Read LiquidUI Table

Purpose :

Read values in the LiquidUI table with toolbar pushbutton.

Below example demonstrates read LiquidUI table and display them on the console window.

LiquidUI Code:

```
/////////////////////////////SAPLSMTR_NAVIGATION.E0100.sjs/////////////////////////////
//Delete image container

del("X[IMAGE_CONTAINER]");


//User Interface

table([1,5],[10,45],{"name":"va01_AllItems","title":"All items", "rows":10,
"rowselection":true,"columnselection":true});

column('Item',{"table":"va01_AllItems","size":4,"name":"z_va01_item","position":1});

column('Material',{"table":"va01_AllItems","size":15,"name":"z_va01_material","position":2});

column('Order
Quantity',{"table":"va01_AllItems","size":15,"name":"z_va01_Orderquantity","position":3});



pushbutton([TOOLBAR],"Read LiquidUI Table","?",{"process":readLiquidUITableValues,"size":[2,23]});



//Functions
// Function prototype to trim blank characters from a string

String.prototype.trim = function () {

  return this.replace(/^\s+|\s+$/g, "");

}
```

```
// Function to return trimmed string

function getString(strInput) {

  return (typeof(strInput) == 'undefined' || strInput == 'undefined') ? "" : strInput.toString().trim();

}


// Function to check for blank string

// Specifically used to determine if input exist in the edit field

function isBlank(strInput) {

  var strVal = getString(strInput);

  var blank = strVal == "";

  return blank;

}



//function to read LiquidUI table 'All items'

function readLiquidUITableValues(){

        //onscreen 'SAPLSMTR_NAVIGATION.0100'

        i = 0;

        //declaring variables and arrays

        temp_items=[];

        temp_material=[];

        temp_quantity=[];

        // code to fetch data from Liquid table to arrays

        STARTLABEL:;

        z_temp1 = va01_AllItems.z_va01_item[i];

        z_temp2 = va01_AllItems.z_va01_material[i];

        z_temp3 = va01_AllItems.z_va01_Orderquantity[i];
```

```
if(!isBlank(z_temp1) && !isBlank(z_temp2) && !isBlank(z_temp3)){

                temp_items.push(z_temp1);

                temp_material.push(z_temp2);

                temp_quantity.push(z_temp3);


                i=i+1;

                goto STARTLABEL;


        }


        println('-----------items-------'+temp_items);

        println('-----------material-------'+temp_material);

        println('-----------order quantity-------'+temp_quantity);


}
```
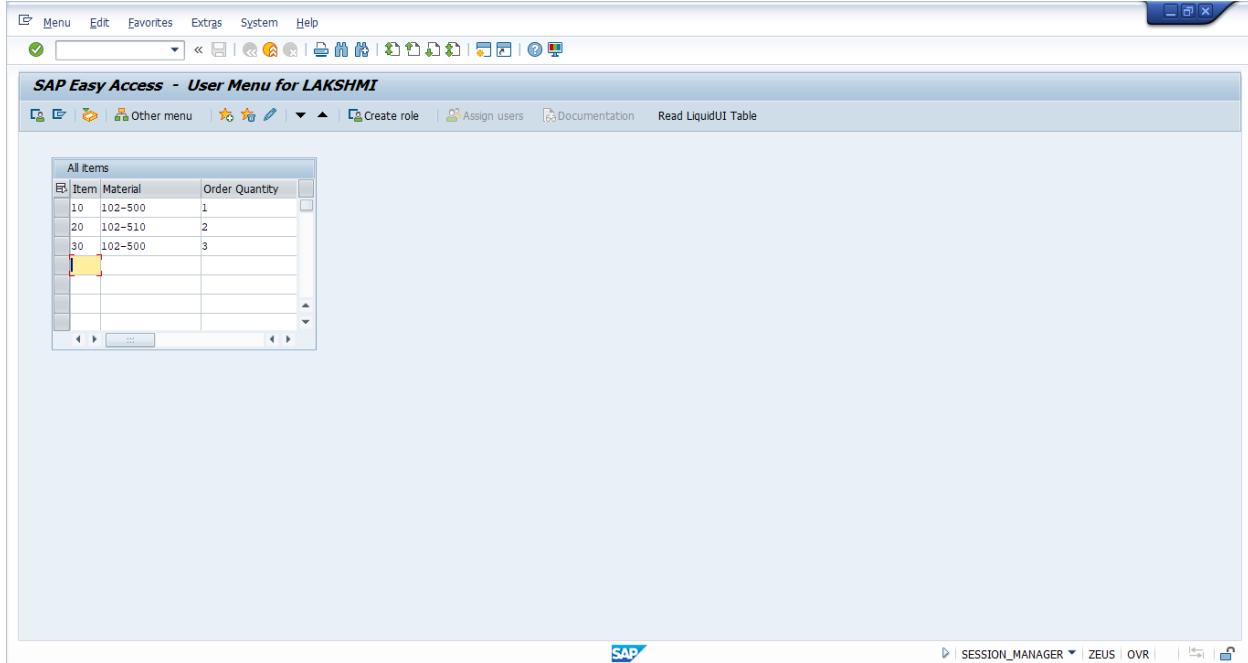
Enter the values in the LiquidUI table 'All items' and click on the toolbar pushbutton 'Read LiquidUI Table'

Now you can see the values of 'All items' table on the Cornelius window.