

JSWindow

Constants Summary

Number	#DEFAULT	Value used for x, y, width, height of initial bounds when you want the window to auto-determine bounds when shown for the first time.
Number	#DIALOG	Window type constant that identifies a non-modal dialog type.
Number	#FULL_SCREEN	Value that can be used for bounds in order to specify that a dialog/window should completely fill the screen.
Number	#MODAL_DIALOG	Window type constant that identifies a modal dialog type.
Number	#WINDOW	Window type constant that identifies a window type.

Property Summary

Boolean	#resizable	Gets/Sets whether or not this window can be resized by the user (default true).
String	#title	Gets/Sets the title text.

Method Summary

void	#destroy()	Frees the resources allocated by this window.
Number	#getHeight()	Returns the height.
String	#getName()	Returns the window name.
JSWindow	#getParent()	Returns the parent JSWindow, if available.
Number	#getType()	Returns the window type.
Number	#getWidth()	Returns the width.
Number	#getX()	Returns the x coordinate.
Number	#getY()	Returns the y coordinate.
Boolean	#hide()	Hides the window.
Boolean	#isVisible()	Returns true if the window is visible, false otherwise.
void	#setInitialBounds(x, y, width, height)	Sets the initial window bounds.
void	#setLocation(x, y)	Set the window location.
void	#setSize(width, height)	Set the window size.
void	#show(form)	Shows the given form(form name, form object or JSForm) in this window.
void	#showTextToolbar(showTextToolbar)	Sets whether or not this window should have a text tool bar.
void	#toBack()	Shows this window behind other windows, if possible.
void	#toFront()	Bring this window in front of other windows, if possible.

Constants Details

DEFAULT

Value used for x, y, width, height of initial bounds when you want the window to auto-determine bounds when shown for the first time.

Returns

Number

Sample

```
// show a dialog that self-determines bounds the first time it it open, then remembers last bounds for future
show operations
var win = application.createWindow("myName", JSWindow.DIALOG);
win.setInitialBounds(JSWindow.DEFAULT, JSWindow.DEFAULT, JSWindow.DEFAULT, JSWindow.DEFAULT); // will be shown
initially centred and with preferred size
forms.myForm.show(win);
```

DIALOG

Window type constant that identifies a non-modal dialog type.

Non-modal dialogs will allow the user to interact with parent windows, but are less independent then windows with WINDOW type.

Dialogs will stay on top of parent windows and are less accessible through the OS window manager. In web-client dialogs will not open in a separate browser window.

Returns

Number

Sample

```
// create a non-modal dialog on top of current active form's window and show a form inside it
var myWindow = application.createWindow("myName", JSWindow.DIALOG);
forms.myForm.show(myWindow);
```

FULL_SCREEN

Value that can be used for bounds in order to specify that a dialog/window should completely fill the screen.

Returns

Number

Sample

```
// create and show a window, with specified title, full screen
var win = application.createWindow("windowName", JSWindow.WINDOW);
win.setInitialBounds(JSWindow.FULL_SCREEN, JSWindow.FULL_SCREEN, JSWindow.FULL_SCREEN, JSWindow.FULL_SCREEN);
win.setTitle("This is a window");
controller.show(win);
```

MODAL_DIALOG

Window type constant that identifies a modal dialog type. Modal dialogs will not allow the user to interact with the parent window(s) until closed.

Dialogs will stay on top of parent windows and are less accessible through the OS window manager. In web-client dialogs will not open in a separate browser window. NOTE: no code is executed in Smart Client after a modal dialog is shown (the show operation blocks) until this dialog closes.

Returns

Number

Sample

```
// create a modal dialog on top of current active form's window and show a form inside it
var myWindow = application.createWindow("myName", JSWindow.MODAL_DIALOG);
forms.myForm.show(myWindow);
```

WINDOW

Window type constant that identifies a window type. WINDOW type is the most independent type of window. It will be more accessible through the OS window manager, it can appear both in front of and under other windows and it doesn't block user interaction for other windows. In web-client windows will open in a separate browser window.

Returns

Number

Sample

```
// create a window and show a form inside it
var myWindow = application.createWindow("myName", JSWindow.WINDOW);
forms.myForm.show(myWindow);
```

Property Details

resizable

Gets/Sets whether or not this window can be resized by the user (default true).

Returns

Boolean

Sample

```
var someWindow = application.getWindow("someWindowName");
if (someWindow.isVisible() == false) {
    controller.show(someWindow);
    someWindow.resizable = false;
}
```

title

Gets/Sets the title text.

Returns

String

Sample

```
var win1 = application.createWindow("Window 1", JSWindow.WINDOW, null);
win1.setInitialBounds(200, 200, 450, 350);
win1.title = "Window 1";
controller.show(win1);
```

Method Details

destroy

void **destroy()**

Frees the resources allocated by this window. If window is visible, it will close it first.

The window will no longer be available with application.getWindow('windowName') and will no longer be usable.

The main application window cannot be destroyed.

Returns

void

Sample

```
var getWindow = application.getWindow("someWindowName");
getWindow.destroy();
getWindow = application.getWindow("someWindowName");
if (getWindow == null) {
    application.output("Window has been destroyed");
} else {
    application.output("Window could not be destroyed");
}
```

getHeight

Number getHeight()

Returns the height.

Returns

Number – the height.

Sample

```
var someWindow = application.createWindow("someWindowName", JSWindow.WINDOW, null);
someWindow.setInitialBounds(200, 200, 450, 350);
controller.show(someWindow);

var name = "Name: " + someWindow.getName() + "\n"
var parent = "Parent: " + (someWindow.getParent() == null ? "none" : someWindow.getParent()) + "\n"
var type = "TypeNumber: " + someWindow.getType() + "\n"
var height = "Height: " + someWindow.getHeight() + "\n"
var width = "Width: " + someWindow.getWidth() + "\n"
var locationX = "Location-X-coordinate: " + someWindow.getX() + "\n"
var locationY = "Location-Y-coordinate: " + someWindow.getY() + "\n"
var info = name + parent + type + height + width + locationX + locationY + "\n"
var closeMsg = "Press 'Ok' to close this dialog."

var infoDialog = plugins.dialogs.showInfoDialog("Window Info", info + closeMsg, "Ok");
if (infoDialog == "Ok") someWindow.close()
```

getName

String getName()

Returns the window name. It will be null in case of main application frame.

Returns

String – the window name.

Sample

```
var someWindow = application.createWindow("someWindowName", JSWindow.WINDOW, null);
someWindow.setInitialBounds(200, 200, 450, 350);
controller.show(someWindow);

var name = "Name: " + someWindow.getName() + "\n"
var parent = "Parent: " + (someWindow.getParent() == null ? "none" : someWindow.getParent()) + "\n"
var type = "TypeNumber: " + someWindow.getType() + "\n"
var height = "Height: " + someWindow.getHeight() + "\n"
var width = "Width: " + someWindow.getWidth() + "\n"
var locationX = "Location-X-coordinate: " + someWindow.getX() + "\n"
var locationY = "Location-Y-coordinate: " + someWindow.getY() + "\n"
var info = name + parent + type + height + width + locationX + locationY + "\n"
var closeMsg = "Press 'Ok' to close this dialog."

var infoDialog = plugins.dialogs.showInfoDialog("Window Info", info + closeMsg, "Ok");
if (infoDialog == "Ok") someWindow.close()
```

getParent

JSWindow getParent()

Returns the parent JSWindow, if available.

Returns

JSWindow – the parent JSWindow, if available. If there is no parent JSWindow, it will return null.

Sample

```
var someWindow = application.createWindow("someWindowName", JSWindow.WINDOW, null);
someWindow.setInitialBounds(200, 200, 450, 350);
controller.show(someWindow);

var name = "Name: " + someWindow.getName() + "\n"
var parent = "Parent: " + (someWindow.getParent() == null ? "none" : someWindow.getParent()) + "\n"
var type = "TypeNumber: " + someWindow.getType() + "\n"
var height = "Height: " + someWindow.getHeight() + "\n"
var width = "Width: " + someWindow.getWidth() + "\n"
var locationX = "Location-X-coordinate: " + someWindow.getX() + "\n"
var locationY = "Location-Y-coordinate: " + someWindow.getY() + "\n"
var info = name + parent + type + height + width + locationX + locationY + "\n"
var closeMsg = "Press 'Ok' to close this dialog."

var infoDialog = plugins.dialogs.showInfoDialog("Window Info", info + closeMsg, "Ok");
if (infoDialog == "Ok") someWindow.close()
```

getType

Number `getType()`

Returns the window type.

Returns

Number – the window type. Can be one of JSWindow.DIALOG, JSWindow.MODAL_DIALOG, JSWindow.WINDOW.

Sample

```
var someWindow = application.createWindow("someWindowName", JSWindow.WINDOW, null);
someWindow.setInitialBounds(200, 200, 450, 350);
controller.show(someWindow);

var name = "Name: " + someWindow.getName() + "\n"
var parent = "Parent: " + (someWindow.getParent() == null ? "none" : someWindow.getParent()) + "\n"
var type = "TypeNumber: " + someWindow.getType() + "\n"
var height = "Height: " + someWindow.getHeight() + "\n"
var width = "Width: " + someWindow.getWidth() + "\n"
var locationX = "Location-X-coordinate: " + someWindow.getX() + "\n"
var locationY = "Location-Y-coordinate: " + someWindow.getY() + "\n"
var info = name + parent + type + height + width + locationX + locationY + "\n"
var closeMsg = "Press 'Ok' to close this dialog."

var infoDialog = plugins.dialogs.showInfoDialog("Window Info", info + closeMsg, "Ok");
if (infoDialog == "Ok") someWindow.close()
```

getWidth

Number `getWidth()`

Returns the width.

Returns

Number – the width.

Sample

```
var someWindow = application.createWindow("someWindowName", JSWindow.WINDOW, null);
someWindow.setInitialBounds(200, 200, 450, 350);
controller.show(someWindow);

var name = "Name: " + someWindow.getName() + "\n"
var parent = "Parent: " + (someWindow.getParent() == null ? "none" : someWindow.getParent()) + "\n"
var type = "TypeNumber: " + someWindow.getType() + "\n"
var height = "Height: " + someWindow.getHeight() + "\n"
var width = "Width: " + someWindow.getWidth() + "\n"
var locationX = "Location-X-coordinate: " + someWindow.getX() + "\n"
var locationY = "Location-Y-coordinate: " + someWindow.getY() + "\n"
var info = name + parent + type + height + width + locationX + locationY + "\n"
var closeMsg = "Press 'Ok' to close this dialog."

var infoDialog = plugins.dialogs.showInfoDialog("Window Info", info + closeMsg, "Ok");
if (infoDialog == "Ok") someWindow.close()
```

getX

Number `getX()`

Returns the x coordinate.

Returns

Number – the x coordinate.

Sample

```
var someWindow = application.createWindow("someWindowName", JSWindow.WINDOW, null);
someWindow.setInitialBounds(200, 200, 450, 350);
controller.show(someWindow);

var name = "Name: " + someWindow.getName() + "\n"
var parent = "Parent: " + (someWindow.getParent() == null ? "none" : someWindow.getParent()) + "\n"
var type = "TypeNumber: " + someWindow.getType() + "\n"
var height = "Height: " + someWindow.getHeight() + "\n"
var width = "Width: " + someWindow.getWidth() + "\n"
var locationX = "Location-X-coordinate: " + someWindow.getX() + "\n"
var locationY = "Location-Y-coordinate: " + someWindow.getY() + "\n"
var info = name + parent + type + height + width + locationX + locationY + "\n"
var closeMsg = "Press 'Ok' to close this dialog."

var infoDialog = plugins.dialogs.showInfoDialog("Window Info", info + closeMsg, "Ok");
if (infoDialog == "Ok") someWindow.close()
```

getY

Number `getY()`

Returns the y coordinate.

Returns

Number – the y coordinate.

Sample

```
var someWindow = application.createWindow("someWindowName", JSWindow.WINDOW, null);
someWindow.setInitialBounds(200, 200, 450, 350);
controller.show(someWindow);

var name = "Name: " + someWindow.getName() + "\n"
var parent = "Parent: " + (someWindow.getParent() == null ? "none" : someWindow.getParent()) + "\n"
var type = "TypeNumber: " + someWindow.getType() + "\n"
var height = "Height: " + someWindow.getHeight() + "\n"
var width = "Width: " + someWindow.getWidth() + "\n"
var locationX = "Location-X-coordinate: " + someWindow.getX() + "\n"
var locationY = "Location-Y-coordinate: " + someWindow.getY() + "\n"
var info = name + parent + type + height + width + locationX + locationY + "\n"
var closeMsg = "Press 'Ok' to close this dialog."

var infoDialog = plugins.dialogs.showInfoDialog("Window Info", info + closeMsg, "Ok");
if (infoDialog == "Ok") someWindow.close()
```

hide

Boolean **hide()**

Hides the window. It can be shown again using `window.show()`, `controller.show()` or `controller.showRecords()`. The main application window cannot be hidden.

Returns

Boolean – Boolean true if the window was successfully closed and false otherwise.

Sample

```
//creates and shows a window for 3 seconds before closing it
var win = application.createWindow("someWindowName", JSWindow.WINDOW, null);
win.setInitialBounds(200, 200, 450, 350);
controller.show(win);
application.sleep(3000);
win.hide();
```

isVisible

Boolean **isVisible()**

Returns true if the window is visible, false otherwise.

Returns

Boolean – true if the window is visible, false otherwise.

Sample

```
var someWindow = application.getWindow("someWindowName");
if (someWindow.isVisible() == false) {
    controller.show(someWindow);
    someWindow.resizable = false;
}
```

setInitialBounds

void **setInitialBounds**(x, y, width, height)

Sets the initial window bounds.

The initial bounds are only used the first time this window is shown.

Parameters

{**Number**} x – the initial x coordinate of the window. Can be JSWindow.DEFAULT, JSWindow.FULL_SCREEN.

{**Number**} y – the initial y coordinate of the window. Can be JSWindow.DEFAULT, JSWindow.FULL_SCREEN.

{**Number**} width – the initial width of the window. Can be JSWindow.DEFAULT, JSWindow.FULL_SCREEN.

{**Number**} height – the initial height of the window. Can be JSWindow.DEFAULT, JSWindow.FULL_SCREEN.

Returns

void

Sample

```
var win = application.createWindow("myName", JSWindow.DIALOG);
win.setInitialBounds(20, 10, 300, 200);
forms.myForm.show(win);
```

setLocation

void **setLocation**(x, y)

Set the window location.

Parameters

{[Number](#)} x – x coordinate.

{[Number](#)} y – y coordinate.

Returns

void

Sample

```
var window = application.createWindow('test', JSWindow.DIALOG);
window.show(forms.child1);
window.setLocation(0,0);
window.setSize(400,600);
```

setSize

void **setSize**(width, height)

Set the window size.

Parameters

{[Number](#)} width – the width.

{[Number](#)} height – the height.

Returns

void

Sample

```
var window = application.createWindow('test', JSWindow.DIALOG);
window.show(forms.child1);
window.setLocation(0,0);
window.setSize(400,600);
```

show

void **show**(form)

Shows the given form(form name, form object or JSForm) in this window.

Parameters

{[Object](#)} form – the form that will be shown inside this window. It can be a form name or a form object (actual form or JSForm).

Returns

void

Sample

```
win.show(forms.myForm);
// win.show("myForm");
```

showTextToolbar

void **showTextToolbar**(showTextToolbar)

Sets whether or not this window should have a text tool bar. Has no effect on web client or smart client main application frame.

Parameters

{[Boolean](#)} showTextToolbar – true if you want a text tool bar to be added to this window, false otherwise.

Returns

void

Sample

```
var win1 = application.createWindow("Window 1", JSWindow.WINDOW, null);
win1.setInitialBounds(200, 200, 450, 350);
win1.setTitle("Window 1");
win1.showTextToolbar(false);
controller.show(win1);

var win2 = application.createWindow("Window 2", JSWindow.WINDOW, null);
win2.setInitialBounds(500, 500, 450, 350);
win2.setTitle("Window 2");
win2.showTextToolbar(false);
controller.show(win2);

var win3 = application.createWindow("Window 3", JSWindow.WINDOW, null);
win3.setInitialBounds(650, 700, 450, 350);
win3.setTitle("Window 3");
win3.showTextToolbar(true);
controller.show(win3);

application.sleep(2000);
win3.toBack();
application.sleep(2000);
win1.toFront();
```

toBack

void **toBack()**

Shows this window behind other windows, if possible.

Returns

void

Sample

```
var win1 = application.createWindow("Window 1", JSWindow.WINDOW, null);
win1.setInitialBounds(200, 200, 450, 350);
win1.setTitle("Window 1");
win1.showTextToolbar(false);
controller.show(win1);

var win2 = application.createWindow("Window 2", JSWindow.WINDOW, null);
win2.setInitialBounds(500, 500, 450, 350);
win2.setTitle("Window 2");
win2.showTextToolbar(false);
controller.show(win2);

var win3 = application.createWindow("Window 3", JSWindow.WINDOW, null);
win3.setInitialBounds(650, 700, 450, 350);
win3.setTitle("Window 3");
win3.showTextToolbar(true);
controller.show(win3);

application.sleep(2000);
win3.toBack();
application.sleep(2000);
win1.toFront();
```

toFront

void **toFront()**

Bring this window in front of other windows, if possible.

Returns

void

Sample

```
var win1 = application.createWindow("Window 1", JSWindow.WINDOW, null);
win1.setInitialBounds(200, 200, 450, 350);
win1.setTitle("Window 1");
win1.showTextToolbar(false);
controller.show(win1);

var win2 = application.createWindow("Window 2", JSWindow.WINDOW, null);
win2.setInitialBounds(500, 500, 450, 350);
win2.setTitle("Window 2");
win2.showTextToolbar(false);
controller.show(win2);

var win3 = application.createWindow("Window 3", JSWindow.WINDOW, null);
win3.setInitialBounds(650, 700, 450, 350);
win3.setTitle("Window 3");
win3.showTextToolbar(true);
controller.show(win3);

application.sleep(2000);
win3.toBack();
application.sleep(2000);
win1.toFront();
```