

EDTTX\$ - Display Text Edit Dialogue Box on GX

The EDTTX\$ routine is available to display a Text Edit Dialogue Box on a GX window.

1. Invocation

To display a Text Edit Dialogue Box code:

```
CALL EDTTX$ USING cb text [op]
```

where *cb* is a control block of the following format:

```
01  CB
02  CBLIN          PIC 9(4) COMP      * length of text to a max of 32500
02  CBLIN          PIC 9(4) COMP      * line of window
02  CBCOL          PIC 9(4) COMP      * and column number
02  CBWID          PIC 9(4) COMP      * and initial width
02  CBDEP          PIC 9(4) COMP      * and initial depth
02  CBTIT          PIC X(132)         * title to a max of 132
02  CBID           PIC X(4)           * Window id
02  CBNAME        PIC X(8)           * Window name
02  CBDISP        PIC 9 COMP          * 0 = normal editable window
                                * 1 = display only window
02  CBBTN         PIC 9(2) COMP      * Number of buttons 0-5
02  CBBTXT OCCURS 5 PIC X(10)        * Text for up to 5 buttons
02  CBBRTN        PIC 9(2) COMP      * Index of button returned
```

and *text* is the text buffer. The optional *op* block is only recognised by GSM SP-16, or higher:

```
01  OP
02  OPVERS        PIC 9(4) COMP      * Block version number (must be 1)
    VALUE 1
02  OPCURS        PIC 9(2) COMP      * Cursor position on entry
                                * 1 = Position of cursor at end of text
                                * 2 = Position cursor on first free line
```

2. STOP Codes and Exception Conditions

The following STOP codes may be generated by EDTTX\$:

STOP code	Description

13701	EDTTX\$ has been called by an application that is not running on GX.
13702	An invalid number of buttons has been is specified (CBBTN is higher than 5).
13704	CBLEN is not in the range 1 to 32500
13712	The OPVERS field contains an invalid value (i.e. not 1)

The following exception conditions may be returned by EDTTX\$:

EXIT code	\$\$COND	Description
13701	1	The operator cancelled the edit.
13702	2	Insufficient 32-bit memory available to build the GX control block

3. Programming Notes

EDTTX\$ is only available when running on GX. Any attempt to use EDTTX\$ on a non-GX terminal will result in a STOP code.

Buttons are only considered in display-only mode. The number of buttons must be specified in this mode. If CBBTN is set to 0 then no special buttons are created used and the "default" OK and Cancel buttons are displayed as standard. If special buttons are used then no default buttons will be displayed. The index of the button selected will be returned in CBBRTN. If a button is set to SPACE's it is regarded as an uninitialised button and is not displayed.

The optional *op* block is only recognised by GSM SP-16, or later. Any attempt to call EDTTX\$ with 3 parameters on GSM SP-15, or earlier, will result in an PARAMETER STACK exception. By default the cursor is placed at the first character of the text block. The *op* block can be used to set the cursor at the end of the text block; or at the start of the next free line immediately after the text block.

4. Examples

[EXAMPLE REQUIRED]

5. Copy-Books

None.

6. See Also

RCHTX\$ Display (rich-text) Text Edit Dialogue Box on GX