onmessage

Purpose:

To do error handling and correctly redirecting the error messages, System messages to the Respective screen.

Used to Capture SAP messages.

Syntax:

> onscreen 'SAPSCREEN'
>
> enter ();
>
> > onmessage
> >
> > ----------------
> >
> > ----------------
> >
> > enter ();

➢ *Before going further, we need to know the working of goto label in order to Implement onmessage.*

goto-label:

goto label is used for altering the program flow in Liquid UI.

Syntax:

goto labelname;

> --------------------
>
> --------------------

labelname:;

> --------------------
>
> --------------------

Note:

- onmessage should be used after the onscreen/enter block.

- An Action is Needed to Exit out of the onmessage block

Example:

Below is the Example that Illustrates the Usage of onmessage.

```
onscreen 'SAPLIQS0.0100'

set('F[Notification type]','&V[z_zguixt_notif]'); // Notification Type

enter();

onscreen 'SAPLIQS0.7200'

set('F[Functional loc.]','&V[z_Functionalloc]'); //Functional Location

set('F[VIQMEL-QMDAT]', '&V[z_date]');  //Date

enter();

onmessage

if (_message. substring(0,2)=='E:') {

        set('F[Functional loc.]','');

        set('F[VIQMEL-QMDAT]','');

        message(_message);

        enter();

        goto SCRIPT_END;

} else {

enter();

}

onscreen 'SAPLIQS0.7200'

set('F[VIQMEL-QMTXT]', '&V[z_zguixt_Description]');

enter("=10\\TAB02");

set('F[Priority]', "&V[z_zguixt_priority]"); //Priority

enter("=10\\TAB04");

onscreen 'SAPLSPO1.0500'

enter("=OPT2");

set("F[VIQMEL-AUSWK]","&V[z_zguixt_effect]");  //Effect

enter("/11");     //Save

SCRIPT_END:;

}
```

Callout
If an error occurred, then do the following.
Set the values to Blank.
Displaying the Message.
After Enter go to the End of the Function.
If it is Not an Error, then continue to the Script