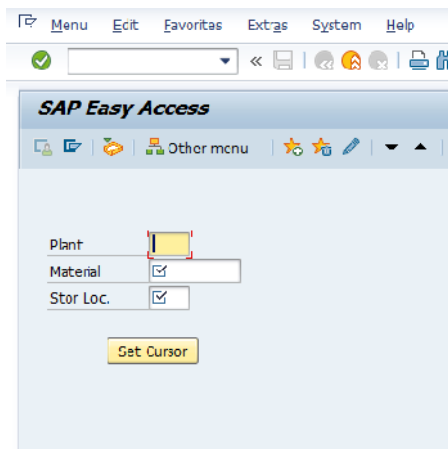


Liquid UI: setcursor

With setcursor you can set the cursor into a certain input field. Below example explains on how to setcursor on appropriate fields.

User Interface



Set Cursor button will populate cursor on the required entry field

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  
////////////////////////////////////  
  
del("X[IMAGE_CONTAINER]");  
inputfield( [2,3], "Plant", [2,15],{ "name":"z_plant", "size":4, "required":true});  
inputfield( [3,3], "Material", [3,15],{ "name":"z_material", "size":10, "required":true});  
inputfield( [4,3], "Stor Loc.", [4,15],{ "name":"z_storloc", "size":4, "required":true});  
pushbutton([6,10], "Set Cursor", {"process":setCursor});  
  
if(!isBlank(cursorPosition)) {  
    setcursor(cursorPosition);  
    cursorPosition = '';  
} else {  
    setcursor('V[z_plant]');  
}  
  
//Function to check if the field value is balnk or not  
function isBlank(jvar) {  
    if (jvar== void 0 || jvar==null || jvar=="") {  
        return true;  
    } else {  
        return false;  
    }  
}  
  
function setCursor(){  
    if(isBlank(z_plant)){  
        message('E: Please enter Plant');  
        enter('?');  
        goto END;  
    }  
    if(isBlank(z_material)){  
        message('E: Please enter Material');  
        set('V[cursorPosition]', 'V[z_material]');  
        enter('?');  
        goto END;  
    }  
    if(isBlank(z_storloc)){  
        message('E: Please enter storage location');  
        set('V[cursorPosition]', 'V[z_storloc]');  
        enter('?');  
        goto END;  
    }  
  
    END;;  
}
```