Liquid UI "reenter" Command

Purpose:

To prompt for user actions within SAP screens and nest the process functions to reuse them. The maximum nested level is 8.

Pre-Requisites:

1. Liquid UI WS.

2. Liquid UI WS Server version 3.5.570.0 & above. (if accessing scripts via WS Server)

Usage:

To trigger a process function using parameters. This command is often used in conjunction with the "onscreen" and "onUIEvents" commands. The perfect use case for "reenter" is "MessageBox" command in LUI Server.

Syntax:
reenter('tcode',{process: functionname, using:{parameter:value}});

Options:
fcode/tcode: Passing SAP transaction code.
process: Calls a function.
using: Passing values to processes.

Liquid UI Code:
Below code demonstrates the usage on SAP Easy Access Screen.
----------------------------SAPLSMTR_NAVIGATION.E0100.sjs---------------------

//deleting controls on easy access screen

del("P[User menu]");

del("P[SAP menu]");

del("P[SAP Business Workplace]");

del("P[Display role menu]");

del("P[Add to Favorites]");

```
del("P[Create role]");

del("P[Assign users]");

del("P[Documentation]");

del("X[Image_container]");

del("P[Delete Favorites]");

del("P[Change Favorites]");

del("P[Move Favorites down]");

del("P[Move Favorites up]");


//Creating toolbar pushbutton

pushbutton([TOOLBAR],"Test
Reenter","?",{"process":executeFnMessageboxbuttons});

function executeFnMessageboxbuttons ()

{

onscreen 'SAPLSMTR_NAVIGATION.0100'

enter('/nva01');

onscreen 'SAPMV45A.0101'

enter('/nmm01');


onscreen 'SAPLMGMM.0060'

println('Calling MessageBox and wait for user.\n\n');

reenter({process:procLUImessagebox_1, using:{title:'This is the title of
messagebox', message:'THis is the message', type:MB_YESNO}});


onscreen 'SAPLMGMM.0060'

println('Continuing execution after reenter!!!......');
```

```
println('_eventid=*'+system.stringify(_eventid)+'*');

switch(_eventid)

{

  case 'YES':

println('\nUser Clicked YES');

break;

  case 'NO':

println('\nUser Clicked NO');

break;

}

println('_last_fcode: '+_last_fcode+'\n\n');

enter('/15');


onscreen 'SAPLSMTR_NAVIGATION.0100'

println('Second Event on first process continues.....');

println('Calling MessageBox_2 and wait for user.\n\n');

reenter({process:procLUImessagebox_2, using:{title:'This is the title of
messagebox', message:'THis is the message', type:MB_YESNO}});


onscreen 'SAPLSMTR_NAVIGATION.0100'

}

function procLUImessagebox_1(pUsing)

{

// when in reenter, this PREFC section gets executed FS

println('inside procLUImessagebox_1');

println('title=*'+pUsing.title+'*');
```

```
enter('/o');

onscreen 'RSM04000_ALV_NEW.2000'
goto resize_repaint;

onscreen 'RSM04000_ALV.2000'
resize_repaint:;
println('onscreen RSM04000_ALV.2000 _eventid=*'+_eventid+'*\n\n');
clearscreen();
windowsize([5,5,50,8]);
title(pUsing.title);
//Draw the interface with buttons
switch(pUsing.type) {
   case MB_YESNO:
pushbutton([1,1],'Yes','/12',{'eventid':'YES'
pushbutton ([1,10],'No','/12',{'eventid':'NO'});
pushbutton ([1,15],'Not Text','/12',{'eventid':{val:45, str:'this is a long string',
vbool:false}});
break;
}
}
function procLUImessagebox_2(pUsing)
{
// when in reenter, this PREFC section gets executed FS
println('inside procLUImessagebox_2');
println('title=*'+pUsing.title+'*');
```

```
enter('/o');

onscreen 'RSM04000_ALV_NEW.2000'

goto resize_repaint;

onscreen 'RSM04000_ALV.2000'

resize_repaint:;

println('onscreen RSM04000_ALV.2000 _eventid=*'+_eventid+'*\n\n');

clearscreen();

windowsize([5,5,50,8]);

title(pUsing.title);

//Draw the interface with buttons

switch(pUsing.type) {

    case MB_YESNO:

pushbutton([1,1],'Yes','/12',{'eventid':'YES'});

pushbutton ([1,10],'No','/12',{'eventid':'NO'});

pushbutton ([1,15],'Not Text','/12',{'eventid':{val:45, str:'this is a long string',
vbool:false}});

 break;

 }

 onscreen 'UNREACHABLE_PROGRAM.0000'

 enter();


 onscreen 'UNREACHABLE_PROGRAM.0000'

 enter();

}
```