

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

controller	controller Get the current controller from the window/dialog.
Boolean	resizable Gets/Sets whether or not this window can be resized by the user (default true).
Boolean	storeBounds Tells whether or not the bounds of this window should be stored/persisted (default false).
String	title Gets/Sets the title text.
Boolean	undecorated Gets/Sets the undecorated property.

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	resetBounds() Deletes the window's currently stored bounds.
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);
myWindow.show(forms.myForm);
```

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);
myWindow.show(forms.myForm);
```

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);
myWindow.show(forms.myForm);
```

Property Details

controller

Get the current controller from the window/dialog.

Returns

[controller](#)

Sample

```
var formName = application.getWindow('test').controller.getName();
```

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;
}
```

storeBounds

Tells whether or not the bounds of this window should be stored/persisted (default false).

If true, the window's bounds will be stored when the window is closed. Stored bounds will be used when the window is shown again instead of initialBounds.

For non resizable windows, only location is stored/persisted.

Returns

[Boolean](#)

Sample

```
var win1 = application.createWindow("Window 1", JSWindow.DIALOG, null);
win1.setInitialBounds(200, 200, 450, 350);
win1.resizable = false;
win1.storeBounds = true;
win1.title = "Window 1";
controller.show(win1);
```

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);
```

undecorated

Gets/Sets the undecorated property.

If set then this window will not have any decoration and can't be moved/resized or closed.

Returns

[Boolean](#) - if this window will be undecorated

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 undecorated = "Undecorated: " + someWindow.isUndecorated() + "\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 + undecorated + "\n"
var closeMsg = "Press 'Ok' to close this dialog."

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

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 undecorated = "Undecorated: " + someWindow.isUndecorated() + "\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 + undecorated + "\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 undecorated = "Undecorated: " + someWindow.isUndecorated() + "\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 + undecorated + "\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 undecorated = "Undecorated: " + someWindow.isUndecorated() + "\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 + undecorated + "\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 undecorated = "Undecorated: " + someWindow.isUndecorated() + "\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 + undecorated + "\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 undecorated = "Undecorated: " + someWindow.isUndecorated() + "\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 + undecorated + "\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 undecorated = "Undecorated: " + someWindow.isUndecorated() + "\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 + undecorated + "\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 undecorated = "Undecorated: " + someWindow.isUndecorated() + "\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 + undecorated + "\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;
}

```

resetBounds**void** **resetBounds()**

Deletes the window's currently stored bounds. It will only affect the next show of the window.

Returns**void**

Sample

```
var win1 = application.createWindow("Window 1", JSWindow.DIALOG, null);
win1.title = "Window 1";
win1.setInitialBounds(200, 200, 400, 600);
win1.storeBounds = true;
if (newSolutionVersion) win1.resetBounds();
win1.show(forms.myform);
```

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 (what first show means depends on storeBounds property).

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();
```