

GXNFW\$ - Set Numeric Field Window

The GXNFW\$ routine can be used to identify a window as "Numeric Field Window".

1. Invocation

To identify a window as "Numeric Field Window" code:

```
CALL GXNFW$ USING [wi]
```

where *wi* is an optional PIC X(2) field, or literal, that specifies the window-id. If *wi* is not specified the **next window** to be displayed is treated as a "Numeric Field Window".

2. STOP Codes and Exception Conditions

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

STOP code	Description
23944	GXNFW\$ has been called by an application that is not running on GX.
23945	An attempt has been made to call GXNFW\$ on an incompatible version of GX. The version of GX must be V2.8e, or later

No exception conditions are returned by GXNFW\$.

3. Programming Notes

GXNFW\$ is only available when running on GX V2.8e, or later. GXNFW\$ is only available with GSM SP-9, or later.

The GXNFW\$ routine has been introduced to improve the look of windows which are composed entirely of numeric fields. Such windows are termed Numeric Field Windows. The default small field length settings distort Numeric Field Windows because GX sizes the font based on the size of the '0' character which guarantees that all numeric fields will fit on the window regardless of the font being used. If the small field length settings are set to 0 for Numeric Field Windows then the distortion problem is fixed and all the fields fit except when a field margin is in use.

The GXNFW\$ routine merely informs GX that the window specified is a Numeric Field Window. GX will reset the small field length and margin settings to 0 for all Numeric Field Windows.

The window-id parameter **must** be a 2-character window-id. It must not be the pointer to a Window Definition control block. For example, the following code is correct:

```
CALL GXNFW$ USING "W1"  
ENTER WINDOW W1
```

The following code is incorrect and will not have the desired effect:

```
CALL GXNFW$ USING W1
```

ENTER WINDOW W1

4. Examples

[EXAMPLE REQUIRED]

5. Copy-Books

None

6. See Also

None.