

JSMethod

Property Summary

String [#code](#)
The full source code of this method (including doc and function declaration).

Boolean [#showInMenu](#)
Flag that tells if the method appears or not in the "Methods" menu of Servoy Client.

Method Summary

Object[] [#getArguments\(\)](#)
gets the argument array for this method if that is set for the specific action this method is taken from.

String [#getName\(\)](#)
The name of the method.

UUID [#getUUID\(\)](#)
Returns the UUID of the method object

Property Details

code
The full source code of this method (including doc and function declaration).

Returns

String

Sample

```
var method = form.newFormMethod('function original() { application.output("Original function."); }');
application.output('original method name: ' + method.getName());
application.output('original method code: ' + method.code);
method.code = 'function changed() { application.output("This is another function."); }';
method.showInMenu = false;
var button = form.newButton('Click me!', 10, 10, 100, 30, method);
```

showInMenu
Flag that tells if the method appears or not in the "Methods" menu of Servoy Client.

Returns

Boolean

Sample

```
var method = form.newFormMethod('function original() { application.output("Original function."); }');
application.output('original method name: ' + method.getName());
application.output('original method code: ' + method.code);
method.code = 'function changed() { application.output("This is another function."); }';
method.showInMenu = false;
var button = form.newButton('Click me!', 10, 10, 100, 30, method);
```

Method Details

getArguments

Object[] [getArguments\(\)](#)

gets the argument array for this method if that is set for the specific action this method is taken from. Will return null by default. This is only for reading, you can't alter the arguments through this array, for that you need to create a new object through `solutionModel.newMethodWithArguments(..)` and assign it again.

Returns

Object[] – Array of the arguments, null if not specified.

Sample

```
var frm = solutionModel.getForm("myForm");
    var button = frm.getButton("button");
    // get the arguments from the button.
    // NOTE: string arguments will be returned with quotes (comp.onAction.getArguments()[0] == '\foo\' evals to true)
    var arguments = button.onAction.getArguments();
    if (arguments && arguments.length > 1 && arguments[1] == 10) {
        // change the value and assign it back to the onAction.
        arguments[1] = 50;
        button.onAction = solutionModel.newMethodWithArguments(button.onAction,arguments);
    }
```

getName

String getName()

The name of the method.

Returns

String – A String holding the name of this method.

Sample

```
var method = form.newFormMethod('function original() { application.output("Original function."); }');
application.output('original method name: ' + method.getName());
application.output('original method code: ' + method.code);
method.code = 'function changed() { application.output("This is another function."); }';
method.showInMenu = false;
var button = form.newButton('Click me!', 10, 10, 100, 30, method);
```

getUUID

UUID getUUID()

Returns the UUID of the method object

Returns

UUID

Sample

```
var method = form.newFormMethod('function original() { application.output("Original function."); }');
application.output(method.getUUID().toString());
```