

Liquid UI Code [Script]

User Interface file -

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SAPLSMTR_NAVIGATION.E0100.sjs
1 // Function to clear the Liquid UI table based on parameters
2 function clear_values(tablename, columnArray, rows){
3     for (var loop = 0; loop < rows; loop++){
4         for (var col=0; col<columnArray.length; col++){
5             tablename[columnArray[col]][loop] = "";
6         }
7     }
8 }
9
10 // Function to display Material/s on the Liquid UI table
11 function showMatlData(){
12     // Sample Materials and Descriptions
13     var matDataArr = [];
14     for(i=1;i<=20;i++){
15         matDataArr.push({key:'Material '+i+',value:'Description '+i+'});
16     }
17
18     // Populating table with Material numbers
19     for(i=0;i<matDataArr.length;i++){
20         matl_table.z_matl[i] = matDataArr[i].key;
21         matl_table.z_matl_desc[i] = matDataArr[i].value;
22     }
23 }
24
25 // Function to only clear the Description column
26 function clearTableDesc(){
27     if(typeof matl_table == 'object'){
28         clear_values(matl_table, ["z_matl_desc"], 20);
29     }
30 }
31
32 // Function to clear all columns
33 function clearTable(){
34     if(typeof matl_table == 'object'){
35         clear_values(matl_table, ["z_matl","z_matl_desc"], 20);
36     }
37 }
```

```
39 // User Interface
40 clearscreen();
41 // Liquid UI table and columns
42 table([1,1],[20,50], {"name":"matl_table", "title":"Material Info", "rows":20});
43 column('Material', {"table":"matl_table", "name":"z_matl", "position":1, "size":15, "readonly":true});
44 column('Description', {"table":"matl_table", "name":"z_matl_desc", "position":2, "size":30, "readonly":true});
45 pushbutton([21,1], "@01@Retrieve Material Descriptions", {"process":showMatlData});
46 pushbutton([23,1], "@01@Clear Descriptions", {"process":clearTableDesc});
47 pushbutton([25,1], "@01@Clear Table", {"process":clearTable});
48
```