Uniface 10.3 新機能紹介① スニペットの利用について

株式会社シナプスイノベーション

はじめに

- 本書はリリース直前のバージョンについて新機能を紹介するものです。
 本書の内容は、バージョン10.3のリリース後に予告無く改訂される場合があります。
- 本書の内容に関するお問い合わせは、シナプスイノベーション Unifaceサポートサイトの お問い合わせフォームよりお寄せください。 URLは下記の通りです。

https://www.synapse-i.jp/uniface-support/uniface-form

1. スニペットを利用する

開発環境で任意のプロジェクトを開き、コンポーネントを選択、開きます。 _ここではフォームのレイアウトエディタを開いています。

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「Write Script」を選択後、任意のフィールドを選択すると、そのフィールドのスクリプトエディタが表示されます。

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画面左側に「Snippets」タブが表示されており、フォーム用標準スニペットライブラリ「USCRIPT_FRM」の内容が一覧表示されています。 ₋ここでは、フィールド用の「[fld] trigger loseFocus」を右クリックし、「Insert into Script」の下にある「In Main Editor」を選択します。

A Uniface 10.3 Controlled Release			
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IE TESTFRM01 ×			
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<pre> (fld) trigger menu</pre>			
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Messages Compiler Output			

_すると、カーソルの位置に選択したスニペットのコードが挿入されます。

A Uniface 10.3 Controlled Release			
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Messages Compiler Output			

2. スニペットの定義内容について

スニペットの定義は、<mark>スニペットライブラリ</mark>というオブジェクトに登録されています。 ここでは、先程使用していたフォーム用の標準ライブラリである「USCRIPT_FRM」の内容を確認します。

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Weld	come to Unitace 10.3 - C	() UHTML_COMMON	Library of common HTML snippets	15-17:19:04 16-	
_		USCRIPT_APS	Library of trigger snippets for Application Shells	16-20:32:21 16-	
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Gett	ing Started	USCRIPT_ENT	Library of script snippets for Modeled Entities	24-14:40:22 16-	ingradon process, occ.
• Tr	general: to bring up the documentatio	USCRIPT_ESV	Library of trigger snippets for Entity Service components	24-14:43:41 16-	ada containers and how the triggers are migrated to them
• F	or new users, try the <u>Tutorials</u> in the Ur	USCRIPT_FRM	Library of trigger snippets for Form components	25-14:39:01 16-	oue containers and now the triggers are migrated to them.
• F	or existing users, see the <u>What's New in</u>	USCRIPT_RPT	Library of trigger snippets for Report components	24-14:44:38 16-	el-Based development
d	etails about differences between Uniface	USCRIPT_SSV	Library of trigger snippets for Session Service components	24-14:44:49 16-	bi Basea development
fo	prums, blogs, software updates, downloa	USCRIPT_SVC	Library of trigger snippets for Service components	24-14:44:59 16-	face's model-driven approach to application development. The
	, , ,	USCRIPT_USP	Library of trigger snippets for Static Server Page components	24-14:38:28 16-	on are:
New	Functionality in this Re				nu in the top-right corner, choose Main Menu (≡)►Create
• Ti lc • A S • Ti tr The doo	he Form Layout editor has been integral onger a separate floating window. new Create Table facility has been adde QL scripts for creating Repository tables he structure of the Repository has been ne new Repository definitions. cumentation includes a dedicated section		L e 5. Compil	Jse the Resource Brov lements. e and test your compo	nponents from the Resource Browser into your Project. d define their fields, keys and relationships. ine their characteristics: be Structure : Select objects from the Resource Browser, then l area (for forms and reports) or drag and drop them into the ponent types). cedural logic in Uniface's ProcScript or in JavaScript. er to insert snippets of code containing language constructs or <u>v</u> components define the user interface using HTML and CSS. <i>us</i> er to insert HTML constructs or to bind data elements to layout conents.
info	🛩 🔐 in f	D			Kernel Build 10.3.01 (0131_1) 1月 31, 2018 IDE Build 10.3.01 (0201_1)
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_[[fld] trigger loseFocus」を選択し、「Write Script」に切り替えます。

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<> Empty HTML snippet	U244_POST_DESERIALIZE.PROCSCRIPT	PROCSCRIPT	Snippet	postDeserialize	Fired after occ deserialization (Struc	Name	U36_FOCUS_LOSE	
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<> Empty text snippet	U28_LEAVE_MODIFIED_FRM.PROCSCRIPT	PROCSCRIPT	Snippet	[occ] trigger leaveModified	Fired when modified occurrence los	Location	libsnp:USCRIPT_FR	
	<> U28_LEAVE_MODIFIED_KEY_FRM.PROCSCRIPT	PROCSCRIPT	Snippet	[occ] trigger leaveModKey	Fired when modified key lost focus (Alternative Name	Losefocus Final when field las	
	U28_LEAVE_PRINTED_FRM_RPT.PROCSCRIPT	PROCSCRIPT	Snippet	[occ] trigger leavePrinted	Fired when occurrence has been pri	Description	Fired when field los	
	<> U29_CREATE_FRM.PROCSCRIPT	PROCSCRIPT	Snippet	[occ] trigger create	Fired on macro "^INS_OCC" (ALT-I)	Suntay	PROCECPIPT	
	U29_DETAIL_FRM.PROCSCRIPT	PROCSCRIPT	Snippet	[occ] trigger detail	Fired on macro "^DETAIL" (e.g. GOL	Category	FRM ENT	
	<> U29_HELP_FRM.PROCSCRIPT	PROCSCRIPT	Snippet	[occ] trigger help	Fired on macro "^HELP" (e.g. GOLD	category		
	U29_MENU_FRM.PROCSCRIPT	PROCSCRIPT	Snippet	[occ] trigger menu	Fired on macro "^MENU" (e.g. GOL			
	<> U29_REMOVE_FRM.PROCSCRIPT	PROCSCRIPT	Snippet	[occ] trigger remove	Fired on macro "^REM_OCC" (e.g. G			
	↔ U2P1_GETFOCUS.PROCSCRIPT	PROCSCRIPT	Snippet	[phe] trigger getFocus	Fired when occurrence gets focus (F			
	<> U2P2_GETFOCUS.PROCSCRIPT	PROCSCRIPT	Snippet	[pfo] trigger getFocus	Fired when occurrence gets focus (F			
	U2P3_GETFOCUS.PROCSCRIPT	PROCSCRIPT	Snippet	[pbr] trigger getFocus	Fired when occurrence gets focus (F			
	<> U311_START_MODIFICATION_FRM.PROCSCRIPT	PROCSCRIPT	Snippet	startModification	Fired when field value is about to ge			
	U31_VALUE_CHANGED_FRM.PROCSCRIPT	PROCSCRIPT	Snippet	[fld] trigger valueChanged	Fired when field value has changed			
	<> U32_VALIDATE.PROCSCRIPT	PROCSCRIPT	Snippet	[fld] trigger validate	Fired for fields that require validation			
	U34_ERROR_FRM.PROCSCRIPT	PROCSCRIPT	Snippet	[fld] trigger error	Fired for fields with validation errors			
	<> U35_FORMAT_DBMS_FROM.PROCSCRIPT	PROCSCRIPT	Snippet	formatFromDbms	Fired for fields that are read from th			
	U35_FORMAT_DBMS_TO.PROCSCRIPT	PROCSCRIPT	Snippet	[fld] trigger formatToDbms	Fired for fields that are written to th			
	<> U35_FORMAT_DISPLAY_FROM_FRMDSPUSP.PROC	PROCSCRIPT	Snippet	formatFromDisplay	Fired for fields of which a value has			
	U35_FORMAT_DISPLAY_TO_FRMRPTDSPUSP.PROC	PROCSCRIPT	Snippet	formatToDisplay	Fired for fields that are displayed (D			
	<> U36_FOCUS_GET_FRM.PROCSCRIPT	PROCSCRIPT	Snippet	[fld] trigger getFocus	Fired when field gets focus (FRM)			
	U36_FOCUS_LOSE_FRM.PROCSCRIPT	PROCSCRIPT	Snippet	[fld] trigger loseFocus	Fired when field loses focus (FRM)			
	<> U381_DETAIL_FRM.PROCSCRIPT	PROCSCRIPT	Snippet	[fld] trigger detail	Fired on macro "^DETAIL" (e.g. GOL			
	<> U39_HELP_FRM.PROCSCRIPT	PROCSCRIPT	Snippet	[fld] trigger help	Fired on macro "^HELP" (e.g. GOLD			
	<> U39_MENU_FRM.PROCSCRIPT	PROCSCRIPT	Snippet	[fld] trigger menu	Fired on macro "^MENU" (e.g. GOL			
	<> U39_NAV_NEXT_FRM.PROCSCRIPT	PROCSCRIPT	Snippet	[fld] trigger next	Fired on macro "^NEXT_FIELD" (e.g			
↓	<> U39_NEV_PREVIOUS_FRM.PROCSCRIPT	PROCSCRIPT	Snippet	[fld] trigger previous	Fired on macro "^PREV_FIELD" (e.g	-		-
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<u>スクリプトエディタには、先程フィールドのトリガとして挿入された内容が記述されています。</u>

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• repeat until (condition) • U39_MENU_FRM.PROCSCRIPT • U39_NAV_NEXT_FRM.PROCSCRIPT • U39_NAV_NEXT_FRM.PROCSCRIPT • U39_NEV_PREVIOUS_FRM.PROCSCRIPT • U39_NEV	Snippets Snippets Ibsnp: USCRIPT_COMMON Atternative Name * Scollhandle ("ZNT")->oper (p1, p2,) \$ finstancehandle (instName) ->oper (p1, p2,) \$ forchandle ("ZNT")->oper (p1, p2,) \$ forchandle ("ZNT")->oper (p1, p2,) \$ activate instName.oper (p1, p2,) \$ activate instName.oper (p1, p2,) \$ activate/stateless instName.oper (p1, p) \$ activate/stateless instName.oper (p1, p2,) \$ activate/stateless instName.oper (p1, p2,) \$ activate/stateless instName \$ opportunity \$ forentity > forentity * oforlist item in list \$ forlist/id itemId, itemValue in list > if (condition) > webmessage "Nessage text here" > newinstance "CPTNAME", instName > weboperation myOperation > public web operation myOperation > patams endpatams > postmessage "INSTNAME", id, data > returns datatype > scope endscope	Structure Structure Struc	1 2 3 4 5 6 7 7 8 9 10 11 12 13	<pre>trigger loseFocus ; Your VARIABLES block here (optional) ; Your display formatting code here #lidefined example_1 ; Set some custom styling on the current field puttern/id \$lieldproperties("<\$fieldname>.(\$entname>"), "backcolor", "" #endif end</pre>	E	Object Doc Property * V Object Name Type Location Alternative Name Description V Configuration Syntax Category Category	Value U36_FOCUS_LOSE_FR Snippet Ilibsnp:USCRIPT_FRM/s loseFocus Fired when field loses t PROCSCRIPT FRM ENT FRM ENT	

スニペットライブラリ内の各コードは任意で変更が可能ですが、標準ライブラリは環境全体で参照しますので、 次章に記載する方法で自環境用のライブラリを作成し、スニペットを追加してください。

3. スニペットライブラリの新規作成

スニペットは、標準のライブラリを利用するだけではなく新たにライブラリを作成し、追加することが可能です。 まず、既存のプロジェクトを開くか新たにプロジェクトを作成します。ここでは既存の「TEST01」プロジェクトを開いています。 プロジェクトを開いたら、「Templates」タブの一覧から「Snippet library」を右クリックし「Insert into Structure」を選択します。

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BROWSE > prj: TEST01						More Editors	=
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Alternative Name	TEST01	Project		^	▼ Object		*
Project	TESTOI.TSTMDL	ENT Reference			Name	TEST01	
Modeled Entity: Not in database	a≡ TESTERMOI	CPT Reference			Туре	Project	
Modeled Entity: In database					Location	prj:TEST01	
Application Shell: Character Mode					Purpose	N (Normal)	
Application Shell: Mobile					Description		
Application Shell: Windows					▼ Source	14.00-22-25.10	
Application Shell: Userver					Date Modified	14-09:22:20 10-1	
Component: Dynamic Server Page							
Component: Entity Service							
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<u>_プロジェクトのオブジェクトー覧に「ULIBSNP_1」という名前で空のスニペットライブラリが追加されます。</u>

A Uniface 10.3 Controlled Release					
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► prj: UPALETTE_PRJ	Name	Туре	Description	_ Property	Value
Alternative Name	TEST01	Project		▼ Object	
Project	ETTEST01.TSTMDL	ENT Reference		Name	ULIBSNP_1
Modeled Entity: Not in database	TESTFRM01	CPT Reference		Туре	LIBSNP Reference
Modeled Entity: In database	ULIBSNP_1	LIBSNP Reference		Location	prj:TEST01/reflibsnp:UL
Application Shell: Character Mode				Description	
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Application Shell: Windows					
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_名前を「TESTSNP01」に変更し、右クリックメニューから「Open」を選択します。

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Project	TESTFRN	101	CPT Reference			Туре	LIBSNP Reference
Modeled Entity: Not in database	TEST CAU	0.000	LIBENIO Defenyice			Location	prj:TEST01/reflibsnp:TE
Modeled Entity: In database		Open				Description	
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Application Shell: Mobile		Rename					
Application Shell: Windows		Delete					
Application Shell: Userver	· · · · · ·	Delete					
Component: Dynamic Server Page							
Component: Entity Service							
E Component: Modal Form							
Component: Non-modal Form							
Component: Report							
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タブが開いたら、「Templates」の「Empty ProcScript snippet」を右クリックして「Insert into Structure」を選択します。

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Alternative Name	٠	() TESTSNP01			Snippet Library		Snippet library	^	• Object		
<> Empty HTML snippet									Name	TESTSNP01 Snippet Library	
 Empty ProcScript snipp 	Incert into Structure		1						Location	libsnp:TESTSNP01	
Empty text snippet			J						Purpose	N (Normal)	
									Description	Snippet library	
			-						Source	15 00 00 11 10	
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新しいスニペットがライブラリの下に追加されます。

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「Write Script」に切り替えて追加されたスニペットを選択すると、任意のコードを入力することができます。 _ここでは、\$statusの値をチェックするコードを記述してみます。

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	\$	1	≡ if (\$status <_0)		Property *	Value	
+	O TESTSNP01	2 3	putmess "%%\$procerrorcontext%%%" return \$status		V Object	Volue	-
Alternative Name	EMPTY.PROCSCRIPT	4 5			Name	EMPTY.PROCSCRIPT	
<> webactivate instName.oper(p1,p2,)					Туре	Snippet	
<pre>◆ \$collhandle("ENI")->oper(p1,p2,) </pre>					Location	libsnp:TESTSNP01/snp:	
<> \$instancenandle(instName)->oper(pi,p2					Alternative Name	Empty ProcScript snipp	1
◆ \$occhandle("ENI") ->oper(p1, p2,)	1				Description	Empty ProcScript snipp	1
<pre><> activate instName.oper(p1,p2,)</pre>	/			1	⁷ Configuration		
Activate/stateless instName.oper(pi,p					Syntax	PROCSCRIPT	1
Copy occurrence between compatible entities	1				Category		1
<pre> instHandle = ""</pre>							1
<> deleteinstance instName							1
<pre> entry myrunction</pre>							1
<pre><> forentity "ENI" </pre>	1						1
<pre> forlist item in list</pre>			1	-			
<pre><> forlist/id itemid, itemvalue in iist </pre>	1						1
<> if (condition)	1						
<> webmessage "Message text here	1						
<pre> newinstance "OPINAME", "INSI" identified "OPTIMAME", "Inst" identified "OPTIMAME" identified "OPTI</pre>	/						
<> newinstance "CPINAME", insthangle	1						
<pre> hewinstance "Opinania", instname hewinstance "Opinania", instname </pre>	1						
<> weboperation myoperation	/						
⇔ public web operation myoperation	1						
<> partner operation myoperation	1						
public operation myoperation andparame	/						
C postmessage "server: INSTNIME" id data	1						
> postmessage "INSTNAME" id data							
<pre>> repeatuntil (condition)</pre>	/						
<pre>c returns datatume</pre>	/						
<pre>concernent endscope</pre>	-			-			-
Messages Compiler Output							

また、右側に表示されているプロパティシートでスニペットの名前や表示名を変更することができます。 「Alternative Name」は表示名(「Snippets」に表示される名前)です。 _「Alternative Name」、「Description」には日本語も入力できます。

A Uniface 10.3 Controlled Release							
BROWSE Iibsnp: TESTSNP01							More Editors =
STARTPAGE X TESTO1 X C TESTSNP01 X							
Define Structure Write Script							Actions
_ Snippets						Object Doc	-
► libsnp: USCRIPT_COMMON	* Structure	1 2	if (\$status < 0) putmess "%%\$proce	errorcontext%%%"		• Property	Value
Alternative Name	O TESTSNP01	3 4	return \$status endif			▼ Object	*
<> webactivate instName.oper(p1,p2,)	<> ERRCHK.PROCSCRIPT	5	L			Name	ERRCHK.PROCSCRIPT
<> \$collhandle("ENT")->oper(p1,p2,)						Location	libsnp:TESTSNP01/snp:ERR
<pre>\$instancehandle(instName)->oper(p1,p2</pre>						Alternative Name	エラーチェック
<pre>\$occhandle("ENT")->oper(p1,p2,)</pre>						Description	\$statusをチェックする
<pre> activate instName.oper(p1,p2,)</pre>						Configuration	
<> activate/stateless instName.oper(p1,p						Syntax	PROCSCRIPT
<> Copy occurrence between compatible entities						Category	
<> instHandle = ""							
<> deleteinstance instName							
<pre><> entry myrunction </pre>							
co forlist item in list					=		
↔ forlist/id itemId. itemValue in list							
<> if (condition)							
↔ webmessage "Message text here"							
<> newinstance "CPINAME", "INST"							
newinstance "CPTNAME", instHandle							
<> newinstance "CPTNAME", instName							
weboperation myOperation							
<> public web operation myOperation							
<pre> partner operation myOperation</pre>							
<> public operation myOperation							
↔ params endparams							
<pre>>> postmessage "server:INSTNAME",id,data</pre>							
<> postmessage "INSTNAME",id,data							
<pre><> repeat until (condition) </pre>							
					-		-
Messages Compiler Output							

それでは、追加したスニペットを早速使ってみます。 フォーム「TESTFRM01」を開き、フィールドのスクリプトエディタを開きます。 _loseFocusトリガに記述されたretrieve/eの後に、エラーチェック処理を挿入します。_

🔥 Uniface 10.3 Controlled Release				
BROWSE Cpt: TESTFRM01			More Editor	=
	1.4		more carton	_
Define Frames Write Script			Compile	Actions
Snippets _		8 🗆	Modules	-
▶ libsnp: USCRIPT_FRM	structure +	Declarations	I Type Name	
Alternative Name	IE TESTFRM01	= Script	♦ trigger onedit	*
<pre>sicentative name </pre>	ETTEST01.TSTMDL	; This trigger is fired on every key press done by the user		
<pre> [cpt] operation init</pre>	🛍 KFLD 4	3 ; Your implementation here		
<pre> [cpt] operation cleanup</pre>	🖆 FLD1 5	o –end		
<> [cpt] trigger accept	🔓 FLD2 7	7 Integrational State Stat		
♦ [cpt] trigger quit	9	; Your VARIABLES block here (optional)		
<> [cpt] trigger receiveMessage	11	# (KFLD.ETTEST01 = "")		
(cpt) trigger preActivate	12	2 return 0 3 —endif		
<> [cpt] trigger postActivate	14	retrieve/e "ETTEST01"		
<> [cpt] trigger getFocus	16			
<> [cpt] trigger loseFocus	16	= #lidefined example_1		
<> [cpt] trigger clear	19 20) ; Set some custom styling on the current field putitem/id \$fieldproperties("<\$fieldname>.(\$entname>"), "backcolor", ""		
<> [cpt] trigger retrieve	21	-#endif		
↔ [cpt] trigger store	23	-end		
<> [cpt] trigger erase	24 25			
♦ [cpt] trigger print				
(cpt] trigger menu				
<> [cpt] trigger userKey				
<> [occ] trigger read				
<> [occ] trigger write				
<> [occ] trigger writeUp				
<> [occ] trigger delete				
<> [occ] trigger deleteUp				
<> [occ] trigger lock				
<> [occ] trigger validate				
<> [occ] trigger validateKey				
<pre><> [occ] trigger error </pre>				
<pre><> (occ) trigger preserialize </pre>	-	-		
<pre><pre>cpcc; trigger postSerialize</pre></pre>	<u>ر</u>			· · · · ·
Messages Compiler Output				

「Snippets」の「libsnp:」をクリックすると、スニペットライブラリの一覧が表示されます。 _この中で、先程作成した「TESTSNP01」を選択します。

🔥 Un	niface 10.3 Controlled Releas	se							
BR	OWSE 🕨 cpt: TESTFRM01							More Editors	≡
	STARTPAGE X	E TESTERMOI							
De	fine Frames Write Script					_		Compile	Actions
Snip	opets	-			8		Modules		-
	libsnp: USCRIPT_FRM		* Structure	■ Declarations	_	-	І Туре	Name	
Alte	Name	Description		Date Modified			♦ trigger	onedit	*
•	<pre>{} TESTSNP01</pre>	Snippet library		15-15:49:22 18-	fired on every key press done by the user				
•	{} UHTML_COLLECT	Library of com	mon HTML snippets	15-17:19:04 16-	intation here				
¢	USCRIPT_AP3	Library of trigg	er snippets for Application Shells	16-20:32:21 16-					
•	USCRIPT_COMMON	Library of com	mon Script snippets	15-17:21:21 16-	2				
¢	USCRIPT_DSP	Library of trigg	er snippets for Dynamic Server Page components	24-14:42:04 16-	ÉS block here (optional)				
•	USCRIPT_ENT	Library of scrip	t snippets for Modeled Entities	24-14:40:22 16-	T01 = "")				
¢	USCRIPT_ESV	Library of trigg	er snippets for Entity Service components	24-14:43:41 16-					
•	USCRIPT_FRM	Library of trigg	er snippets for Form components	25-14:39:01 16-	EST01"	=			
¢	USCRIPT_RPT	Library of trigg	er snippets for Report components	24-14:44:38 16-					
•	USCRIPT_SSV	Library of trigg	er snippets for Session Service components	24-14:44:49 16-	ble_1				
¢	USCRIPT_SVC	Library of trigg	er snippets for Service components	24-14:44:59 16-	stom styling on the current field udproperties("<\$fieldname> <\$entname>"), "hackcolor", ""				
•	USCRIPT_USP	Library of trigg	er snippets for Static Server Page components	24-14:38:28 16-					
c									
•									
c									
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o					·				
•	[occ] trigger delete								
•	[occ] trigger deleteUp								
0	[occ] trigger lock								
•	[occ] trigger validate								
•	[occ] trigger validateK	(ey							
•	[occ] trigger error								
•	[occ] trigger preSerial	.ize							
•	[occ] trigger postSeria	lize 🔻	*			*			~
Mess	sages Compiler Output								
	9L								

A Uniface 10.3 Controlled Release _ 🗆 🗙 BROWSE Cpt: TESTFRM01 Ξ More Editors STARTPAGE × @ TEST01 × ESTFRM01 × Define Frames Write Script Compile Actions a 🗆 Modules Snippets _ -+ Declarations ▲ I Type libsnp: TESTSNP01 Structure Name 1 Script trigger onEdit ; This trigger is fired on every key press done by the user + E TESTFRM01 trigger onedit Alternative Name 1 🛅 ETTEST01.TSTMDL 2 3 🔹 エラーチェック 🖆 KFLD 4 5 6 7 8 ; Your implementation here... 🖆 FLD1 -end 🖆 FLD2 │ ■ trigger loseFocus | ; Your VARIABLES block here (optional).. 9 10 11 12 13 14 15 16 17 18 19 20 21 22 23 24 25 if (KFLD.ETTEST01 = "") return 0 endif retrieve/e "ETTEST01" #ifdefined example_1 * muchanical example.1 ; Set some custom styling on the current field putitem/id \$fieldproperties(" <\$fieldname>.(\$entname>"), "backcolor", "" =#endif -end Messages Compiler Output

選択すると、「Snippets」の「Alternative Name」に先程名前を付けた「エラーチェック」が表示されます。

_標準ライブラリの場合と同じく、ここでも「エラーチェック」を右クリックして「Insert into Script」→「In Main Editor」を選択します。

A Uniface 10.3 Controlled Release					
BROWSE Cpt: TESTFRM01				More Editors	Ξ
🕞 STARTPAGE × 💼 TEST01 × 📰 TESTFRMO	11 ×				
Define Frames Write Script				Compile	Actions
Snippets _		8 🗆	Modules		-
▶ libsnp: TESTSNP01	Structure +	Declarations	І Туре	Name	
Alternative Name	TESTFRM01	= Script	▶ trigger	onedit	*
◆ エラーチェック ▲	ETTEST01.TSTMDL 2	; This trigger is fired on every key press done by the user			
Insert into Script	45	; Your implementation here			
In Main Editor	6 7	end			
Copy text	89	trigger loseFocus ; Your VARIABLES block here (optional)			
	10	■ if (KFLD.ETTEST01 = "")			
	12 13	return 0 —endif			
	14	retrieve/e "ETTEST01"			
	17	E #idefined example 1			
	19	; Set some custom styling on the current field			
	21	-#endif			
	23 24	end			
	25				
-					-
Messages Compiler Output					

<u>定義したコードがスクリプトエディタに展開されます。</u>

A Uniface 10.3 Controlled Release					
BROWSE Cpt: TESTFRM01				More Editors	≡
STARTPAGE 🗙 💼 TEST01 🗙 📰 TESTFRMO	11 ×				
Define Frames Write Script				Compile	Actions
Snippets _		8 0	Modules		-
► libsnp: TESTSNP01	Structure	Declarations		Name	
► libsnp: TESTSNP01 Alternative Name ◆ エラーチェック	pers	<pre>> Declarations > Script = trigger onEdit ; This trigger is fired on every key press done by the user ; Your implementation here = end = trigger loseFocus ; Your VARIABLES block here (optional) = if (KFLDETTEST01 = "") return 0 endif return 0 = "TITEST01" = if (\$status <0) if (\$status <0) if (\$status <0) = #ildefined example_1 ; Set some current field putitem/id \$fieldproperties(" <\$fieldname>\$entname>"), "backcolor", "" = endif = endif = dif = d</pre>	I Type	Name onedit	*
 Messages Compiler Output					*

4. 最後に

スニペットライブラリは、同じ処理を複数個所で使いたいが、グローバルPROCやサービスに切り出す程ではない簡単なコードをまとめ、 再利用する為のインタフェースを提供します。

また、コードの内容はPROCスクリプト以外にも、JavaScriptやダイナミックサーバページのレイアウトで利用するHTMLタグも 1つのライブラリにまとめることが可能です。

まだ追加されたばかりの機能ですが、これまでテキストファイルや他画面からのコピー/ペーストに頼っていたものを体系的に 管理できますので、きっと皆さんのお役に立てると思います。

Uniface 10.3 新機能紹介① スニペットの利用について

2018年6月18日 初版

株式会社シナプスイノベーション

Uniface製品についての技術的なお問い合わせは、 シナプスイノベーションのサポートサイトを御覧ください。 <URL> https://www.synapse-i.jp/uniface-support