

GXSBT\$ - Set Button Text on Current GX Window

The GXSBT\$ routine is used to set the text on a button within the current window. This routine can also be used to send the Hover Text if the button has been coded as an Iconic Button.

1. Invocation

To set the text, or hover text, on a button code:

```
CALL GXSBT$ USING bt text
```

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

01	BT			
02	BTVERS	PIC 9(2)	COMP	* Version number of BT block * must be set to 1 or 2
02	BTID	PIC 9(4)	COMP	* The function number of the button
02	BTINX	PIC 9(2)	COMP	* Normally set to zero * but can be used to indicate * the button index if two, or more, * buttons have the same function number

and *text* is the zero-terminated text, or hover text, for the button. For a normal button, if the text string just contains a byte of binary-zero the button will be removed. For an Iconic Button, if the text string just contains a byte of binary-zero the hover text will be removed.

An alternative, and simpler, way to remove a button is to code:

```
CALL GXSBT$ USING bt
```

where *bt* is the control block described above.

2. STOP Codes and Exception Conditions

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

STOP code	Description
23911	GXSBT\$ has been called by an application that is not running on GX.
23912	Unknown version of BT control block (i.e. BTVERS does not contain 1 or 2)
23913	Button text-string is too long
23914	Incompatible version of GX
23915	No buttons are displayed on the current window
23916	The specified button is not displayed on the current window
23917	The selected Accelerator Character is already in use
23918	Unspecified error from GX

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

EXIT code	\$\$COND	Description
23912	12	Unable to allocate temporary work page

3. Programming Notes

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

Version-1 Text Format

The following rules apply when BTVERS=1.

For normal buttons, the Accelerator Character is defined as the **first** upper-case letter in the text-string. The text-string is always converted so the first letter in each word that appears on the button is converted to upper-case. For example:

Text string	Button text
example	Example
Example	<u>E</u> xample
eXample	Ex <u>a</u> mple
example two	Example Two
example tWo	Example <u>T</u> wo
eXample tWo	Ex <u>a</u> mple tWo

The automatic upper-case conversion of the first letter of each word only occurs until the Accelerator Character is encountered in the string. No characters **after** the Accelerator Character are converted. Thus:

Desired button text	Actual text string
Abcd EfgH	abcd efgH
Abcd efgH	Not possible using the existing methodology
<u>Abcd</u> EfgH	Abcd EfgH
<u>Abcd</u> efgH	Abcd efgH
Ab <u>cd</u> EfgH	abCd EfgH
Ab <u>cd</u> efgH	abCd efgH
Abcd <u>EfgH</u>	abcd EfgH
Abcd <u>efgH</u>	Not possible using the existing methodology
Abcd Efg <u>H</u>	abcd efGH
Abcd efg <u>H</u>	Not possible using the existing methodology

Version-2 Text Format

The following rules apply when BTVERS=2. This option is only available with GSM SP-34, or later; and GX V4.7e, or later.

As described above, the version-1 algorithm does not allow some specific button-text formats to be specified (e.g. button-text strings that start with a lower-case letter). If BTVERS is set to 2 the text string is passed **unchanged** to the Windows button control. In this case, the accelerator (access) characters must be passed in the format expected by Windows as explained here:

[https://msdn.microsoft.com/en-us/library/aa983581\(v=vs.71\).aspx](https://msdn.microsoft.com/en-us/library/aa983581(v=vs.71).aspx)

In a nut-shell, prefix the accelerator letter by the ampersand (&) character. To include the ampersand character itself in the string, use a "&&" combination. The results will be unpredictable if two, or more, non-consecutive "&" characters are included in the text-string; or if a "&" character appears before a non-alphabetic character.

For example:

Text string	Button text
&Print	<u>P</u> rint
E&xit	Ex <u>i</u> t
un&do	un <u>d</u> o
un&Do	un <u>D</u> o
&Jack&&Jill	<u>J</u> ack&Jill
Jack&&&Jill	Jack& <u>J</u> ill

4. Examples

[EXAMPLE REQUIRED]

5. Copy-Books

None.

6. See Also

GXSBC\$ Set button text on specific window.