

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 relative 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.

Will return false when the form can't be removed, this can happen in certain situations:

- 1> The form is visible,
- 2> The form is executing a function (is actively used),
- 3> There are references to this form by a global variable/array,
- 4> If the form has a separate foundset with edited records that can't be saved (for example autosave is false)

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();
```