

## **getfieldattribute() - with properties of field object**

### **Purpose:**

To use properties of the field object as options in the fieldname command.

### **Field object properties:**

#### **name.label**

Specifies the onscreen label of a given pushbutton or other screen element.

Columns in a table are excluded.

#### **name.icon**

For pushbuttons, this specifies the icon ID.

#### **name.tip**

For pushbuttons, this specifies the tooltip.

Below example demonstrates the getfieldattribute command to return pushbutton attributes.

the getfieldattribute command is used within a function to return the attributes of a given pushbutton. We will use the Head.data pushbutton in the MIGO screen and script is conditionalized based on the tooltip value obtained to display printIn statement on cornelius output window.

### LiquidUI code:

```
//////////////////////////////////////// SAPLMIGO.E0001.sjs //////////////////////////////////////////
```

```
// function for fetching pushbutton properties with getfieldattributes command
```

```
function printButton(){
```

```
getfieldattribute("P[Head.data]", {"name.icon":"fbuttonicon", "name.tip":"fbuttontip",  
"name.label":"fbuttontext"}); // getfieldattribute command
```

```
println("\t fbuttonicon = " + fbuttonicon);
```

```
println("\t fbuttontip = " + fbuttontip);
```

```
println("\t fbuttontext = " + fbuttontext);
```

```
}
```

```
printButton(); // function calling
```

```
//condition based on tooltip obtained to display println statement
```

```
if(fbuttontip == "Open header data"){
```

```
    println("-----button is visible-----");
```

```
}
```

## MIGO screen

Goods Receipt Purchase Order - SAI

Show Overview | Hold | Check | Post | Help

Goods Receipt | Purchase Order | [Search Icon] | Plant

Head.data

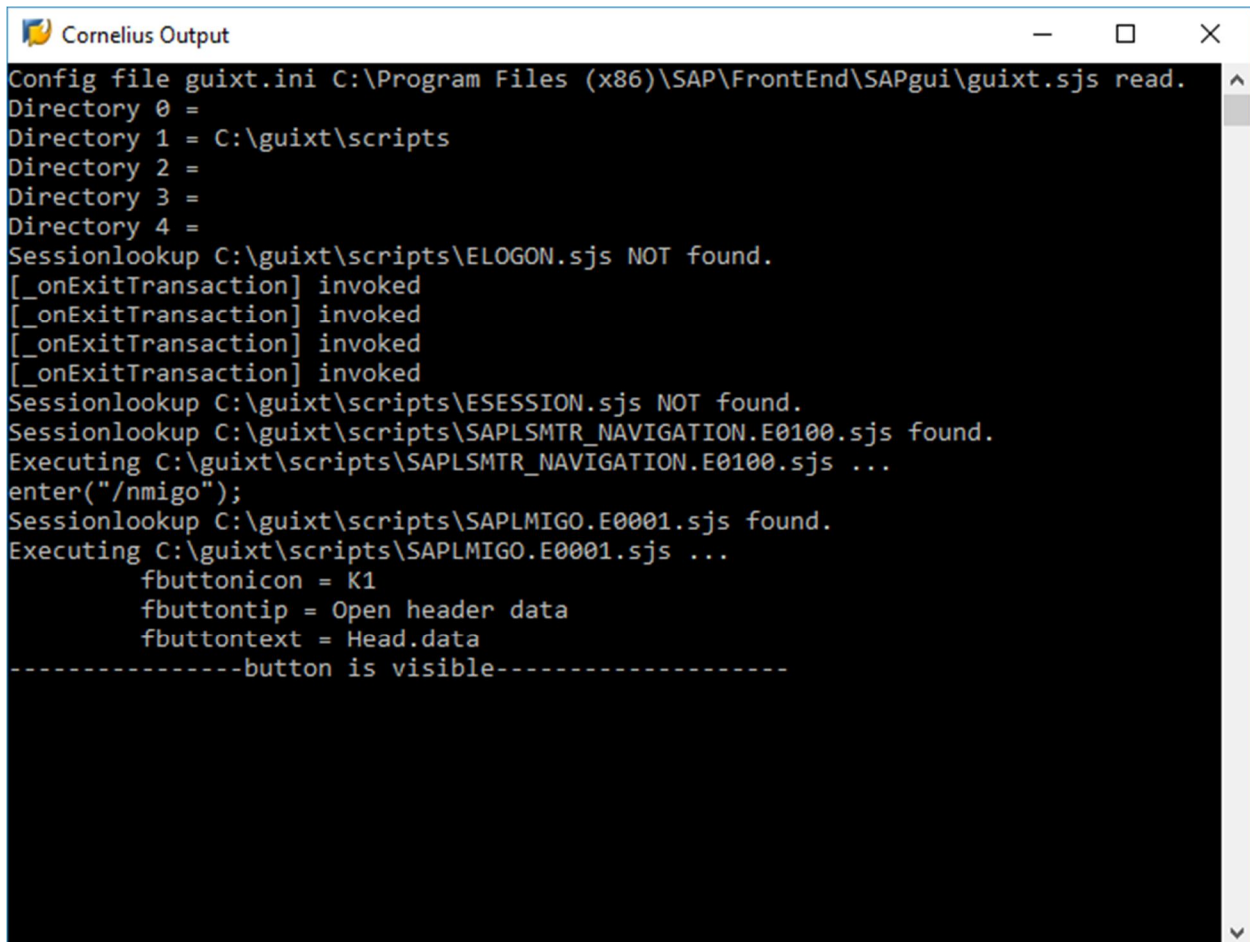
Line	Mat. Short Text	OK	Qty in UnE	E...

Delete | Contents

Material | Quantity | Where

SAP | TR1 (1) 800 | ZEUS | OVR

## Output Window



```
Cornelius Output
Config file guixt.ini C:\Program Files (x86)\SAP\FrontEnd\SAPgui\guixt.sjs read.
Directory 0 =
Directory 1 = C:\guixt\scripts
Directory 2 =
Directory 3 =
Directory 4 =
Sessionlookup C:\guixt\scripts\ELOGON.sjs NOT found.
[_onExitTransaction] invoked
[_onExitTransaction] invoked
[_onExitTransaction] invoked
[_onExitTransaction] invoked
Sessionlookup C:\guixt\scripts\ESESSION.sjs NOT found.
Sessionlookup C:\guixt\scripts\SAPLSMTR_NAVIGATION.E0100.sjs found.
Executing C:\guixt\scripts\SAPLSMTR_NAVIGATION.E0100.sjs ...
enter("/nmigo");
Sessionlookup C:\guixt\scripts\SAPLMIGO.E0001.sjs found.
Executing C:\guixt\scripts\SAPLMIGO.E0001.sjs ...
    fbuttonicon = K1
    fbuttontip = Open header data
    fbuttontext = Head.data
-----button is visible-----
```