runtime.				
Obsolete syntax					
	You can still use the old syntax with the name of the application object before the function call: <i>applicationname.SetLibraryList (filelist)</i> .				
Syntax	SetLibraryList (<i>filelist</i>) <table border="1"> <thead> <tr> <th>Argument</th><th>Description</th></tr> </thead> <tbody> <tr> <td><i>filelist</i></td><td>A comma-separated list of file names. Specify the full file name with its extension. If you do not specify a path, PowerBuilder uses the system's search path to find the file.</td></tr> </tbody> </table>	Argument	Description	<i>filelist</i>	A comma-separated list of file names. Specify the full file name with its extension. If you do not specify a path, PowerBuilder uses the system's search path to find the file.
Argument	Description				
<i>filelist</i>	A comma-separated list of file names. Specify the full file name with its extension. If you do not specify a path, PowerBuilder uses the system's search path to find the file.				
Return value	<p>Integer. Returns 1 if it succeeds. If an error occurs, it returns:</p> <ul style="list-style-type: none"> -1 The application is being run from PowerBuilder, rather than from a standalone executable. -2 A currently instantiated object is in a library that is not on the new list. If any argument's value is null, SetLibraryList returns null. 				
Usage	<p>When your application needs to load an object, PowerBuilder searches for the object first in the executable file and then in the dynamic libraries specified for the application. You can specify a different list of library files from those specified in the executable with SetLibraryList.</p> <p>To avoid problems that can occur when components share resources, you should use AddToLibraryList instead of SetLibraryList to add additional PBD files to the search list of a component deployed to EAServer.</p> <p>Calling SetLibraryList replaces the list of library files specified in the executable with a new list of files. For example, you might use SetLibraryList to configure the library list for an application containing many subsystems. You should always use GetLibraryList to return the current library search path and then append any files you want to add to this list. You can then pass the complete list in the <i>filelist</i> argument.</p> <p>PowerBuilder cannot check whether the libraries you specify are appropriate for the application. It is up to you to make sure the libraries contain the objects that the application needs.</p> <p>The executable file is always first in the library search path. If you include it in <i>filelist</i>, it is ignored.</p>				

If you are running your application in the PowerBuilder development environment, this function has no effect.

Examples

This example specifies different files in the library search path based on the selected application subsystem:

```
string ls_list

ls_list = getlibrarylist ()
CHOOSE CASE configuration
CASE "Config1"
    SetLibraryList(ls_list + ",lib1.pbd, lib2.pbd, &
                    lib5.pbd")
CASE "Config2"
    SetLibraryList(ls_list + ",lib1.pbd, lib3.pbd, &
                    lib4.pbd")
END CHOOSE
```

See also

AddToLibraryList
GetLibraryList

SetMask

Description

Sets the edit mask and edit mask datatype for an EditMask control.

Applies to

EditMask controls

Syntax

editmaskname.**SetMask** (*maskdatatype*, *mask*)

Argument	Description
<i>editmaskname</i>	The name of the EditMask for which you want to specify the edit mask.
<i>maskdatatype</i>	A MaskDataType enumerated datatype indicating the datatype of the mask. Values are: <ul style="list-style-type: none">• DateMask!• DateTimeMask!• DecimalMask!• NumericMask!• StringMask!• TimeMask!
<i>mask</i>	A string whose value is the edit mask.

Return value	Integer. Returns 1 if it succeeds and -1 if an error occurs. If any argument's value is null, SetMask returns null.
Usage	In an edit mask, a fixed set of characters represent a type of character that the user can enter. In addition, punctuation controls the format of the entered value. Each mask datatype has its own set of valid characters. For example, the following is a mask of type string for a telephone number. The EditMask control displays the punctuation (the parentheses and dash). The pound signs represent the digits that the user enters. The user cannot enter any characters other than digits. (###) ###-####
	For help in specifying a valid mask, see the Edit Mask Style dialog box for an EditMask control in the Window painter. A ListBox in the dialog box shows the meaning of the special mask characters for each datatype, as well as masks that have already been defined. If you are specifying the mask for a number, the format must use U.S. notation. That is, comma represents the thousands delimiter and a period represents the decimal place. At runtime, the locally correct symbols are displayed. You cannot use SetMask to change the <i>maskdatatype</i> if the DropDownCalendar, Spin, or UseCodeTable properties of the EditMask control are set to true. If any of these properties is set to true, set the property value to false before calling SetMask, then reset the value to true. You cannot use color for edit masks as you can for display formats.
Examples	These statements set the mask for the EditMask password_mask to the mask in <i>pword_code</i> . The mask requires the user to enter a digit followed by four characters of any type: <pre>string pword_code pword_code = "#xxxx" password_mask.SetMask(StringMask!, pword_code)</pre> This statement sets the mask for the EditMask password_mask to a 5-digit numeric mask: <pre>password_mask.SetMask(NumericMask!, "#####")</pre>

SetMessage

Description	Sets an error message for an object of type Throwable.						
Syntax	<code>throwableobject.SetMessage (newMessage)</code>						
	<table border="1"> <thead> <tr> <th>Argument</th><th>Description</th></tr> </thead> <tbody> <tr> <td><i>throwableobject</i></td><td>Object of type Throwable for which you want to set an error message.</td></tr> <tr> <td><i>newMessage</i></td><td>String containing the message you want to set. Must be surrounded by quotation marks.</td></tr> </tbody> </table>	Argument	Description	<i>throwableobject</i>	Object of type Throwable for which you want to set an error message.	<i>newMessage</i>	String containing the message you want to set. Must be surrounded by quotation marks.
Argument	Description						
<i>throwableobject</i>	Object of type Throwable for which you want to set an error message.						
<i>newMessage</i>	String containing the message you want to set. Must be surrounded by quotation marks.						
Return value	None						
Usage	Use to set a customized message on a user-defined exception object. Although it is possible to use SetMessage to modify the preset error messages for RuntimeError objects, this is not recommended.						
Examples	This statement is an example of a message set on a user object of type Throwable:						
	<pre>MyException.SetMessage ("MyException thrown")</pre> <p>This example uses SetMessage in the try-catch block for a user-defined function that takes an input value from one text box and outputs the arccosine for that value into another text box:</p> <pre>uo_exception lu_error Double ld_num ld_num = Double (sle_1.text) TRY sle_2.text = string (acos (ld_num)) CATCH (runtimeerror er) lu_error = Create uo_exception lu_error.SetMessage("Value must be between -1" +& "and 1") Throw lu_error END TRY</pre>						
See also	GetMessage						

SetMicroHelp

Description	Specifies the text to be displayed in the MicroHelp box in an MDI frame window.						
Applies to	MDI frame windows						
Syntax	windowname.SetMicroHelp (string)						
	<table border="1"> <thead> <tr> <th style="text-align: center;">Argument</th><th style="text-align: center;">Description</th></tr> </thead> <tbody> <tr> <td style="text-align: center;"><i>windowname</i></td><td>The name of the MDI frame window with MicroHelp for which you want to set the MicroHelp text</td></tr> <tr> <td style="text-align: center;"><i>string</i></td><td>A string whose value is the new MicroHelp text</td></tr> </tbody> </table>	Argument	Description	<i>windowname</i>	The name of the MDI frame window with MicroHelp for which you want to set the MicroHelp text	<i>string</i>	A string whose value is the new MicroHelp text
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<i>windowname</i>	The name of the MDI frame window with MicroHelp for which you want to set the MicroHelp text						
<i>string</i>	A string whose value is the new MicroHelp text						
Return value	Integer. Returns 1 if it succeeds and -1 if an error occurs. If any argument's value is null, SetMicroHelp returns null.						
Usage	<p>The Tag property of a control is a useful place to store MicroHelp text. When the control gets the focus, you can use SetMicroHelp in the GetFocus event script to display the Tag property's text in the MicroHelp box on the window frame.</p> <p>For menus, PowerBuilder automatically displays the MicroHelp text you have specified in the Menu painter when the user selects the menu item. You can use SetMicroHelp in the script for a menu item's Selected event to override the predefined MicroHelp and display some other text in the MicroHelp box. SetMicroHelp does not change the predefined MicroHelp text.</p>						
Examples	<p>This statement changes the MicroHelp displayed in the frame of W_New to Delete selected text:</p> <pre>W_New.SetMicroHelp("Delete selected text")</pre> <p>In this example, the string Close the Window is a tag value associated with the CommandButton cb_done in W_New. In the script for the GetFocus event in cb_done, this statement displays Close the Window as MicroHelp in W_New when cb_done gets focus:</p> <pre>W_New.SetMicroHelp(This.Tag)</pre>						

SetNewMobiLinkPassword

Description	Sets a new password for the current MobiLink user.						
Applies to	MLSynchronization, MLSync, and ULSync controls						
Syntax	<code>syncObject.SetNewMobiLinkPassword (newPW)</code>						
	<table border="1"><thead><tr><th>Argument</th><th>Description</th></tr></thead><tbody><tr><td><code>syncObject</code></td><td>The name of the synchronization object that starts a connection to the synchronization server.</td></tr><tr><td><code>newPW</code></td><td>A string consisting of the new password that you want to set for MobiLink.</td></tr></tbody></table>	Argument	Description	<code>syncObject</code>	The name of the synchronization object that starts a connection to the synchronization server.	<code>newPW</code>	A string consisting of the new password that you want to set for MobiLink.
Argument	Description						
<code>syncObject</code>	The name of the synchronization object that starts a connection to the synchronization server.						
<code>newPW</code>	A string consisting of the new password that you want to set for MobiLink.						
Return value	Integer. Returns 1 for success and -1 for failure.						
Usage	SetNewMobiLinkPassword uses the properties in the synchronization object to generate a typical dbmSync command line. The command line includes the -pi (ping) option as well as the -mn option to set the new MobiLink password (<code>newPW</code>). The new password will not be set if any of the required properties (Datasource, Publication, MLServerVersion, or MLUser) are missing from the synchronization object.						
See also	GetCommandString SetParm SetSyncRegistryProperties Synchronize						

SetNull

Description	Sets a variable to null. The variable can be any datatype except for a structure or autoinstantiated object.				
Syntax	SetNull (<i>anyvariable</i>)				
	<table><thead><tr><th>Argument</th><th>Description</th></tr></thead><tbody><tr><td><i>anyvariable</i></td><td>The variable you want to set to null</td></tr></tbody></table>	Argument	Description	<i>anyvariable</i>	The variable you want to set to null
Argument	Description				
<i>anyvariable</i>	The variable you want to set to null				
Return value	Integer. Returns 1 if it succeeds and -1 if an error occurs. If any argument's value is null, SetNull returns null.				
Usage	<p>Use SetNull to set a variable to null before writing it to the database. Note that PowerBuilder does not initialize variables to null; it initializes variables to the default initial value for the datatype unless you specify a value when you declare the variable.</p> <p>If you assign a value to a variable whose datatype is Any and then set the variable to null, the datatype of the null value is still the datatype of the assigned value. You cannot untype an Any variable with the SetNull function.</p>				
Examples	This statement sets the variable <i>Salary</i> to null:				
	<pre>SetNull(Salary)</pre>				
See also	IsNull				

SetOverlayPicture

Description Puts an image in the control's image list into an overlay image list.

Applies to ListView and TreeView controls

Syntax ***controlname.SetOverlayPicture (overlayindex, imageindex)***

Argument	Description
<i>controlname</i>	The name of the ListView or TreeView control to which you want to add an overlay image.
<i>overlayindex</i>	The index number of the overlay picture in the overlay image list. The overlay image list is a 1-based array. <i>Overlayindex</i> must be 1 (for the first image), a previously designated index (replacing an image), or 1 greater than the current largest index (adding another image). SetOverlayPicture fails if you specify an index that creates gaps in the array.
<i>imageindex</i>	The index number of an image in the control's main image list. For ListViews, both the large and small pictures at that index become overlay images. The image is still available for use as an item's main image.

Return value Integer. Returns 1 if it succeeds and -1 if an error occurs.

Usage An overlay picture must have the same height and width as the picture it is used to overlay. The color specified in the SetPictureMask property when the picture is inserted becomes transparent when the picture is used as an overlay, allowing part of the original image to be visible beneath the overlay.

The overlay list acts as a pointer back to the source image in the regular picture lists. If you delete an image that is also used in the overlay list, the displayed overlay pictures are affected too.

Examples

This example designates overlay images in a ListView control. The same picture is used for large and small images:

```
// Set up the overlay images
integer index
index = lv_1.AddLargePicture("shortcut.ico")
index = lv_1.AddSmallPicture("shortcut.ico")
lv_1.SetOverlayPicture(1, index)
index = lv_1.AddLargePicture("not.ico")
index = lv_1.AddSmallPicture("not.ico")
lv_1.SetOverlayPicture(2, index)

// Assign the second overlay image to the first item
listviewitem lvi
integer i
i = lv_1.GetItem(1, lvi)
lvi.OverlayPictureIndex = 2
i = lv_1.SetItem(1, lvi)
```

This example designates the first picture in the TreeView's main image list as the first overlay picture. The picture was added to the main image list on the TreeView's property sheet:

```
tv_list.SetOverlayPicture(1, 1)
```

This code in the TreeView's Clicked event assigns the overlay image to the clicked item:

```
treeviewitem tvi
tv_list.GetItem(handle, tvi)
tvi.OverlayPictureIndex = 1
tv_list.SetItem(handle, tvi)
```

SetParagraphSetting

Description Sets the size of the indentation, left margin, or right margin of the paragraph containing the insertion point in a RichTextEdit control.

Applies to RichTextEdit controls

Syntax **rtecontrol.****SetParagraphSetting** (*whichsetting*, *value*)

Argument	Description
<i>rtecontrol</i>	The name of the control for which you want paragraph information.
<i>whichsetting</i>	A value of the ParagraphSetting enumerated datatype specifying the setting you want to change. Values are: <ul style="list-style-type: none"> • Indent! – Returns the indentation of the paragraph • LeftMargin! – Returns the left margin of the paragraph • RightMargin! – Returns the right margin of the paragraph
<i>value</i>	A long whose value is the width of the margin or indent in units of 1000ths of an inch. For example, a value of 500 specifies a width of half an inch.

Return value Integer. Returns 1 if it succeeds and -1 if an error occurs. If any argument is null, it returns null.

Usage Each paragraph has indentation, left margin, and right margin settings. To set all three for the current paragraph, call SetParagraphSetting three times.

Examples This example sets the indentation setting for the current paragraph to a quarter inch:

```
11_indent = rte_1.SetParagraphSetting(Indent!, 250)
```

This example sets the left margin for the current paragraph to an inch:

```
rte_1.SetParagraphSetting(LeftMargin!, 1000)
```

See also GetParagraphSetting
 SetAlignment
 SetSpacing
 SetTextColor
 SetTextStyle

SetParm

Description Sets the parameters to send to the MobiLink synchronization server.

Applies to MLSynchronization, MLSync, and ULSync controls

Syntax `SyncObject.SetParm (syncparm)`

Argument	Description
<code>syncObject</code>	The name of the synchronization object.
<code>syncparm</code>	A structure of type SyncParm containing property values that can be set as synchronization parameters.

Return value Integer. Returns 1 for success and -1 for failure.

Examples The code fragment below creates an instance of an MLSync object and programmatically populates all of the necessary properties—as well as some optional properties—using an instance of the system SyncParm structure. Then it calls the Synchronize function to start the database synchronization.

```

SyncParm Parms
MLSync    mySync
Long      rc

mySync = CREATE MLSync
mySync.MLServerVersion = 9// required property
mySync.Publication = 'salesapi'// required property
mySync.UseLogFile = TRUE// optional
mySync.LogFileName = "C:\temp\sync.log"// optional
mySync.Datasource = 'salesdb_remote'// required
Parms.MLUUser = '50'// required
Parms.MLPass = 'xyz123'// required

//The following values are required if they are not
//set by the DSN
Parms.DBUser = 'dba'
Parms.DBPass = 'sql'

// Apply the property values to the sync object
mySync.SetParm(Parms)
// Launch the synchronization process
rc = mySync.Synchronize()
destroy mySync

```

Maintaining property settings in the MLSync object

Normally when you call SetParm(SyncParm) from an MLSync object, you automatically override any authentication values (AuthenticateParms, Datasource, DBUser, DBPass, EncryptionKey, MLUser, and MLPass) that you set for properties of the MLSync object—even when the value of a particular SyncParm property is an empty string. However, if you call SetNull to set a particular property of the SyncParm object to NULL before you call SetParm, the property value in the MLSync object will be used instead.

See also

[GetCommandString](#)
[SetNewMobiLinkPassword](#)
[SetSyncRegistryProperties](#)

SetPicture

Description

Assigns an image stored in a blob to be the image in a Picture control.

Applies to

Picture controls

Syntax

picturecontrol.**SetPicture** (*bimage*)

Argument	Description
<i>picturecontrol</i>	The name of a Picture control in which you want to set the bitmap.
<i>bimage</i>	A blob containing the new bitmap. <i>bimage</i> must be a valid picture in bitmap (BMP), Compuserve Graphics Interchange Format (GIF), Joint Photographic Experts Group (JPEG), run-length encoded (RLE), or Windows Metafile (WMF).

Return value

Integer. Returns 1 if it succeeds and -1 if an error occurs. If any argument's value is null, SetPicture returns null.

Usage

If you use FileRead to get the bitmap image from a file, remember that the FileRead function can read a maximum of 32,765 bytes at a time. To check the length of a file, call FileLength. If the file is over 32,765 bytes, you can call FileRead more than once and concatenate the return values, or you can call FileReadEx.

For Unicode files and files that you convert to Unicode, you must make sure that the file length value is an even number. Otherwise FileRead or FileReadEx cannot parse the entire file.

Examples

These statements allow the user to select a file and then open the file and set the Picture control p_1 to the bitmap in the selected file:

```

integer fh, ret
blob Emp_pic
string txtname, named
string defext = "BMP"
string Filter = "bitmap Files (*.bmp), *.bmp"
ret = GetFileOpenName("Open Bitmap", txtname, &
    named, defext, filter)
IF ret = 1 THEN
    fh = FileOpen(txtname, StreamMode!)
    IF fh <> -1 THEN
        FileRead(fh, Emp_pic)
        FileClose(fh)
        p_1.SetPicture(Emp_pic)
    END IF
END IF

```

SetPointer

Sets the mouse pointer to a specified shape.

To	Use
Specifies a system-defined designated shape	Syntax 1
Specifies a file-defined designated shape	Syntax 2

Syntax 1

Description

Syntax

System-defined shape

Sets the mouse pointer to a specified system-defined shape.

SetPointer (type)

Argument	Description
<i>type</i>	A value of the Pointer enumerated datatype indicating the type of pointer you want. Values are: AppStarting! Arrow! Cross! Beam! Help! HourGlass! Hyperlink! Icon! None! Size! SizeNS! SizeNESW! SizeWE! SizeNWSE! UpArrow!

Return value

Pointer. Returns the enumerated type of the pointer it replaced so the script can restore it, if necessary. If *type* is null, SetPointer returns null.

Usage

Use SetPointer to display an hourglass at the beginning of a script when the script will take a long time to execute. The pointer remains set until you change it again in the script or the script terminates.

Restoring the arrow pointer

The pointer automatically changes back to an arrow when the script finishes executing. You do not have to change it back to an arrow.

In PowerBuilder's painters, you can specify the pointer shape that PowerBuilder displays when the user moves the pointer over a window, a control, or specific parts of a DataWindow object. The available shapes include the stock pointers listed above, as well as any custom cursor files you have.

Examples

This statement sets the pointer to the hourglass shape:

```
SetPointer(HourGlass!)
```

This example saves the old pointer and restores it when a long activity is completed:

```
pointer oldpointer // Declares a pointer variable
oldpointer = SetPointer(HourGlass!)
... // Performs some long activity
SetPointer(oldpointer)
```

Syntax 2

Description

File-defined shape

Sets the mouse pointer to a specified system-defined shape.

Syntax

SetPointer (*shape*)

Argument	Description
<i>shape</i>	A string reference to a CUR file specifying the pointer type that you want to use.

Return value

Pointer. Returns an enumerated type for the pointer. However, this value should be ignored when you set the pointer with a shape from a CUR file. If *shape* is null, SetPointer returns null.

SetPosition

Specifies the front-to-back position of a control in a window, a window, or an object within a DataWindow.

To	Use
Specify the front-to-back position of a control in a window, or specify that a window should always display on top of other windows	Syntax 1
Move an object in a DataWindow to another band or to specify its front-to-back position within a band	Syntax 2

Syntax 1

For positioning windows and controls in windows

Description

For controls in a window, specifies the position of a control in the front-to-back order within a window. For a window, specifies whether it always displays on top of other open windows.

Applies to

A control within a window or a window

Syntax

objectname.**SetPosition (*position* {, *precedingobject* })**

Argument	Description
<i>objectname</i>	The name of a control for which you want to specify a location in the front-to-back order within the window, or the name of a window for which you want to specify whether it always displays on top. <i>Objectname</i> cannot be a child window or a sheet.

Argument	Description
<i>position</i>	<p>A SetPosType enumerated datatype. The values you can specify depend on whether <i>objectname</i> is a control or a window.</p> <p>For controls, values are:</p> <ul style="list-style-type: none"> • Behind! – Position <i>objectname</i> behind <i>precedingobject</i> in the order • ToTop! – Position <i>objectname</i> on top of all other controls • ToBottom! – Position <i>objectname</i> behind all other controls <p>For windows, values are:</p> <ul style="list-style-type: none"> • TopMost! – Always display <i>objectname</i> on top of all other open windows • NoTopMost! – Do not always display <i>objectname</i> on top of all other open windows
<i>precedingobject</i> (optional)	The name of the object you want to position <i>objectname</i> behind. <i>Precedingobject</i> is required if <i>position</i> is Behind!.

Return value

Integer. Returns 1 when it succeeds and -1 if an error occurs. If any argument's value is null, SetPosition returns null.

Usage

The front-to-back order for controls determines which control covers another when they overlap. If a control completely covers another control, the control that is in back becomes inaccessible to the user.

When you specify TopMost! for more than one window, the most recently executed SetPosition function controls which window displays on top.

Examples

This statement positions cb_two on top:

```
cb_two.SetPosition(ToTop!)
```

This statement positions cb_two behind cb_three:

```
cb_two.SetPosition(Behind!, cb_three)
```

This statement makes the window w_signon the topmost window:

```
w_signon.SetPosition(TopMost!)
```

This statement makes the window w_signon no longer necessarily the topmost window:

```
w_signon.SetPosition(NoTopMost!)
```

Syntax 2**For positioning objects within a DataWindow****Description**

Moves an object within the DataWindow to another band or changes the front-to-back order of objects within a band.

Applies to

DataWindow controls and DataStores

Syntax

`dwcontrol.SetPosition (objectname, band, bringtofront)`

Argument	Description
<i>dwcontrol</i>	The name of the DataWindow control or DataStore containing the object.
<i>objectname</i>	The name of the object within the DataWindow that you want to move. You assign names to the DataWindow objects in the DataWindow painter.
<i>band</i>	<p>The name of the band or layer in which you want to position <i>objectname</i>. Layer names are background and foreground. Band names are detail, header, footer, summary, header.#, and trailer.#. # is the group level number. Enter the empty string ("") if you do not want to change the band</p>
<i>bringtofront</i>	A boolean indicating whether you want to bring <i>objectname</i> to the front within the band: <ul style="list-style-type: none"> • TRUE – Bring it to the front • FALSE – Do not bring it to the front

Return value

Integer. Returns 1 when it succeeds and -1 if an error occurs. If any argument's value is null, SetPosition returns null.

Examples

This statement moves *oval_red* in *dw_rpt* to the header and brings it to the front:

```
dw_rpt.SetPosition("oval_red", "header", TRUE)
```

This statement does not change the position of *oval_red* , but does bring it to the front:

```
dw_rpt.SetPosition("oval_red", "", TRUE)
```

This statement moves *oval_red* to the footer but does not bring it to the front:

```
dw_rpt.SetPosition("oval_red", "footer", FALSE)
```

SetProfileString

Description Writes a value in a profile file for a PowerBuilder application.

Syntax **SetProfileString** (*filename*, *section*, *key*, *value*)

Argument	Description
<i>filename</i>	A string whose value is the name of the profile file. If you do not include the full path in <i>filename</i> , PowerBuilder searches the DOS path for <i>filename</i> .
<i>section</i>	A string whose value is the name of a group of related values in the profile file. If <i>section</i> does not exist in the file, PowerBuilder adds it.
<i>key</i>	A string whose value is the key in <i>section</i> for which you want to specify a value. If <i>key</i> does not exist in <i>section</i> , PowerBuilder adds it.
<i>value</i>	A string whose value is the value you want to specify for <i>key</i> .

Return value Integer. Returns 1 when it succeeds and -1 if it fails because *filename* is not found or cannot be accessed. If any argument's value is null, SetProfileString returns null.

Usage A profile file consists of section labels, which are enclosed in square brackets, and keys, which are followed by an equal sign and a value. By changing the values assigned to the keys, you can specify custom settings for each installation of your application. When you are planning your own profile file, you select the section and key names and determine how the values are used.

For example, a profile file might contain information about the user. In the sample below, User Info is the section name and the other values are the keys. There is no space before and after the equal sign used in the keys or in the section label (if you use a section name such as Section=1):

```
[User Info]
Name="James Smith"
JobTitle="Window Washer"
SecurityClearance=9
Password=
```

Call SetProfileString to store configuration information, supplied by you or the user, in a profile file. You can call the functions ProfileInt and ProfileString to use that information to customize your PowerBuilder application at runtime.

ProfileInt, ProfileString, and SetProfileString can read or write to files with ANSI or UTF16-LE encoding on Windows systems, and ANSI or UTF16-BE encoding on UNIX systems.

Accessing the profile file SetProfileString uses profile calls to write data to the profile file. Consequently it does not control when the profile file is written and closed. If you try to read data from the profile file immediately after calling SetProfileString, the file may still be open and you will receive incomplete or incorrect data.

To avoid this problem, you can use the PowerScript FileOpen, FileWrite, and FileClose functions to write data to the profile file instead of using SetProfileString. Or you can add some additional processing after the SetProfileString call so that the profile calls have time to complete before you try to read from the profile file.

Windows registry

SetProfileString can also be used to obtain configuration settings from the Windows system registry. For information on how to use the system registry, see the discussion of initialization files and the Windows registry in *Application Techniques*.

Examples

This statement sets the keyword Title in section Position of file C:\PROFILE.INI to the string MGR:

```
SetProfileString("C:\PROFILE.INI", &
    "Position", "Title", "MGR")
```

See also

ProfileInt
ProfileString

SetRange

Description Sets a duration for a progress bar control or sets the start and end position for a trackbar control.

Applies to Progress bar controls

Syntax **controlname.SetRange (startpos, endpos)**

Argument	Description
<i>controlname</i>	The name of the progress bar or trackbar
<i>startpos</i>	Integer indicating the initial position of the range
<i>endpos</i>	Integer indicating the terminal position of the range

Return value Integer. Returns 1 if it succeeds and -1 if there is an error.

Usage The default range for the progress bar controls is 0 to 100.

Examples This statement sets a range of 1 to 10 for a progress bar control:

```
HProgressBar.SetRange ( 1, 10 )
```

See also OffsetPos

SelectionRange

StepIt

SetRecordSet

Description Sets an ADOResultSet object to obtain its data and metadata from a passed ADO Recordset.

Applies to ADOResultSet objects

Syntax **adorecordset.SetRecordSet (adorecordsetobject)**

Argument	Description
<i>adorecordset</i>	An ADOResultSet object into which the function places the passed ADO Recordset.
<i>adorecordsetobject</i>	An OLEObject object that contains an ADO Recordset. Passing an OLEObject that does not contain an ADO Recordset generates an error.

Return value Integer. Returns 1 if it succeeds and -1 if an error occurs.

Usage	Use the <code>SetRecordSet</code> function to populate an <code>ADOResultSet</code> object with data passed in an <code>OLEObject</code> that contains an ADO Recordset. Record sets are returned from COM+ components as ADO Recordsets.
Examples	The following example connects to a COM+ component and calls a method on the component that returns an ADO Recordset to an <code>OLEObject</code> object. Then it creates an <code>ADOResultSet</code> object and populates it with data from the <code>OLEObject</code> using <code>SetRecordSet</code> :
	<pre>OLEObject loo_mycomponent OLEObject loo_ADOrecordset ADOResultset lrs_ADOresultset integer li_rc loo_mycomponent = CREATE OLEObject li_rc = loo_mycomponent.ConnectToNewObject("PB.Test") IF li_rc <> 0 THEN MessageBox("Connect Failed", string(li_rc)) RETURN END IF // Use an OLEObject to hold ADO Recordset // returned from method on COM+ component loo_ADOrecordset = loo_mycomponent.GetTestResult() // Create an ADOResultSet and get its data // from OLEObject holding passed ADO Recordset lrs_ADOresultset = CREATE ADOResultSet lrs_ADOresultset.SetRecordSet(loo_ADOrecordset)</pre>

See also

`CreateFrom` method for `DataWindows` in the *DataWindow Reference* or the online Help
`GenerateResultSet` method for `DataWindows` in the *DataWindow Reference* or the online Help
`GetRecordSet`
`SetResultSet`

SetRedraw

Description	Controls the automatic redrawing of an object or control after each change to its properties.
Applies to	Any object except a Menu
Syntax	<i>objectname</i> . SetRedraw (<i>boolean</i>)
Return value	Integer. Returns 1 if it succeeds and -1 if an error occurs. If <i>boolean</i> is null, SetRedraw returns null.
Usage	By default, PowerBuilder redraws a control after each change to properties that affect appearance. Use SetRedraw to turn off redrawing temporarily in order to avoid flicker and reduce redrawing time when you are making several changes to the properties of an object or control. If the window is not visible, SetRedraw fails.

Caution

If you turn redraw off, you must turn it on again. Otherwise, problems may result. In addition, if redraw is off and you change the Visible or Enabled property of an object in the window, the tabbing order may be affected.

Examples

This statement turns off redraw for lb_Location:

```
lb_Location.SetRedraw(FALSE)
```

If lb_Location is sorted (*lb_Location.Sorted* = TRUE), these statements use SetRedraw to avoid sorting and redrawing the list of lb_Location until all the new items have been added:

```
lb_Location.SetRedraw(FALSE)
lb_Location.AddItem("Atlanta")
lb_Location.AddItem("Boston")
lb_Location.AddItem("Washington")
lb_Location.SetRedraw(TRUE)
```

SetRemote

Asks a DDE server application to accept data and store it in the specified location. There are two ways of calling SetRemote, depending on the type of DDE connection you have established.

To	Use
Make a single DDE request of a server application (a cold link)	Syntax 1
Make a DDE request of a server application when you have established a warm link by opening a channel	Syntax 2

Syntax 1

Description

Asks a DDE server application to accept data to be stored in the specified location without requiring an open channel. This syntax is appropriate when you will make only one or two requests of the server.

Syntax

SetRemote (*location*, *value*, *applname*, *topicname* {, *bAnsi*})

Argument	Description
<i>location</i>	A string whose value is the location of the data in the server application that will accept the data. The format of <i>location</i> depends on the application that will receive the request.
<i>value</i>	A string whose value you want to send to the remote application.
<i>applname</i>	A string whose value is the DDE name of the server application.
<i>topicname</i>	A string identifying the data or the instance of the application that will accept the data (for example, in Microsoft Excel, the topic name could be the name of an open spreadsheet).
<i>bAnsi</i> (optional)	A boolean identifying whether the string to send to the DDE server is in ANSI format. If <i>bAnsi</i> is NULL, false, or empty, PowerBuilder will first try to send the data in a UNICODE formatted string. If <i>bAnsi</i> is true, PowerBuilder will try to send the data in an ANSI formatted string.

Return value

Integer. Returns 1 if it succeeds and a negative integer if an error occurs. Values are:

- 1 Link was not started
- 2 Request denied

If any argument's value is null, SetRemote returns null.

Usage	When using DDE, your PowerBuilder application must have an open window, which will be the client window. For this syntax, the active window is the DDE client window. For more information about DDE channels and warm and cold links, see the ExecRemote function.
Examples	This statement asks Microsoft Excel to set the value of the data in row 5, column 7 of a worksheet called <i>SALES.XLS</i> to 4500: <code>SetRemote ("R5C7", "4500", "Excel", "SALES.XLS")</code>
See also	ExecRemote GetRemote OpenChannel

Syntax 2

For DDE requests via an open channel

Description Asks a DDE server application to accept data to be stored in the specified location when you have already established a warm link by opening a channel to the server. A warm link, with an open channel, is more efficient when you intend to make several DDE requests.

Syntax

SetRemote (*location*, *value*, *handle* {, *windowhandle* } {, *bAns*})

Argument	Description
<i>location</i>	A string whose value is the location of the data in the server application that will accept the data. The format of <i>location</i> depends on the application that will receive the request.
<i>value</i>	A string whose value you want to send to the remote application.
<i>handle</i>	A long that identifies the channel to the DDE server application. <i>Handle</i> is the value returned by OpenChannel , which you call to open a DDE channel.
<i>windowhandle</i> (optional)	The handle to the window that is acting as the DDE client.
<i>bAns</i> (optional)	A boolean identifying whether the string to send to the DDE server is in ANSI format. If <i>bAns</i> is NULL, false, or empty, PowerBuilder will first try to send the data in a UNICODE formatted string. If <i>bAns</i> is true, PowerBuilder will try to send the data in an ANSI formatted string.

Return value	<p>Integer. Returns 1 if it succeeds and a negative integer if an error occurs. Values are:</p> <ul style="list-style-type: none">-1 Link was not started-2 Request denied-9 <i>Handle</i> is null
Usage	<p>When using DDE, your PowerBuilder application must have an open window, which will be the client window. For this syntax, you can specify a client window other than the active window with the <i>windowhandle</i> argument.</p> <p>Before using this syntax of SetRemote, call OpenChannel to establish a DDE channel.</p> <p>For more information about DDE channels and warm and cold links, see the ExecRemote function.</p>
Examples	<p>This example opens a channel to a Microsoft Excel worksheet and asks it to set the value of the data in row 5 column 7 to 4500:</p> <pre>long handle handle = OpenChannel("Excel", "REGION.XLS") SetRemote("R5C7", "4500", handle)</pre>
See also	<p>ExecRemote GetRemote OpenChannel</p>

SetResultSet

Description	Populates a new ADOResultSet object with data passed in a ResultSet object.						
Applies to	ADOResultSet objects						
Syntax	<code>adoresultset.SetResultSet (resultSetObject)</code>						
	<table border="1"><thead><tr><th>Argument</th><th>Description</th></tr></thead><tbody><tr><td><code>adoresultset</code></td><td>An ADOResultSet object into which the function places the passed result set as an ADO Recordset</td></tr><tr><td><code>resultSetObject</code></td><td>A ResultSet object that contains result set data</td></tr></tbody></table>	Argument	Description	<code>adoresultset</code>	An ADOResultSet object into which the function places the passed result set as an ADO Recordset	<code>resultSetObject</code>	A ResultSet object that contains result set data
Argument	Description						
<code>adoresultset</code>	An ADOResultSet object into which the function places the passed result set as an ADO Recordset						
<code>resultSetObject</code>	A ResultSet object that contains result set data						
Return value	Integer. Returns 1 if it succeeds and -1 if an error occurs.						
Usage	<p>Use SetResultSet when you want to create an ADOResultSet object and populate it with data from a ResultSet object. The ResultSet object can be generated from a DataStore object using the GenerateResultSet function.</p> <p>After you create the ADOResultSet object using SetResultSet, you can use the GetRecordSet function to return the ADO result set in an ADO Recordset object of type OLEObject that you can use as a native ADO Recordset object in PowerScript.</p>						
Examples	See GetRecordSet .						
See also	<p>GenerateResultSet method for DataWindows in the <i>DataWindow Reference</i> or the online Help</p> <p>GetRecordSet</p> <p>SetRecordSet</p>						

SetSelectedDate

Description	Selects a specified date.						
Applies to	MonthCalendar control						
Syntax	<code>controlname.SetSelectedDate (d)</code>						
	<table border="1"> <thead> <tr> <th style="text-align: center;">Argument</th><th style="text-align: center;">Description</th></tr> </thead> <tbody> <tr> <td style="text-align: center;"><i>controlname</i></td><td>The name of the MonthCalendar control for which you want to set the selected date</td></tr> <tr> <td style="text-align: center;"><i>d</i></td><td>A date value to be set as the date selected</td></tr> </tbody> </table>	Argument	Description	<i>controlname</i>	The name of the MonthCalendar control for which you want to set the selected date	<i>d</i>	A date value to be set as the date selected
Argument	Description						
<i>controlname</i>	The name of the MonthCalendar control for which you want to set the selected date						
<i>d</i>	A date value to be set as the date selected						
Return value	<p>Integer. Returns 0 for success and one of the following negative values otherwise:</p> <ul style="list-style-type: none"> -1 Invalid arguments -2 Unknown failure 						
Usage	<p>Use the SetSelectedDate function to select a single date. SetSelectedDate returns -1 if you try to specify a date that is outside the range of minimum and maximum dates specified with SetDateLimits.</p> <p>SetSelectedDate and SetSelectedRange trigger a DateChanged event. You should not call either method in a DateChanged event, particularly using the Post method.</p>						
Examples	<p>This example sets the selected date to a date passed into a function:</p> <pre>// function argument seldate integer li_return li_return = mc_1.SetSelectedDate(seldate)</pre>						
See also	GetSelectedDate SetDateLimits						

SetSelectedRange

Description	Sets the range of selected dates.								
Applies to	MonthCalendar control								
Syntax	<code>controlname.SetSelectedRange (start, end)</code>								
	<table border="1"><thead><tr><th>Argument</th><th>Description</th></tr></thead><tbody><tr><td><code>controlname</code></td><td>The name of the MonthCalendar control for which you want to set the selected range</td></tr><tr><td><code>start</code></td><td>A date value to be set as the earliest date selected</td></tr><tr><td><code>end</code></td><td>A date value to be set as the latest date selected</td></tr></tbody></table>	Argument	Description	<code>controlname</code>	The name of the MonthCalendar control for which you want to set the selected range	<code>start</code>	A date value to be set as the earliest date selected	<code>end</code>	A date value to be set as the latest date selected
Argument	Description								
<code>controlname</code>	The name of the MonthCalendar control for which you want to set the selected range								
<code>start</code>	A date value to be set as the earliest date selected								
<code>end</code>	A date value to be set as the latest date selected								
Return value	<p>Integer. Returns 0 for success and one of the following negative values otherwise:</p> <ul style="list-style-type: none">-1 Invalid arguments-2 Unknown failure								
Usage	<p>Use the SetSelectedRange function to select a range of consecutive dates.</p> <p>SetSelectedRange uses the start date as the end date and vice versa if you specify an end date that is earlier than the start date. You must set the MaxSelectedCount property to a value large enough to support the range before calling SetSelectedRange. SetSelectedRange returns -1 if the dates you specify are outside the range of minimum and maximum dates specified with SetDateLimits, or if the range exceeds MaxSelectedCount. If the start and end dates are the same, a single date is selected.</p> <p>If the user scrolls the calendar with the navigation buttons when a date range is selected, the date range changes as the calendar scrolls.</p> <p>SetSelectedDate and SetSelectedRange trigger a DateChanged event. You should not call either method in a DateChanged event, particularly using the Post method.</p>								
Examples	This example sets the start date of the selected range to <i>startdate</i> and the end date to <i>enddate</i> :								
	<pre>integer li_return Date startdate, enddate startdate = Today() enddate = Date("12-31-2007") li_return = mc_1.SetSelectedRange(startdate, enddate)</pre>								
See also	GetSelectedRange SetDateLimits								

SetSeriesLabelling

Description	Set the series label for a DirectX 3D graph.										
Applies to	Graph controls in windows and user objects, and graphs in DataWindow controls										
Syntax	controlname.SetSeriesLabelling ({graphcontrol, } series, value)										
	<table border="1"> <thead> <tr> <th style="text-align: center;">Argument</th><th style="text-align: center;">Description</th></tr> </thead> <tbody> <tr> <td style="text-align: center;"><i>controlname</i></td><td>The name of the graph in which you want to set data, or the name of the DataWindow control containing the graph.</td></tr> <tr> <td style="text-align: center;"><i>graphcontrol</i> (DataWindow control only)</td><td>(Optional) A string whose value is the name of the graph in the DataWindow control.</td></tr> <tr> <td style="text-align: center;"><i>series</i></td><td>The string that names the series in which you want to change the series label setting.</td></tr> <tr> <td style="text-align: center;"><i>value</i></td><td>Indicates whether to label the series with its values.</td></tr> </tbody> </table>	Argument	Description	<i>controlname</i>	The name of the graph in which you want to set data, or the name of the DataWindow control containing the graph.	<i>graphcontrol</i> (DataWindow control only)	(Optional) A string whose value is the name of the graph in the DataWindow control.	<i>series</i>	The string that names the series in which you want to change the series label setting.	<i>value</i>	Indicates whether to label the series with its values.
Argument	Description										
<i>controlname</i>	The name of the graph in which you want to set data, or the name of the DataWindow control containing the graph.										
<i>graphcontrol</i> (DataWindow control only)	(Optional) A string whose value is the name of the graph in the DataWindow control.										
<i>series</i>	The string that names the series in which you want to change the series label setting.										
<i>value</i>	Indicates whether to label the series with its values.										
Return value	Returns 1 if it succeeds and -1 if an error occurs. If any argument's value is null, SetSeriesLabelling returns null.										
Usage	SetSeriesLabelling is used to indicate whether or not to label the series with the data numbers for DirectX 3D Area, Bar, Col, or Line graphs. You cannot use this method with DirectX 3D Pie graphs.										
Examples	These statements obtain the series and data point of graph gr_1 in the DataWindow control dw_employee.										

```

integer SeriesNbr, ItemNbr
string ls_SeriesName
grObjectType clickedtype

// Get the number of the series and datapoint
clickedtype = this.ObjectAtPointer("gr_1", &
    SeriesNbr, ItemNbr)

//Get the name of series
ls_SeriesName = dw_employee.SeriesName("gr_1", &
    SeriesNbr)

// Set Series label
dw_employee.SetSeriesLabelling("gr_1", &
    ls_SeriesName, true)

```

These statements obtain the series and data point of graph gr_1.

```
integer SeriesNbr, ItemNbr  
string ls_SeriesName  
grObjectType clickedtype  
  
clickedtype = gr_1.ObjectAtPointer(SeriesNbr, &  
ItemNbr)  
  
ls_SeriesName = gr_1.SeriesName(SeriesNbr)  
  
gr_1.SetSeriesLabelling(ls_SeriesName, true)
```

See also

[GetDataLabelling](#)
[GetSeriesLabelling](#)
[SetDataLabelling](#)

SetSeriesStyle

Specifies the appearance of a series in a graph. There are several syntaxes, depending on what settings you want to change.

To	Use
Set the series' colors	Syntax 1
Set the line style and width	Syntax 2
Set the fill pattern or symbol for the series	Syntax 3
Specify that the series is an overlay	Syntax 4

Syntax 1

Description

For setting a series' colors

Specifies the colors of a series in a graph.

Applies to

Graph controls in windows and user objects, and graphs in DataWindow controls

Syntax ***controlname.SetSeriesStyle ({ graphcontrol, } seriesname, colortype, color)***

Argument	Description
<i>controlname</i>	The name of the graph in which you want to set the color of a series, or the name of the DataWindow control containing the graph.
<i>graphcontrol</i> (DataWindow control only) (optional)	A string whose value is the name of the graph in the DataWindow control for which you want to set the color of a series.
<i>seriesname</i>	A string whose value is the name of the series for which you want to set the color.
<i>colortype</i>	A value of the grColorType enumerated datatype specifying the item for which you want to set the color. Values are: <ul style="list-style-type: none"> • Foreground! – Text color • Background! – Background color • LineColor! – Line color • Shade! – Shade (for graphics that are three-dimensional or have solid objects)
<i>color</i>	A long specifying the new color for <i>colortype</i> .

Return value Integer. Returns 1 if it succeeds and -1 if an error occurs. If any argument's value is null, SetSeriesStyle returns null.

Usage Data points in a series can have their own style settings. Settings made with SetDataStyle set the style of individual data points and override series settings. The graph stores style information for properties that do not apply to the current graph type. For example, you can set the fill pattern in a two-dimensional line graph or the line style in a bar graph, but that fill pattern or line style will not be visible.

For a graph in a DataWindow, you can specify the appearance of a series in the graph before PowerBuilder draws the graph. To do so, define a user event for pbm_dwngraphcreate and call SetSeriesStyle in the script for that event. The event pbm_dwngraphcreate is triggered just before a graph is created in a DataWindow object.

Using SetSeriesStyle with DirectX 3D Graphs

You can only set the color for the foreground. Background, line color, and shade are not supported.

Examples

This statement sets the text (foreground) color of the series named *Salary* in the graph gr_emp_data to black:

```
gr_emp_data.SetSeriesStyle("Salary", &  
    Foreground!, 0)
```

This statement sets the background color of the series named *Salary* in the graph gr_depts in the DataWindow control dw_employees to black:

```
dw_employees.SetSeriesStyle("gr_depts", &  
    "Salary", Background!, 0)
```

These statements in the Clicked event of the graph control gr_product_data coordinate line color between it and the graph gr_sales_data. The script stores the line color for the series under the mouse pointer in the graph gr_product_data in the variable *line_color*. Then it sets the line color for the series northeast in the graph gr_sales_data to that color:

```
string SeriesName  
integer SeriesNbr, Series_Point  
long line_color  
grObjectType MouseHit  
  
MouseHit = ObjectAtPointer(SeriesNbr, Series_Point)  
  
IF MouseHit = TypeSeries! THEN  
    SeriesName = &  
        gr_product_data.SeriesName(SeriesNbr)  
  
        gr_product_data.GetSeriesStyle(SeriesName, &  
            LineColor!, line_color)  
  
        gr_sales_data.SetSeriesStyle("Northeast", &  
            LineColor!, line_color)  
END IF
```

See also

[GetDataStyle](#)
[GetSeriesStyle](#)
[SeriesName](#)
[SetDataStyle](#)

Syntax 2**For lines in a graph**

Description	Specifies the style and width of a series' lines in a graph.													
Applies to	Graph controls in windows and user objects, and graphs in DataWindow controls objects													
Syntax	<pre>controlname.SetSeriesStyle ({ graphcontrol, } seriesname, linestyle, linewidth)</pre>													
	<table border="1"> <thead> <tr> <th>Argument</th><th>Description</th></tr> </thead> <tbody> <tr> <td><i>controlname</i></td><td>The name of the graph in which you want to set the line style and width of a series, or the name of the DataWindow control containing the graph.</td></tr> <tr> <td><i>graphcontrol</i> (DataWindow control only) (optional)</td><td>A string whose value is the name of the graph in the DataWindow control in which you want to set the line style and width.</td></tr> <tr> <td><i>seriesname</i></td><td>A string whose value is the name of the series for which you want to set the line style and width.</td></tr> <tr> <td><i>linestyle</i></td><td>A value of the LineStyle enumerated datatype. Values are: Continuous! Dash! DashDot! DashDotDot! Dot! Transparent!</td></tr> <tr> <td><i>linewidth</i></td><td>An integer specifying the width of the line in pixels.</td></tr> </tbody> </table>		Argument	Description	<i>controlname</i>	The name of the graph in which you want to set the line style and width of a series, or the name of the DataWindow control containing the graph.	<i>graphcontrol</i> (DataWindow control only) (optional)	A string whose value is the name of the graph in the DataWindow control in which you want to set the line style and width.	<i>seriesname</i>	A string whose value is the name of the series for which you want to set the line style and width.	<i>linestyle</i>	A value of the LineStyle enumerated datatype. Values are: Continuous! Dash! DashDot! DashDotDot! Dot! Transparent!	<i>linewidth</i>	An integer specifying the width of the line in pixels.
Argument	Description													
<i>controlname</i>	The name of the graph in which you want to set the line style and width of a series, or the name of the DataWindow control containing the graph.													
<i>graphcontrol</i> (DataWindow control only) (optional)	A string whose value is the name of the graph in the DataWindow control in which you want to set the line style and width.													
<i>seriesname</i>	A string whose value is the name of the series for which you want to set the line style and width.													
<i>linestyle</i>	A value of the LineStyle enumerated datatype. Values are: Continuous! Dash! DashDot! DashDotDot! Dot! Transparent!													
<i>linewidth</i>	An integer specifying the width of the line in pixels.													
Return value	Integer. Returns 1 if it succeeds and -1 if an error occurs. If any argument's value is null, SetSeriesStyle returns null.													
Usage	<p>Data points in a series can have their own style settings. Settings made with SetDataStyle set the style of individual data points and override series settings.</p> <p>The graph stores style information for properties that do not apply to the current graph type. For example, you can set the fill pattern in a two-dimensional line graph or the line style in a bar graph, but that fill pattern or line style will not be visible.</p> <p>For a graph in a DataWindow, you can specify the appearance of a series in the graph before PowerBuilder draws the graph. To do so, define a user event for pbm_dwngraphcreate and call SetSeriesStyle in the script for that event. The event pbm_dwngraphcreate is triggered just before a graph is created in a DataWindow object.</p>													

Examples This statement sets the line style and width for the series named *Costs* in the graph *gr_product_data*:

```
gr_product_data.SetSeriesStyle("Costs", &  
    Dot!, 5)
```

See also [GetTextStyle](#)
[GetSeriesStyle](#)
[SeriesName](#)
[SetDataStyle](#)

Syntax 3

For the fill pattern and symbols in a graph

Description Specifies the fill pattern and symbol for data markers in a series.

Applies to Graph controls in windows and user objects, and graphs in DataWindow controls

Syntax *controlname*.**SetSeriesStyle** ({ *graphcontrol*, } *seriesname*, *enumvalue*)

Argument	Description
<i>controlname</i>	The name of the graph in which you want to set the appearance of a series, or the name of the DataWindow control containing the graph.
<i>graphcontrol</i> (DataWindow control only) (optional)	A string whose value is the name of the graph in the DataWindow control in which you want to set the appearance.
<i>seriesname</i>	A string whose value is the name of the series in which you want to set the appearance.
<i>enumvalue</i>	A value of an enumerated datatype specifying an appearance setting for the series. Values for the FillPattern or grSymbolType enumerated datatypes follow.

Argument	Description
	<p>To change the fill pattern, use a FillPattern value:</p> <ul style="list-style-type: none"> Bdiagonal! (Lines from lower left to upper right) Diamond! Fdiagonal! (Lines from upper left to lower right) Horizontal! Solid! Square! Vertical! <p>To change the symbol type, use a grSymbolType value:</p> <ul style="list-style-type: none"> NoSymbol! SymbolHollowBox! SymbolX! SymbolStar! SymbolHollowUpArrow! SymbolHollowCircle! SymbolHollowDiamond! SymbolSolidDownArrow! SymbolSolidUpArrow! SymbolSolidCircle! SymbolSolidDiamond! SymbolPlus! SymbolHollowDownArrow! SymbolSolidBox!
Return value	Integer. Returns 1 if it succeeds and -1 if an error occurs. If any argument's value is null, SetSeriesStyle returns null.
Usage	<p>Data points in a series can have their own style settings. Settings made with SetDataStyle set the style of individual data points and override series settings.</p> <p>The graph stores style information for properties that do not apply to the current graph type. For example, you can set the fill pattern in a two-dimensional line graph or the line style in a bar graph, but that fill pattern or line style will not be visible.</p> <p>For a graph in a DataWindow, you can specify the appearance of a series in the graph before PowerBuilder draws the graph. To do so, define a user event for pbm_dwngraphcreate and call SetSeriesStyle in the script for that event. The event pbm_dwngraphcreate is triggered just before a graph is created in a DataWindow object.</p> <hr/> <p>Using SetSeriesStyle with DirectX 3D Graphs You cannot use a fill pattern or specify specific symbols for a series.</p>

Examples

This statement sets the symbol used for the series named *Costs* in the graph gr_product_data to a plus sign:

```
gr_product_data.SetSeriesStyle("Costs", &  
    SymbolPlus!)
```

This statement sets the symbol used for the series named *Costs* in the graph gr_computers in the DataWindow control dw_equipment to X:

```
dw_equipment.SetSeriesStyle("gr_computers", &  
    "Costs", SymbolX!)
```

See also

[GetDataStyle](#)
[GetSeriesStyle](#)
[SeriesName](#)
[SetDataStyle](#)

Syntax 4

For creating an overlay in a graph

Description

Specifies whether a series is an overlay, meaning that the series is represented by a line on top of another graph type.

Applies to

Graph controls in windows and user objects, and graphs in DataWindow controls

Syntax

```
controlname.SetSeriesStyle ( { graphcontrol, } seriesname, overlaystyle )
```

Argument	Description
<i>controlname</i>	The name of the graph in which you want to set the overlay status of a series, or the name of the DataWindow control containing the graph.
<i>graphcontrol</i> (DataWindow control only) (optional)	A string whose value is the name of the graph in the DataWindow control in which you want to set the overlay status.
<i>seriesname</i>	A string whose value is the name of the series whose overlay status you want to change.
<i>overlaystyle</i>	A boolean value indicating whether you want the series to be an overlay, meaning that the series is shown in front as a line. Set <i>overlaystyle</i> to true to make the specified series an overlay. Set it to false to remove the overlay setting.

Return value

Integer. Returns 1 if it succeeds and -1 if an error occurs. If any argument's value is null, SetSeriesStyle returns null.

Usage For a graph in a DataWindow, you can specify the appearance of a series in the graph before PowerBuilder draws the graph. To do so, define a user event for pbm_dwngraphcreate and call SetSeriesStyle in the script for that event. The event pbm_dwngraphcreate is triggered just before a graph is created in a DataWindow object.

Using SetSeriesStyle with DirectX 3D Graphs

You cannot use the overlay style for a series.

Examples This statement sets the style of the series named *Costs* in the graph gr_product_data to overlay:

```
gr_product_data.SetSeriesStyle("Costs", TRUE)
```

These statements in the Clicked event of the DataWindow control dw_employees store the style of the series under the pointer in the graph gr_depts in the variable *style_type*. If the style of the series is overlay (true), the script changes the style to normal (false):

```
string SeriesName
integer SeriesNbr, Data_Point
boolean overlay_style
grObjectType MouseHit

MouseHit = dw_employees.ObjectAtPointer( &
    "gr_depts", SeriesNbr, Data_Point)

IF MouseHit = TypeSeries! THEN
    SeriesName = &

dw_employees.SeriesName("gr_depts", SeriesNbr)

    dw_employees.GetSeriesStyle("gr_depts", &
        SeriesName, overlay_style)

    IF overlay_style THEN &
        dw_employees.SetSeriesStyle("gr_depts", &
            SeriesName, FALSE)
    END IF
```

See also [GetDataStyle](#)
[GetSeriesStyle](#)
[SeriesName](#)
[SetDataStyle](#)

SetSeriesTransparency

Description Sets the transparency percentage of a series in a DirectX 3D graph (those with 3D rendering).

Applies to Graph controls in windows and user objects, and graphs in DataWindow controls

Syntax

```
controlname.SetSeriesTransparency ( { graphcontrol, } series,
transparency )
```

Argument	Description
<i>controlname</i>	The name of the graph in which you want to set a series transparency value, or the name of the DataWindow control containing the graph.
<i>graphcontrol</i> (DataWindow control only)	(Optional) A string whose value is the name of the graph in the DataWindow control in which you want to set a series transparency value.
<i>series</i>	The string that identifies the series for which you want to set the transparency value.
<i>transparency</i>	Integer value for percent transparency. A value of 0 means that the series is opaque and a value of 100 means that it is completely transparent.

Return value Integer. Returns 1 if it succeeds and -1 if an error occurs. If any argument's value is null, SetSeriesTransparency returns null.

Usage SetSeriesTransparency sets the transparency value for a series in any DirectX 3D graph (those with 3D rendering).

Examples These statements set the transparency percentage to 50% for the clicked series in the graph gr_1 in the DataWindow control dw_employee:

```
integer SeriesNbr, ItemNbr, TransNbr
string ls_SeriesName
grObjectType clickedtype

// Get the number of the series and datapoint
clickedtype = this.ObjectAtPointer("gr_1", &
SeriesNbr, ItemNbr)

//Get the name of series
ls_SeriesName = dw_employee.SeriesName("gr_1", &
SeriesNbr)

//The following statement sets Transparency to 50%
TransNbr = 50
```

```
dw_employee.SetSeriesTransparency("gr_1", &
    ls_SeriesName, TransNbr)
```

These statements set the transparency to 50% for the clicked series in the graph gr_employee.

```
integer SeriesNbr, ItemNbr, TransNbr
string ls_SeriesName
grObjectType clickedtype

clickedtype = gr_employee.ObjectAtPointer( &
    SeriesNbr, ItemNbr)

ls_SeriesName = gr_employee.SeriesName(SeriesNbr)

TransNbr = 50

gr_employee.SetSeriesTransparency( &
    ls_SeriesName, TransNbr)
```

See also

[FindSeries](#)
[GetSeriesTransparency](#)
[GetDataTransparency](#)
[SetDataTransparency](#)

SetSpacing

Description Sets the line spacing for the selected paragraphs or the paragraph containing the insertion point in a RichTextEdit control.

Applies to RichTextEdit controls

Syntax **rtename.SetSpacing (spacing)**

Argument	Description
<i>rtename</i>	The name of the RichTextEdit control in which you want to set the line spacing.
<i>spacing</i>	A value of the Spacing enumerated datatype specifying the line spacing for the text. Values are: Spacing1! – Single spacing Spacing15! – One and a half line spacing Spacing2! – Double spacing

Return value Integer. Returns 1 if it succeeds and -1 if an error occurs.

Usage Because spacing is a setting for paragraphs, not individual lines, then if lines have wrapped, spacing will change for all the lines in all the paragraphs that are selected.

When you expand the line spacing, the extra space is added before the affected lines.

Examples This example specifies double spacing for the selected paragraphs in the RichTextEdit rte_1:

```
rte_1.SetSpacing(Spacing2!)
```

This example specifies one and a half line spacing:

```
rte_1.SetSpacing(Spacing15!)
```

See also SetTextColor
SetTextStyle

SetState

Description Sets the highlighted state of an item in a list box. SetState is only applicable to a list box control whose MultiSelect property is set to true.

Applies to ListBox and PictureListBox controls

Syntax *listboxname.SetState (index, state)*

Argument	Description
<i>listboxname</i>	The name of the ListBox or PictureListBox in which you want to set the state (highlighted or not highlighted) for an item. The MultiSelect property for the control must be set to true.
<i>index</i>	The number of the item for which you want to set the state. Specify 0 to set the state of all the items in the ListBox.
<i>state</i>	A boolean value that determines the state of the item: <ul style="list-style-type: none"> • TRUE – Selected • FALSE – Not selected

Return value Integer. Returns 1 if it succeeds and -1 if an error occurs. If any argument's value is null, SetState returns null.

Usage When the MultiSelect property for the control is false, use SelectItem, instead of SetState, to select one item at a time.

Examples This statement turns on the highlight for item 6 in lb_Actions:

```
lb_Actions.SetState(6, TRUE)
```

This statement deselects all items in lb_Actions:

```
lb_Actions.SetState(0, FALSE)
```

This statement turns off the highlight for item 6 in lb_Actions if it is selected and turns it on again if it is not selected:

```
IF lb_Actions.State(6) = 1 THEN
    lb_Actions.SetState(6, FALSE)
ELSE
    lb_Actions.SetState(6, TRUE)
END IF
```

See also [SelectItem](#)
[SetTop](#)
[State](#)

SetSyncRegistryProperties

Description Sets synchronization properties in the local machine registry.

Applies to MLSynchronization, MLSync, and ULSync controls

Syntax **SyncObject.SetSyncRegistryProperties ()**

Argument	Description
<i>syncObject</i>	The name of the synchronization object.

Return value Integer. Returns 1 for success and -1 for failure.

Usage If necessary, the SetSyncRegistryProperties function can create a key in the Windows registry from the value of the SyncRegistryKey property of the synchronization object. Failure occurs if the SyncRegistryKey property is not set in the synchronization object.

Examples The MLSync object generated by the MobiLink wizard for SQL Anywhere uses the following code in its Constructor event:

```
IF d_Registry_Build < d_this_object_build THEN
    // First time deployment of new revision - set
    //"ObjectRevision" to this revision of the wizard
    // objects and override all registry values
    rc = this.SetSyncRegistryProperties()
ELSE
    rc = this.GetSyncRegistryProperties()
END IF
```

This code sets the values of authentication properties in the Windows registry when the build number of the running application is higher than the build number in the registry (or when the build number in the registry cannot be found).

See also

[GetCommandString](#)

[GetSyncRegistryProperties](#)

[SetParm](#)

SetTextColor

Description

Sets the color of selected text in a RichTextEdit control.

Applies to

RichTextEdit controls

Syntax

rtename.**SetTextColor** (*colornumber*)

Argument	Description
<i>rtename</i>	The name of the RichTextEdit control in which you want to set the color of selected text
<i>colornumber</i>	A long specifying the color of the selected text

Return value

Integer. Returns 1 if it succeeds and -1 if an error occurs.

Usage

For more information about calculating color values, see RGB.

Examples

This example sets the selected text in RichTextEdit rte_1 to dark red:

```
rte_1.SetTextColor(RGB(100, 0, 0))
```

See also

GetTextColor

RGB

SetTextStyle

SetTextStyle

Description	Specifies the text formatting for selected text in a RichTextEdit control. You can make the text bold, underlined, italic, and struck out. You can also make it either a subscript or superscript.																
Applies to	RichTextEdit controls																
Syntax	<code>rtnename.SetTextStyle (bold, underline, {subscript}, {superscript}, italic, strikeout)</code>																
	<table border="1"> <thead> <tr> <th>Argument</th><th>Description</th></tr> </thead> <tbody> <tr> <td><i>rtnename</i></td><td>The name of the RichTextEdit control in which you want to specify formatting for selected text.</td></tr> <tr> <td><i>bold</i></td><td>A boolean value specifying whether the selected text is bold.</td></tr> <tr> <td><i>underline</i></td><td>A boolean value specifying whether the selected text is underlined.</td></tr> <tr> <td><i>subscript</i> (obsolete)</td><td>Maintained for backward compatibility only. A boolean value specifying whether the selected text is a subscript. This value is currently ignored.</td></tr> <tr> <td><i>superscript</i> (obsolete)</td><td>A boolean value specifying whether the selected text is a superscript. Maintained for backward compatibility only. If both <i>subscript</i> and <i>superscript</i> are true, <i>subscript</i> takes precedence and the text is subscripted. This value is currently ignored.</td></tr> <tr> <td><i>italic</i></td><td>A boolean value specifying whether the selected text is italic.</td></tr> <tr> <td><i>strikeout</i></td><td>A boolean value specifying whether the selected text is has a line drawn through it.</td></tr> </tbody> </table>	Argument	Description	<i>rtnename</i>	The name of the RichTextEdit control in which you want to specify formatting for selected text.	<i>bold</i>	A boolean value specifying whether the selected text is bold.	<i>underline</i>	A boolean value specifying whether the selected text is underlined.	<i>subscript</i> (obsolete)	Maintained for backward compatibility only. A boolean value specifying whether the selected text is a subscript. This value is currently ignored.	<i>superscript</i> (obsolete)	A boolean value specifying whether the selected text is a superscript. Maintained for backward compatibility only. If both <i>subscript</i> and <i>superscript</i> are true, <i>subscript</i> takes precedence and the text is subscripted. This value is currently ignored.	<i>italic</i>	A boolean value specifying whether the selected text is italic.	<i>strikeout</i>	A boolean value specifying whether the selected text is has a line drawn through it.
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<i>strikeout</i>	A boolean value specifying whether the selected text is has a line drawn through it.																
Return value	Integer. Returns 1 if it succeeds and -1 if an error occurs.																
Examples	This example makes selected text in the RichTextEdit rte_1 bold and italic: <pre>rte_1.SetTextStyle(TRUE, FALSE, & TRUE, FALSE)</pre> <p>This example makes the selected text italic but keeps other text formatting as it was:</p> <pre>rte_1.SetTextStyle(rte_1.GetTextStyle(Bold!), & rte_1.GetTextStyle(Underlined!), & TRUE, rte_1.GetTextStyle(Strikeout!))</pre>																
See also	GetTextStyle SetSpacing SetTextColor																

SetTimeout

Description	Sets the timeout value for subsequent EA Server transactions. The transaction is rolled back if it does not complete before the timeout expires.						
Applies to	CORBACurrent objects						
Syntax	<code>CORBACurrent.SetTimeout (seconds)</code>						
	<table border="1"> <thead> <tr> <th style="text-align: center;">Argument</th><th style="text-align: center;">Description</th></tr> </thead> <tbody> <tr> <td style="text-align: center;"><code>CORBACurrent</code></td><td>Reference to the CORBACurrent service instance</td></tr> <tr> <td style="text-align: center;"><code>seconds</code></td><td>An unsignedlong that specifies the number of seconds that elapse before a transaction is rolled back</td></tr> </tbody> </table>	Argument	Description	<code>CORBACurrent</code>	Reference to the CORBACurrent service instance	<code>seconds</code>	An unsignedlong that specifies the number of seconds that elapse before a transaction is rolled back
Argument	Description						
<code>CORBACurrent</code>	Reference to the CORBACurrent service instance						
<code>seconds</code>	An unsignedlong that specifies the number of seconds that elapse before a transaction is rolled back						
Return value	Boolean. Returns true if it succeeds and false if an error occurs.						
Usage	The SetTimeout function specifies the number of seconds that can elapse before a transaction is rolled back. The timeout period applies to transactions created by subsequent invocations of BeginTransaction. If <code>seconds</code> is 0, no timeout period is in effect. SetTimeout can be called by a client or a component that is marked as OTS style. EA Server must be using the two-phase commit transaction coordinator (OTS/XA).						
Examples	This example shows how to set the timeout period to five minutes: <pre>// Instance variables: // CORBACurrent corbccurr boolean lb_timeout integer li_rc li_rc = this.GetContextService("CORBACurrent", & corbccurr) IF li_rc <> 1 THEN // handle the error ENDIF li_rc = corbccurr.Init("iiop://server1:9003") IF li_rc <> 1 THEN // handle the error ELSE lb_timeout = corbccurr.SetTimeout(300) li_rc = corbccurr.BeginTransaction() ENDIF</pre>						
See also	BeginTransaction, CommitTransaction, GetContextService, GetStatus, GetTransactionName, Init, ResumeTransaction, RollbackOnly, RollbackTransaction, SuspendTransaction						

SetToday

Description	Sets the value that is used by the calendar as today's date.						
Applies to	DatePicker, MonthCalendar controls						
Syntax	<code>controlname.SetToday (d)</code>						
	<table><thead><tr><th>Argument</th><th>Description</th></tr></thead><tbody><tr><td><i>controlname</i></td><td>The name of the control for which you want to set the Today date</td></tr><tr><td><i>d</i></td><td>The date you want to specify as the Today date</td></tr></tbody></table>	Argument	Description	<i>controlname</i>	The name of the control for which you want to set the Today date	<i>d</i>	The date you want to specify as the Today date
Argument	Description						
<i>controlname</i>	The name of the control for which you want to set the Today date						
<i>d</i>	The date you want to specify as the Today date						
Return value	Integer. Returns 0 for success and -1 for failure.						
Usage	By default, the current system date is set as the Today date. You can use the SetToday function to specify a different date. If the date is set to any date other than the current system date, the following restrictions apply: <ul style="list-style-type: none">• The control does not automatically update the Today selection when the time passes midnight for the current day.• The control does not automatically update its display based on locale changes.						
Examples	This example gets a date from an EditMask control and sets it as the Today date in a MonthCalendar control: <pre>Date currentdate integer li_return currentdate = Date(em_1.Text) li_return = mc_1.SetToday(currentdate)</pre>						
See also	GetToday						

SetToolbar

Description

Specifies the alignment, visibility, and title for the specified toolbar.

Applies to

MDI frame and sheet windows

Syntax

`window.SetToolbar (toolbarindex, visible {, alignment {, floatingtitle } })`

Argument	Description
<i>window</i>	The MDI frame or sheet to which the toolbar belongs.
<i>toolbarindex</i>	An integer whose value is the index of the toolbar whose settings you want to change.
<i>visible</i>	A boolean value specifying whether to make the toolbar visible. Values are: <ul style="list-style-type: none">• TRUE – Make the toolbar visible• FALSE – Hide the toolbar
<i>alignment</i> (optional)	A value of the ToolbarAlignment enumerated datatype specifying the alignment for the toolbar. Values are: <ul style="list-style-type: none">• AlignAtTop! – Dock the toolbar at the top of the frame.• AlignAtLeft! – Dock the toolbar on the left side of the frame.• AlignAtRight! – Dock the toolbar on the right side of the frame.• AlignAtBottom! – Dock the toolbar at the bottom of the frame.• Floating! – Float the toolbar. The floating toolbar has its own frame and miniature title bar
<i>floatingtitle</i> (optional)	A string whose value is the title for the toolbar when its alignment is Floating!.

Return value

Integer. Returns 1 if it succeeds. SetToolbar returns -1 if there is no toolbar for the index you specify or if an error occurs. If any argument's value is null, returns null.

Usage

When you use SetToolbar to change the toolbar alignment from a docked position to Floating!, PowerBuilder uses the last known position information unless you also call SetToolbarPos to adjust the position.

The toolbars are not redrawn until the script ends, so setting the alignment with SetToolbar and the position with SetToolbarPos looks like a single change to the user.

Examples

This example allows the user to choose an alignment in a ListBox `lb_position`. The selected string is converted to a `ToolbarAlignment` enumerated value, which is used to change the alignment of toolbar index 1:

```
toolbaralignment tba_align

CHOOSE CASE lb_position.SelectedItem()

CASE "Top"
    tba_align = AlignAtTop!
CASE "Left"
    tba_align = AlignAtLeft!
CASE "Right"
    tba_align = AlignAtRight!
CASE "Bottom"
    tba_align = AlignAtBottom!
CASE "Floating"
    tba_align = Floating!
END CHOOSE

w_frame.SetToolbar(1, TRUE, tba_align)
```

In this example, the user clicks a radio button to choose an alignment. The radio button's Clicked event sets an instance variable of type `ToolbarAlignment`. Here the radio buttons are packaged as a custom visual user object. `I_toolbaralign` is an instance variable of the user object. This is the script for the Top radio button:

```
Parent.i_toolbaralign = AlignAtTop!
```

This script changes the toolbar alignment:

```
w_frame.SetToolbar(1, TRUE, &
   uo_toolbarpos.i_toolbaralign )
```

See also

[GetToolbar](#)

[GetToolbarPos](#)

[SetToolbarPos](#)

SetToolbarPos

Sets the position of the specified toolbar.

To set	Use
Docking position of a docked toolbar	Syntax 1
Coordinates and size of a floating toolbar	Syntax 2

Syntax 1

Description

For docked toolbars

Sets the position of a docked toolbar.

Applies to

MDI frame and sheet windows

Syntax

`window.SetToolbarPos (toolbarindex, dockrow, offset, insert)`

Argument	Description
<i>window</i>	The MDI frame or sheet to which the toolbar belongs.
<i>toolbarindex</i>	An integer whose value is the index of the toolbar whose settings you want to change.
<i>dockrow</i>	An integer whose value is the number of the docking row for the toolbar. Docking rows are numbered from left to right or top to bottom.
<i>offset</i>	An integer whose value specifies the distance of the toolbar from the beginning of the docking row. For toolbars at the top or bottom, <i>offset</i> is measured from the left edge. For toolbars on the left or right, <i>offset</i> is measured from the top. If <i>insert</i> is true, the <i>offset</i> you specify is adjusted so that the toolbar does not overlap others in the row. Specify an offset of 0 to position the toolbar ahead of other toolbars in <i>dockrow</i> .
<i>insert</i>	A boolean value specifying whether you want to insert the specified toolbar before the toolbars in <i>dockrow</i> causing them to move over or down a row, or you want to add <i>toolbarindex</i> to <i>dockrow</i> . Values are: <ul style="list-style-type: none">• TRUE – Move any toolbars already in <i>dockrow</i> or higher rows over or down a row so that the toolbar you are moving is the only toolbar in the row.• FALSE – Add the toolbar you are moving to <i>dockrow</i>. Its position in relation to other toolbars in the row is determined by <i>offset</i>.

Return value Integer. Returns 1 if it succeeds. SetToolbarPos returns -1 if there is no toolbar for the index you specify or if an error occurs. If any argument's value is null, returns null.

Usage To find out whether the docked toolbar is at the top, bottom, left, or right edge of the window, call GetToolbar.

If the toolbar's alignment is floating, instead of docked, then values you specify with Syntax 1 of SetToolbarPos take effect when you change the alignment to a docked position with SetToolbar.

When *insert* is false, to move the toolbar before other toolbars in *dockrow*, specify a value that is less than the offset for the existing toolbars. If there is already a toolbar at offset 1, then you can move the toolbar to the beginning of the row by setting *offset* to 0. If *offset* is equal to or greater than the offset of existing toolbars, but less than their end, the newly positioned toolbar will begin just after the existing one. Otherwise, the toolbar will be positioned at *offset*.

If the user drags the toolbar to a docked position, the new row and offset replace values set with SetToolbarPos.

Examples This example docks toolbar 1 at the left, adding it to docking row 1:

```
w_frame.SetToolbar(1, TRUE, AlignAtLeft!)
w_frame.SetToolbarPos(1, 1, 1, FALSE)
```

This example docks toolbar 2 at the left, adding it to docking row 1. If the toolbars already in the dock extend past offset 250, then the offset of toolbar 2 is increased to accommodate them. Otherwise, it is positioned at offset 250:

```
w_frame.SetToolbar(2, TRUE, AlignAtLeft!)
w_frame.SetToolbarPos(2, 1, 250, FALSE)
```

This example docks toolbar 2 at the left in docking row 2. Any toolbar docked on the left in row 2 or higher is moved over a row:

```
w_frame.SetToolbar(1, TRUE, AlignAtLeft!)
w_frame.SetToolbarPos(1, 2, 1, TRUE)
```

See also

GetToolbar

GetToolbarPos

SetToolbar

Syntax 2

For floating toolbars

Description

Sets the position and size of a floating toolbar.

Applies to

MDI frame and sheet windows

Syntax

`window.SetToolbarPos (toolbarindex, x, y, width, height)`

Argument	Description
<code>window</code>	The MDI frame or sheet to which the toolbar belongs
<code>toolbarindex</code>	An integer whose value is the index of the toolbar whose settings you want to change
<code>x</code>	An integer whose value is the x coordinate of the floating toolbar
<code>y</code>	An integer whose value is the y coordinate of the floating toolbar
<code>width</code>	An integer whose value is the width of the floating toolbar
<code>height</code>	An integer whose value is the height of the floating toolbar

Return value

Integer. Returns 1 if it succeeds. SetToolbarPos returns -1 if there is no toolbar for the index you specify or if an error occurs. If any argument's value is null, SetToolbarPos returns null.

Usage

If the toolbar's alignment is a docked position, instead of floating, then values you specify with Syntax 2 of SetToolbarPos take effect when you change the alignment to floating in a script with SetToolbar.

If the user drags the toolbar to a floating position, the new position values replace values set with SetToolbarPos.

The floating toolbar is never too large or too small for the buttons. If you specify width and height values that are too small to accommodate the buttons, the width and height are adjusted to make room for the buttons. If both width and height are larger than needed, the height is reduced.

If you specify x and y coordinates that are outside the frame, the toolbar becomes inaccessible to the user.

Examples

This example displays toolbar 1 near the upper-left corner of the frame. An arbitrary width and height lets PowerBuilder size the toolbar as needed:

```
w_frame.SetToolbarPos(1, 10, 10, 400, 1)
w_frame.SetToolbar(1, TRUE, Floating!)
```

This example displays toolbar 2 close to the lower-right corner of the frame. GetToolbarPos gets the current width and height of the toolbar so that the toolbar stays the same size:

```
integer ix, iy, iw, ih  
  
w_frame.GetToolbarPos(2, ix, iy, iw, ih)  
  
w_frame.SetToolbarPos(2, &  
    w_frame.WorkspaceWidth()-400, &  
    w_frame.WorkspaceHeight()-400, &  
    iw, ih)  
w_frame.SetToolbar(2, TRUE, Floating!)
```

This example positions floating toolbar 2 just inside the lower-right corner of the MDI frame. GetToolbarPos gets the current width and height of the toolbar. These values and the height of the MicroHelp are used to calculate the x and y coordinates for the floating toolbar:

```
integer ix, iy, iw, ih  
  
// Find out toolbar size  
w_frame.GetToolbarPos(2, ix, iy, iw, ih)  
  
// Set the position, taking the size into account  
w_frame.SetToolbarPos(2, &  
    w_frame.WorkspaceWidth( ) - iw, &  
    w_frame.WorkspaceHeight( ) &  
    - ih - w_frame.MDI_1.MicroHelpHeight, &  
    iw, ih)  
  
// Set the alignment to floating  
w_frame.SetToolbar(2, TRUE, Floating!)
```

See also

[GetToolbar](#)
[SetToolbar](#)
[SetToolbarPos](#)

SetTop

Description	Scrolls a list box control so that the specified item is the first visible item.
Applies to	ListBox and PictureListBox controls
Syntax	<code>listboxname.SetTop (index)</code>
Argument	Description
<i>listboxname</i>	The name of the ListBox or PictureListBox that you want to scroll
<i>index</i>	The number of the item you want to become the first visible item
Return value	Integer. Returns 1 if it succeeds and -1 if an error occurs. If any argument's value is null, SetTop returns null.
Examples	This statement scrolls item 6 in lb_Actions to the top of the ListBox so that it is the first visible item: <code>lb_Actions.SetTop (6)</code> The following statement scrolls the currently selected item in lb_Actions to the top of the list of items: <code>lb_Actions.SetTop (lb_Actions.SelectedIndex())</code>
See also	SetFocus SetState

SetTraceFileName

Description Specifies the name of the trace file PowerBuilder will analyze when the BuildModel function is called.

Applies to Profiling and TraceTree objects

Syntax ***instancename*.SetTraceFileName (*tracefilename*)**

Argument	Description
<i>instancename</i>	Instance name of the Profiling or TraceTree object
<i>tracefilename</i>	A string that identifies the name of the trace file PowerBuilder will analyze

Return value ErrorReturn. Returns one of the following values:

- Success! – The function succeeded
- FileOpenError! – The file could not be opened
- FileInvalidFormatError! – The trace file is not in the correct format
- ModelExistsError! – A model has already been built

If an error occurs, the name is not set.

Usage Use this function to specify the trace file PowerBuilder should analyze with the BuildModel function. You call the SetTraceFileName function before calling the BuildModel function.

Examples This example provides the name of the trace file for which a performance analysis model is to be built:

```
Profiling lpro_model
String ls_line

lpro_model = CREATE Profiling

lpro_model.SetTraceFileName (filename)
ls_line = "CollectionTime = " + &
          String(lpro_model.CollectionTime) + "~r~n" +
          "Num Activities = " &
          + String(lpro_model.NumberOfActivities) +
          "~r~n"

lpro_model.BuildModel()
...
```

See also BuildModel

SetTransPool

Description Sets up a pool of database transactions for a distributed application. SetTransPool was used with a feature that has been removed from PowerBuilder and is an obsolete function.

Applies to Application object

Syntax *applicationname*.**SetTransPool** (*minimum*, *maximum*, *timeout*)

Argument	Description
<i>applicationname</i>	The name of the application object for which you want to establish a transaction pool
<i>minimum</i>	The minimum number of transactions to be kept open in the pool
<i>maximum</i>	The maximum number of transactions that can be open in the pool
<i>timeout</i>	The number of seconds to allow a request to wait for a connection in the transaction pool

Return value Integer. Returns 1 if it succeeds and -1 if an error occurs.

SetValue

Description	Sets the date and time in the Value property of the control.										
Applies to	DatePicker control										
Syntax	<pre>controlname.SetValue (d, t) controlname.SetValue (dt)</pre>										
	<table border="1"> <thead> <tr> <th style="text-align: center;">Argument</th><th style="text-align: center;">Description</th></tr> </thead> <tbody> <tr> <td style="text-align: center;"><i>controlname</i></td><td>The name of the control for which you want to set the date and time</td></tr> <tr> <td style="text-align: center;"><i>d</i></td><td>The date value to be set in the Value property</td></tr> <tr> <td style="text-align: center;"><i>t</i></td><td>The time value to be set in the Value property</td></tr> <tr> <td style="text-align: center;"><i>dt</i></td><td>The DateTime value to be set in the Value property</td></tr> </tbody> </table>	Argument	Description	<i>controlname</i>	The name of the control for which you want to set the date and time	<i>d</i>	The date value to be set in the Value property	<i>t</i>	The time value to be set in the Value property	<i>dt</i>	The DateTime value to be set in the Value property
Argument	Description										
<i>controlname</i>	The name of the control for which you want to set the date and time										
<i>d</i>	The date value to be set in the Value property										
<i>t</i>	The time value to be set in the Value property										
<i>dt</i>	The DateTime value to be set in the Value property										
Return value	<p>Integer. Returns 1 for success and one of the following negative values for failure:</p> <ul style="list-style-type: none"> -1 The value cannot be set -2 Other error 										
Usage	The SetValue function can set the Value property using separate date and time variables or a single DateTime variable.										
Examples	<p>This example sets the Value property of a DatePicker control using separate date and time values:</p> <pre>date d time t d=date("2007/12/27") t=time("12:00:00") dp_1.SetValue(d, t)</pre> <p>This example sets the Value property using a DateTime value:</p> <pre>date d time t datetime dt dt = DateTime(d, t) dp_1.SetValue(dt)</pre>										
See also	GetText GetValue										

SharedObjectDirectory

Description	Retrieves the list of objects that have been registered for sharing.						
Syntax	SharedObjectDirectory (<i>instancenames</i> {, <i>classnames</i> })						
	<table border="1"> <thead> <tr> <th>Argument</th><th>Description</th></tr> </thead> <tbody> <tr> <td><i>instancenames</i></td><td>An unbounded array of type string in which you want to store the names of objects that have been registered for sharing</td></tr> <tr> <td><i>classnames</i> (optional)</td><td>An unbounded array of type string in which you want to store the class names of objects registered for sharing</td></tr> </tbody> </table>	Argument	Description	<i>instancenames</i>	An unbounded array of type string in which you want to store the names of objects that have been registered for sharing	<i>classnames</i> (optional)	An unbounded array of type string in which you want to store the class names of objects registered for sharing
Argument	Description						
<i>instancenames</i>	An unbounded array of type string in which you want to store the names of objects that have been registered for sharing						
<i>classnames</i> (optional)	An unbounded array of type string in which you want to store the class names of objects registered for sharing						
Return value	ErrorReturn. Returns one of the following values: <ul style="list-style-type: none"> Success! – The function succeeded FeatureNotSupportedError! – This function is not supported on this platform 						
Usage	Use this function to obtain a list of objects that have been registered for sharing.						
Examples	In this example, the application retrieves the list of shared objects and their class names: <pre>errorreturn status string InstanceNames [] string ClassNames [] status = SharedObjectDirectory(InstanceNames, & ClassNames)</pre>						
See also	SharedObjectGet SharedObjectRegister						

SharedObjectGet

Description	Gets a reference to a shared object instance.						
Syntax	SharedObjectGet (<i>instancename</i> , <i>objectinstance</i>)						
	<table><thead><tr><th>Argument</th><th>Description</th></tr></thead><tbody><tr><td><i>instancename</i></td><td>The name of a shared object instance to which you want to obtain references. The name you specify must match the name given to the object instance when it was first registered with the SharedObjectRegister function.</td></tr><tr><td><i>objectinstance</i></td><td>An object variable of type PowerObject in which you want to store an instance of a shared object.</td></tr></tbody></table>	Argument	Description	<i>instancename</i>	The name of a shared object instance to which you want to obtain references. The name you specify must match the name given to the object instance when it was first registered with the SharedObjectRegister function.	<i>objectinstance</i>	An object variable of type PowerObject in which you want to store an instance of a shared object.
Argument	Description						
<i>instancename</i>	The name of a shared object instance to which you want to obtain references. The name you specify must match the name given to the object instance when it was first registered with the SharedObjectRegister function.						
<i>objectinstance</i>	An object variable of type PowerObject in which you want to store an instance of a shared object.						
Return value	ErrorReturn. Returns one of the following values: <ul style="list-style-type: none">• Success! – The function succeeded• SharedObjectCreateInstanceError! – The local reference to the shared object could not be created• SharedObjectNotFoundError! – The instance name has not been registered						
Usage	SharedObjectGet retrieves a reference to an object that was created with SharedObjectRegister. <p>You can use a shared object on a PowerBuilder client to simulate an asynchronous call to EA Server. The main thread on the client makes an asynchronous call to a function on the shared object, passing it a callback object that is notified when processing has finished on the server. The method on the shared object makes a synchronous call to the EA Server component method that performs processing. Since the shared object is running in a separate thread on the client, the main thread on the client can proceed with other work while the process runs on the server.</p>						
Examples	This example shows how you might use a shared object to make an asynchronous request against an EA Server component method and return data back to a client application window. The client has a Retrieve button on a window, a SetDW function, a shared object, and a callback handler. The component deployed to EA Server retrieves employee information from a database.						

The Retrieve button on the window creates a shared object that communicates with EA Server as well as an instance of a callback handler:

```
// instance variables
// uo_sharedobject iuo_sharedobject
// uo_callback iuo_callback
long ll_rv

SharedObjectRegister("uo_sharedobject", "myshare")
SharedObjectGet("myshare", iuo_sharedobject)

iuo_callback = CREATE uo_callback
// Pass a reference to the window to
// the callback object
iuo_callback.passobject (parent)

iuo_sharedobject.post retrievedata(iuo_callback)
```

The SetDW function applies the contents of the DataWindow blob returned from the EA Server component to a DataWindow control in the window:

```
long ll_rv

ll_rv = dw_employee.SetFullState(ablb_data)
if ll_rv = -1 then
    MessageBox("Error", "SetFullState call failed!")
end if

return ll_rv
```

The Constructor event of the shared object uses a custom Connection object called n_jagclnt_connect to connect to the server. Then it creates an instance of the EA Server component:

```
// Instance variables
// uo_employee iuo_employee
// n_jagclnt_connect myconnect
Constructor event
long ll_rc
myconnect = create n_jagclnt_connect
ll_rc = myconnect.ConnectToServer()
ll_rv = myconnect.CreateInstance(iuo_employee, &
    "uo_employee")
```

The shared object has a single function called RetrieveData that makes a synchronous call to the RetrieveData function on the EA Server component.

When the function completes processing, it calls the Notify function asynchronously on the callback object, posting it to the DataWindow blob returned from the server component:

```
blob llblb_data
long ll_rv
ll_rv = iuo_employee.retrieveData(llblb_data)
auo_callback.post notify(llblb_data)
return ll_rv
```

When the EA Server component has finished processing, the shared object notifies a user object called *uo_callback*, which in turns notifies the *w_employee* window. The *uo_callback* object has two functions, *Notify* and *PassObject*. The *Notify* function calls a function called *SetDW* on the *w_employee* window, passing it the DataWindow blob returned from the server component:

```
long ll_rv
ll_rv = iw_employee.setdw(llblb_data)
if ll_rv = -1 then
    MessageBox("Error", "SetDW call failed!")
end if
return ll_rv
```

The callback handler's *PassObject* function caches a reference to the *w_employee* window in the *iw_employee* instance variable. The function takes the argument *aw_employee*, which is of type *w_employee*, and returns a long value:

```
iw_employee = aw_employee
return 1
```

The EA Server component is a PowerBuilder user object called *uo_employee*. The *uo_employee* object has a function called *RetrieveData* that uses a DataStore to retrieve employee rows from the database:

```
// instance variables
// protected TransactionServer txnsrv
// protected DataStore ids_datastore
long ll_rv
ll_rv = ids_datastore.Retrieve()
ll_rv = ids_datastore.GetFullState(llblb_data)
txnsrv.SetComplete()
return ll_rv
```

See also

SharedObjectRegister, *SharedObjectUnregister*, *GetFullState* and *SetFullState* methods for DataWindows in the *DataWindow Reference* or the online Help

SharedObjectRegister

Description	Registers a user object so that it can be shared.						
Syntax	SharedObjectRegister (<i>classname</i> , <i>instancename</i>)						
	<table border="1"> <thead> <tr> <th>Argument</th><th>Description</th></tr> </thead> <tbody> <tr> <td><i>classname</i></td><td>The name of the user object that you want to share</td></tr> <tr> <td><i>instancename</i></td><td>A string whose value is the name you want to assign to the shared object instance</td></tr> </tbody> </table>	Argument	Description	<i>classname</i>	The name of the user object that you want to share	<i>instancename</i>	A string whose value is the name you want to assign to the shared object instance
Argument	Description						
<i>classname</i>	The name of the user object that you want to share						
<i>instancename</i>	A string whose value is the name you want to assign to the shared object instance						
Return value	<p>ErrorReturn. Returns one of the following values:</p> <ul style="list-style-type: none"> • Success! – The function succeeded • SharedObjectExistsError! – The instance name has already been used • SharedObjectCreateInstanceError! – The object could not be created • SharedObjectCreatePBSessionError! – The shared object session could not be created 						
Usage	<p>When you call the <code>SharedObjectRegister</code> function, PowerBuilder opens a separate runtime session for the shared object and creates the shared object. The name you specify for the object instance provides a way for you to access the object instance with the <code>SharedObjectGet</code> function.</p> <p>You can use a shared object on a PowerBuilder client to simulate an asynchronous call to EA Server. For more information, see the description of the <code>SharedObjectGet</code> function.</p>						
Examples	<p>In this example, the user object <code>uo_customers</code> is registered so that it can be shared. The name assigned to the shared object instance is <code>share1</code>. After registering the object, the application uses the <code>SharedObjectGet</code> function to store an instance of the object in an object variable:</p> <pre><code>SharedObjectRegister("uo_customers", "share1") SharedObjectGet("share1",shared_object)</code></pre>						
See also	SharedObjectGet SharedObjectUnregister						

SharedObjectUnregister

Description	Unregisters a user object that was previously registered.				
Syntax	SharedObjectUnregister (<i>instancename</i>)				
	<table><thead><tr><th>Argument</th><th>Description</th></tr></thead><tbody><tr><td><i>instancename</i></td><td>The name assigned to the shared object instance when it was first registered</td></tr></tbody></table>	Argument	Description	<i>instancename</i>	The name assigned to the shared object instance when it was first registered
Argument	Description				
<i>instancename</i>	The name assigned to the shared object instance when it was first registered				
Return value	ErrorReturn. Returns one of the following values: <ul style="list-style-type: none">• Success! – The function succeeded• SharedObjectNotFoundError! – The instance name has not been registered				
Usage	This function marks a shared object for destruction. But the object is not actually destroyed until there are no more references to the object. You can use a shared object on a PowerBuilder client to simulate an asynchronous call to EA Server. For more information, see the description of the SharedObjectGet function.				
Examples	In this example the application unregisters the object instance called <i>share1</i> : <code>SharedObjectUnregister ("share1")</code>				
See also	SharedObjectRegister				

Show

Description	Makes an object or control visible, if it is hidden. If the object is already visible, Show brings it to the top.				
Applies to	Any object				
Syntax	<code>objectname.Show ()</code>				
	<table border="1"> <thead> <tr> <th style="text-align: center;">Argument</th> <th style="text-align: center;">Description</th> </tr> </thead> <tbody> <tr> <td style="text-align: center;"><i>objectname</i></td><td>The name of the object or control you want to make visible (show)</td></tr> </tbody> </table>	Argument	Description	<i>objectname</i>	The name of the object or control you want to make visible (show)
Argument	Description				
<i>objectname</i>	The name of the object or control you want to make visible (show)				
Return value	Integer. Returns 1 if it succeeds and -1 if an error occurs. If <i>objectname</i> is null, Show returns null.				
Usage	<p>If the specified object is a window that is not open, an execution error occurs.</p> <p>You cannot use Show to show a drop-down or cascading menu, or any menu that has an MDI frame window as its parent window.</p> <p>Equivalent syntax You can set the object's Visible property instead of calling Show:</p> <pre><i>objectname.Visible = true</i></pre> <p>This statement:</p> <pre><i>m_status.m_options.Visible = TRUE</i></pre> <p>is equivalent to:</p> <pre><i>m_status.m_options.Show()</i></pre>				
Examples	<p>This statement makes visible the menu selection called <i>m_options</i> on the menu <i>m_status</i>:</p> <pre><i>m_status.m_options.Show()</i></pre> <p>This statement makes the child window <i>w_child</i> visible:</p> <pre><i>w_child.Show()</i></pre>				
See also	Hide				

ShowHeadFoot

Description Displays the panels for editing the header and footer in a RichTextEdit control or hides the panels and returns to editing the main text.

Applies to RichTextEdit controls and DataWindow controls with the RichTextEdit style

Syntax `rtnename.ShowHeadFoot (editheadfoot, {headerfooter})`

Argument	Description
<code>rtnename</code>	The name of the RichTextEdit or DataWindow control for which you want to edit header and footer information.
<code>editheadfoot</code>	A boolean value specifying the editing panel to display. Values are: <ul style="list-style-type: none"> • TRUE – Display the header and footer editing panels • FALSE – Display the detail editing panel for the document body
<code>headerfooter</code> (optional)	A boolean value specifying whether the insertion point (caret) for editing the header/footer panel is in the header or the footer section. Values are: <ul style="list-style-type: none"> • True Caret is in the header section. • False Caret is in the footer section.

Return value Integer. Returns 1 if it succeeds and -1 if an error occurs.

Usage ShowHeadFoot takes effect when the control is in preview mode or when it is in edit mode for the main text. If the control is in preview mode, calling ShowHeadFoot returns to edit mode.

The `headerfooter` argument is ignored if the `editheadfoot` argument is false. The `headerfooter` argument defaults to “true” if a value is not provided. The header and footer can include input fields for page numbers and dates.

For a DataWindow control, ShowHeadFoot has no effect if the DataWindow object does not have the RichTextEdit presentation style.

Examples This example displays the header and footer editing panels, allowing the user to specify the contents of the footer:

```
rte_1.ShowHeadFoot (TRUE, FALSE)
```

The following script inserts the current page number in the footer, then returns the focus to the body of the document in the rich text control:

```
rte_1.ShowHeadFoot (true, false)
rte_1.setAlignment ( Center! )
rte_1.InputFieldInsert ("PAGENO")
rte_1.ShowHeadFoot (false, false)
```

See also

Preview

ShowHelp

Description	Provides access to a Microsoft Windows-based Help system or to compiled HTML Help files that you have created for your PowerBuilder application. When you call ShowHelp, PowerBuilder starts the Help executable and displays the Help file you specify.								
Syntax	ShowHelp (<i>helpfile</i>, <i>helpcommand</i> {, <i>typeid</i> })								
	<table border="1"> <thead> <tr> <th>Argument</th><th>Description</th></tr> </thead> <tbody> <tr> <td><i>helpfile</i></td><td>A string whose value is the name of the compiled HLP file or the CHM (HTML Help) file.</td></tr> <tr> <td><i>helpcommand</i></td><td> <p>A value of the HelpCommand enumerated type. Values are:</p> <ul style="list-style-type: none"> • Finder! – Displays the Help file in its most recently used state (the Help Topics dialog box in WinHelp or the Navigator pane in the HTML Help viewer open to the last-used tab or the default tab for the Help file). • Index! – Displays the top-level contents topic in the Help file. • Keyword! – Goes to the topic identified by the keyword in <i>typeid</i>. • Topic! – Displays the topic identified by the number in <i>typeid</i>. </td></tr> <tr> <td><i>typeid</i> (optional)</td><td> <p>A number identifying the topic if <i>helpcommand</i> is Topic! or a string whose value is a keyword of a help topic if <i>helpcommand</i> is Keyword!.</p> <p>Do not specify <i>typeid</i> when <i>helpcommand</i> is Finder! or Index!.</p> </td></tr> </tbody> </table>	Argument	Description	<i>helpfile</i>	A string whose value is the name of the compiled HLP file or the CHM (HTML Help) file.	<i>helpcommand</i>	<p>A value of the HelpCommand enumerated type. Values are:</p> <ul style="list-style-type: none"> • Finder! – Displays the Help file in its most recently used state (the Help Topics dialog box in WinHelp or the Navigator pane in the HTML Help viewer open to the last-used tab or the default tab for the Help file). • Index! – Displays the top-level contents topic in the Help file. • Keyword! – Goes to the topic identified by the keyword in <i>typeid</i>. • Topic! – Displays the topic identified by the number in <i>typeid</i>. 	<i>typeid</i> (optional)	<p>A number identifying the topic if <i>helpcommand</i> is Topic! or a string whose value is a keyword of a help topic if <i>helpcommand</i> is Keyword!.</p> <p>Do not specify <i>typeid</i> when <i>helpcommand</i> is Finder! or Index!.</p>
Argument	Description								
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<i>helpcommand</i>	<p>A value of the HelpCommand enumerated type. Values are:</p> <ul style="list-style-type: none"> • Finder! – Displays the Help file in its most recently used state (the Help Topics dialog box in WinHelp or the Navigator pane in the HTML Help viewer open to the last-used tab or the default tab for the Help file). • Index! – Displays the top-level contents topic in the Help file. • Keyword! – Goes to the topic identified by the keyword in <i>typeid</i>. • Topic! – Displays the topic identified by the number in <i>typeid</i>. 								
<i>typeid</i> (optional)	<p>A number identifying the topic if <i>helpcommand</i> is Topic! or a string whose value is a keyword of a help topic if <i>helpcommand</i> is Keyword!.</p> <p>Do not specify <i>typeid</i> when <i>helpcommand</i> is Finder! or Index!.</p>								
Return value	Integer. Returns 1 if it succeeds and -1 if an error occurs. ShowHelp returns -1 if you specify <i>typeid</i> when <i>helpcommand</i> is Finder! or Index!. If any argument's value is null, ShowHelp returns null.								
Usage	<p>To provide context-sensitive Help, use ShowHelp in appropriate scripts throughout your application with specific topic IDs or keywords.</p> <p>If you specify Keyword! for <i>helpcommand</i> and the string in <i>typeid</i> is not unique, the Help Search window displays.</p> <p>For information on how to create online Help files for your PowerBuilder application, see the chapter on providing online Help in <i>PowerBuilder Application Techniques</i>.</p>								
Examples	This statement displays the Help index in the INQ.HLP file:								

```
ShowHelp ("C:\PB\INQ.HLP", Index!)
```

This statement displays Help topic 143 in the file *EMP.HLP* file:

```
ShowHelp("EMP.HLP", Topic!, 143)
```

This statement displays the Help topic associated with the keyword Part# in the file *EMP.HLP*:

```
ShowHelp("EMP.HLP", Keyword!, "Part#")
```

This statement displays the Help search window. The word in the box above the keyword list is the first keyword that begins with M:

```
ShowHelp("EMP.HLP", Keyword!, "M")
```

See also

Help

ShowPopupHelp

ShowPopupHelp

Description

Displays pop-up help for the specified control.

Applies to

Any control

Syntax

ShowPopupHelp (*helpfile*, *control*, *contextid*)

Argument	Description
<i>helpfile</i>	String for the Help file name to be used
<i>control</i>	Dragobject for which the pop-up help is displayed
<i>contextid</i>	Long for the context ID number

Return value

Integer. Returns 1 if the function succeeds and -1 if an error occurs.

Usage

A typical location for the ShowPopupHelp call is in the Help event of a response window with the Context Help property enabled. Events relating to movement of the cursor over a control or to the dragging of a control or object are also logical places for a ShowPopupHelp call.

You must type a correct context ID number for the *contextid* argument or you get a message that a Help topic does not exist for the item calling the ShowPopupHelp function.

Examples

This example calls a help file in a subdirectory of the current directory:

```
ShowPopupHelp ( "Help/my_app.hlp", this, 510)
```

See also

Help

ShowHelp

Sign

Description

Reports whether a number is negative, zero, or positive.

Syntax

Sign (*n*)

Argument	Description
<i>n</i>	The number for which you want to find out the sign

Return value

Integer. Returns a number (-1, 0, or 1) indicating the sign of *n*. If *n* is null, Sign returns null.

Examples

This statement returns 1 (the number is positive):

```
Sign(5)
```

This statement returns 0 (zero has no sign):

```
Sign(0)
```

This statement returns -1 (the number is negative):

```
Sign(-5)
```

See also

Sign method for DataWindows in the *DataWindow Reference* or online Help

SignalError

Description

Causes a SystemError event at the application level.

Syntax

SignalError ({ *number* }, { *text* })

Argument	Description
<i>number</i> (optional)	The integer (stored in the number property of the Error object) to be used in the message object
<i>text</i> (optional)	The string (stored in the text property of the Error object) to be used in the message object

Return value

Integer. Returns 1 if it succeeds and -1 if an error occurs. The return value is usually not used.

Usage

During development you can use *SignalError* to test error-processing scripts. You can call *PopulateError* to populate the *Error* object and call *SignalError* without arguments. You can examine how the *SystemError* event script handles the forced error. If you pass the optional *number* and *text* arguments to *SignalError*, it populates all the fields in the *Error* object and then triggers a *SystemError* event.

In an application, *SignalError* can also be useful. For example, if a user error is so severe that you do not want the application to continue, you can set values in the *Error* object, including your own error number, and call *SignalError*. You need to include code in the *SystemError* event script to recognize and handle the error you have created. If there is no script for the *SystemError* event, the *SignalError* function does nothing.

For the runtime error numbers assigned to the *Number* property of the *Error* object when an application error occurs, see the *PowerBuilder Users Guide*.

Examples

These statements set values in the *Error* object and then trigger a *SystemError* event so the error processing for these values can be tested:

```
int error_number  
string error_text  
Error.Number = 1010  
Error.Text = "Salary must be a positive number."  
Error.Windowmenu = "w_emp"  
  
error_number = Error.Number  
error_text = Error.Text  
  
SignalError(error_number, error_text)
```

See also

PopulateError

Sin

Description	Calculates the sine of an angle.	
Syntax	Sin (n)	
	Argument	Description
	<i>n</i>	The angle (in radians) for which you want the sine
Return value	Double. Returns the sine of <i>n</i> . If <i>n</i> is null, Sin returns null.	
Examples	This statement returns .8414709848078965: <code>Sin(1)</code> This statement returns 0: <code>Sin(0)</code> This statement returns 0: <code>Sin(Pi(1))</code>	
See also	ASin Cos Pi Tan Sin method for DataWindows in the <i>DataWindow Reference</i> or the online Help	

Sleep

Description	Causes the application to pause for a specified time.	
Syntax	Sleep (seconds)	
	Argument	Description
	<i>seconds</i>	Long for the number of seconds you want the application to pause
Return value	Integer. Returns 1 if the function succeeds and -1 if an error occurs.	
Examples	This example pauses the application for 5 seconds: <code>Sleep (5)</code>	

Sort

Sorts rows in a DataWindow control, DataStore, or child DataWindow, or items in a TreeView or ListView control.

For syntax for DataWindows and DataStores, see the Sort method for DataWindows in the *DataWindow Reference* or the online Help.

To sort	Use
Items in a TreeView	Syntax 1
Items in a ListView	Syntax 2

Syntax 1

Description

For TreeView controls

Applies to

TreeView controls

Syntax

`treeviewname.Sort (itemhandle , sorttype)`

Argument	Description
<code>treeviewname</code>	The name of the TreeView control in which you want to sort items.
<code>itemhandle</code>	The item for which you want to sort its children.
<code>sorttype</code>	The sort method you want to use. Valid values are: Ascending! Descending! UserDefinedSort!

Return value

Integer. Returns 1 if it succeeds and -1 if it fails.

Usage

The Sort function only sorts the immediate level beneath the specified item. If you want to sort multiple levels, use SortAll. If you specify UserDefinedSort! as your *sorttype*, define your sort criteria in the Sort event of the TreeView control. To sort level 1 of a TreeView, set *itemhandle* to 0.

Examples

This example sorts the children of the current TreeView item:

```
long ll_tvi
ll_tvi = tv_foo.FindItem(CurrentTreeItem! , 0)
tv_foo.SetRedraw(false)
tv_foo.Sort(ll_tvi , Ascending!)
tv_foo.SetRedraw(true)
```

See also

SortAll

Syntax 2**For ListView controls**

Description Sorts items in ListView controls.

Applies to ListView controls

Syntax *listviewname*.**Sort** (*sorttype*, { *column* })

Argument	Description
<i>listviewname</i>	The ListView in which you want to sort items.
<i>sorttype</i>	The method you want to use when you sort the ListView items. Values are: Ascending! Descending! Unsorted! UserDefinedSort!
<i>column</i> (optional)	The number of the column by which you wish to sort the ListView items.

Return value Integer. Returns 1 if it succeeds and -1 if it fails.

Usage The default sort is alphanumeric.

If you do not specify a column to sort, the first column is sorted.

Examples This example sorts the items in column three of a ListView:

```
lv_list.SetRedraw(false)
lv_list.Sort(Ascending! , 3)
lv_list.SetRedraw(true)
```

See also SortAll

SortAll

Description	Sorts all the levels below an item in the TreeView item hierarchy.								
Applies to	TreeView controls								
Syntax	<code>treeviewname.SortAll (itemhandle, sorttype)</code>								
	<table border="1"> <thead> <tr> <th>Argument</th><th>Description</th></tr> </thead> <tbody> <tr> <td><i>treeviewname</i></td><td>The TreeView control in which you want to sort the subsequent levels in an item's hierarchy.</td></tr> <tr> <td><i>itemhandle</i></td><td>The item for which you want to sort all the levels below it.</td></tr> <tr> <td><i>sorttype</i></td><td>The sort method you want to use. Values are: Ascending! Descending! Unsorted! UserDefinedSort!</td></tr> </tbody> </table>	Argument	Description	<i>treeviewname</i>	The TreeView control in which you want to sort the subsequent levels in an item's hierarchy.	<i>itemhandle</i>	The item for which you want to sort all the levels below it.	<i>sorttype</i>	The sort method you want to use. Values are: Ascending! Descending! Unsorted! UserDefinedSort!
Argument	Description								
<i>treeviewname</i>	The TreeView control in which you want to sort the subsequent levels in an item's hierarchy.								
<i>itemhandle</i>	The item for which you want to sort all the levels below it.								
<i>sorttype</i>	The sort method you want to use. Values are: Ascending! Descending! Unsorted! UserDefinedSort!								
Return value	Integer. Returns 1 if it succeeds and -1 if an error occurs.								
Usage	If you specify UserDefinedSort! as your <i>sorttype</i> , define your sort criteria in the Sort event of the TreeView control.								
	The SortAll function cannot sort level 1 of a TreeView. However, level 1 is sorted automatically when the TreeView's SortType property calls for sorting.								
Examples	<p>This example sorts the subsequent levels recursively under the current TreeView item:</p> <pre>long ll_tvi //Find the current treeitem ll_tvi = tv_list.FindItem(CurrentTreeItem! , 0) //Sort all children tv_list.SortAll(ll_tvi , Ascending!)</pre> <p>This example recursively sorts the entire TreeView control:</p> <pre>long ll_tvi //Find the root treeitem ll_tvi = tv_list.FindItem(RootTreeItem! , 0) //Sort all children tv_list.SortAll(ll_tvi , Ascending!)</pre>								
See also	Sort								

Space

Description

Builds a string of the specified length whose value consists of spaces.

Syntax

Space (n)

Argument	Description
<i>n</i>	A long whose value is the length of the string to be filled with spaces. The maximum value is 2,147,483,647.

Return value

String. Returns a string filled with *n* spaces if it succeeds and the empty string ("") if an error occurs. If *n* is null, Space returns null.

Examples

This statement puts a string whose value is four spaces in *Name*:

```
string Name
Name = Space(4)
```

This statement assigns 40 spaces to the string *Name*:

```
string Name
Name = Space(40)
```

See also

Fill, Space method for DataWindows in the *DataWindow Reference* or Help

Sqrt

Description

Calculates the square root of a number.

Syntax

Sqrt (*n*)

Argument	Description
<i>n</i>	The number for which you want the square root

Return value

Double. Returns the square root of *n*. If *n* is null, Sqrt returns null.

Usage

Sqrt(n) is the same as *n^.5*. Taking the square root of a negative number causes an execution error.

Examples

This statement returns 1.414213562373095:

```
Sqrt(2)
```

This statement results in an error at execution time:

```
Sqrt( -2 )
```

See also

Sqrt method for DataWindows in the *DataWindow Reference* or online Help

Start

Start has two basic syntaxes.

To	Use
Execute a pipeline object	Syntax 1
Activate a timing object	Syntax 2

Syntax 1

Description

For executing pipeline objects

Executes a pipeline object, which transfers data from the source to the destination as specified by the SQL query in the pipeline object. This pipeline object is a property of a user object inherited from the pipeline system object.

Applies to

Pipeline objects

Syntax

```
pipelineobject.Start ( sourcetrans, destinationtrans, errorobject
{, arg1, arg2,..., argn } )
```

Argument	Description
<i>pipelineobject</i>	The name of a pipeline user object that contains the pipeline object to be executed
<i>sourcetrans</i>	The name of a transaction object with which to connect to the source database
<i>destinationtrans</i>	The name of a transaction object with which to connect to the target database
<i>errorobject</i>	The name of a DataWindow control or Data Store in which to store the pipeline error DataWindow
<i>argn</i> (optional)	One or more retrieval arguments as specified for the pipeline object in the Data Pipeline painter

Return value

Integer. Returns 1 if it succeeds and a negative number if an error occurs. Error values are:

- 1 Pipe open failed
- 2 Too many columns
- 3 Table already exists
- 4 Table does not exist
- 5 Missing connection
- 6 Wrong arguments
- 7 Column mismatch
- 8 Fatal SQL error in source
- 9 Fatal SQL error in destination

- 10 Maximum number of errors exceeded
- 12 Bad table syntax
- 13 Key required but not supplied
- 15 Pipe already in progress
- 16 Error in source database
- 17 Error in destination database
- 18 Destination database is read-only

If any argument's value is null, Start returns null.

Usage

A pipeline transfer involves several PowerBuilder objects. You need:

- A pipeline object, which you define in the Data Pipeline painter. It contains the SQL statements that specify what data is transferred and how that data is mapped from the tables in the source database to those in the target database.
- A user object inherited from the pipeline system object. It inherits properties that let you check the progress of the pipeline transfer. In the painter, you define instance variables and write scripts for pipeline events.
- A window that contains a DataWindow control or a Data Store for the pipeline-error DataWindow. Do not put a DataWindow object in the DataWindow control. The control displays PowerBuilder's pipeline-error DataWindow object if errors occur when the pipeline executes.

The window can also include buttons, menus, or some other means to execute the pipeline, repair errors, and cancel the execution. The scripts for these actions use the functions Start, Repair, and Cancel.

Before the application executes the pipeline, it needs to connect to the source and destination databases, create an instance of the user object, and assign the pipeline object to the user object's DataObject property. Then it can call Start to execute the pipeline. This code may be in one or several scripts.

When you execute the pipeline, the piped data is committed according to the settings you make in the Data Pipeline painter. You can specify that:

- The data is committed when the pipeline finishes. If the maximum error limit is exceeded, all data is rolled back.
- Data is committed at regular intervals, after a specified number of rows have been transferred. When the maximum error limit is exceeded, all rows already transferred are committed.

For information about specifying the pipeline object in the Data Pipeline painter and how the settings affect committing, see the *PowerBuilder Users Guide*. For more information on using a pipeline in an application, see *Application Techniques*.

When you dynamically assign the pipeline object to the user object's DataObject property, you must remember to include the pipeline object in a dynamic library when you build your application's executable.

Examples

The following script creates an instance of the pipeline user object, assigns a pipeline object to the pipeline user object's DataObject property, and executes the pipeline. *i_src* and *i_dst* are transaction objects that have been previously declared and created. Another script has established the database connections.

U_pipe is the user object inherited from the pipeline system object. *i_upipe* is an instance variable of type *u_pipe*. *P_pipe* is a pipeline object created in the Data Pipeline painter:

```
i_upipe = CREATE u_pipe  
i_upipe.DataObject = "p_pipe"  
i_upipe.Start(i_src, i_dst, dw_1)
```

See also

[Cancel](#)

[Repair](#)

Syntax 2

For activating timing objects

Description	Activates a timing object causing a Timer event to occur repeatedly at the specified interval.						
Applies to	Timing objects						
Syntax	<code>timingobject.Start (<i>interval</i>)</code>						
	<table border="1"> <thead> <tr> <th>Argument</th><th>Description</th></tr> </thead> <tbody> <tr> <td><i>timingobject</i></td><td>The name of the timing object you want to activate.</td></tr> <tr> <td><i>interval</i></td><td>An expression of type double specifying the number of seconds that you want between timer events. The <i>interval</i> can be a whole number or fraction greater than 0 and less than or equal to 4,294,967 seconds. An interval of 0 is invalid.</td></tr> </tbody> </table>	Argument	Description	<i>timingobject</i>	The name of the timing object you want to activate.	<i>interval</i>	An expression of type double specifying the number of seconds that you want between timer events. The <i>interval</i> can be a whole number or fraction greater than 0 and less than or equal to 4,294,967 seconds. An interval of 0 is invalid.
Argument	Description						
<i>timingobject</i>	The name of the timing object you want to activate.						
<i>interval</i>	An expression of type double specifying the number of seconds that you want between timer events. The <i>interval</i> can be a whole number or fraction greater than 0 and less than or equal to 4,294,967 seconds. An interval of 0 is invalid.						
Return value	Integer. Returns 1 if it succeeds and -1 if the timer is already running, the interval specified is invalid, or there are no system timers available.						
Usage	<p>This syntax of the Start function is used to activate a nonvisual timing object. Timing objects can be used to trigger a Timer event that is not associated with a PowerBuilder window, and they are therefore useful for distributed PowerBuilder servers or shared objects that do not have a window for each client connection.</p> <p>A timing object is a standard class user object inherited from the Timing system object. Once you have created a timing object and coded its timer event, you can create any number of instances of the object within the constraints of your operating system. An operating system supports a fixed number of timers. Some of those timers will already be in use by PowerBuilder and other applications and by the operating system itself.</p> <p>To activate an instance of the timing object, call the Start function, specifying the <i>interval</i> that you want between Timer events. The Timer event of that instance is triggered as soon as possible after the specified interval, and will continue to be triggered until you call the Stop function on that instance of the timing object or the object is destroyed.</p>						

When the Timer event occurs

The *interval* specified for the Start function is the minimum interval between Timer events. All other posted events occur before the Timer event.

The resolution of the interval depends on your operating system.

You can determine what the timing interval is and whether a timer is running by accessing the timing object's Interval and Running properties. These properties are read-only. You must stop and restart a timer in order to change the value of the timing interval.

Garbage collection

If a timing object is running, it is not subject to garbage collection. Garbage collection can occur only if the timing object is not running and there are no references to it.

Examples

Example 1 Suppose you have a distributed application in which the local client performs some processing, such as calculating the value of a stock portfolio, based on values in a database. The client requests a user object on a remote server to retrieve the data values from the database.

Create a standard class user object on the server called *uo_timer*, inherited from the Timing system object, and code its Timer event to refresh the data. Then the following code creates an instance, *MyTimer*, of the timing object *uo_timer*. The Start function activates the timer with an interval of 60 seconds so that the request to the server is issued at 60-second intervals:

```
uo_timer MyTimer  
  
MyTimer = CREATE uo_timer  
MyTimer.Start(60)
```

Example 2 The following example uses a timing object as a shared object in a window that has buttons for starting a timer, getting a hit count, stopping the timer, and closing the window. Status is shown in a single line edit called *sle_state*. The timing object, *uo_timing*, is a standard class user object inherited from the Timing system object. It has one instance variable that holds the number of times a connection is made:

```
long il_hits
```

The timing object *uo_timing* has three functions:

- of_connect increments *il_hits* and returns an integer (this example omits the connection code for simplicity):

```
il_hits++  
// connection code omitted  
RETURN 1
```

- of_hitcount returns the value of *il_hits*:

```
RETURN il_hits
```

- `of_resetcounter` resets the value of the counter to 0:

```
il_hits = 0
```

The timer event in `uo_timing` calls the `of_connect` function:

```
integer li_err

li_err = This.of_connect()
IF li_err <> 1 THEN
    MessageBox("Timer Error", "Connection failed ")
END IF
```

When the main window (`w_timer`) opens, its Open event script registers the `uo_timing` user object as a shared object:

```
ErrorReturn result
string ls_result

SharedObjectRegister("uo_timing", "Timing")
result = SharedObjectGet("Timing", iuo_timing)
// convert enumerated type to string
ls_result = of_convertererror(result)

IF result = Success! THEN
    sle_stat.text = "Object Registered"
ELSE
    MessageBox("Failed", "SharedObjectGet failed, " &
    + "Status code: "+ls_result)
END IF
```

The Start Timer button starts the timer with an interval of five seconds:

```
double ld_interval
integer li_err

IF (isValid(iuo_timing)) THEN
    li_err = iuo_timing.Start(5)
    ld_interval = iuo_timing.interval
    sle_2.text = "Timer started. Interval is " &
    + string(ld_interval) + " seconds"
    // disable Start Timer button
    THIS.enabled = FALSE
ELSE
    sle_2.text = "No timing object"
END IF
```

The Get Hits button calls the of_hitcount function and writes the result in a single line edit:

```
long ll_hits

IF (isValid(iuo_timing)) THEN
    ll_hits = iuo_timing.of_hitcount()
    sle_hits.text = string(ll_hits)
ELSE
    sle_hits.text = ""
    sle_stat.text = "Invalid timing object..."
END IF
```

The Stop Timer button stops the timer, reenables the Start Timer button, and resets the hit counter:

```
integer li_err

IF (isValid(iuo_timing)) THEN
    li_err = iuo_timing.Stop()

    IF li_err = 1 THEN
        sle_stat.text = "Timer stopped"
        cb_start.enabled = TRUE
        iuo_timing.of_resetcounter()
    ELSE
        sle_stat.text = "Error - timer could " &
            not be stopped"
    END IF

ELSE
    sle_stat.text = "Error - no timing object"
END IF
```

The Close button checks that the timer has been stopped and closes the window if it has:

```
IF iuo_timing.running = TRUE THEN
    MessageBox("Error","Click the Stop Timer " &
        + "button to clean up before closing")
ELSE
    close(parent)
END IF
```

The Close event for the window unregisters the shared timing object:

```
SharedObjectUnregister("Timing")
```

The `of_convertererror` window function converts the `ErrorReturn` enumerated type to a string. It takes an argument of type `ErrorReturn`:

```

string ls_result

CHOOSE CASE a_error
CASE Success!
    ls_result = "The function succeeded"
CASE FeatureNotSupportedError!
    ls_result = "Not supported on this platform"
CASE SharedObjectExistsError!
    ls_result = "Instance name already used"
CASE MutexCreateError!
    ls_result = "Locking mechanism unobtainable"
CASE SharedObjectCreateInstanceError!
    ls_result = "Object could not be created"
CASE SharedObjectCreatePBSessionError!
    ls_result = "Could not create context session"
CASE SharedObjectNotExistError!
    ls_result = "Instance name not registered"
CASE ELSE
    ls_result = "Unknown Error Code"
END CHOOSE

RETURN ls_result

```

See also

[Stop](#)

StartHotLink

Description

Establishes a hot link with a DDE server application so that PowerBuilder is notified immediately of any changes in the specified data. When the data changes in the server application, it triggers a `HotLinkAlarm` event in the current application.

Syntax

`StartHotLink (location, applname, topic {, bAnsi})`

Argument	Description
<code>location</code>	A string whose value is the location of the data in which a change of value triggers a <code>HotLinkAlarm</code> event. The format of the location depends on the application that contains the data.
<code>applname</code>	A string whose value is the DDE name of the server application.

Argument	Description
<i>topic</i>	A string identifying the data or the instance of the application in which a change triggers a HotLinkAlarm event (for example, in Microsoft Excel, the topic name could be the name of an open spreadsheet).
<i>bAnsi</i> (optional)	A boolean identifying whether the string to get from the DDE server is in ANSI format. If <i>bAnsi</i> is NULL, false, or empty, PowerBuilder will first try to get the data in a UNICODE formatted string. If <i>bAnsi</i> is true, PowerBuilder will try to get the data in an ANSI formatted string.

Return value

Integer. Returns 1 if it succeeds. If an error occurs, StartHotLink returns a negative integer. Values are:

- 1 No server
- 2 Request denied

If any argument's value is null, StartHotLink returns null.

Usage

After establishing a hot link, you can include the following functions in the HotLinkAlarm event:

- `GetDataDDEOrigin` – To determine what application sent the notification of changed data
- `GetDataDDE` – To obtain the new data
- `RespondRemote` – To acknowledge receipt of the data

Examples

In this example, another PowerBuilder application has called the `StartServerDDE` function and identified itself as *MyPBApp*. This statement in your application establishes a hot link to data in *MyPBApp*. The values you specify for *location* and *topic* depend on conventions established by *MyPBApp*:

```
StartHotLink ("Any", "MyPBApp", "Any")
```

This statement establishes a hot link with Microsoft Excel, which notifies the PowerBuilder window when the data at row 1 column 2 of *REGION.XLS* changes:

```
StartHotLink ("R1C2", "Excel", "Region.xls")
```

See also

[StopHotLink](#)

StartServerDDE

Description	Establishes your application as a DDE server. You specify the DDE name, topic, and items that you support.
Syntax	StartServerDDE ({ <i>windowname</i> , } <i>applname</i> , <i>topic</i> {, <i>item</i> })
Argument	Description
<i>windowname</i> (optional)	The name of the server window. The default is the current window.
<i>applname</i>	The DDE name for your application.
<i>topic</i>	A string whose value is the basic data grouping the DDE client application references.
<i>item</i> (optional)	A comma-separated list of one or more strings (data within topic) that specify what your DDE server application supports (for example, "Table1", "Table2").
Return value	Integer. Returns 1 if it succeeds. If an error occurs, StartServerDDE returns -1, meaning the your application is already started as a server. If any argument's value is null, StartServerDDE returns null.
Usage	<p>When a DDE client application sends a DDE request, the request includes one of the items you have declared that you support. You determine how your application responds to each of those items.</p> <p>A window must be open to provide a handle for the DDE conversation. You cannot call StartServerDDE and other DDE functions in an application object's events.</p> <p>When your application has established itself as a DDE server, other applications can send DDE requests that trigger these events in your application.</p>

Table 10-10: Events triggered by DDE requests and DDE functions available to each event

Client action	Event triggered	Functions available	Purpose of function
Sends a request for a hot link	RemoteHotLinkStart	—	—
Sends a command to your application	RemoteExec	GetCommandDDE GetCommandDDEOrigin	Obtain the command Find out what client application sent the command
Sends data	RemoteSend	GetDataDDE GetDataDDEOrigin	Obtain the data Find out what client application sent the data
Requests data from your server application	RemoteRequest	SetDataDDE RespondRemote	Send the requested data Acknowledge the request
Wants to terminate the hot link	RemoteHotLinkStop	—	—

Examples

This statement causes your PowerBuilder application to begin acting as a server. It is known to other DDE applications as *MyPBApp*; its topic is *System*, and it supports items called *Table1* and *Table2*:

```
StartServerDDE(w_emp, "MyPBApp", "System", &
    "Table1", "Table2")
```

See also

[StopServerDDE](#)

State

Description

Determines whether an item in a ListBox control is highlighted.

Applies to

ListBox and PictureListBox controls

Syntax

listboxname.State (index)

Argument	Description
<i>listboxname</i>	The name of the ListBox or PictureListBox in which you want to obtain the state (highlighted or not highlighted) of the item identified by <i>index</i>
<i>index</i>	The number of the item for which you want to obtain the state

Return value

Integer. Returns 1 if the item in *listboxname* identified by *index* is highlighted and 0 if it is not. If the index does not point to a valid item number, State returns -1. If any argument's value is null, State returns null.

Usage The State and SetState functions are meant for a ListBox that allows multiple selections (its MultiSelect property is true). To find all of a list's selected items, loop through the list, checking the state of each item.

The SelectedItem and SelectItem functions are meant for single-selection ListBox controls. SelectedItem reports the selection directly with no need for looping. In a multiple-selection ListBox control, SelectedItem reports the first selected item only.

When you know the index of an item, you can use the Text function to get the item's text.

Examples If item 3 in lb_Contact is selected (highlighted), then this example sets *li_Item* to 1:

```
integer li_Item  
li_Item = lb_Contact.State(3)
```

The following statements obtain the text of all the selected items in a ListBox that allows the user to select more than one item. The MessageBox function displays each item as it is found. You could include other processing that created an array or list of the selected values:

```
integer li_ItemTotal, liItemCount  
  
// Get the number of items in the ListBox.  
li_ItemTotal = lb_contact.TotalItems()  
  
// Loop through all the items.  
FOR liItemCount = 1 to li_ItemTotal  
    // Is the item selected? If so, display the text  
    IF lb_Contact.State(liItemCount) = 1 THEN &  
        MessageBox("Selected Item", &  
        lb_Contact.Text(liItemCount))  
    NEXT
```

This statement executes some statements if item 3 in the ListBox lb_Contact is highlighted:

```
IF lb_Contact.State(3) = 1 THEN ...
```

See also SelectedItem
SetState

StepIt

Description

Increments the current position in a progress bar control by the value specified in the SetStep property of the control.

Applies to

Progress bar controls

Syntax

control.StepIt ()

Argument	Description
<i>control</i>	The name of the progress bar

Return value

Integer. Returns 1 if it succeeds and -1 if there is an error.

Usage

StepIt causes the position in a progress bar to wrap if the value of the SetStep takes the current position out of range. For example, if the SetStep value is 40, the current position 80, and the range is set from 0 to 100, the position on the redrawn progress bar after you call StepIt is 20.

The SetStep property can have a negative value. The default value for SetStep is 10.

Examples

This statement adds the SetStep increment to a progress bar control:

```
HProgressBar.StepIt ( )
```

See also

[SetRange](#)

Stop

Stop has two syntaxes.

To	Use
Deactivate a timing object	Syntax 1
Stop playing an animation	Syntax 2

Syntax 1**For deactivating timing objects**

Description	Deactivates a timing object.				
Applies to	Timing objects				
Syntax	<code>timingobject.Stop()</code>				
	<table border="1" style="width: 100%; border-collapse: collapse;"> <thead> <tr> <th style="text-align: left; padding: 2px;">Argument</th> <th style="text-align: left; padding: 2px;">Description</th> </tr> </thead> <tbody> <tr> <td style="padding: 2px;"><code>timingobject</code></td> <td style="padding: 2px;">The name of the timing object you want to deactivate</td></tr> </tbody> </table>	Argument	Description	<code>timingobject</code>	The name of the timing object you want to deactivate
Argument	Description				
<code>timingobject</code>	The name of the timing object you want to deactivate				
Return value	Integer. Returns 1 if it succeeds and -1 if the timer is not running or could not be stopped.				
Usage	Use this function to deactivate a timing object. A stopped timer can be reactivated with the Start function.				
Examples	This statement stops the timing object instance <i>MyTimer</i> :				
	<code>MyTimer.Stop()</code>				
See also	Start				

Syntax 2**For stopping an animation from playing**

Description	Stops an animation (an AVI clip) from playing.				
Applies to	Animation controls				
Syntax	<code>animationname.Stop()</code>				
	<table border="1" style="width: 100%; border-collapse: collapse;"> <thead> <tr> <th style="text-align: left; padding: 2px;">Argument</th> <th style="text-align: left; padding: 2px;">Description</th> </tr> </thead> <tbody> <tr> <td style="padding: 2px;"><code>animationname</code></td> <td style="padding: 2px;">The name of the animation control displaying the AVI clip</td></tr> </tbody> </table>	Argument	Description	<code>animationname</code>	The name of the animation control displaying the AVI clip
Argument	Description				
<code>animationname</code>	The name of the animation control displaying the AVI clip				
Return value	Integer. Returns 1 if it succeeds and -1 if the animation is not running or could not be stopped.				
Usage	Use this function to stop an animation that is playing. A stopped animation can be restarted with the Play function.				
Examples	This statement stops the AVI clip that is playing in the animation control <i>MyAnimation</i> :				
	<code>MyAnimation.Stop()</code>				
See also	Play				

StopHotLink

Description

Terminates a hot link with a DDE server application.

Caution

All arguments must match the arguments in an earlier StartHotLink call.

Syntax

StopHotLink (*location*, *applname*, *topic*)

Argument	Description
<i>location</i>	A string whose value is the location at which you want to end the hot link, as specified in the StartHotLink function that established the link
<i>applname</i>	A string whose value is the DDE name of the server application, as specified in the StartHotLink function
<i>topic</i>	A string identifying the data or the instance of the application in which the hot link is stopped, as specified in the StartHotLink function

Return value

Integer. Returns 1 if it succeeds. If an error occurs, StopHotLink returns a negative integer. Values are:

- 1 Link was not started
- 2 Request denied
- 3 Could not terminate server

If any argument's value is null, StopHotLink returns null.

Examples

If another PowerBuilder application called StartServerDDE to establish itself as a server using the name *MyPBApp*, then your application can act as a DDE client and call StartHotLink to establish a hot link with *MyPBApp*. The following statement ends that hot link. The values you specify for *location* and *topic* depend on conventions established by *MyPBApp*:

```
StopHotLink( "Any", "MyPBApp", "Any" )
```

This statement stops the hot link with Microsoft Excel for row 1 column 2 in the spreadsheet *REGION.XLS*:

```
StopHotLink( "R1C2", "Excel", "Region.xls" )
```

See also

StartHotLink

StopServerDDE

Description	Causes your application to stop acting as a DDE server application. <i>Any subsequent requests</i> from a DDE client application fail.								
Syntax	StopServerDDE ({ windowname, } applname, topic)								
	<table border="1"> <thead> <tr> <th>Argument</th><th>Description</th></tr> </thead> <tbody> <tr> <td><i>windowname</i> (optional)</td><td>The name of the server window. The default is the current window. If you have more than one server window, <i>windowname</i> is required.</td></tr> <tr> <td><i>applname</i></td><td>The DDE name for your PowerBuilder application.</td></tr> <tr> <td><i>topic</i></td><td>A string whose value is the topic you declared when you called StartServerDDE.</td></tr> </tbody> </table>	Argument	Description	<i>windowname</i> (optional)	The name of the server window. The default is the current window. If you have more than one server window, <i>windowname</i> is required.	<i>applname</i>	The DDE name for your PowerBuilder application.	<i>topic</i>	A string whose value is the topic you declared when you called StartServerDDE.
Argument	Description								
<i>windowname</i> (optional)	The name of the server window. The default is the current window. If you have more than one server window, <i>windowname</i> is required.								
<i>applname</i>	The DDE name for your PowerBuilder application.								
<i>topic</i>	A string whose value is the topic you declared when you called StartServerDDE.								
Return value	Integer. Returns 1 if it succeeds. If an error occurs, StopServerDDE returns -1, meaning the DDE server was not started. If any argument's value is null, StopServerDDE returns null.								
	<p>Caution The arguments <i>applname</i> and <i>topic</i> must match the arguments in a prior StartServerDDE call.</p>								
Examples	This statement causes the PowerBuilder application <i>MyPBApp</i> to stop acting as a server: <pre>StopServerDDE (w_emp, "MyPBApp", "System")</pre>								
See also	StartServerDDE								

String

String has two syntaxes.

To	Use
Format data as a string according to a specified display format mask	Syntax 1
Convert a blob to a string	Syntax 2

Syntax 1**Description****For formatting data**

Formats data, such as time or date values, according to a format mask. You can convert and format date, DateTime, numeric, and time data. You can also apply a display format to a string.

Syntax

String (*data*, { *format* })

Argument	Description
<i>data</i>	The data you want returned as a string with the specified formatting. <i>Data</i> can have a date, DateTime, numeric, time, or string datatype. <i>Data</i> can also be an Any variable containing one of these datatypes.
<i>format</i> (optional)	A string whose value is the display masks you want to use to format the data. The masks consists of formatting information specific to the datatype of <i>data</i> . If <i>data</i> is type string, <i>format</i> is required. The format can consist of more than one mask, depending on the datatype of <i>data</i> . Each mask is separated by a semicolon. (For details on each datatype, see Usage).

Return value

String. Returns *data* in the specified format if it succeeds and the empty string ("") if the datatype of *data* does not match the type of display mask specified, *format* is not a valid mask, or *data* is an incompatible datatype.

Usage

For date, DateTime, numeric, and time data, PowerBuilder uses the system's default format for the returned string if you do not specify a format. For numeric data, the default format is the [General] format.

For string data, a display format mask is required. (Otherwise, the function would have nothing to do.)

The format can consist of one or more masks:

- Formats for date, DateTime, string, and time data can include one or two masks. The first mask is the format for the data; the second mask is the format for a null value.
- Formats for numeric data can have up to four masks. A format with a single mask handles both positive and negative data. If there are additional masks, the first mask is for positive values, and the additional masks are for negative, zero, and null values.

To display additional characters as part of the mask for a decimal value, you must precede each character with a backslash. For example, to display a decimal number with two digits of precision preceded by four asterisks, you must type a backslash before each asterisk:

```
dec{2} amount
string = ls_result
```

```
amount = 123456.32
ls_result = string(amount, "\*\*\*\*0.00")
```

The resulting string is ****123456.32.

For more information on specifying display formats, see the *PowerBuilder Users Guide*. Note that, although a format can include color specifications, the colors are ignored when you use String in PowerScript. Colors appear only for display formats specified in the DataWindow painter.

If the display format does not match the datatype, PowerBuilder tries to apply the mask, which can produce unpredictable results.

Times and dates from a DataWindow control

When you call GetItemTime or GetItemString as an argument for the String function and do not specify a display format, the value is formatted as a DateTime value. This statement returns a string like "2/26/03 00:00:00":

```
String(dw_1.GetItemTime(1, "start_date"))
```

International deployment When you use String to format a date and the month is displayed as text (for example, the display format includes "mmm"), the month is in the language of the runtime DLLs available when the application is run. If you have installed localized runtime files in the development environment or on a user's machine, then on that machine, the month in the resulting string is in the language of the localized files.

For information about the localized runtime files, which are available in French, German, Italian, Spanish, Dutch, Danish, Norwegian, and Swedish, see the chapter on internationalization in *Application Techniques*.

Handling ANSI data Since this function does not have an encoding argument to allow you to specify the encoding of the data, the string returned can contain garbage characters if the data has ANSI encoding. You can handle this by converting the ANSI string returned from the String function to a Unicode blob, and then converting the ANSI string in the blob to a Unicode string, using the encoding parameters provided in the Blob and String conversion functions:

```
ls_temp = String(long, "address" )
lb_blob = blob(ls_temp) //EncodingUTF16LE! is default
ls_result = string(lb_blob, EncodingANSI!)
```

Message object You can also use String to extract a string from the Message object after calling TriggerEvent or PostEvent. For more information, see the TriggerEvent or PostEvent functions.

Examples

This statement applies a display format to a date value and returns Jan 31, 2002:

```
String(2002-01-31, "mmm dd, yyyy")
```

This example applies a format to the value in *order_date* and sets *date1* to 6-11-02:

```
Date order_date = 2002-06-11
string date1
date1 = String(order_date, "m-d-yy")
```

This example includes a format for a null date value so that when *order_date* is null, *date1* is set to none:

```
Date order_date = 2002-06-11
string date1
SetNull(order_date)
date1 = String(order_date, "m-d-yy; 'none'")
```

This statement applies a format to a DateTime value and returns Jan 31, 2001 6 hrs and 8 min:

```
String(DateTime(2001-01-31, 06:08:00), &
'mmm dd, yyyy h "hrs and" m "min"')
```

This example builds a DateTime value from the system date and time using the Today and Now functions. The String function applies formatting and sets the text of *sle_date* to that value, for example, 6-11-02 8:06 pm:

```
DateTime sys_datetime
string datetime1
sys_datetime = DateTime(Today(), Now())
sle_date.text = String(sys_datetime, &
"m-d-yy h:mm am/pm; 'none'")
```

This statement applies a format to a numeric value and returns \$5.00:

```
String(5, "$#,##0.00")
```

These statements set *string1* to 0123:

```
integer nbr = 123
string string1
string1 = String(nbr, "0000;(000);****;empty")
```

These statements set *string1* to (123):

```
integer nbr = -123
string string1
string1 = String(nbr, "000;(000);****;empty")
```

These statements set *string1* to ****:

```
integer nbr = 0
string string1
string1 = String(nbr, "0000;(000);****;empty")
```

These statements set *string1* to "empty":

```
integer nbr
string string1
SetNull(nbr)
string1 = String(nbr, "0000;(000);****;empty")
```

This statement formats string data and returns A-B-C. The display format assigns a character in the source string to each @ and inserts other characters in the format at the appropriate positions:

```
String("ABC", "@-@-@")
```

This statement returns A*B:

```
String("ABC", "@*@")
```

This statement returns ABC:

```
String("ABC", "@@@")
```

This statement returns a space:

```
String("ABC", " ")
```

This statement applies a display format to time data and returns 6 hrs and 8 min:

```
String(06:08:02,'h "hrs and" m "min")
```

This statement returns 08:06:04 pm:

```
String(20:06:04,"hh:mm:ss am/pm")
```

This statement returns 8:06:04 am:

```
String(08:06:04,"h:mm:ss am/pm")
```

See also

String method for DataWindows in the *DataWindow Reference* or online Help

Syntax 2

Description

For blobs

Converts data in a blob to a string value. If the blob's value is not text data, String attempts to interpret the data as characters.

Syntax

String (blob {,encoding})

Argument	Description
<i>blob</i>	The blob whose value you want returned as a string. <i>Blob</i> can also be an Any variable containing a blob.
<i>encoding</i>	Character encoding of the blob you want converted. Values are: <ul style="list-style-type: none"> • EncodingANSI! • EncodingUTF8! • EncodingUTF16LE! (default) • EncodingUTF16BE!

Return value

String. Returns the value of *blob* as a string if it succeeds and the empty string ("") if it fails. If the blob does not contain string data, String interprets the data as characters, if possible, and returns a string. If *blob* is null, String returns null.

Usage

If the *encoding* argument is not provided, String converts a Unicode blob to a Unicode string. You must provide the *encoding* argument if the blob has a different encoding.

If the blob has a byte-order mark (BOM), String filters it out automatically. For example, suppose the blob's hexadecimal display is: FF FE 54 00 68 00 69 00 73 00. The BOM is FF FE, which indicates that the blob has UTF-16LE encoding, and is filtered out. The string returned is "This".

You can also use String to extract a string from the Message object after calling TriggerEvent or PostEvent. For more information, see the TriggerEvent or PostEvent functions.

Examples

This example converts the blob instance variable *ib_sblob*, which contains string data in ANSI format, to a string and stores the result in *sstr*:

```
string sstr
sstr = String(ib_sblob, EncodingANSI!)
```

This example stores today's date and test status information in the blob *bb*. *Pos1* and *pos2* store the beginning and end of the status text in the blob. Finally, BlobMid extracts a "sub-blob" that String converts to a string. *Sle_status* displays the returned status text:

```
blob{100} bb
long pos1, pos2
string test_status
```

```

date test_date

test_date = Today()
IF DayName(test_date) = "Wednesday" THEN &
    test_status = "Coolant Test"
IF DayName(test_date) = "Thursday" THEN &
    test_status = "Emissions Test"

// Store data in the blob
pos1 = BlobEdit( bb, 1, test_date)
pos2 = BlobEdit( bb, pos1, test_status )

... // Some processing

// Extract the status stored in bb and display it
sle_status.text = String( &
    BlobMid(bb, pos1, pos2 - pos1))

```

See also**Blob**

String method for DataWindows in the *DataWindow Reference* or online Help

String_To_Object

Description

Gets an object reference based on a passed string.

This function is used by PowerBuilder clients connecting to EA Server.

Applies to

JaguarORB objects

Syntax

jaguarorb.String_To_Object (objstring , object)

Argument	Description
<i>jaguarorb</i>	An instance of JaguarORB.
<i>objstring</i>	A string that represents a CORBA object. The string representation of a CORBA object is an Interoperable Object Reference (IOR) that describes how to connect to the server hosting the object. EA Server supports both standard format IORs (which are hex-encoded) and a URL format that is human-readable.
<i>object</i>	A variable of type CORBAobject that will contain the object reference.

Return value

Long. Returns 0 if it succeeds and a negative number if an error occurs.

Usage

The *String_To_Object* function allows you to instantiate a proxy instance without using the Jaguar naming service.

Connecting to EJB components

In PowerBuilder 7 and earlier releases, the JaguarORB *String_To_Object* function was used to access EJB components in EA Server. In PowerBuilder 8 and later, the *Lookup* function on the *Connection* object can be used to instantiate a proxy for the home interface of an EJB component in EA Server.

In PowerBuilder 9, the *Lookup* function on the *EJBConnection* PowerBuilder extension object can be used to instantiate proxies for EJB components running in any J2EE-compliant server.

When you use *String_To_Object* for proxy instantiation, you instantiate the object directly. The disadvantage of this approach is that you lose the benefits of server address abstraction that are provided by the naming service.

To use the naming service API explicitly, you can use the *Resolve_Initial_References* function to obtain an initial naming context. However, this technique is not recommended because it requires use of deprecated *SessionManager::Factory* methods. For more information about connecting to EA Server using the JaguarORB object, see *Application Techniques*.

The *String_To_Object* can be used to obtain an EA Server authentication manager instance by using a URL format IOR. IOR strings in URL format must have the form:

protocol://host:iiop_port

where:

- *protocol* is *iiops* if connecting to a secure port and *iiop* otherwise
- *host* is the EA Server host address or machine name
- *iiop_port* is the port number for IIOP requests

An example of a URL-format IOR is:

iiop://hosta:2000

If the server is part of a cluster, the *objstring* argument can contain a list of IORs separated by semicolons.

After calling `String_To_Object`, you can use the Manager interface to obtain an instance of the Session interface, which allows you to create component instances. When you use the Manager and Session interfaces, you need to generate proxies for these interfaces and include these proxies in the library list for the client. For information about methods on these interfaces, see the interface repository documentation at the URL `http://yourhost:yourport/ir/`, where `yourhost` is the server's host name and `yourport` is the HTTP port number.

The `String_To_Object` function can also be used to deserialize a Proxy object reference. By serializing an object reference, you can save the state of the object so that it persists after the client terminates processing. Deserializing the object reference gets an object reference from a serialized string.

`String_To_Object` is often used in conjunction with `Object_To_String`, which allows you to serialize an object reference.

Examples

The following example shows the use of the `String_To_Object` function to obtain an EA Server authentication manager instance. The function uses a URL format IOR:

```
JaguarORB my_orb
CORBAObject my_corbaobj
Manager my_manager
Session my_session
Factory my_Factory
n_Bank_Account my_account

my_orb = CREATE JaguarORB
my_orb.init ("ORBRetryCount=3,ORBRetryDelay=1000")
my_orb.String_To_Object("iiop://myhost:2000", &
my_corbaobj)

my_corbaobj._narrow(my_manager, &
"SessionManager/Manager")
my_session = my_manager.createSession("jagadmin", "")
my_corbaobj = my_session.lookup("Bank/n_Bank_Account")
my_corbaobj._narrow(my_Factory,
"SessionManager/Factory")
my_corbaobj = my_Factory.create()
my_corbaobj._narrow(my_account, "Bank/n_Bank_Account")

my_account.withdraw(100.0)
```

In this example, the component is an EJB component. When the `_Narrow` function is called to convert the object reference returned from the `Lookup` call on the `Session` object, the second argument includes the domain name as well as the package name. This is necessary if the Java package name uses the `domainname.packagename` format:

```
JaguarORB my_orb  
CORBAObject my_corbaobj  
Manager my_mgr  
Session my_session  
CartHome my_cartHome  
Cart my_cart  
long ll_return  
  
my_orb = CREATE JaguarORB  
my_orb.init ("ORBLogFile='c:\\temp\\orblog'")  
my_orb.String_to_Object("iiop://svr1:2000", &  
    my_corbaObj)  
my_corbaObj._narrow(my_mgr, "SessionManager/Manager" )  
my_Session = my_mgr.createSession("jagadmin", "")  
my_corbaObj = my_session.lookup("Cart")  
ll_return = my_corbaObj._narrow(my_CartHome,  
    "com/shopping/CartHome")  
  
my_corbaObj = my_CartHome.create()  
  
my_Cart.addItem()
```

See also

[Init](#)
[Lookup](#)
[_Narrow](#)
[Object_To_String](#)
[Resolve_Initial_References](#)

SuspendTransaction

Description	Suspends the EAServer transaction associated with the calling thread.				
Applies to	CORBACurrent objects				
Syntax	CORBACurrent.SuspendTransaction ()				
	<table border="1"> <thead> <tr> <th style="text-align: center;">Argument</th> <th style="text-align: center;">Description</th> </tr> </thead> <tbody> <tr> <td style="text-align: center;"><i>CORBACurrent</i></td><td>Reference to the CORBACurrent service instance</td></tr> </tbody> </table>	Argument	Description	<i>CORBACurrent</i>	Reference to the CORBACurrent service instance
Argument	Description				
<i>CORBACurrent</i>	Reference to the CORBACurrent service instance				
Return value	Unsigned long. Returns a handle that refers to the transaction associated with the thread or 0 if an error occurs.				
Usage	<p>The SuspendTransaction function returns a handle referring to the transaction associated with the calling thread. This handle can be passed to the ResumeTransaction function on the same or a different thread. When SuspendTransaction is called, the current thread is no longer associated with a transaction.</p> <p>SuspendTransaction can be called by a client or a component that is marked as OTS style. must be using the two-phase commit transaction coordinator (OTS/XA).</p>				
Examples	<p>This example shows the use of the SuspendTransaction function to disassociate the calling thread from the current transaction:</p> <pre> // Instance variable: // CORBACurrent corbcurr integer li_rc unsignedlong ll_handle // Get and initialize an instance of CORBACurrent ... li_rc = corbcurr.BeginTransaction() // do some transactional work ll_handle = corbcurr.SuspendTransaction() // do some nontransactional work li_rc = corbcurr.ResumeTransaction(ll_handle) // do some more transactional work li_rc = corbcurr.CommitTransaction()</pre>				
See also	BeginTransaction CommitTransaction GetTransactionName ResumeTransaction RollbackTransaction SetTimeout				

Synchronize

Starts synchronization between a remote and consolidated database. The syntax you use depends on whether you include command line parameters with the dbmlysync synchronization call.

To start synchronization	Use
Without including command line parameters	Syntax 1
With command line parameters that you include in the synchronization call	Syntax 2

Syntax 1

Description

Starts synchronization between a remote and consolidated database.

Applies to

MLSyncynchronization, MLSync, and ULSync controls

Syntax

SyncObject.**Synchronize** ()

Argument	Description
<i>syncObject</i>	The name of the synchronization object.

Return value

Integer. Returns 1 for success and -1 for failure. Any other return value is an error code from dbmlysync.

Examples

If all the properties of a synchronization object are initialized, including userids and passwords, it is ready for immediate use. To launch a synchronization requires very little coding, as in the following example for an MLSync object named “nvo_my_mlSync”:

```
nvu_my_mlSync mySync
Long rc
mySync = CREATE nvo_my_mlSync
mySync.Synchronize()
destroy mySync
```

You would typically add the above code to the Clicked event for a menu item or a command button on an application window.

Syntax 2

Description

For synchronization with parameters

Starts dbmlysync synchronization with command line parameters that are passed from the values of a syncparm structure.

Applies to

MLSync controls

Syntax	SyncObject.Synchronize (cmdstring)
Argument	Description
<i>syncObject</i>	The name of the synchronization object.
<i>cmdstring</i>	A read-only string containing command line arguments for a synchronization call.
Return value	Integer. Returns 1 for success and any other value for failure.
Usage	The following is an example of a command string for a Synchronize call: C:\Program Files\Sybase\SQL Anywhere 11\Bin32\ dbmlsync.exe -c "DSN=salesdb_remote;UID=dba;PWD=sql" -n salesapi -u 50 -mp "pw10" -wc salesapi_50_sync -o "C:\temp\dbmlsync.log" -v+ -q -k
	If the path to the dbmlsync executable (<i>C:\Program Files\Sybase\SQL Anywhere 11\Bin32\dbmlsync.exe</i> in the above example) is not part of the command string, the application searches the Windows registry to find it.
Examples	For MLSync objects, you can allow a user to edit the command line arguments for a synchronization call as follows:
	<pre>long rc string cmd cmd = myMLSync.GetCommandString() // Edit cmd however you wish ... rc = myMLSync.Synchronize(cmd)</pre>
See also	CancelSync GetCommandString SetParm

SyntaxFromSQL

Description Generates DataWindow source code based on a SQL SELECT statement.

Applies to Transaction objects

Syntax `transaction.SyntaxFromSQL (sqlselect, presentation, err)`

Argument	Description
<i>transaction</i>	The name of a connected transaction object.
<i>sqlselect</i>	A string whose value is a valid SQL SELECT statement.
<i>presentation</i>	<p>A string whose value is the default presentation style you want for the DataWindow. The simple format is:</p> <p style="padding-left: 40px;">Style(Type=<i>presentationstyle</i>)</p> <p>Values for <i>presentationstyle</i> correspond to selected styles in the New DataWindow dialog box in the DataWindow painter. Keywords are:</p> <ul style="list-style-type: none"> (Default) Tabular Grid Form (for freeform) Graph Group Label <p>The Usage section lists the keywords you can use in <i>presentation</i>.</p>
<i>err</i>	A string variable to which PowerBuilder will assign any error messages that occur.

Return value String. Returns the empty string ("") if an error occurs. If SyntaxFromSQL fails, *err* may contain error messages if warnings or soft errors occur (for example, a syntax error). If any argument's value is null, SyntaxFromSQL returns null.

Usage To create a DataWindow object, you can pass the source code returned by SyntaxFromSQL directly to the Create function.

Table owner in the SQL statement If the value of the LogID property of the Transaction object is not the owner of the table being accessed in the SQL statement for the SyntaxFromSQL function, then the table name in the SQL SELECT statement must be qualified with the owner name.

Note for Adaptive Server Enterprise

If your DBMS is Adaptive Server Enterprise and you call `SyntaxFromSQL`, PowerBuilder must determine whether the tables are updatable through a unique index. This is only possible if you set `AutoCommit` to true before calling `SyntaxFromSQL`, as shown here:

```
sqlca.autocommit=TRUE  
ls_dws=sqlca.syntaxfromsql (sqlstmt, presentation, err)  
sqlca.autocommit=FALSE
```

The *presentation* string can also specify object keywords followed by properties and values to customize the DataWindow. You can specify the style of a column, the entire DataWindow, areas of the DataWindow, and text in the DataWindow. The object keywords are:

- Column
- DataWindow
- Group
- Style
- Text
- Title

A full presentation string has the format:

```
"Style ( Type=value property=value ... )  
DataWindow ( property=value ... )  
Column ( property=value ... )  
Group groupby_colnum1 Fby_colnum2 ... property ... )  
Text property=value ... )  
Title ( 'titlestring' )"
```

The checklists in the DataWindow object properties chapter in the *DataWindow Reference* identify the properties that you can use for each object keyword.

If a database column has extended attributes with font information, then font information you specify in the `SyntaxFromSQL` presentation string is ignored.

Examples

The following statements display the DataWindow source for a tabular DataWindow object generated by the `SyntaxFromSQL` function in a MultiLineEdit.

If errors occur, PowerBuilder fills the string *ERRORS* with any error messages that are generated:

```
string ERRORS, sql_syntax

sql_syntax = "SELECT emp_data.emp_id, " &
+ "emp_data.emp_name FROM emp_data " &
+ "WHERE emp_data.emp_salary >45000"

mle_sql.text = &
SQLCA.SyntaxFromSQL(sql_syntax, "", ERRORS)
```

The following statements create a grid DataWindow dw_1 from the DataWindow source generated in the SyntaxFromSQL function. If errors occur, the string *ERRORS* contains any error messages that are generated, which are displayed to the user in a message box. Note that you need to call SetTransObject with SQLCA as its argument before you can call the Retrieve function:

```
string ERRORS, sql_syntax
string presentation_str, dwsyntax_str

sql_syntax = "SELECT emp_data.emp_id," &
+ "emp_data.emp_name FROM emp_data " &
+ "WHERE emp_data.emp_salary > 45000"

presentation_str = "style(type=grid)"

dwsyntax_str = SQLCA.SyntaxFromSQL(sql_syntax, &
presentation_str, ERRORS)

IF Len(ERRORS) > 0 THEN
    MessageBox("Caution", &
    "SyntaxFromSQL caused these errors: " + ERRORS)
    RETURN
END IF

dw_1.Create( dwsyntax_str, ERRORS)

IF Len(ERRORS) > 0 THEN
    MessageBox("Caution", &
    "Create cause these errors: " + ERRORS)
    RETURN
END IF
```

See also

Create method for DataWindows in the *DataWindow Reference* or online Help
Information on DataWindow object properties in the *DataWindow Reference*

SystemRoutine

Description	Provides the routine node representing the system root in a performance analysis model.						
Applies to	Profiling object						
Syntax	<i>instancename</i> .SystemRoutine (<i>theroutine</i>)						
	<table border="1"> <thead> <tr> <th style="text-align: center;">Argument</th><th style="text-align: center;">Description</th></tr> </thead> <tbody> <tr> <td style="text-align: center;"><i>instancename</i></td><td>Instance name of the Profiling object.</td></tr> <tr> <td style="text-align: center;"><i>theroutine</i></td><td>A value of type ProfileRoutine containing the routine node representing the system root. This argument is passed by reference.</td></tr> </tbody> </table>	Argument	Description	<i>instancename</i>	Instance name of the Profiling object.	<i>theroutine</i>	A value of type ProfileRoutine containing the routine node representing the system root. This argument is passed by reference.
Argument	Description						
<i>instancename</i>	Instance name of the Profiling object.						
<i>theroutine</i>	A value of type ProfileRoutine containing the routine node representing the system root. This argument is passed by reference.						
Return value	ErrorReturn. Returns one of the following values: <ul style="list-style-type: none"> • Success! – The function succeeded • ModelNotExistError! – The function failed because no model exists 						
Usage	Use this function to extract the routine node representing the system root in a performance analysis model. You must have previously created the performance analysis model from a trace file using the BuildModel function. The routine node is defined as a ProfileRoutine object and provides the time spent in the routine, any called routines, the number of times each routine was called, and the class to which the routine belongs.						
Examples	This example provides the routine that represents the system root in a performance analysis model: <pre>Profiling lpro_model ProfileRoutine lprort_routine lpro_model.BuildModel() lpro_model.SystemRoutine(lprort_routine) ...</pre>						
See also	BuildModel						

TabPostEvent

Description Posts the specified event for each tab page in a Tab control, adding them to the end of the event queues for the tab page user objects.

Applies to Tab controls

Syntax `tabcontrolname.TabPostEvent (event {, word, long })`

Argument	Description
<code>tabcontrolname</code>	The name of the Tab control for which you want to post events for its tab page user objects.
<code>event</code>	A value of the TrigEvent enumerated datatype that identifies a PowerBuilder event (for example, Clicked!, Modified!, or DoubleClicked!) or a string whose value is the name of an event. The event must be a valid event for a tab page user object in <code>tabcontrolname</code> and a script must exist for the event in <code>tabcontrolname</code> .
<code>word</code> (optional)	A long value to be stored in the WordParm property of the system's Message object. If you want to specify a value for <code>long</code> , but not <code>word</code> , enter 0. (For cross-platform compatibility, WordParm and LongParm are both longs).
<code>long</code> (optional)	A long value or a string that you want to store in the LongParm property of the system's Message object. When you specify a string, a pointer to the string is stored in the LongParm property, which you can access with the String function (see Usage for PostEvent).

Return value Integer. Returns 1 if it succeeds and -1 if an error occurs, if the event is not a valid event for the tab page user object, or if a script does not exist for the event.

Examples Suppose `tab_address` contains several tab pages inherited from `uo_list` and `uo_list` has a user event called `ue_display`. This statement posts the event `ue_display` for each the tab pages in `tab_address`:

```
tab_address . TabPostEvent ("ue_display")
```

See also TabTriggerEvent

TabTriggerEvent

Description	Triggers the specified event for each tab page in a Tab control, which executes the scripts immediately in the index order of the tab pages.										
Applies to	Tab controls										
Syntax	<code>tabcontrolname.TabTriggerEvent (<i>event</i> {, <i>word</i>, <i>long</i> })</code>										
	<table border="1"> <thead> <tr> <th style="text-align: center;">Argument</th><th style="text-align: center;">Description</th></tr> </thead> <tbody> <tr> <td><i>tabcontrolname</i></td><td>The name of the Tab control for which you want to trigger events for its tab page user objects.</td></tr> <tr> <td><i>event</i></td><td>A value of the TrigEvent enumerated datatype that identifies a PowerBuilder event (for example, Clicked!, Modified!, or DoubleClicked!) or a string whose value is the name of an event. The event must be a valid event for a tab page user object in <i>tabcontrolname</i> and a script must exist for the event in <i>tabcontrolname</i>.</td></tr> <tr> <td><i>word</i> (optional)</td><td>A long value to be stored in the WordParm property of the system's Message object. If you want to specify a value for <i>long</i>, but not <i>word</i>, enter 0. (For cross-platform compatibility, WordParm and LongParm are both longs).</td></tr> <tr> <td><i>long</i> (optional)</td><td>A long value or a string that you want to store in the LongParm property of the system's Message object. When you specify a string, a pointer to the string is stored in the LongParm property, which you can access with the String function (see Usage for TriggerEvent).</td></tr> </tbody> </table>	Argument	Description	<i>tabcontrolname</i>	The name of the Tab control for which you want to trigger events for its tab page user objects.	<i>event</i>	A value of the TrigEvent enumerated datatype that identifies a PowerBuilder event (for example, Clicked!, Modified!, or DoubleClicked!) or a string whose value is the name of an event. The event must be a valid event for a tab page user object in <i>tabcontrolname</i> and a script must exist for the event in <i>tabcontrolname</i> .	<i>word</i> (optional)	A long value to be stored in the WordParm property of the system's Message object. If you want to specify a value for <i>long</i> , but not <i>word</i> , enter 0. (For cross-platform compatibility, WordParm and LongParm are both longs).	<i>long</i> (optional)	A long value or a string that you want to store in the LongParm property of the system's Message object. When you specify a string, a pointer to the string is stored in the LongParm property, which you can access with the String function (see Usage for TriggerEvent).
Argument	Description										
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Return value	Integer. Returns 1 if it succeeds and -1 if an error occurs, if the event is not a valid event for the tab page user object, or if a script does not exist for the event.										
Examples	Suppose <i>tab_address</i> contains several tab pages inherited from <i>uo_list</i> and <i>uo_list</i> has a user event called <i>ue_display</i> . This statement executes immediately the script for <i>ue_display</i> for each the tab pages in <i>tab_address</i> :										
	<code>tab_address.TabTriggerEvent ("ue_display")</code>										
See also	TabPostEvent										

Tan

Description	Calculates the tangent of an angle.				
Syntax	Tan (<i>n</i>)				
	<table border="1"> <thead> <tr> <th style="text-align: center;">Argument</th> <th style="text-align: center;">Description</th> </tr> </thead> <tbody> <tr> <td style="text-align: center;"><i>n</i></td><td>The angle (in radians) for which you want the tangent</td></tr> </tbody> </table>	Argument	Description	<i>n</i>	The angle (in radians) for which you want the tangent
Argument	Description				
<i>n</i>	The angle (in radians) for which you want the tangent				
Return value	Double. Returns the tangent of <i>n</i> . An execution error occurs if <i>n</i> is not valid. If <i>n</i> is null, Tan returns null.				
Examples	Both these statements return 0: Tan (0) Tan (Pi (1)) <p>This statement returns 1.55741:</p> Tan (1)				
See also	ATan Cos Pi Sin Tan method for DataWindows in the <i>DataWindow Reference</i> or online Help				

Text

Description	Obtains the text of an item in a ListBox control.						
Applies to	ListBox, DropDownListBox, PictureListBox, and DropDownPictureListBox controls						
Syntax	<i>listboxname.Text (index)</i>						
	<table border="1"> <thead> <tr> <th style="text-align: center;">Argument</th> <th style="text-align: center;">Description</th> </tr> </thead> <tbody> <tr> <td style="text-align: center;"><i>listboxname</i></td><td>The name of the ListBox control in which you want the text of an item</td></tr> <tr> <td style="text-align: center;"><i>index</i></td><td>The number of the item for which you want the text</td></tr> </tbody> </table>	Argument	Description	<i>listboxname</i>	The name of the ListBox control in which you want the text of an item	<i>index</i>	The number of the item for which you want the text
Argument	Description						
<i>listboxname</i>	The name of the ListBox control in which you want the text of an item						
<i>index</i>	The number of the item for which you want the text						
Return value	String. Returns the text of the item in <i>listboxname</i> identified by <i>index</i> . If the index does not point to a valid item number, Text returns the empty string (""). If any argument's value is null, Text returns null.						

Examples

Assume the ListBox `lb_Cities` contains:

Atlanta
Boston
Chicago

Then these statements store the text of item 3, which is Chicago, in `current_city`:

```
string current_city
current_city = lb_Cities.Text(3)
```

See also

[FindItem](#), [SelectedItem](#), [SelectedText](#)

TextLine

Description

Obtains the text of the line that contains the insertion point. `TextLine` works for controls that can contain multiple lines.

Applies to

`DataWindow`, `EditMask`, `MultiLineEdit`, and `RichTextEdit` controls

Syntax

`editname.TextLine()`

Argument	Description
<code>editname</code>	The name of the <code>DataWindow</code> control, <code>EditMask</code> , <code>MultiLineEdit</code> , or <code>RichTextEdit</code> control in which you want the text on the line that contains the insertion point

Return value

`String`. Returns the text on the line with the insertion point in `editname`. If an error occurs, `TextLine` returns the empty string (""). If `editname` is null, `TextLine` returns null.

Usage

If `editname` is a `DataWindow` control, then `TextLine` reports information about the edit control over the current row and column.

Examples

In the `MultiLineEdit mle_state`, if the insertion point is on line 4 and its text is North Carolina, then this example sets `linetext` to North Carolina:

```
string linetext
linetext = mle_state.TextLine()
```

If the insertion point is on a line whose text is Y in the `MultiLineEdit mle_contact`, then some processing takes place:

```
IF mle_contact.TextLine() = "Y" THEN . . .
```

See also

[SelectedItem](#), [SelectTextLine](#)

Time

Converts `DateTime`, string, or numeric data to data of type `time`. It also extracts a time value from a blob. You can use one of three syntaxes, depending on the datatype of the source data.

To	Use
Extract the time from <code>DateTime</code> data, or to extract a time stored in a blob	Syntax 1
Convert a string to a time	Syntax 2
Combine numbers for hours, minutes, and seconds into a time value	Syntax 3

Syntax 1

Description

For `DateTime` and blob values

Extracts a time value from a `DateTime` value or a blob.

Syntax

Time (*datetime*)

Argument	Description
<i>datetime</i>	A <code>DateTime</code> value or a blob in which the first value is a time or <code>DateTime</code> value. The rest of the contents of the blob is ignored. <i>Datetime</i> can also be an Any variable containing a <code>DateTime</code> or blob.

Return value

`Time`. Returns the time in *datetime* as a time. If *datetime* does not contain a valid time or is an incompatible datatype, `Time` returns 00:00:00.000000. If *datetime* is null, `Time` returns null.

Examples

After `StartDateTime` has been retrieved from the database, this example sets `StartTime` equal to the time in `StartDateTime`:

```
DateTime StartDateTime
time StartTime
...
StartTime = Time(StartDateTime)
```

Suppose that the value of a blob variable `ib_blob` contains a `DateTime` value beginning at byte 32. The following statement extracts the time from the value:

```
time lt_time
lt_time = Time(BlobMid(ib_blob, 32))
```

See also

`Time` method for DataWindows in the *DataWindow Reference* or online Help

Syntax 2**For strings**

Description

Converts a string containing a valid time into a time value.

Syntax

Time (string)

Argument	Description
<i>string</i>	<p>A string whose value is a valid time (such as 8am or 10:25) that you want returned as a time. Only the hour is required; you do not have to include the minutes, seconds, or microseconds of the time or am or pm.</p> <p>The default value is 00 for minutes and seconds and 000000 for microseconds. PowerBuilder determines whether the time is am or pm based on a 24-hour clock.</p> <p><i>String</i> can also be an Any variable containing a string or blob.</p>

Return value

Time. Returns the time in *string* as a time. If *string* does not contain a valid time or is an incompatible datatype, Time returns 00:00:00.000000. If *string* is null, Time returns null.

Usage

Valid times can include any combination of hours (00 to 23), minutes (00 to 59), seconds (00 to 59), and microseconds (0 to 999999).

Examples

These statements set *What_Time* to null:

```
Time What_Time
string null_string

SetNull(null_string)
What_Time = Time(null_string)
```

This statement returns a time value for 45 seconds before midnight (23:59:15), which is specified as a string:

```
Time ("23:59:15")
```

This statement converts the text in the SingleLineEdit *sle_Time_Received* to a time value:

```
Time (sle_Time_Received.Text)
```

See also

Time method for DataWindows in the *DataWindow Reference* or online Help

Syntax 3**For integers**

Description

Combines integers representing hours, minutes, seconds, and microseconds into a time value.

Syntax

Time (hour, minute, second {, microsecond })

Argument	Description
<i>hour</i>	The integer for the hour (00 to 23) of the time
<i>minute</i>	The integer for the minutes (00 to 59) of the time
<i>second</i>	The integer for the seconds (0 to 59) of the time
<i>microsecond</i> (optional)	The integer for the microseconds (0 to 32767) of the time (note that the range of values supported for this argument is less than the total range of values possible for a microsecond)

Return value

Time. Returns the time as a time datatype and 00:00:00 if the value in any argument is not valid (out of the specified range of values). If any argument is null, Time returns null.

Examples

These statements set *What_Time* to a time value with microseconds, and display the resulting time as a string in *st_1*. The default display format does not include microseconds, so the String function specifies a display format with microseconds. Leading zeros are appended to the string value for microseconds:

```
Time What_Time
What_Time = Time(10, 15, 45, 234)
st_1.Text = String(What_Time, "hh:mm:ss.fffffff")
```

The time in the string variable is set to 10:15:45.000234.

These statements set *What_Time* to 10:15:45:

```
Time What_Time
What_Time = Time(10, 15, 45)
```

See also

Time method for DataWindows in the *DataWindow Reference* or online Help

Timer

Description Causes a Timer event in a window to occur repeatedly at the specified interval. When you call Timer, it starts a timer. When the interval is over, PowerBuilder triggers the Timer event and resets the timer.

Syntax **Timer** (*interval* {, *windowname* })

Argument	Description
<i>interval</i>	The number of seconds that you want between Timer events. <i>interval</i> can be a whole number or fraction greater than 0 and less than or equal to 4,294,967 seconds. If <i>interval</i> is 0, Timer turns off the timer so that it no longer triggers Timer events.
<i>windowname</i> (optional)	The window in which you want the timer event to be triggered. The window must be an open window. If you do not specify a window, the Timer event occurs in the current window.

Return value Integer. Returns 1 if succeeds and -1 if an error occurs. If any argument's value is null, Timer returns null.

Usage Do not call the Timer function in the Timer event. The timer gets reset automatically and the Timer event retriggers at the interval that has already been established. Call the Timer function in another event's script when you want to stop the timer or change the interval.

Examples This statement triggers a Timer event every two seconds in the active window:

```
Timer (2)
```

This statement stops the triggering of the Timer event in the active window:

```
Timer (0)
```

These statements trigger a Timer event every half second in the window w_Train:

```
Open(w_Train)
Timer(0.5, w_Train)
```

This example causes the current time to be displayed in a StaticText control in a window. Calling Timer in the window's Open event script starts the timer. The script for the Timer event refreshes the displayed time.

In the window's Open event script, the following code displays the time initially and starts the timer:

```
st_time.Text = String(Now(), "hh:mm")
Timer(60)
```

In the window's Timer event, which is triggered every minute, this code displays the current time in the StaticText st_time:

```
st_time.Text = String(Now(), "hh:mm")
```

See also

Idle

ToAnsi

Description

Converts a character string to an ANSI blob.

Syntax

ToAnsi (*string*)

Argument	Description
<i>string</i>	A character string you want to convert to an ANSI blob

Return value

Blob. Returns an ANSI blob if it succeeds and an empty blob if it fails.

Usage

The ToAnsi function converts a Unicode character string to an ANSI blob. ToAnsi has the same result as Blob(*string*, EncodingANSI!) and will be obsolete in a future version of PowerBuilder.

Unicode file format

Unicode files sometimes have two extra bytes at the start of the file to indicate that they are Unicode files. If you are opening a Unicode file in stream mode, skip the first two bytes if they are present

See also

[Blob](#)

[FromAnsi](#)

[FromUnicode](#)

[ToUnicode](#)

Today

Description	Obtains the system date and, in some cases, the system time.
Syntax	Today()
Return value	Date. Returns the current system date.
Usage	Although the datatype of the Today function is date, it can also return the current time. This occurs when Today is used as an argument for another function and that argument allows different datatypes. For example, if you call Today as an argument to the String function, String returns both the date and time when you use a date-plus-time display format. A second example: if you call Today as an argument for the SetItem function and the datatype of the target column is Date/Time, both the date and time are assigned to the DataWindow.
Examples	This statement returns the current system date: <code>Today()</code> This statement executes some statements when the current system date is before April 15, 2003: <code>IF Today() < 2003-04-15 THEN ...</code> This statement displays the current date in the StaticText st_date in the corner of a window: <code>st_date.Text = String(Today(), "m/d/yy")</code> This statement displays the current date and time in the StaticText st_date: <code>st_date.Text = String(Today(), "m/d/yy hh:mm")</code>
See also	Now Today method for DataWindows in the <i>DataWindow Reference</i> or online Help

Top

Description Obtains the index number of the first visible item in a ListBox control. Top lets you to find out how the user has scrolled the list.

Applies to ListBox and PictureListBox controls

Syntax *listboxname.Top ()*

Argument	Description
<i>listboxname</i>	The name of the ListBox or PictureListBox in which you want the index of the first visible item in the list

Return value Integer. Returns the index of the first visible item in *listboxname*. Top returns -1 if an error occurs. If *listboxname* is null, Top returns null.

Usage The index of a list item is its position in the full list of items, regardless of how many are currently visible in the control.

Examples If item 15 has been scrolled to the top of the list in *lb_Contacts*, then this example sets *Num* to 15:

```
integer Num  
Num = lb_Contacts.Top()
```

If the user has not scrolled the list in *lb_Contacts*, then *Num* is set to 1:

```
integer Num  
Num = lb_Contacts.Top()
```

If the item at the top of the list in *lb_Contacts* is not the currently selected item, the following statements scroll the currently selected item to the top:

```
integer Num  
Num = lb_Contacts.SelectedIndex()  
IF lb_Contacts.Top() <> Num THEN &  
    lb_contacts.SetTop(Num)
```

See also [SelectedIndex](#)
[SetTop](#)

TotalColumns

Description	Finds the number of columns in a ListView control.
Applies to	ListView controls
Syntax	<code>listviewname.TotalColumns ()</code>
Argument	Description
<i>listviewname</i>	The name of the ListView control for which you want to find the number of columns
Return value	Integer. Returns the number of columns if it succeeds and -1 if an error occurs.
Usage	Use when the ListView control is set to report view.
Examples	This example displays the number of columns in a ListView report view in a SingleLineEdit:
	<pre>int li_cols li_cols = lv_list.TotalColumns() sle_info.text = "Total columns = " + string(li_cols)</pre>
See also	TotalItems TotalSelected

TotalItems

Description	Determines the total number of items in a ListBox control.
Applies to	ListBox, DropDownListBox, PictureListBox, DropDownPictureListBox, and ListView controls
Syntax	<code>listcontrolname.TotalItems ()</code>
Argument	Description
<i>listcontrolname</i>	The name of the ListBox, DropDownListBox, PictureListBox, DropDownPictureListBox, or ListView in which you want the total number of items
Return value	Integer. Returns the total number of items in <i>listcontrolname</i> . If <i>listcontrolname</i> contains no items, TotalItems returns 0. If an error occurs, it returns -1. If <i>listcontrolname</i> is null, TotalItems returns null.
Examples	If lb_Actions contains a total of five items, this example sets Total to 5:
	<pre>integer Total Total = lbx_Actions.TotalItems()</pre>

This FOR loop is executed for each item in lb_Actions:

```
integer Total, n
Total = lb_Actions.TotalItems()
FOR n = 1 to Total
    ... // Some processing
NEXT
```

See also

TotalSelected

TotalSelected

Description

Determines the number of items in a ListBox control that are selected.

Applies to

ListBox, PictureListBox, and ListView controls

Syntax

listcontrolname.**TotalSelected** ()

Argument	Description
<i>listcontrolname</i>	The name of the ListBox, PictureListBox, or ListView in which you want the number of items that are selected

Return value

Integer. Returns the number of items in *listcontrolname* that are selected. If no items in *listcontrolname* are selected, TotalSelected returns 0. If an error occurs, it returns -1. If *listcontrolname* is null, TotalSelected returns null.

Usage

TotalSelected works only if the MultiSelect property of *listcontrolname* is TRUE.

Examples

If three items are selected in lb_Actions, this example sets *SelectedTotal* to 3:

```
integer SelectedTotal
SelectedTotal = lb_Actions.TotalSelected()
```

These statements in the SelectionChanged event of lb_Actions display a MessageBox if the user tries to select more than three items:

```
IF lb_Actions.TotalSelected() > 3 THEN
    MessageBox("Warning", &
               "You can only select 3 items!")
ELSE
    ... // Some processing
END IF
```

See also

TotalItems

ToUnicode

Description	Converts a character string to a Unicode blob.				
Syntax	ToUnicode (<i>string</i>)				
	<table border="1"> <thead> <tr> <th>Argument</th><th>Description</th></tr> </thead> <tbody> <tr> <td><i>string</i></td><td>A character string you want to convert to a Unicode blob</td></tr> </tbody> </table>	Argument	Description	<i>string</i>	A character string you want to convert to a Unicode blob
Argument	Description				
<i>string</i>	A character string you want to convert to a Unicode blob				
Return value	Blob. Returns a Unicode blob if it succeeds and an empty blob if it fails.				
Usage	The ToUnicode function converts an ANSI character string to a Unicode blob. ToUnicode has the same result as Blob(<i>string</i>) and will be obsolete in a future version of PowerBuilder.				
<hr/>					
<p>Unicode file format Unicode files sometimes have two extra bytes at the start of the file to indicate that they are Unicode files.</p>					
<hr/>					
See also	FromAnsi FromUnicode ToAnsi				

TraceBegin

Description	Inserts an activity type value in the trace file indicating that logging has begun and then starts logging all the enabled application trace activities. Before calling TraceBegin, you must have opened the trace file using the TraceOpen function.				
Syntax	TraceBegin (<i>identifier</i>)				
	<table border="1"> <thead> <tr> <th>Argument</th><th>Description</th></tr> </thead> <tbody> <tr> <td><i>identifier</i></td><td>A read-only string, logged to the trace file, used to identify a tracing block. If <i>identifier</i> is null, an empty string is placed in the trace file.</td></tr> </tbody> </table>	Argument	Description	<i>identifier</i>	A read-only string, logged to the trace file, used to identify a tracing block. If <i>identifier</i> is null, an empty string is placed in the trace file.
Argument	Description				
<i>identifier</i>	A read-only string, logged to the trace file, used to identify a tracing block. If <i>identifier</i> is null, an empty string is placed in the trace file.				
Return value	ErrorReturn. Returns one of the following values: <ul style="list-style-type: none"> • Success! – The function succeeded • FileNotOpenError! – TraceOpen has not been called yet • TraceStartedError! – TraceBegin has already been called 				

Usage

The TraceBegin call inserts an activity type value of ActBegin! in the trace file to indicate that logging has begun and then begins logging all the application activities you have selected for tracing.

TraceBegin can only be called following a TraceOpen call. And all activities to be logged must be enabled using the TraceEnableActivity function before calling TraceBegin.

If you want to generate a trace file for an entire application run, you typically include the TraceBegin function in your application's open script. If you want to generate a trace file for only a portion of the application run, you typically include the TraceBegin function in the script that initiates the functionality on which you're trying to collect data.

You can use the *identifier* argument to identify the tracing blocks within a trace file. A tracing block represents the data logged between calls to TraceBegin and TraceEnd. There may be multiple tracing blocks within a single trace file if you are tracing more than one portion of the application run.

Examples

This example opens a trace file with the name you entered in a single line edit box and a timer kind selected from a drop-down list. It then begins logging the enabled activities for the first block of code to be traced:

```
TimerKind ltk_kind

CHOOSE CASE ddlb_timestamp.text
CASE "None"
    ltk_kind = TimerNone!
CASE "Clock"
    ltk_kind = Clock!
CASE "Process"
    ltk_kind = Process!
CASE "Thread"
    ltk_kind = Thread!
END CHOOSE

TraceOpen(sle_filename.text,ltk_kind)
TraceEnableActivity(ActESQL!)
TraceEnableActivity(ActGarbageCollect!)
TraceEnableActivity(ActObjectCreate!)
TraceEnableActivity(ActObjectDestroy!)

TraceBegin("Trace_block_1")
```

See also

TraceOpen
TraceEnableActivity
TraceEnd

TraceClose

Description	Closes the trace file.
Syntax	TraceClose ()
Return value	ErrorReturn. Returns one of the following values: <ul style="list-style-type: none">• Success! – The function succeeded• FileNotOpenError! – TraceOpen has not been called yet• FileCloseError! – The log file is full
Usage	TraceClose closes the trace file. If you have not already called TraceEnd, TraceClose will call that function before proceeding with its processing. You typically include the TraceClose function in your application's Close script.
Examples	This example stops logging of application trace activities and then closes the open trace file: <pre>TraceEnd() TraceClose()</pre>
See also	TraceBegin TraceEnd TraceOpen

TraceDisableActivity

Description Disables logging of the specified trace activity.

Syntax **TraceDisableActivity** (*activity*)

Argument	Description
<i>activity</i>	<p>A value of the enumerated datatype TraceActivity that identifies the activity for which logging should be disabled. Values are:</p> <ul style="list-style-type: none"> • ActError! – Occurrences of system errors and warnings • ActESQL! – Embedded SQL statement entry and exit • ActGarbageCollect! – Start and finish of garbage collection • ActLine! – Routine line hits • ActObjectCreate! – Object creation entry and exit • ActObjectDestroy! – Object destruction entry and exit • ActProfile! – Abbreviation for the ActRoutine!, ActESQL!, ActObjectCreate!, ActObjectDestroy!, and ActGarbageCollect! values • ActRoutine! – Routine entry and exit (if this value is disabled, ActLine! is automatically disabled) • ActTrace! – Abbreviation for all activities except ActLine! • ActUser! – Occurrences of an activity you selected

Return value ErrorReturn. Returns one of the following values:

- Success! – The function succeeded
- FileNotOpenError! – TraceOpen has not been called yet
- TraceStartedError! – You have called TraceDisableActivity after TraceBegin and before TraceEnd

Usage Use this function to disable the logging of the specified trace activities. You typically use this function if you are tracing only portions of an application run (and thus you are calling TraceBegin multiple times) and you want to log different activities during each portion of the application.

Unless specifically disabled with TraceDisableActivity, activities that were previously enabled with a call to the TraceEnableActivity function remain enabled throughout the entire application run.

You must always call the TraceEnd function before calling TraceDisableActivity.

Examples

This example logs the enabled activities for the first block of code to be traced. Then it stops logging and disables two activity types for a second trace block. When logging is resumed for another portion of the application run, the activities that are not specifically disabled remain enabled until `TraceClose` is called:

```
TraceEnableActivity(ActESQL!)
TraceEnableActivity(ActGarbageCollect)
TraceEnableActivity(ActObjectCreate!)
TraceEnableActivity(ActObjectDestroy!)

TraceBegin("Trace_block_1")

TraceEnd()

TraceDisableActivity(ActESQL!)
TraceDisableActivity(ActGarbageCollect!)

TraceBegin("Trace_block_2")
```

See also

`TraceEnd`
`TraceEnableActivity`

TraceEnableActivity

Description Enables logging of the specified trace activity.

Syntax **TraceEnableActivity (*activity*)**

Argument	Description
<i>activity</i>	<p>A value of the enumerated datatype TraceActivity that identifies the activity to be logged. Values are:</p> <ul style="list-style-type: none"> • ActError! – Occurrences of system errors and warnings • ActESQL! – Embedded SQL statement entry and exit • ActGarbageCollect! – Start and finish of garbage collection • ActLine! – Routine line hits (if this value is enabled, ActRoutine! is automatically enabled) • ActObjectCreate! – Object creation entry and exit • ActObjectDestroy! – Object destruction entry and exit • ActProfile! – Abbreviation for the ActRoutine!, ActESQL!, ActObjectCreate!, ActObjectDestroy, and ActGarbageCollect! values • ActRoutine! – Routine entry and exit • ActTrace! – Abbreviation for all activities except ActLine!

Return value ErrorReturn. Returns one of the following values:

- Success! – The function succeeded
- FileNotOpenError! – TraceOpen has not been called yet
- TraceStartedError! – You have called TraceEnableActivity after TraceBegin and before TraceEnd

Usage Call the TraceEnableActivity function following the TraceOpen function. TraceEnableActivity allows you to specify the types of activities you want logged in the trace file. The default activity type logged is a user-defined activity type identified by the value ActUser!. This activity is enabled by the TraceOpen call. You must call TraceEnableActivity to specify the activities to be logged before you call TraceBegin.

Each call to TraceOpen resets the activity types to be logged to the default (that is, only ActUser! activities are logged).

Since the ActError! and ActUser! values require the passing of strings to the trace file, you must call the TraceError and TraceUser functions to log this information.

Unless specifically disabled with a call to the `TraceDisableActivity` function, activities that are enabled with `TraceEnableActivity` remain enabled throughout the entire application run.

Examples

This example opens a trace file with the name you entered in a single line edit box and a timer kind selected from a drop-down list. Then it begins logging the enabled activities for the first block of code to be traced:

```
TimerKindltk_kind

CHOOSE CASE ddः_timestamp.text
CASE "None"
    ltk_kind = TimerNone!
CASE "Clock"
    ltk_kind = Clock!
CASE "Process"
    ltk_kind = Process!
CASE "Thread"
    ltk_kind = Thread!
END CHOOSE

TraceOpen(sle_filename.text,ltk_kind)

TraceEnableActivity(ActRoutine!)
TraceEnableActivity(ActESQL!)
TraceEnableActivity(ActGarbageCollect!)
TraceEnableActivity(ActError!)
TraceEnableActivity(ActCreateObject!)
TraceEnableActivity(ActDestroyObject!)

TraceBegin("Trace_block_1")
```

See also

`TraceOpen`
`TraceBegin`
`TraceDisableActivity`

TraceEnd

Description	Inserts an activity type value in the trace file indicating that logging has ended and then stops logging application trace activities.
Syntax	TraceEnd ()
Return value	ErrorReturn. Returns one of the following values: <ul style="list-style-type: none">• Success! – The function succeeded• FileNotOpenError! – TraceOpen has not been called yet• TraceNotStartedError! – TraceBegin has not been called yet
Usage	The TraceEnd call inserts an activity type value of ActBegin! in the trace file to indicate that logging has ended and then stops logging all application activities that you selected for tracing. <p>If you have not already called TraceEnd when you call TraceClose, TraceClose calls TraceEnd before proceeding.</p> <p>If you want to generate a trace file for an entire application run, you would typically include the TraceEnd function in your application's Close script. If you want to generate a trace file for only a portion of the application run, you typically include the TraceEnd function in the script that terminates the functionality on which you're trying to collect data.</p>
Examples	This example stops logging of application trace activities and then closes the open trace file:
	<pre>TraceEnd() TraceClose()</pre>
See also	TraceOpen TraceBegin TraceClose TraceDisableActivity

TraceError

Description	Logs your own error message and its severity level to the trace file if tracing of this activity type has been enabled.						
Syntax	TraceError (<i>severity</i>, <i>message</i>)						
	<table border="1"> <thead> <tr> <th>Argument</th><th>Description</th></tr> </thead> <tbody> <tr> <td><i>severity</i></td><td>A long whose value is a number you want to indicate the severity of the error</td></tr> <tr> <td><i>message</i></td><td>A string whose value is the error message you want to add to the trace file</td></tr> </tbody> </table>	Argument	Description	<i>severity</i>	A long whose value is a number you want to indicate the severity of the error	<i>message</i>	A string whose value is the error message you want to add to the trace file
Argument	Description						
<i>severity</i>	A long whose value is a number you want to indicate the severity of the error						
<i>message</i>	A string whose value is the error message you want to add to the trace file						
Return value	ErrorReturn. This function always returns Success!. If <i>severity</i> or <i>message</i> is null, TraceError returns null and no entry is made in the trace file.						
Usage	TraceError logs an activity type value of ActError! to the trace file if you enabled the tracing of this type with the TraceEnableActivity function and then called the TraceBegin function. You use the TraceError function to record your own error message. It works just like the TraceUser function except that you use it to identify more severe problems. The <i>severity</i> and <i>message</i> values are passed without modification to the trace file.						
Examples	This example logs an error message to the trace file when a database retrieval fails:						
	<pre>dw_1.SetTransObject(SQLCA) TraceUser(100, "Starting database retrieval") IF dw_1.Retrieve() = -1 THEN TraceError(999, "Retrieve for dw_1 failed") ELSE TraceUser(200, "Database retrieval complete") END IF</pre>						
See also	TraceEnableActivity TraceUser						

TraceOpen

Description Opens a trace file with the specified name and enables logging of application trace activities.

Syntax **TraceOpen (*filename*, *timer*)**

Argument	Description
<i>filename</i>	A read-only string used to identify the trace file
<i>timer</i>	A value of the enumerated datatype TimerKind that identifies the timer. Values are: <ul style="list-style-type: none">• Clock! – Use the clock timer• Process! – Use the process timer• Thread! – Use the thread timer• TimerNone! – Do not log timer values

Return value ErrorReturn. Returns one of the following values:

- Success! – The function succeeded
- FileAlreadyOpenError! – TraceOpen has been called again without an intervening TraceClose
- FileOpenError! – The file could not be opened for writing
- EnterpriseOnlyFeature! – This function is only supported in the Enterprise edition of PowerBuilder.

If *filename* is null, TraceOpen returns null.

Usage TraceOpen opens the specified trace file and enables logging of application trace activities. When it opens the trace file, TraceOpen logs the current application and library list to the trace file. It also enables logging of the default activity type, a user-defined activity type identified by the value ActUser!.

After calling TraceOpen, you can select any additional activities to be logged in the trace file using the TraceEnableActivity function. Once you have called TraceOpen and TraceEnableActivity, you must then call TraceBegin for logging to begin.

To stop logging of application trace activity, you must call the TraceEnd function followed by TraceClose to close the trace file. Each call to TraceOpen resets the logging of activity types to the default ActUser!

You typically include the TraceOpen function in your application's Open script.

Caution

If the trace file runs out of disk space, no error is generated, but logging is stopped, and the trace file cannot be used for analysis.

By default, the time at which each activity begins and ends is recorded using the clock timer, which measures an absolute time with reference to an external activity, such as the machine's startup time. The clock timer measures time in microseconds. Depending on the speed of your machine's central processing unit, the clock timer can offer a resolution of less than one microsecond. A timer's resolution is the smallest unit of time the timer can measure.

You can also use process or thread timers, which measure time in microseconds with reference to when the process or thread being executed started. Use the thread timer for distributed applications. Both process and thread timers give you a more accurate measurement of how long the process or thread is taking to execute, but both have a lower resolution than the clock timer.

If your analysis does not require timing information, you can omit timing information from the trace file.

Collection time The timestamps in the trace file exclude the time taken to collect the trace data.

Examples

This example opens a trace file with the name you entered in a single line edit box and a timer kind selected from a drop-down list. Then it begins logging the enabled activities for the first block of code to be traced:

```
TimerKindltk_kind

CHOOSE CASE ddः_timestamp.text
CASE "None"
    ltk_kind = TimerNone!
CASE "Clock"
    ltk_kind = Clock!
CASE "Process"
    ltk_kind = Process!
CASE "Thread"
    ltk_kind = Thread!
END CHOOSE

TraceOpen(sle_filename.text,ltk_kind)
```

See also

TraceBegin
TraceClose
TraceEnableActivity
TraceEnd

TraceUser

Description Logs the activity type value you specify to the trace file.

Syntax **TraceUser** (*info*, *message*)

Argument	Description
<i>info</i>	A long whose value is a reference number you want to associate with the logged activity
<i>message</i>	A string whose value is the activity type value you want to add to the trace file

Return value ErrorReturn. This function always returns Success!.

If *info* or *message* is null, TraceUser returns null and no entry is made in the log file.

Usage TraceUser logs an activity type value of ActUser! to the trace file. This is the default activity type and is enabled when the TraceOpen function is called. You use the TraceUser function to record your own message identifying a specific occurrence during an application run. For example, you may want to log the occurrences of a specific return value or the beginning and end of a body of code. TraceUser works just like the TraceError function except that you use TraceError to identify more severe problems. The *info* and *message* values are passed without modification to the trace file.

Examples This example logs user messages to the trace file identifying when a database retrieval is started and when it is completed:

```
dw_1.SetTransObject(SQLCA)

TraceUser(100, "Starting database retrieval")
IF dw_1.Retrieve() = -1 THEN
    TraceError(999, "Retrieve for dw_1 failed")
ELSE
    TraceUser(200, "Database retrieval complete")
END IF
```

See also [TraceEnableActivity](#)
[TraceError](#)

TriggerEvent

Description	Triggers an event associated with the specified object, which executes the script for that event immediately.
Applies to	Any object
Syntax	<code>objectname.TriggerEvent (event {, word, long })</code>
Argument	Description
<i>objectname</i>	The name of any PowerBuilder object or control that has events associated with it.
<i>event</i>	A value of the TrigEvent enumerated datatype that identifies a PowerBuilder event (for example, Clicked!, Modified!, or DoubleClicked!) or a string whose value is the name of an event. The event must be a valid event for <i>objectname</i> and a script must exist for the event in <i>objectname</i> .
<i>word</i> (optional)	A long value to be stored in the WordParm property of the system's Message object. If you want to specify a value for <i>long</i> , but not <i>word</i> , enter 0. (For cross-platform compatibility, WordParm and LongParm are both longs.)
<i>long</i> (optional)	A long value or a string that you want to store in the LongParm property of the system's Message object. When you specify a string, a pointer to the string is stored in the LongParm property, which you can access with the String function (see Usage).
Return value	Integer. Returns 1 if it is successful and the event script runs and -1 if the event is not a valid event for <i>objectname</i> , or no script exists for the event in <i>objectname</i> . If any argument's value is null, TriggerEvent returns null.
Usage	If you specify the name of an event instead of a value of the TrigEvent enumerated datatype, enclose the name in double quotation marks.

Check return code

It is a good idea to check the return code to determine whether TriggerEvent succeeded and, based on the result, perform the appropriate processing.

You can pass information to the event script with the *word* and *long* arguments. The information is stored in the Message object. In your script, you can reference the WordParm and LongParm fields of the Message object to access the information.

If you have specified a string for *long*, you can access it in the triggered event by using the String function with the keyword “address” as the *format* parameter. Your event script might begin as follows:

```
string PassedString  
PassedString = String(Message.LongParm, "address")
```

Caution

Do not use this syntax unless you are certain the *long* argument contains a valid string value.

For more information about events and when to use PostEvent and TriggerEvent, see PostEvent.

To trigger system events that are not PowerBuilder-defined events, use Post or Send, instead of PostEvent and TriggerEvent. Although Send can send messages that trigger PowerBuilder events, as shown below, you have to know the codes for a particular message. It is easier to use the PowerBuilder functions that trigger the desired events.

Equivalent syntax Both of the following statements click the CheckBox cb_OK. The following call to the Send function:

```
Send(Handle(Parent), 273, 0, Long(Handle(cb_OK), 0))
```

is equivalent to:

```
cb_OK.TriggerEvent(Clicked!)
```

Examples

This statement executes the script for the Clicked event in the CommandButton cb_OK immediately:

```
cb_OK.TriggerEvent(Clicked!)
```

This statement executes the script for the user-defined event cb_exit_request in the parent window:

```
Parent.TriggerEvent("cb_exit_request")
```

This statement executes the script for the Clicked event in the menu selection m_File on the menu m_Appl:

```
m_Appl.m_File.TriggerEvent(Clicked!)
```

See also

Post

PostEvent

Send

TriggerPBEvent

Description	Triggers the specified user event in the child window contained in a PowerBuilder window ActiveX control.
Applies to	Window ActiveX controls
Syntax	<code>activexcontrol.TriggerPBEvent (name {, numarguments {, arguments } })</code>
Argument	Description
<i>activexcontrol</i>	Identifier for the instance of the PowerBuilder window ActiveX control. When used in HTML, this is the NAME attribute of the object element. When used in other environments, this references the control that contains the PowerBuilder window ActiveX.
<i>name</i>	String specifying the name of the user event. This argument is passed by reference.
<i>numarguments</i> (optional)	Integer specifying the number of elements in the <i>arguments</i> array. The default is zero.
<i>arguments</i> (optional)	Variant array containing event arguments. In PowerBuilder, Variant maps to the Any datatype. This argument is passed by reference. If you specify this argument, you must also specify <i>numarguments</i> . If you do not specify this argument and the function contains arguments, populate the argument list by calling the SetArgElement function once for each argument. JavaScript cannot use this argument.
Return value	Integer. Returns 1 if the function succeeds and -1 if an error occurs.
Usage	Call this function to trigger a user event in the child window contained in a PowerBuilder window ActiveX control. To check the PowerBuilder function's return value, call the GetLastReturn function. JavaScript cannot use the <i>arguments</i> argument.
Examples	This JavaScript example calls the TriggerPBEvent function:

```
function triggerEvent (f) {
    var retcd;
    var rc;
    var numargs;
    var theEvent;
    var theArg;
    retcd = 0;
    numargs = 1;
```

```
theArg = f.textToPB.value;
PBRX1.SetArgElement(1, theArg);
theEvent = "ue_args";
retcd = PBRX1.TriggerPBEvent(theEvent, numargs);
rc = parseInt(PBRX1.GetLastReturn());
if (rc != 1) {
    alert("Error. Empty string.");
}
PBRX1.ResetArgElements();
}
```

This VBScript example calls the TriggerPBEvent function:

```
Sub TrigEvent_OnClick()
    Dim retcd
    Dim myForm
    Dim args(1)
    Dim rc
    Dim numargs
    Dim theEvent
    retcd = 0
    numargs = 1
    rc = 0
    theEvent = "ue_args"
    Set myForm = Document.buttonForm
    args(0) = buttonForm.textToPB.value
    retcd = PBRX1.TriggerPBEvent(theEvent, &
        numargs, args)
    rc = PBRX1.GetLastReturn()
    if rc <> 1 then
        msgbox "Error. Empty string."
    end if
end sub
```

See also

[GetLastReturn](#)
[SetArgElement](#)
[InvokePBFunction](#)

Trim

Description	Removes leading and trailing spaces from a string.						
Syntax	Trim (<i>string</i> {, <i>removeallspaces</i> })						
	<table border="1"> <thead> <tr> <th>Argument</th><th>Description</th></tr> </thead> <tbody> <tr> <td><i>string</i></td><td>The string you want returned with leading and trailing spaces deleted</td></tr> <tr> <td><i>removeallspaces</i></td><td>A boolean indicating that all types of spaces should be deleted</td></tr> </tbody> </table>	Argument	Description	<i>string</i>	The string you want returned with leading and trailing spaces deleted	<i>removeallspaces</i>	A boolean indicating that all types of spaces should be deleted
Argument	Description						
<i>string</i>	The string you want returned with leading and trailing spaces deleted						
<i>removeallspaces</i>	A boolean indicating that all types of spaces should be deleted						
Return value	String. Returns a copy of <i>string</i> with all leading and trailing spaces deleted if it succeeds and the empty string ("") if an error occurs. If <i>string</i> is null, Trim returns null.						
Usage	<p>Trim is useful for removing spaces that a user may have typed before or after newly entered data.</p> <p>If you do not include the optional <i>removeallspaces</i> argument or its value is false, only the space character (U+0020) is removed from the string.</p> <p>If the <i>removeallspaces</i> argument is set to true, all types of space characters are removed. See LeftTrim for a list of space characters.</p>						
Examples	<p>This statement returns BABE RUTH if all the leading and trailing spaces are space characters:</p> <pre>Trim(" BABE RUTH ")</pre> <p>This statement returns BABE RUTH if the leading and trailing spaces include other types of white space characters:</p> <pre>Trim(" BABE RUTH ", true)</pre> <p>This example removes the leading and trailing spaces from the user-entered value in the SingleLineEdit sle_emp_fname and saves the value in emp_fname:</p> <pre>string emp_fname emp_fname = Trim(sle_emp_fname.Text)</pre>						
See also	LeftTrim RightTrim Trim method for DataWindows in the <i>DataWindow Reference</i> or online Help						

TrimW

Description	Removes leading and trailing spaces from a string. This function is obsolete. It has the same behavior as Trim in all environments.
Syntax	TrimW (string)

Truncate

Description	Truncates a number to the specified number of decimal places.						
Syntax	Truncate (x, n)						
	<table><thead><tr><th>Argument</th><th>Description</th></tr></thead><tbody><tr><td><i>x</i></td><td>The number you want to truncate.</td></tr><tr><td><i>n</i></td><td>The number of decimal places to which you want to truncate <i>x</i>. Valid values are 0 through 28.</td></tr></tbody></table>	Argument	Description	<i>x</i>	The number you want to truncate.	<i>n</i>	The number of decimal places to which you want to truncate <i>x</i> . Valid values are 0 through 28.
Argument	Description						
<i>x</i>	The number you want to truncate.						
<i>n</i>	The number of decimal places to which you want to truncate <i>x</i> . Valid values are 0 through 28.						
Return value	Decimal. Returns the result of the truncation if it succeeds and null if it fails or if any argument is null.						

Using Truncate on a computed field

A real number loaded into a floating point register (used for calculation) is represented as precisely as the binary storage will permit. For example, the real number displayed as 2.07 is actually stored as 2.0699999999999999999999999999997.

Truncating such a number may not give the expected result. To avoid this problem, you can change the initial real datatype to long, integer, or decimal, or you can append a constant in the truncate argument:

Truncate (x + 0.0000001, n)

Examples

This statement returns 9.2:

Truncate (9.22, 1)

This statement returns 9.2:

Truncate (9.28, 1)

This statement returns 9:

Truncate (9.9, 0)

This statement returns –9.2:

```
Truncate(-9.29, 1)
```

See also

Ceiling

Int

Round

Truncate method for DataWindows in the *DataWindow Reference* or online Help

TrustVerify

Description

Called by EA Server when an SSL certificate chain needs to be approved for use by a client. This function is used by PowerBuilder clients connecting to EA Server.

Applies to

SSLCallBack objects

Syntax

```
sslcallback.TrustVerify ( thesessioninfo, reason )
```

Argument	Description
<i>sslcallback</i>	An instance of a customized SSLCallBack object
<i>thesessioninfo</i>	A CORBAObject that contains information about the SSL session
<i>reason</i>	A long value indicating the reason for the call back. Values are: <ul style="list-style-type: none"> • 1 REASON_CHAIN_INCOMPLETE • 2 REASON_UNKNOWN_CA • 3 REASON_CHAIN_EXPIRED • 4 REASON_TRUSTDBPINNOTSET • 5 REASON_TRUSTDBLOGINFAILED

Return value

Long. Returns one of the following values:

- 1 TRUST_ONCE (accept the current connection)
- 2 TRUST_FAIL (reject the current connection)
- 3 TRUST_ALWAYS (accept and mark as trusted in the database)
- 4 TRUST_NEVER (reject and mark as untrusted in the database)
- 5 TRUST_SESSION (accept now and throughout the current session)
- 6 TRUST_FAIL_SESSION (reject throughout the current session)

Usage A PowerBuilder application does not usually call the TrustVerify function directly. TrustVerify is called by EA Server when the internal SSL trust verification check fails to verify the server's certificate chain or when the PIN to log in to the Sybase PKCS11 token was not supplied or incorrect. TrustVerify can be invoked when you are using any SSL protocol, because server authentication is a required step in the SSL handshake process.

To override the behavior of any of the functions of the SSLCallBack object, create a standard class user object that descends from SSLCallBack and customize this object as necessary. To let EA Server know which object to use when a callback is required, specify the name of the object in the callbackImpl SSL property. You can set this property value by calling the SetGlobalProperty function.

If you do not provide an implementation of TrustVerify, EA Server receives the CORBA::NO_IMPLEMENT exception and the connection is rejected.

To obtain a useful return value, provide the user with information about the reason for failure and ask the user to determine whether the server certificate chain can be trusted so that the session can continue. If the user specifies TRUST_FAIL or TRUST_ONCE, the function may be called again during the current session.

You can enable the user to cancel the attempt to connect by throwing an exception in this callback function. You need to catch the exception by wrapping the ConnectToServer function in a try-catch block.

Examples This example checks whether the failure was called by a bad or missing PIN and returns TRUST_FAIL to call GetPin if it was. If not, it displays the reason why the server failed to verify the certificate chain and prompts the user to choose whether to continue with the session:

```
long      rc
string    stmp, stmp2
w_response w_ssl_response
string ls_rc

sslSessionInfo   mySessionInfo
rc = thesessioninfo._narrow(mySessionInfo, &
                           "thesessioninfo")

is_tokenName = mySessionInfo.getProperty( "tokenName" )

CHOOSE CASE reason
CASE 4
    MessageBox("The SSL session requires a PIN", &
               "Please enter the PIN for access to the " + &
```

```

        is_tokenName + " certificate database.")
    return 2
CASE 5
    MessageBox("The PIN you entered is incorrect", &
    "Please reenter the PIN for access to the " + &
    is_tokenName + " certificate database.")
    return 2
CASE 1
    MessageBox("Certificate verification failed", &
    "Server's certificate chain is incomplete.ORB " &
    + "~nis unable to complete the chain using the " &
    + "CA certificates in the " &
    + "~nSybase PKCS11 Token.")

CASE 2
    MessageBox("Certificate verification failed", &
    "Server's certificate chain expired. One or " &
    + " more of the certificates in the " &
    + "chain is no longer valid.")

CASE 3
    MessageBox("Certificate verification failed", &
    "Server's certificate chain contains an " &
    + "unknown root certification authority. " &
    + "This CA is not found in the trust data in " &
    + "the Sybase PKCS11 Token.")

END CHOOSE

sTmp = "~nVersion: "
sTmp += mySessionInfo.getProperty( "Version" )

sTmp = "~nHost: "
sTmp += mySessionInfo.getProperty( "host" )

sTmp += "~nport: "
sTmp += mySessionInfo.getProperty( "port" )
sTmp += "~nciphersuite: "
sTmp += mySessionInfo.getProperty( "ciphersuite" )
sTmp += "~nCertificateLabel: "
sTmp += mySessionInfo.getProperty( "certificateLabel" )
sTmp += "~nUserData: "
sTmp += mySessionInfo.getProperty( "UserData" )
sTmp += "~ntokenName: "
sTmp += mySessionInfo.getProperty( "tokenName" )
sTmp += "~npkcs11Module: "
sTmp += mySessionInfo.getProperty( "pkcs11Module" )
sTmp += "~nPlease enter your choice: "

```

```
stmp += "~n 1: Accept this connection"
stmp += "~n 2: Reject this connection"
stmp += "~n 3: Accept this connection and mark CA as
           trusted"
stmp += "~n 4: Reject this connection and mark CA as
           untrusted"
stmp += "~n 5: Accept this CA throughout this session"
stmp += "~n 6: Reject this CA throughout this session"
// Display information in a response window and return
// response with CloseWithReturn
openwithparm(w_response, stmp)
ls_rc = Message.StringParm
return long(ls_rc)
```

See also

[ConnectToServer](#)
[GetCertificateLabel](#)
[GetCredentialAttribute](#)
[GetPin](#)

TypeOf

Description

Determines the type of an object or control, reported as a value of the Object enumerated datatype.

Applies to

Any object

Syntax

objectname.TypeOf ()

Argument	Description
<i>objectname</i>	The name of the object or control for which you want the type

Return value

Object enumerated datatype. Returns the type of *objectname*. If *objectname* is null, TypeOf returns null.

Usage

Use TypeOf to determine the type of a selected or dragged control.

Examples

If dw_Customer is a DataWindow control, this statement returns DataWindow!:

```
dw_Customer.Typeof()
```

This example looks at the first five controls in the w_dept window's Control array property. The loop executes some statements for each control that is a CheckBox:

```
integer n
FOR n = 1 to 5
    IF w_dept.Control[n].TypeOf() = CheckBox! THEN
        ... // Some processing
    END IF
NEXT
```

This loop stores in the winobject array the type of each object in the window's Control array property:

```
object winobjecttype[]
long ll_count
FOR ll_count = 1 to UpperBound(Control[])
    winobjecttype[ll_count] = &
        TypeOf(Control[ll_count])
NEXT
```

If you do not know the type of a control passed via PowerObjectParm in the Message object, the following example assigns the passed object to a graphic object variable, the ancestor of all the control types, and assigns the type to a variable of type object, which is the enumerated datatype that TypeOf returns. The CHOOSE CASE statement can include processing for each control type that you want to handle. This code would be in the Open event for a window that was opened with OpenWithParm:

```
graphicobject stp_obj
object type_obj

stp_obj = Message.PowerObjectParm
type_obj = stp_obj.TypeOf()

CHOOSE CASE type_obj
CASE DataWindow!
    MessageBox("The object", " Is a datawindow")

CASE SingleLineEdit!
    MessageBox("The object", " Is a sle")

... // Cases for additional object types
CASE ELSE
    MessageBox("The object", " Is irrelevant!")
END CHOOSE
```

See also

ClassName

Uncheck

Description Removes the check mark, if any, next to an item a drop-down or cascading menu and sets the item's Checked property to false.

Applies to Menu objects

Syntax *menuname.Uncheck ()*

Argument	Description
<i>menuname</i>	The fully qualified name of the menu selection from which you want to remove the checkmark, if any. The menu must be on a drop-down or cascading menu, not an item on a menu bar.

Return value Integer. Returns 1 if it succeeds and -1 if an error occurs. If *menuname* is null, Uncheck returns null.

Usage A checkmark next to a menu item indicates that the menu option is currently on and that the user can turn the option on and off by choosing it. For example, in the Window painter's Design menu, a checkmark is displayed next to Grid when the grid is on.

You can use Check in an item's Clicked script to mark a menu item when the user turns the option on and Uncheck to remove the check when the user turns the option off.

Equivalent syntax You can set the object's Checked property instead of calling Uncheck:

menuname.Checked = false

This statement:

m_appl.m_view.m_grid.Checked = FALSE

is equivalent to:

m_appl.m_view.m_grid.Uncheck()

Examples This statement removes the checkmark next to the *m_grid* menu selection in the drop-down menu *m_view* on the menu bar *m_appl*:

m_appl.m_view.m_grid.Uncheck()

This example checks whether the `m_grid` menu selection in the drop-down menu `m_view` of the menu bar `m_app` is currently checked. If so, the script unchecks the item. If it is not checked, the script checks the item:

```
IF m_app.m_view.m_grid.Checked = TRUE THEN
    m_app.m_view.m_grid.Uncheck()
ELSE
    m_app.m_view.m_grid.Check()
END IF
```

See also

Check

Undo

Description Cancels the last edit in an edit control, restoring the text to the content before the last change.

Applies to DataWindow, MultiLineEdit, RichTextEdit, and SingleLineEdit controls

Syntax `editname.Undo ()`

Argument	Description
<code>editname</code>	The name of the DataWindow control, MultiLineEdit, RichTextEdit, or SingleLineEdit in which you want to cancel (reverse) the last edit. For a DataWindow control, reverses the last edit in the edit control over the current row and column.

Return value Integer. Returns 1 when it succeeds and -1 if an error occurs. If `editname` is null, Undo returns null.

Usage To determine whether the last action can be canceled, call the `CanUndo` function.

Examples This statement reverses the last edit in MultiLineEdit `mle_Contact`:

```
mle_Contact.Undo()
```

The following statement checks to see if the last edit in the MultiLineEdit `mle_Contact` can be reversed, and if so reverse it:

```
IF mle_Contact.CanUndo() THEN mle_Contact.Undo()
```

See also

CanUndo

UnitsToPixels

Description Converts PowerBuilder units to pixels and reports the measurement. Because pixels are not usually square, you also specify whether to convert in the horizontal or vertical direction.

Syntax **UnitsToPixels (*units*, *type*)**

Argument	Description
<i>units</i>	An integer whose value is the number of PowerBuilder units you want to convert to pixels
<i>type</i>	A value of the ConvertType enumerated datatype indicating how to convert the value: <ul style="list-style-type: none"> • XUnitsToPixels! – Convert the units in the horizontal direction • YUnitsToPixels! – Convert the units in the vertical direction

Return value Integer. Returns the converted value if it succeeds and -1 if an error occurs. If any argument's value is null, UnitsToPixels returns null.

Examples These statements convert 350 vertical PowerBuilder units to vertical pixels and set value equal to the converted value:

```
integer Value
Value = UnitsToPixels(350, YUnitsToPixels!)
```

See also PixelsToUnits

UpdateLinksDialog

Description Attempts to find a file linked to an OLE container. If the linked file is not found, a dialog box tells the user and lets them bring up a second dialog box for find the file or changing the link.

Applies to OLE controls and OLE DWObjects (objects within a DataWindow object that is within a DataWindow control)

Syntax ***objectref*.UpdateLinksDialog ()**

Argument	Description
<i>objectref</i>	The name of the OLE control or the fully qualified name of a OLE DWObject within a DataWindow control that contains the object for which you want to establish a link. The fully qualified name for a DWObject has this syntax: <i>dwcontrol.Object.dwobjectname</i>

Return value	<p>Integer. Returns 0 if it succeeds and -1 if an error occurs.</p>
Usage	<p>If a container's LinkUpdateOptions property is set for automatic update, PowerBuilder tries to update the link when the OLE container is created and the object is loaded (for example, when the window is opened). If the linked file is not found, a message informs the user and he or she can choose to edit the link (for example, break the link or browse for the correct file).</p> <p>UpdateLinksDialog and LinkTo are useful when a linked file has been moved and the container's LinkUpdateOptions property is set for manual update.</p>
	<p>UpdateLinksDialog Calling this function triggers the same process that occurs for automatic update. PowerBuilder tries to find the file and if it fails it gives the user the opportunity to edit the link.</p>
	<p>LinkTo If you want to establish a link without involving the user, call the LinkTo function. Its arguments specify the file and item you want to link. If you want to display your own dialog for selecting the linked file, you can take the information the user specifies and call the LinkTo function.</p>
	<p>If the OLE container holds an embedded object, calling UpdateLinksDialog has no effect. It returns zero because no link is broken.</p>
	<p>For more information about updating links, see <i>Application Techniques</i>.</p>
Examples	<p>This example looks for the linked file for an OLE control ole_report. If the file is missing, it prompts the user to display the Links dialog and edit the link:</p> <pre>ole_report.UpdateLinksDialog()</pre> <p>This example looks for the linked file for an OLE DWObject ole_word in the DataWindow control dw_customer_data. If the file is missing, the user can choose to edit the link using the Links dialog:</p> <pre>dw_customer_data.Object.ole_word.UpdateLinksDialog()</pre>
See also	<p>InsertObject LinkTo</p>

Upper

Description	Converts all the characters in a string to uppercase.				
Syntax	Upper (<i>string</i>)				
	<table border="1"> <thead> <tr> <th style="text-align: center;">Argument</th> <th style="text-align: center;">Description</th> </tr> </thead> <tbody> <tr> <td style="text-align: center;"><i>string</i></td> <td>The string you want to convert to uppercase letters</td> </tr> </tbody> </table>	Argument	Description	<i>string</i>	The string you want to convert to uppercase letters
Argument	Description				
<i>string</i>	The string you want to convert to uppercase letters				
Return value	String. Returns <i>string</i> with lowercase letters changed to uppercase if it succeeds and the empty string ("") if an error occurs. If <i>string</i> is null, Upper returns null.				
Examples	This statement returns BABE RUTH: Upper ("Babe Ruth")				
See also	Lower Upper method for DataWindows in the <i>DataWindow Reference</i> or online Help				

UpperBound

Description	Obtains the upper bound of a dimension of an array.						
Syntax	UpperBound (<i>array</i> {, <i>n</i> })						
	<table border="1"> <thead> <tr> <th style="text-align: center;">Argument</th> <th style="text-align: center;">Description</th> </tr> </thead> <tbody> <tr> <td style="text-align: center;"><i>array</i></td> <td>The name of the array for which you want the upper bound of a dimension</td> </tr> <tr> <td style="text-align: center;"><i>n</i> (optional)</td> <td>The number of the dimension for which you want the upper bound. The default is 1</td> </tr> </tbody> </table>	Argument	Description	<i>array</i>	The name of the array for which you want the upper bound of a dimension	<i>n</i> (optional)	The number of the dimension for which you want the upper bound. The default is 1
Argument	Description						
<i>array</i>	The name of the array for which you want the upper bound of a dimension						
<i>n</i> (optional)	The number of the dimension for which you want the upper bound. The default is 1						
Return value	Long. Returns the upper bound of dimension <i>n</i> of <i>array</i> . If <i>n</i> is greater than the number of dimensions of the array, UpperBound returns -1. If any argument's value is null, UpperBound returns null.						
Usage	For variable-size arrays, memory is allocated for the array when you assign values to it. UpperBound returns the largest value that has been defined for the array in the current script. Before you assign values, the lower bound is 1 and the upper bound is 0. For fixed arrays, whose size is specified when it is declared, UpperBound always returns the declared size.						

Examples

The following statements illustrate the values `UpperBound` reports for fixed-size arrays and for variable-size arrays before and after memory has been allocated:

```
integer a[5]
UpperBound(a)      // Returns 5
UpperBound(a,1)    // Returns 5
UpperBound(a,2)    // Returns -1; no 2nd dimension

integer b[10,20]
UpperBound(b,1)    // Returns 10
UpperBound(b,2)    // Returns 20

integer c[ ]
UpperBound(c)      // Returns 0; no memory allocated
c[50] = 900
UpperBound(c)      // Returns 50
c[60] = 800
UpperBound(c)      // Returns 60
c[60] = 800
c[50] = 700
UpperBound(c)      // Returns 60

integer d[10 to 50]
UpperBound(d)      // Returns 50
```

This example determines the position of a menu bar item called File, and if the item has a cascading menu with an item called Update, disables the Update item. The code could be a script for a control in a window.

The code includes a rather complicated construct: `Parent.Menuid.Item`. Its components are:

- Parent – The parent window of the control that is running the script.
- Menuid – A property of a window whose value identifies the menu associated with the window.
- Item – A property of a menu that is an array of items in that menu. If Item is itself a drop-down or cascading menu, it has its own item array, which can be a fourth qualifier.

The script is:

```

long i, k, tot1, tot2

// Determine how many menu bar items there are.
tot1 = UpperBound(Parent.Menuid.Item)

FOR i = 1 to tot1
    // Find the position of the File item.
    IF Parent.Menuid.Item[i].text = "File" THEN
        MessageBox("Position", &
            "File is in Position "+ string(i))
        tot2 = UpperBound(Parent.Menuid.Item[i].Item)

        FOR k = 1 to tot2
            // Find the Update item under File.
            IF Parent.Menuid.Item[i].Item[k].Text = &
                "Update" THEN
                // Disable the Update menu option.
                Parent.Menuid.Item[i].Item[k].Disable()
                EXIT
            END IF
            NEXT
        EXIT
    END IF
NEXT

```

See also

[LowerBound](#)

Which

Description

Allows a component to find out whether it is running on a transaction server.

Applies to

TransactionServer objects

Syntax

transactionserver.**Which** ()

Argument	Description
transactionserver	Reference to the TransactionServer service instance

Return value

Integer. Returns 0 if the object is not running on a transaction server, 1 if it is running on EAServer, or 2 if it is running on COM+.

Usage

The Which function allows a custom class user object to perform different processing depending on its runtime context.

Examples

The code in the following example checks to see whether the runtime context is a transaction server (EAServer or COM+). If it is, it uses transaction semantics that are appropriate for a transaction server; otherwise, it uses COMMIT and ROLLBACK to communicate directly with the database:

```
// Instance variables:  
// DataStore ids_datastore  
// TransactionServer ts  
  
Integer li_rc  
long ll_rv  
  
li_rc = this.GetContextService("TransactionServer", &  
    ts)  
IF li_rc <> 1 THEN  
    // handle the error  
END IF  
...  
...  
ll_rv = ids_datastore.Update()  
  
IF ts.Which() > 0 THEN  
    IF ll_rv = 1 THEN  
        ts.EnableCommit()  
    ELSE  
        ts.DisableCommit()  
    END IF  
ELSE  
    IF ll_rv = 1 THEN  
        COMMIT USING SQLCA;  
    ELSE  
        ROLLBACK USING SQLCA;  
    END IF  
END IF
```

See also

EnableCommit
IsInTransaction
IsTransactionAborted
Lookup
SetAbort
SetComplete

WordCap

Description Capitalizes the first letter of each word in a passed script. It sets the remaining letters in each word to lowercase.

Applies to All text objects

Syntax **WordCap (text)**

Argument	Description
<i>text</i>	String to be modified

Return value String. If it succeeds, returns the text passed in the function argument with the first letter of each word in uppercase and the remaining letters in lowercase. Returns null if an error occurs.

Examples This example takes user-entered text from a SingleLineEdit control, capitalizing the first letter in each word and setting the other letters to lowercase, before passing it in a string variable:

```
string ls_fullname
ls_fullname = WordCap (sle_1.text)
```

The text joe Macdonald would be rendered as Joe Macdonald by the WordCap function.

WorkSpaceHeight

Description Obtains the height of the workspace within the boundaries of the specified window.

Applies to Window objects

Syntax *windowname*.WorkSpaceHeight ()

Argument	Description
<i>windowname</i>	The name of the window for which you want the height of the workspace area

Return value Integer. Returns the height of the workspace area in PowerBuilder units in *windowname*. If an error occurs, WorkSpaceHeight returns -1. If *windowname* is null, WorkSpaceHeight returns null.

Usage	The workspace height does not include the thickness of the frame, the title bar, menu bar, horizontal scroll bar, or any toolbars at the top or bottom. The workspace height includes the MicroHelp status bar.
Examples	<p>The workspace width does not include the thickness of the frame, the vertical scroll bar, or any toolbars on the left or right.</p> <p>This example returns the height of the workspace area in the <code>w_employee</code> window:</p> <pre>Integer Height Height = W_employee.WorkSpaceHeight()</pre> <p>This example resizes the client area of a custom MDI frame window (that is, a frame window in which you have placed controls). <code>P_logo</code> is the control that has been placed on the window. The code belongs in the script for the frame's Resize event:</p> <pre>integer lw, lh // Get the current workspace measurements lw = This.WorkSpaceWidth() lh = This.WorkSpaceHeight() // Subtract the logo, MicroHelp from the height lh = lh - (p_logo.Y + p_logo.Height) lh = lh - MDI_1.MicroHelpHeight // Add the distance between the top of the frame // (just below the menu bar or toolbar, if any) // and top of the workspace. lh = lh + This.WorkspaceY() // Move the client area below the picture control MDI_1.Move(This.WorkspaceX(), & p_logo.Y + p_logo.Height) // Resize the client area using the calculated dims mdi_1.Resize(lw, lh)</pre>
See also	WorkSpaceWidth WorkSpaceX WorkSpaceY PointerX PointerY

WorkSpaceWidth

Description Obtains the width of the workspace within the boundaries of the specified window.

Applies to Window objects

Syntax `windowname.WorkSpaceWidth()`

Argument	Description
<code>windowname</code>	The name of the window for which you want the width of the workspace area

Return value Integer. Returns the width of the workspace area (in PowerBuilder units) in `windowname`. If an error occurs, `WorkSpaceWidth` returns -1. If `windowname` is null, `WorkSpaceWidth` returns null.

Usage The workspace height does not include the thickness of the frame, the title bar, menu bar, horizontal scroll bar, or any toolbars at the top or bottom. The workspace height includes the MicroHelp status bar.

The workspace width does not include the thickness of the frame, the vertical scroll bar, or any toolbars on the left or right.

Examples This example returns the width of the workspace area in the `w_employee` window:

```
integer Width
Width = w_employee.WorkSpaceWidth()
```

See also PointerX

PointerY

WorkSpaceHeight

WorkSpaceX

WorkSpaceY

WorkSpaceX

Description	Obtains the distance between the left edge of a window's workspace and the left edge of the screen. For custom MDI frames, WorkSpaceX obtains the distance between the left edge of the frame window and the left side of the workspace area.				
Applies to	Window objects				
Syntax	<code>windowname.WorkSpaceX ()</code>				
	<table border="1"> <thead> <tr> <th style="text-align: center;">Argument</th><th style="text-align: center;">Description</th></tr> </thead> <tbody> <tr> <td style="text-align: center;"><i>windowname</i></td><td>The name of the window for which you want the distance between the left edge of the workspace area and the left edge of the screen</td></tr> </tbody> </table>	Argument	Description	<i>windowname</i>	The name of the window for which you want the distance between the left edge of the workspace area and the left edge of the screen
Argument	Description				
<i>windowname</i>	The name of the window for which you want the distance between the left edge of the workspace area and the left edge of the screen				
Return value	Integer. Returns the distance that the left edge of the workspace area of <i>windowname</i> is from the left edge of the screen (in PowerBuilder units). WorkSpaceX returns -1 if an error occurs. If <i>windowname</i> is null, WorkSpaceX returns null.				
Usage	The workspace area is the area between the sides of the window (not including the thickness of the frame or the vertical scroll bar, if any) and the top and bottom of the window (not including the thickness of the frame or the title bar, menu bar, or horizontal scroll bar, if any).				
Examples	This example returns the distance from the left edge of the screen to the left edge of the workspace area in the w_employee window:				
	integer workx workx = w_employee.WorkSpaceX()				
See also	PointerX PointerY WorkSpaceHeight WorkSpaceWidth WorkSpaceY				

WorkSpaceY

Description Obtains the distance between the top of a window's workspace and the top of the screen.

For custom MDI frames, WorkSpaceY obtains the distance from the top of the frame window and the top of the workspace area. The top of the frame window is the lower edge of the menu bar or toolbar, if any.

Applies to Window objects

Syntax `windowname.WorkSpaceY()`

Argument	Description
<code>windowname</code>	The name of the window for which you want the distance between the top of the workspace area and the top of the screen

Return value Integer. Returns the distance that the top of the workspace area of `windowname` is from the top of the screen (in PowerBuilder units). If an error occurs, WorkSpaceY returns -1. If `windowname` is null, WorkSpaceY returns null.

Usage The workspace area is the area between the sides of the window (not including the thickness of the frame or the vertical scroll bar, if any) and the top and bottom of the window (not including the thickness of the frame or the title bar, menu bar, or horizontal scroll bar, if any).

Examples This example returns the distance from the top of the screen to the top of the workspace area in the `w_employee` window:

```
integer worky  
worky = w_employee.WorkSpaceY()
```

See also PointerX

PointerY

WorkSpaceHeight

WorkSpaceWidth

WorkSpaceX

Write

Description	Writes data to an opened OLE stream object.						
Applies to	OLEStream objects						
Syntax	<code>olestream.Write (dataforstream)</code>						
	<table border="1"> <thead> <tr> <th>Argument</th><th>Description</th></tr> </thead> <tbody> <tr> <td><i>olestream</i></td><td>The name of an OLE stream variable that has been opened</td></tr> <tr> <td><i>dataforstream</i></td><td>A string, blob, or character array whose value you want to write to <i>olestream</i></td></tr> </tbody> </table>	Argument	Description	<i>olestream</i>	The name of an OLE stream variable that has been opened	<i>dataforstream</i>	A string, blob, or character array whose value you want to write to <i>olestream</i>
Argument	Description						
<i>olestream</i>	The name of an OLE stream variable that has been opened						
<i>dataforstream</i>	A string, blob, or character array whose value you want to write to <i>olestream</i>						
Return value	<p>Long. Returns the number of characters or bytes written if it succeeds and one of the following negative values if an error occurs:</p> <ul style="list-style-type: none"> -1 Stream is not open -2 Read error -9 Other error <p>If any argument's value is null, Write returns null.</p>						
Examples	<p>This example opens an OLE object in the file <i>MYSTUFF.OLE</i> and assigns it to the OLEStorage object <i>olest_stuff</i>. Then it opens the stream called <i>info</i> in <i>olest_stuff</i> and assigns it to the stream object <i>olestr_info</i>. It writes the contents of the blob variable <i>lb_info</i> to the stream <i>olestr_info</i>. Finally, it saves the storage <i>olest_stuff</i>.</p> <pre> boolean lb_memexists OLEStorage olest_stuff OLEStream olestr_info integer li_result long ll_result olest_stuff = CREATE OLEStorage li_result = olest_stuff.Open("c:\ole2\mystuff.ole") IF li_result <> 0 THEN RETURN li_result = olestr_info.Open(olest_stuff, "info", & stgReadWrite!, stgExclusive!) IF li_result <> 0 THEN RETURN ll_result = olestr_info.Write(lb_info) IF ll_result = 0 THEN olest_stuff.Save() </pre>						
See also	Length Open Read Seek						

XMLParseFile

Description Parses an XML file and determines whether the file is well formed or complies with a specified grammar.

Syntax **XMLParseFile** (*xmlfilename* {, *validationscheme* }{, *parsingerrors* } {, *namespaceprocessing* {, *schemaprocessing* {, *schemafullchecking* }}})

Argument	Description
<i>xmlstring</i>	A string whose value is the name of the XML file to be parsed.
<i>validationscheme</i> (optional)	A value of the ValSchemeType enumerated datatype specifying the validation method used by the SAX parser. Values are: <ul style="list-style-type: none"> • ValNever! – Do not report validation errors. • ValAlways! – Always report validation errors. • ValAuto! – (default) Report validation errors only if a grammar is specified.
<i>parsingerrors</i> (optional)	A string buffer to which error messages can be saved. If not specified or set to null, errors display in a message box.
<i>namespaceprocessing</i> (optional)	A boolean specifying whether name space rules are enforced. When set to true, the parser enforces the constraints and rules defined by the W3C recommendation on namespaces in XML. If <i>validationscheme</i> is set to ValAlways! or ValAuto!, the document must contain a grammar that supports the use of namespaces. The default is false.
<i>schemaprocessing</i> (optional)	A boolean specifying whether schema support is enabled. When set to false, the parser does not process any schema found. If <i>schemaprocessing</i> is true, <i>namespaceprocessing</i> must also be set to true. The default is false.
<i>schemafullchecking</i> (optional)	A boolean specifying whether schema constraints are checked. When set to true, the schema grammar is checked for errors. Setting <i>schemafullchecking</i> to true has no effect unless <i>schemaprocessing</i> is also set to true. The default is false.

Return value	Long. Returns 0 for success and one of the following negative values if an error occurs: -1 Parsing error -2 Argument error
Usage	<p>Use XMLParseFile to validate an XML file against a DTD or XML schema before proceeding with additional processing.</p> <p>If no DTD or schema is included or referenced in the file, XMLParseFile checks whether the document contains well-formed XML. If the XML document fails validation or is not well-formed, XMLParseFile returns -1.</p> <p>Because XSD You can also check the well-formedness of an XSD file because they are in XML format. The validation scheme must be ValAuto!, which is the default validation scheme.</p> <p>To suppress the display of message boxes if errors occur, specify a string value for the <i>parsingerrors</i> argument.</p> <p>The files <i>pbxercesNN.dll</i> and <i>xerces-c_XX.dll</i>, where <i>NN</i> represents the PowerBuilder version and <i>XX</i> represents the Xerces version, must be deployed with the other PowerBuilder runtime files in the search path of any application or component that uses this function.</p>
Examples	<p>These statements parse an XML document. If a DTD is included or referenced, the document is validated. Otherwise the parser checks for well-formedness. If the document passes validation, it is imported into a DataWindow control:</p> <pre>long ll_ret ll_ret = XMLParseFile("c:\temp\mydoc.xml") if ll_ret = 0 then dw_1.ImportFile("c:\temp\mydoc.xml")</pre> <p>These statements parse an XML document and save any errors in the string variable <i>ls_err</i>. If errors occur, no message boxes display. If a DTD is included or referenced, the document is validated. Otherwise the parser checks for well-formedness:</p> <pre>long ll_ret string ls_err ll_ret = XMLParseFile("c:\temp\mydoc.xml", ls_err)</pre> <p>These statements parse an XML document. If an XMLSchema is included or referenced, the document is validated, otherwise the parser checks for well-formedness:</p> <pre>long ll_ret ll_ret = XMLParseFile("c:\temp\mydoc.xml", TRUE, TRUE)</pre>

These statements parse an XML document, validate against a given XML schema, and save any errors that occur in a string variable. If errors occur, no message boxes display. If no schema is included or referenced in the file, **XMLParseFile** returns -1:

```
long ll_ret  
string ls_err  
ll_ret = XMLParseFile("c:\temp\mydoc.xml", ValAlways!,  
                      ls_err, TRUE, TRUE)
```

These statements parse an XML document, validate against a given XML schema, and parse the schema itself for additional errors. If no schema is included or referenced in the file, **XMLParseFile** returns -1:

```
long ll_ret  
string ls_err  
ll_ret = XMLParseFile("c:\temp\mydoc.xml", ValAlways!,  
                      ls_err, TRUE, TRUE)
```

These statements parse an XML document, validate against a given DTD, and save any errors that occur in a string variable. If errors occur, no message boxes display. If no DTD is included or referenced in the file, **XMLParseFile** returns -1:

```
long ll_ret  
string ls_err  
ll_ret = XMLParseFile("c:\temp\mydoc.xml", ValAlways!,  
                      ls_err)
```

These statements parse an XSD file and test it for well-formedness. You must use ValAuto! when you parse an XSD file because there is no external schema associated with it. However, you do not need to specify the option when you call the function because it is the default validation method:

```
long ll_ret  
ll_ret = XMLParseFile ("c:\mydoc.xsd")
```

See also

[ImportFile](#)

[XMLParseString](#)

[ImportFile](#) in the *DataWindow Reference* or online Help

XMLParseString

Description	Parses an XML string and determines whether the string is well formed or complies with a specified grammar.
Syntax	XMLParseString (<i>xmlstring</i> {, <i>validationscheme</i> }{, <i>parsingerrors</i> } {, <i>namespaceprocessing</i> {, <i>schemaprocessing</i> {, <i>schemafullchecking</i> }}})
Argument	Description
<i>xmlstring</i>	A string that holds the XML document to be parsed.
<i>validationscheme</i> (optional)	A value of the ValSchemeType enumerated datatype specifying the validation method used by the SAX parser. Values are: <ul style="list-style-type: none"> • ValNever! – Do not report validation errors. • ValAlways! – Always report validation errors. Use ValAlways! only when you know there is a DTD or schema against which the file can be validated. • ValAuto! – (default) Report validation errors only if a grammar is specified.
<i>parsingerrors</i> (optional)	A string buffer to which error messages can be saved. If not specified or set to null, errors are shown to the user in a dialog box.
<i>namespaceprocessing</i> (optional)	A boolean specifying whether name space rules are enforced. When set to true, the parser enforces the constraints and rules defined by the W3C recommendation on namespaces in XML. If <i>validationscheme</i> is set to ValAlways! or ValAuto!, the document must contain a grammar that supports the use of namespaces. The default is false.
<i>schemaprocessing</i> (optional)	A boolean specifying whether schema support is enabled. When set to false, the parser does not process any schema found. If <i>schemaprocessing</i> is true, <i>namespaceprocessing</i> must also be set to true. The default is false.
<i>schemafullchecking</i> (optional)	A boolean specifying whether schema constraints are checked. When set to true, the schema grammar is checked for errors. Setting <i>schemafullchecking</i> to true has no effect unless <i>schemaprocessing</i> is also set to true. The default is false.

Return value Long. Returns 0 for success and one of the following negative values if an error occurs:

- 1 Parsing error
- 2 Argument error

Usage Use *XMLParseString* to validate an XML string against a DTD or XML schema before proceeding with additional processing.

If no DTD or schema is included or referenced in the string, *XMLParseString* checks whether the string contains well-formed XML. If the XML string fails validation or is not well-formed, *XMLParseString* returns -1.

XSD (schema) files are in XML format and you can check them for well-formedness. The validation scheme must be ValAuto!, which is the default validation scheme, because ValAlways! requires that there be a schema or DTD against which to validate the file.

For example, given the following schema file, the parser fails because there is no external XSD file that defines `xs:schema`, `xs:element`, and `xs:complexType`. The schema is defined by the namespace <http://www.w3.org/2001/XMLSchema>.

```
<?xml version="1.0" encoding="UTF-8"?>
<xs:schema xmlns:xs=
             "http://www.w3.org/2001/XMLSchema">
  <xs:element name="test3">
    <xs:complexType>
      <xs:sequence>
        <xs:element ref="test3_row" maxOccurs=
                     "unbounded" minOccurs="0"/>
      </xs:sequence>
    </xs:complexType>
  </xs:element>
</xs:schema>
```

Using ValAlways! also fails for an XML file if there is no schema defined or the reference does not point to a valid schema. If you use ValAuto!, validation is performed only if the schema or DTD file is present in the desired location. If it is not present, only well-formedness is checked.

To suppress the display of message boxes if errors occur, specify a string value for the *parsingerrors* argument.

The files *pbxercesNN.dll* and *xerces-c_XX.dll*, where *NN* represents the PowerBuilder version and *XX* represents the Xerces version, must be deployed with the other PowerBuilder runtime files in the search path of any application or component that uses this function.

Examples

These statements parse an XML string. If a DTD is included or referenced, the string is validated. Otherwise the parser checks for well-formedness:

```
// string argument as_xmlstring passed in
long ll_ret

ll_ret = XMLParseString(as_xmlstring)
```

These statements parse an XML string, validate against a given XML schema, and save any errors that occur in a string variable. If errors occur, no message boxes display. If no schema is included or referenced in the string, XMLParseString returns -1:

```
long ll_ret
string ls_xmlstr, ls_err

ll_ret = XMLParseString(ls_xmlstr, ValAlways!,
    ls_err, TRUE, TRUE)
```

These statements parse an XML string, validate against a given DTD, and save any errors that occur in a string variable. If errors occur, no message boxes display. If no DTD is included or referenced in the string, XMLParseString returns -1. If the string passes validation, it is imported into a DataWindow control:

```
long ll_ret
string ls_xmlstr, ls_err

ll_ret = XMLParseString(ls_xmlstr, ValAlways!, ls_err)
if ll_ret = 1 then dw_1.ImportString(ls_xmlstr)
```

See also

ImportString
XMLParseFile
ImportString in the *DataWindow Reference* or online Help

Year

Description	Determines the year of a date value.				
Syntax	Year (date)				
	<table><thead><tr><th>Argument</th><th>Description</th></tr></thead><tbody><tr><td><i>date</i></td><td>The date from which you want the year</td></tr></tbody></table>	Argument	Description	<i>date</i>	The date from which you want the year
Argument	Description				
<i>date</i>	The date from which you want the year				
Return value	<p>Integer. Returns an integer whose value is a 4-digit year adapted from the year portion of <i>date</i> if it succeeds and 1900 if an error occurs. If <i>date</i> is null, Year returns null.</p> <p>When you convert a string that has a two-digit year to a date, then PowerBuilder chooses the century, as follows. If the year is between 00 to 49, PowerBuilder assumes 20 as the first two digits; if it is between 50 and 99, PowerBuilder assumes 19.</p>				
Usage	<p>PowerBuilder handles years from 1000 to 3000 inclusive.</p> <p>If your data includes date before 1950, such as birth dates, always specify a 4-digit year so that Year and other PowerBuilder functions, such as Sort, interpret the date as intended.</p>				
<hr/>					
Windows settings					
To make sure you get correct return values for the year, you must verify that yyyy is the Short Date Style for year in the Regional Settings of the user's Control Panel. Your program can check this with the RegistryGet function.					
If the setting is not correct, you can ask the user to change it manually or have the application change it (by calling the RegistrySet function). The user may need to reboot after the setting is changed.					
<hr/>					
Examples	This statement returns 2005:				
	Year (2005-01-31)				
See also	Day Month Year method for DataWindows in the <i>DataWindow Reference</i> or online Help				

Yield

Description	Yields control to other graphic objects, including objects that are not PowerBuilder objects. Yield checks the message queue and if there are messages in the queue, it pulls them from the queue.
Syntax	Yield ()
Return value	Boolean. Returns true if it pulls messages from the message queue and false if there are no messages.
Usage	Include Yield within a loop so that other processes can happen. For example, use Yield to allow end users to interrupt a loop. By yielding control, you allow the user time to click on a cancel button in another window. Then code in the loop can check whether a global variable's status has changed. You can also use Yield in a loop in which you are waiting for something to finish so that other processing can take place, in either your or some other application.

Using other applications while retrieving data

Although the user cannot do other activities in a PowerBuilder application while retrieving data, you can allow them to use other applications on their system. Put Yield in the RetrieveRow event so that other applications can run during the retrieval.

Of course, Yield will make your PowerBuilder application run slower because processing time will be shared with other applications.

Examples	In this example, some code is processing a long task. A second window includes a button that the user can click to interrupt the loop by setting a shared boolean variable <i>sb_interrupt</i> . When the user clicks the button, its Clicked script sets <i>sb_interrupt</i> , shown here:
----------	---

```
sb_interrupt = TRUE
```

The script that is doing the processing checks the shared variable *sb_interrupt* and interrupts the processing if it is true. The Yield function allows a break in the processing so the user has the opportunity to click the button:

```
integer n
// sb_interrupt is a shared variable.
sb_interrupt = FALSE

FOR n = 1 to 3000
    Yield()
    IF sb_interrupt THEN // var set in other script
        MessageBox("Debug", "Interrupted!")
        sb_interrupt = FALSE
        EXIT
    ELSE
        ... // Some processing
    END IF
NEXT
```

In this example, this script doing some processing runs in one window while users interact with controls in a second window. Without Yield, users could click in the second window, but they would not see focus change or their actions processed until the loop completed:

```
integer n

FOR n = 1 to 3000
    Yield()
    ... // Some processing
NEXT
```

In this example, a script wants to open a DDE channel with Lotus Notes, whose executable name is stored in the variable mailprogram. If the program is not running, the script starts it and loops, waiting until the program's startup is finished and it can establish a DDE channel. The loop includes Yield, so that the computer can spend time actually starting the other program:

```
time starttime
long hndl

SetPointer(HourGlass!)
//Try to establish a handle; SendMail is the topic.
hndl = OpenChannel("Notes", "SendMail")

//If the program is not running, start it
IF hndl < 1 then
    Run(mailprogram, Minimized!)
    starttime = Now()

    // Wait up to 2 minutes for Notes to load
    // and the user to log on.
    DO
        //Yield control occasionally.
        Yield()
        //Is Notes active yet?
        hndl = OpenChannel("Notes", "SendMail")
        // If Notes is active.
        IF hndl > 0 THEN EXIT
    LOOP Until SecondsAfter(StartTime,Now()) > 120

    // If 2 minutes pass without opening a channel
    IF hndl < 1 THEN
        MessageBox("Error", &
            "Can't start Notes.", StopSign!)
        SetPointer(Arrow!)
        RETURN
    END IF
END IF
```

Yield

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