

Offline Help Files

6.04.03 Offline Communication Objects

```
objSession = new JSession(objConnection);
```

There are four online objects defined in the SynR3.js file that are used for communicating with SAP ERP. These objects are as follows:

- [JConnection](#)
- [JSession](#)
- [JModal](#)
- [JServerHost](#)

JConnection

The JConnection object is used to create an online connection with the SAP application server by using the logon information entered by the user. The syntax is shown below:

```
JConnection(strServerName, strClientNumber, strUserName, strPassword, strLanguage);
```

In the following example, we are creating a new JConnection object and specifying the parameters:

```
objConnection = new JConnection("serverName", "800", "username", "password", "en");
```

The JConnection object has only a single method associated with it, as described below. The Close method closes an open connection to the SAP ERP system. It takes no arguments and the syntax is as follows:

```
JConnection.Close();
```

In the following example, we will close a connection and set the connection object equal to null in order to collect any garbage that may exist:

```
objConnection.Close();  
objConnection = null;
```

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JSession

The JSession object is used to create a new session within a given connection to a SAP application server. Taking the connection object as an argument, the syntax is as follows:

```
JSession(objConnection);
```

To create a new session, see the following example:

```
objSession = new JSession(objConnection);
```

There are no methods associated with the JSession object.

JModal

JModal is used to create a modal screen in an online session object. Taking the session object as an argument, the syntax is as follows:

```
JModal(objSession);
```

The following example demonstrates how to create a new JModal object:

```
objModal = new JModal(objSession);
```

The JModal object has five associated methods, which are described below.

GetTransaction

This Boolean object sends a transaction code to SAP and waits to receive a screen in return. Taking the transaction code as an argument, the syntax is as shown below:

```
JModal.GetTransaction(strTrttransactionCode);
```

In the following example, we are checking to see what the transaction object to be

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received will be and then performing additional actions based on the result of that test.

```
if(objModal.GetTransaction("zguixt") == true) {
    // additional task logic goes here:
} else {
    // some error handling logic goes here:
}
```

SetElementValue

The SetElementValue is a Boolean method that sets the value of a given screen element. It takes two arguments - the field name where the value will be stored and also the value to be set. The syntax is as follows:

```
JModal.SetElementValue(strFieldName, strValue);
```

In the following example, we are using this to set a value and then perform additional actions based on a test if the value is true.

```
if(objModal.SetElementValue("z_process", "wkdr") == true) {
    // additional task logic goes here:
} else {
    // error handling logic goes here:
}
```

GetElementValue

This method is a string method that will get the value of a given screen element. It takes the field name as an argument and uses the following syntax:

```
JModal.GetElementValue(strFieldName);
```

The following example will get the value contained in the field 'z_process'. strValue = objModal.GetElementValue("z_process");

Enter

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The Enter method is a Boolean that serves as a user-action of pressing the Enter key. It takes no arguments and the syntax is as follows:

```
JModal.Enter( );
```

In the following example, we will test if the user has pressed Enter and then execute some actions based on the results of that test.

```
if(objModal.Enter( ) == true) {  
    // additional task logic goes here:  
} else {  
    // error handling logic goes here:  
}
```

GetMessageString

The GetMessageString method is used to get a message string from a given screen. The syntax is as follows:

```
JModal.GetMessageString( );
```

In the following example, we will get a particular string and set it equal to a string variable named 'strMessage':

```
strMessage = objModal.GetMessageString( );
```

JServerHost

The JServerHost object is used to designate an Offline server host object. It takes no arguments and the syntax is as follows:

```
JServerHost( );
```

The following example demonstrates how to create a new JServerHost object:

```
objServerHost = new JServerHost( );
```

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JServerHost takes three methods, which are defined in the following sections.

- **IsSignalServerEnd**

This Boolean methods checks to see if the Offline server is signaling that it will exit. It has no arguments and the syntax is as follows:

```
JServerHost.IsSignalServerEnd( );
```

This is useful to perform actions based on whether or not the server is signaling that it will end, as shown in the example below:

```
if(objServerHost.IsSignalServerEnd( ) == true){  
    // perform additional task logic here:  
    }else  
    {  
        // some error handling logic goes here:  
    }  
}
```

- **IsSignalToEnd**

Similar to the IsSignalServerEnd method, this Boolean method checks if the client connection is signaling that it will end. The syntax is as follows:

```
JServerHost.IsSignalToEnd( );
```

This is useful to perform actions based on whether or not the server is signaling that it will end, as shown in the example below:

```
if(objServerHost.IsSignalToEnd( ) == true) {  
  
    // perform additional task logic here:  
    }  
else {  
    // some error handling logic goes here:  
    }  
}
```

- **RunJavaScript**

The Boolean RunJavaScript method is used to execute JavaScript functions. It takes a waitflag that specifies if the Javascript is to be run immediately or not and the syntax is as follows:

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```
JServerHost.RunJavaScript(iWaitFlag);
```

The WaitFlag parameter has two possible states, as follows:

- 1 = EVENT_WAIT
- 0 = EVENT_NOWAIT

In the example below, we will use the Run JavaScript method to immediately execute a script:

```
objServerHost.RunJavaScript(0);
```

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