

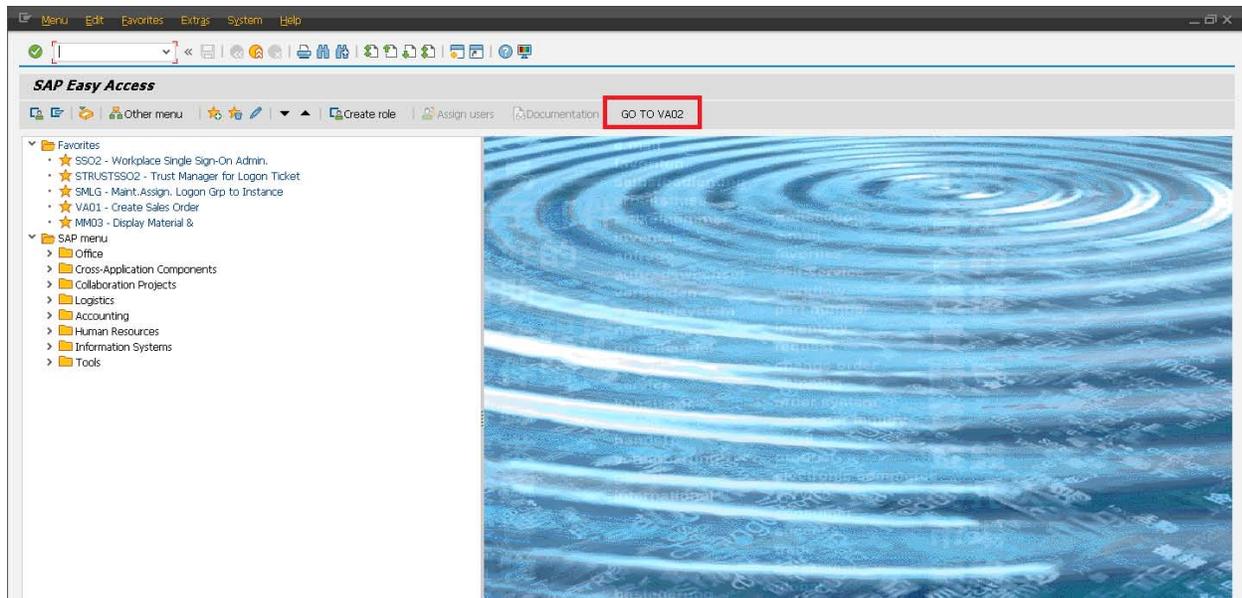
# Liquid UI: Message Command with Pop-up

## Purpose

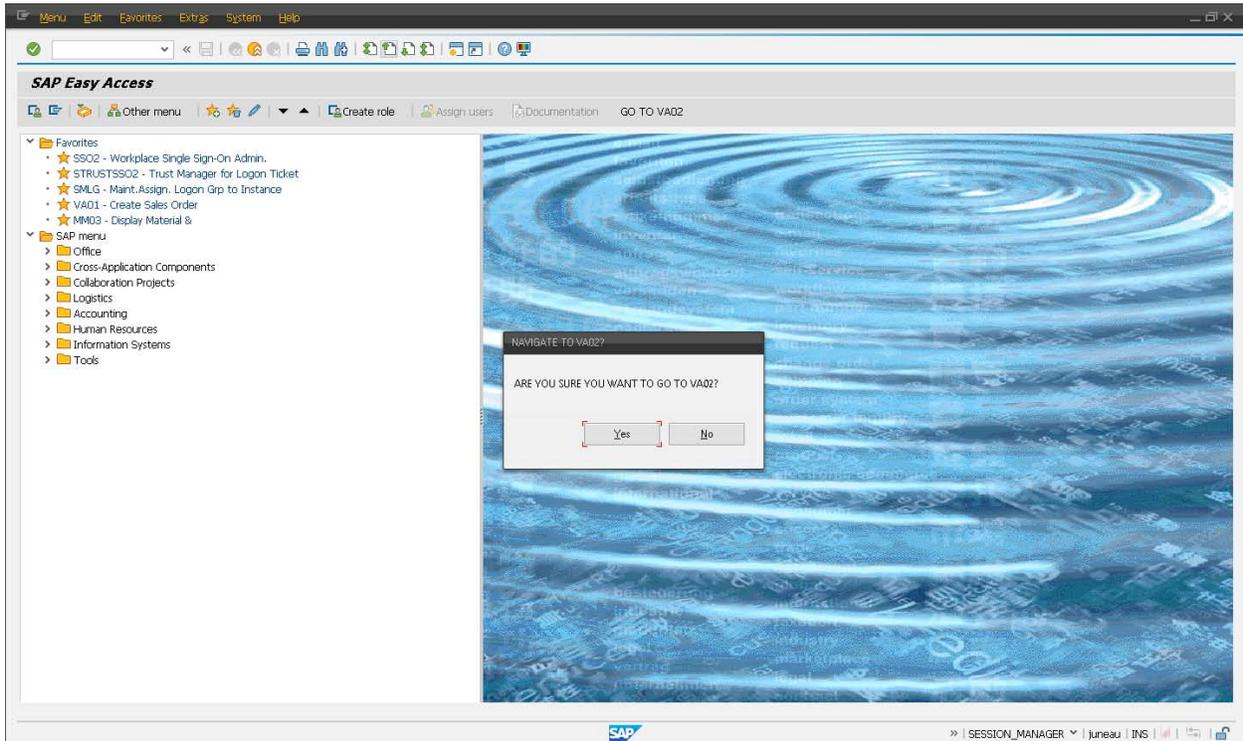
In this scenario, we will use a pop-up to confirm whether the user wants to navigate to VA02 or not. Using the message command, we can utilize different types of pop-ups for different scenarios and do different logic depending on their choice. NOTE: this feature does not work for LiquidUI Server.

## User Interface

Log into SAP and on the SAP Easy Access Screen navigate click on the “GOTO VA02” button on the toolbar.



A popup will come up. Select either “Yes” or “No” and the screen will either navigate to VA02 or stay on the same screen.

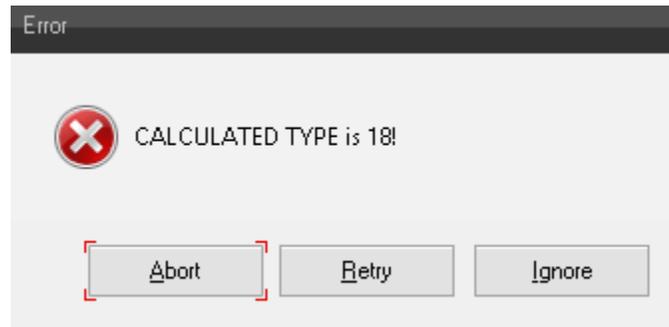


The pop-up will vary on how it looks depending on what “type” is specified in the options for the message command. The “type” is calculated by adding the Icon Constant and Popup Type Constant.

POP-UP TYPE	VALUE
ABORT, RETRY, IGNORE	2
CANCEL, TRY, CONTINUE	6
HELP	16384
OK	0
OK, CANCEL	1
RETRY, CANCEL	5
YES, NO	4
YES, NO, CANCEL	3
ICON TYPE	VALUE
EXCLAMATION ICON	48
INFORMATION ICON	64
QUESTION ICON	32
STOP ICON	16

Using the chart above, we can see if we wanted a Pop-up that gave the options “ABORT, RETRY, IGNORE”, with a STOP ICON, we would need to add 2+16. Our calculated “type” is 18.

The below is from the following command: `message("CALCULATED TYPE is 18!", {"type":18});`



Our process can flow a certain way depending on what button is clicked by the user. Each button has specific value we can use to check in an "if" condition.

BUTTON	VALUE
FUNCTION FAIL	0
ABORT	3
CANCEL	2
CONTINUE	11
IGNORE	5
NO	7
OK	1
RETRY	4
TRY	10
YES	6

## Liquid UI Code [Script]

```
C:\Users\chirag.amin\Desktop\Message Command with Pop-up\SAPLSMTR_NAVIGATION.E0100.sjs - Notepad++ [Administrator]
File Edit Search View Encoding Language Settings Macro Run TextFX Plugins Window ?
SAPLSMTR_NAVIGATION.E0100.sjs
1  pushbutton([TOOLBAR], "GO TO VA02", "?", {"process":navigateVA02});
2
3  function navigateVA02() {
4      onscreen 'SAPLSMTR_NAVIGATION.0100'
5
6          // message_result will hold a value that depends on what the user clicks in the popup
7          // in the message command, specify the type, 4 is a Yes or No message box
8          // in the message command, specify the title you want the message box to have
9          message_result = message("ARE YOU SURE YOU WANT TO GO TO VA02?", {"type":4, "title":"NAVIGATE TO VA02?"});
10         // if the result is 6, the user clicked yes
11         if(message_result == 6){
12             enter("/nva02");
13         }
14         // if the result is 7, the user clicked no
15         else if(message_result == 7){
16             enter("?");
17         }
18     }
```