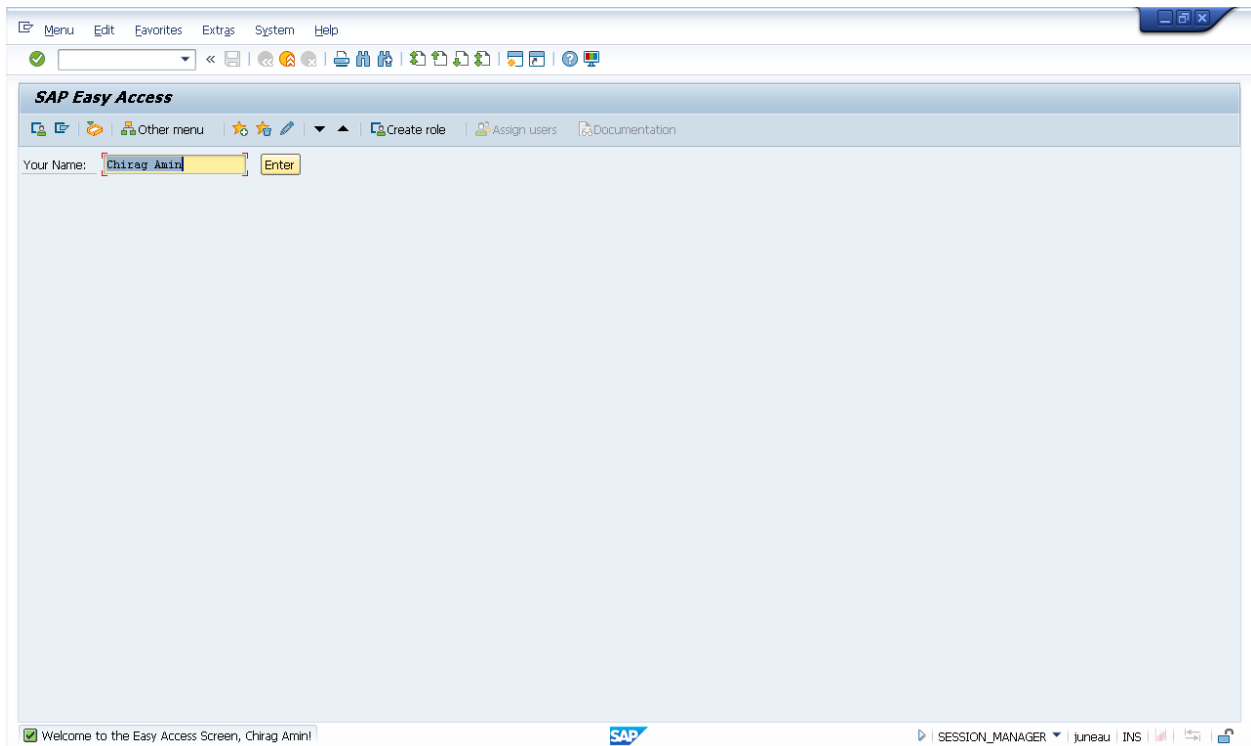


LiquidUI: The “using” Option

The “using” option is very useful when calling processes. It allows variables to be passed to functions. In this example, we will have an input field for the user to enter a name. When then click on the pushbutton, the name will be displayed in a message to the screen.

User Interface

Log into SAP. On the easy access screen there will be an input field with a pushbutton next to it. Enter your name and click this pushbutton and a welcome message will appear at the bottom of the screen.



Liquid UI Code [Script]

```
SAPLSMTR_NAVIGATION.E0100.sjs
1 //////////////////////////////////////////////////////////////////////////////////////////////////////////////////////////////////
2 // Author: Synactive, Inc. [1065 E. Hillsdale Blvd, Foster City, CA, 94404, USA]
3 // Email: support@guixt.com; sales@guixt.com;
4 // Contact: 650.341.3310
5 // Version: 1.0.0.0
6 //////////////////////////////////////////////////////////////////////////////////////////////////////////////////////////////////
7
8 // Clear the screen
9 clearscreen();
10
11 // Create an inputfield to retrieve the name of the User
12 inputfield([0,0], "Your Name:", [0,12], {"size":20,"name":"z_name"});
13
14
15 // a button to run the function to display the message
16 // use "using" to pass the variable for the name
17 pushbutton([0,35], "Enter", {"process":displayMessage, "using":{"name":"&V[z_name]"}});
18
19 // function displays the welcome message
20 function displayMessage(param){
21     message("S:Welcome to the Easy Access Screen, "+param.name+"!")
22 }
23
```