

Liquid UI System Variables - _title/_user

_title

This variable retrieves the screen title where the user currently resides. It is useful in Scenario where the script needs to be conditionalized based on the title of the current screen. In our example we will find out the title of the current screen.

```
println("Screen title is>>"+_title);
```

_user

The _user variable specifies the current user. To find the user information and output it to console. This variable is very useful in cases where you need to conditionalize scripts based on username.

```
println("User>>"+_user);
```

Liquid UI Code:

```
//////////////////////////// SAPLCRA0.E4000 //////////////////////////////  
// conditionalizing script based on “_title” system variable  
if(_title=="Change Work Center: Basic Data"){  
    del("G[General Data]");  
}  
else if(_title=="Change Work Center: Default Values"){  
    del("G[Units of Measurement of Standard Values]");  
}
```

CR02 transaction 2nd screen in "Basic Data" tab, click on "Default Values" tab.

Before script

Change Work Center: Basic Data

Plant: 1000 Hamburg
Work center: HUM.RES [test work center]

Basic Data Default Values Capacities Scheduling Costing

General Data

Work Center Category	0001	Machine
Person responsible	101	Arbeitsplatzverantwortlicher 101
Location	1	Production Area
QDR system		
Supply Area		
Usage	009	All task list types
Transition matrix		
<input checked="" type="checkbox"/> Backflush		
Shift Note Type		
Shift Report Type		

Standard Value Maintenance

Standard value key	SAP1	Normal production	
Standard Values Overview			
Key Word	Rule for Maint.	K...	Description
Setup	no checking		
Machine	no checking		

After script

Change Work Center: Basic Data

Plant: 1000 Hamburg
Work center: HUM.RES [test work center]

Basic Data Default Values Capacities Scheduling Costing

Standard Value Maintenance

Standard value key	SAP1	Normal production	
Standard Values Overview			
Key Word	Rule for Maint.	K...	Description
Setup	no checking		
Machine	no checking		

CR02 transaction 2nd screen in "Default Values" tab

Before Script

Change Work Center: Default Values

Plant: 1000 Hamburg
Work center: HUM.RES [test work center]

Basic Data Default Values Capacities Scheduling Costing

Operation Default Values

Control key	FF01	<input checked="" type="checkbox"/> Ref. Ind.	In-house production
Standard text key		<input type="checkbox"/> Ref. Ind.	
Suitability	04	<input checked="" type="checkbox"/> Ref. Ind.	Mechanic
Setup Type Key	MB	<input type="checkbox"/> Ref. Ind.	Machine operator
Wage Type		<input type="checkbox"/> Ref. Ind.	
Wage group	002	<input type="checkbox"/> Ref. Ind.	Skilled worker
No. of Time Tickets	1	<input type="checkbox"/> Ref. Ind.	
No. confirm. slips	1	<input type="checkbox"/> Ref. Ind.	Printer

Units of Measurement of Standard Values

Parameter	S...	Unit Name
Setup	MIN	Minutes
Machine	MIN	Minutes
Labor	MIN	Minutes

After Script

Change Work Center: Default Values

Plant: 1000 Hamburg
Work center: HUM.RES [test work center]

Basic Data Default Values Capacities Scheduling Costing

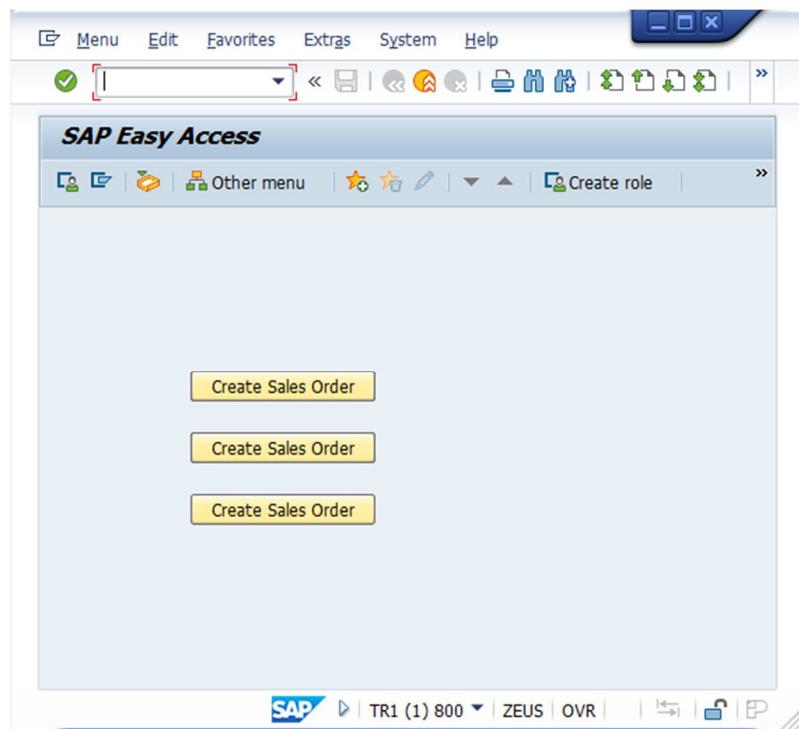
Operation Default Values

Control key	FF01	<input checked="" type="checkbox"/> Ref. Ind.	In-house production
Standard text key		<input type="checkbox"/> Ref. Ind.	
Suitability	04	<input checked="" type="checkbox"/> Ref. Ind.	Mechanic
Setup Type Key	MB	<input type="checkbox"/> Ref. Ind.	Machine operator
Wage Type		<input type="checkbox"/> Ref. Ind.	
Wage group	002	<input type="checkbox"/> Ref. Ind.	Skilled worker
No. of Time Tickets	1	<input type="checkbox"/> Ref. Ind.	
No. confirm. slips	1	<input type="checkbox"/> Ref. Ind.	Printer

```
//////////////////////////// SAPLSMTR_NAVIGATION.E0100.sjs ///////////////////////
// conditionalizing script based on "_user" system variable
if(_user=="JOHN"){
    pushbutton([5,15], "Create Sales Order","/nVA01");
    pushbutton([7,15], "Create Sales Order","/nVA02");
    pushbutton([9,15], "Create Sales Order","/nVA03");
}

else if(_user=="SHANE"){
    pushbutton([5,15], "Create Material", "/nMM01");
    pushbutton([7,15], "Change Material", "/nMM02");
    pushbutton([9,15], "Display Material", "/nMM03");
}
```

If user is "JOHN" you will find the below pushbuttons



If user is "SHANE" you will find below pushbuttons

