

History

History is a stack of form names that were visible on the screen ordered by appearance. The first/oldest item is stored in position/index 1.

Each container (the main application window or dialogs showing forms) has its own history stack. When the History object is accessed from within scripting, the methods of the History object will work with the history stack for the active container.

Only main forms ([currentcontroller](#)) will be stored in History, so not forms displayed in tabpanels or splitpanes.

The history has a maximum size of 10 entries. When the maximum size is reached, the oldest entries are automatically removed to make place for new entries.

Property Summary

[Boolean](#) [#buttonsEnabled](#)
Set/Get the history buttons enabled.

Method Summary

[void](#) [#back\(\)](#)
Navigates back in the history stack; shows the previous form (if present).

[void](#) [#clear\(\)](#)
Clear the entire history stack.

[void](#) [#forward\(\)](#)
Navigates forward in the history stack; shows the next form (if present).

[Number](#) [#getCurrentIndex\(\)](#)
Get the current absolute index in the history stack.

[String](#) [#getFormName\(i\)](#)
Get the form name based on the specified absolute index in the history stack location.

[void](#) [#go\(i\)](#)
Navigates to the relative index based on current position in the history.

[Boolean](#) [#removeForm\(formName\)](#)
Removes the named form item from the history stack (and from memory) if not currently shown.

[Boolean](#) [#removeIndex\(index\)](#)
Removes an absolute index based history stack form item.

[Number](#) [#size\(\)](#)
Returns the total size of the history stack.

Property Details

[buttonsEnabled](#)
Set/Get the history buttons enabled.

Returns

[Boolean](#)

Sample

```
history.buttonsEnabled = true;
var status = history.buttonsEnabled;
```

Method Details

[back](#)
[void](#) **back()**
Navigates back in the history stack; shows the previous form (if present).

Returns

[void](#)

Sample

```
history.back();
```

[clear](#)
[void](#) **clear()**
Clear the entire history stack.

Returns

void

Sample

```
history.clear();
```

forward

void **forward()**

Navigates forward in the history stack; shows the next form (if present).

Returns

void

Sample

```
history.forward();
```

getCurrentIndex

Number **getCurrentIndex()**

Get the current absolute index in the history stack.

Returns

Number – the current absolute index

Sample

```
var abs_index = history.getCurrentIndex();
```

getFormName

String **getFormName(i)**

Get the form name based on the specified absolute index in the history stack location.

Parameters

{**Number**} i – the absolute index

Returns

String – the formName

Sample

```
var name = history.getFormName(history.getCurrentIndex());
```

go

void **go(i)**

Navigates to the relative index based on current position in the history.

Parameters

{**Number**} i – the absolute index

Returns

void

Sample

```
history.go(-3);
```

removeForm

Boolean **removeForm(formName)**

Removes the named form item from the history stack (and from memory) if not currently shown.

Parameters

{**String**} formName – the name of the form to remove.

Returns

Boolean – true if successful

Sample

```
var done = history.removeForm('mypreviousform');
```

removeIndex

Boolean **removeIndex(index)**

Removes an absolute index based history stack form item.

Parameters

{[Number](#)} index – the index of the form to remove.

Returns

[Boolean](#) – true if successful

Sample

```
var done = history.removeIndex(history.getCurrentIndex()+1);
```

size

[Number](#) **size()**

Returns the total size of the history stack.

Returns

[Number](#) – the size

Sample

```
var size = history.size();
```