

# Liquid UI: Retry on error

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Upon the appearance of an error message adding delay time option in a loop repeatedly activates the "Enter" button until the error message disappears from the current screen. This is particularly useful in a function following a modifying or complementary transaction, when you call up a further transaction for which the completion of the current transaction is a necessary condition. The system displays an error message until the required modification has been confirmed.

## Liquid UI Code [Script]

Declare a variable in session file to start the delay time in seconds.

```
////////////////////////////////////  
// 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  
////////////////////////////////////  
  
DELAY = 20; // Start delay time with 20 seconds
```

Add delay time in a loop inside the function

```
////////////////////////////////////  
// 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  
////////////////////////////////////  
// Change PM Notification: Initial Screen  
onacscreen 'SAPLTQSO.0100'  
    i=0;  
    enter("/niw51");  
RETRY_DELAY::  
onerror  
    i++;  
    delaytime = DELAY*i;  
    enter(delaytime);  
    goto RETRY_DELAY;
```