

Screen Objects and the 3270 Interface

Tom Thoresen



Sirius Software, Inc.

Agenda

- Overview
- System considerations
- Screen Classes
- Methods
- Demo



Overview

- O-O Class for managing full screen feature in UL applications
- Janus SOAP feature
- Available In Sirius Mods 7.1



System considerations

- New system parameter required for Screen objects
 - SCRNSTBL
- Limits STBL space for a screen object
- No FSCB space used



Screen Class

- Instantiation
- Read/write of screen data
- Adding/Deleting fields
- Cursor positioning, default color settings
- Determination of current geometry (rows and columns)
- Screen defined at run time rather than during compile to take advantage of differing screen sizes



Screen Class Methods

- AddField
 - Returns instance of ScreenField
 - ScreenField object can be created only by AddField method
 - Defines screen location and field type, and any field attributes
 - Checks for overlap, and within limits of current geometry



Screen Class Methods

- Read
 - Does the actual write and read to the terminal
 - Returns ActionKey enumeration
 - PF key number or Enter
 - ToNumber enumeration method allows use of UL ‘jump to’ construct
 - Updates values of any modified ScreenField objects



ScreenField Class

- Instances of ScreenField objects can be created only with AddField screen method
- Cannot overlap another screenfield
- Must fit within current geometry of screen (dynamically determined)
- Can be added, modified and deleted during a request



ScreenField Class Methods

- Value
 - Returns or modifies data within a ScreenField
 - Used to both set values and retrieve user-entered data
- Color, Highlighting, protected or non-protected, invisible methods get or set other field attributes
- SetCursor places cursor at start of ScreenField
- Using arraylists of ScreenFields greatly simplify coding and maintenance of scrolling applications



Using Screen Objects

- Coming additions:
 - Row spanning
- A couple of coding examples



Questions

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