

5.9 Widget Level Refresh Data API

By leveraging the Refresh Data script API, you can allow end users to trigger a data refresh for a specific widget or all widgets related to a data source of an application.

Refresh Data for All Widgets Related to a Data Source of an Application

To do this, you can write a script with the following script API:

```
Application.refreshData(datasources: [DataSource]);
```

After calling `Application.refreshData()`, the next line of script will wait until it finishes to run, to ensure the application gets the latest data.

Refresh Data for a Specific Widget

To do this, you can write a script with the following script API:

```
Widget.getDataSource().refreshData();
```

The widget should be a chart or table. Currently R visualization, Geo, and custom widgets aren't supported.

Note: Even if there are some widgets, for example charts created based on the same data source, refreshing one chart won't cause the other charts to refresh automatically.

Use Case 1: Refresh a Table or Chart When Initializing an Application

Write the `onInitialization` event script of the Canvas to refresh `Chart_1` and `Table_1` when initializing an application:

```
var ds1 = Chart_1.getDataSource();
var ds2 = Table_1.getDataSource();
Application.refreshData([ds1, ds2]);
```

Use Case 2: Refresh a Widget Periodically

Use the Refresh Data script API together with the Timer script API to refresh a widget periodically:

```
// Write the script for the onTimeout event of Timer_1
// to refresh data of Chart_1 and Chart_2 every minute.
Chart_1.getDataSource().refreshData();
Chart_2.getDataSource().refreshData();
Timer_1.start(60);
```

5.10 Prompt API

You can use the Prompt script API on a data source to perform variable-related operations in a script.

5.10.1 Opening the Prompt Dialog

You can open the Prompt dialog on a data source with the method `openPromptDialog()`.

Example:

In the following example, the Prompt dialog of a table's data source is opened:

```
Table_1.getDataSource().openPromptDialog();
```