

# Liquid UI: GuiXT Column

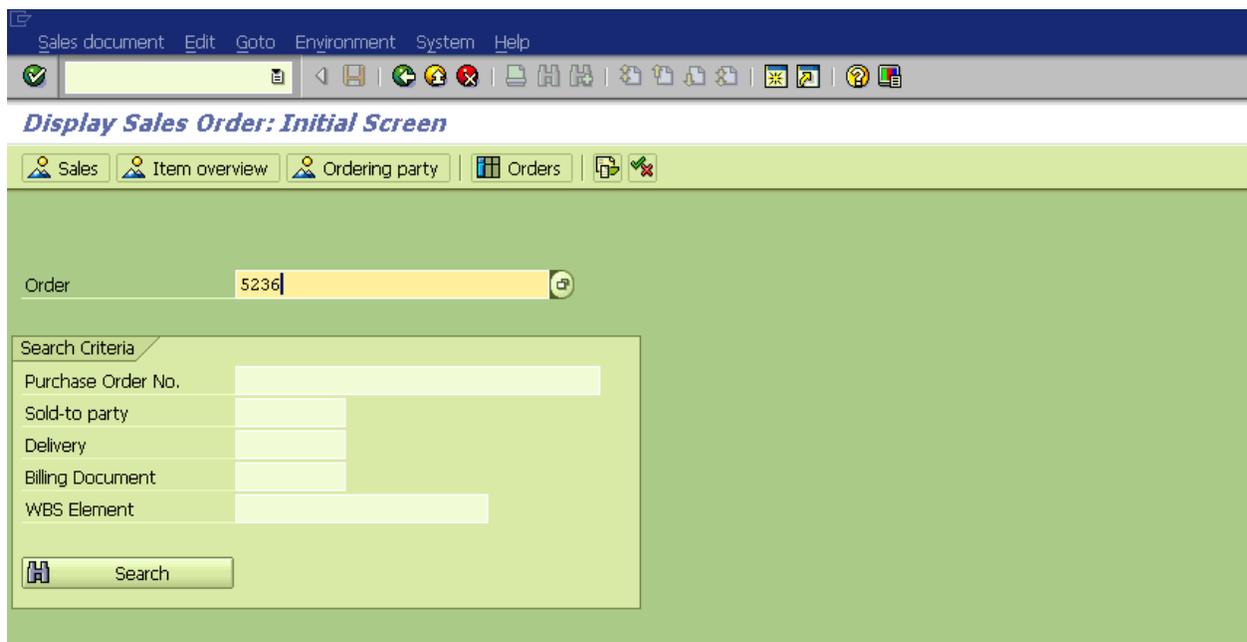
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This is an example of creating a GuiXT column in an SAP Table. Using table scrolling, we fill in each value of the column for each item.

## User Interface

Log into SAP and navigate to VA03.

Enter a sales order and continue to the next screen.



The table will display a GuiXT column labeled Volume, displaying the volume for each item.

The screenshot shows the SAP 'Display Standard Order 5236: Overview' window. The 'All items' table is visible, with the 'Volume' column highlighted in red. The table contains the following data:

Item	Material	Order Quantity	Volume	SU	S	Description	Customer Material Numb	ItCa	DGI	HgLvit	D	First date
10	P-102	4	32,250	PC	✓	Pumpe Späroguss IDESNORM 15...		TAN		0D	0D	24.10.1
	20	P-100	6	45	PC	✓	Pumpe GG IDESNORM 100-200	TAN		0D	0D	24.10.1
	30	P-101	4	32,250	PC	✓	Pumpe Stahlguss IDESNORM 15...	TAN		0D	0D	24.10.1

The volume values are pulled from each item's data in the Shipping Tab.

The screenshot shows the SAP 'Display Standard Order 5236: Item Data' window, specifically the 'Shipping' tab. The 'Weight and Volume' section is visible, with the 'Volume' field highlighted in red. The data is as follows:

Field	Value	Unit
Net weight	10.750	KG
Gross weight	12.040	
Volume	32,250	M3

## Liquid UI Code [Script]

```
////////////////////////////////////  
// Author: Synactive, Inc. [1065 E. Hillsdale Blvd, Foster City, CA, 94404, USA]  
// Email: support@guixt.com; sales@guixt.com;  
// Contact: 650.341.3310  
// Version: 1.0.0.0  
////////////////////////////////////  
  
// We want this to only run on VA03  
if(_transaction == "VA03"){  
    onUIEvents["/n*"] = {"process":va03ClearVar};  
  
    column("Volume", {"table":"All items", "size":12, "name":"z_volume", "position":4, "readonly":true});  
  
    if(z_run_function == undefined){  
        z_run_function = true;  
        enter("?", {"process":va03FetchVolume});  
    }  
}  
  
// This function is responsible for retrieving the Volume of each item  
function va03FetchVolume(){  
    onscreen 'SAPMV45A.4001'  
    // Table Scroll through each Item  
    absrow = 1;  
    relrow = 1;  
  
    // Fetch the table attributes  
    gettableattribute("T[All items]", {"firstvisiblerow":"FVisRow", "lastvisiblerow":"LVisRow", "lastrow":  
    "LastRow"});  
new_screen::  
    // Scroll to the absolute row  
    enter("/ScrollToLine=&V[absrow]", {"table":"T[All items]"});  
  
    onscreen 'SAPMV45A.4001'  
    // Refetch table attributes, in case they might of changed  
    gettableattribute("T[All items]", {"firstvisiblerow":"FVisRow", "lastvisiblerow":"LVisRow", "lastrow":  
    "LastRow"});  
    // Reset the relevant row  
    relrow = 1; // reset the relative row with a new screen
```

```

new_row:;
    if(absrow>LVisRow){
        // end of the screen?
        goto new_screen;
    }
    if(absrow>LastRow){
        // end of the table?
        goto end_of_table;
    }

    // Set the cursor on the row
    setcursor("cell[All items,1,&V[relrow]]");

    // Go into Item Data
    enter("=ITEM");

    onscreen 'SAPMV45A.4003'
    // Navigate to the second tab
    enter("=T\03");
    onscreen 'SAPMV45A.4003'
    // Set the Volume to our GuiXT Column
    set("V[temp]", "&F[Volume]");
    set("V[z_volume.&V[absrow]]",temp.trim());
    // Go back to Overview Screen
    enter("/3");

    onscreen 'SAPMV45A.4001'
    // Increment out counters
    absrow++;
    relrow++;
    goto new_row;
end_of_table:;
    // Scroll back to the top of the table
    enter("/ScrollToLine=1", {"table":"T[All items]}");
}

// This function is responsible for clearing all the variables
function va03ClearVar(){

```

```

    // set the column values to a blank string
    set("V[z_*]", "");
    // set the function flag to undefined
    z_run_function = void 0;
}

// This is a trim function for strings that will return the original string with
String.prototype.trim = function() {
    return this.replace(/^\s+|\s+$/g, "");
}

```