

RECDS\$ - Display Fixed Length Records on GX

The RECDS routine can be used to display a number of fixed length records within a GX window.

1. Invocation

To display a block of fixed length records in a window on GX code:

```
CALL RECDS$ USING di rec
```

where *rec* is the buffer containing all the records and *di* is a control block of the following format:

```
01  DI
02  DINREC      PIC 9(4) COMP      * Number of records
02  DIRECL     PIC 9(4) COMP      * record length
02  DILIN      PIC 9(4) COMP      * line of window
02  DICOL      PIC 9(4) COMP      * and column number
02  DIWID      PIC 9(4) COMP      * window length
02  DIDEP      PIC 9(4) COMP      * and initial depth
02  DITIT      PIC X(132)         * title to a max of 132
02  DIID       PIC X(4)           * Window id
02  DINAME     PIC X(8)           * Window name
02  DIBTN      PIC 9(2) COMP      * Number of buttons (0-5)
02  DIBTXT OCCURS 5 PIC X(10)     * Text for up to 5 buttons
02  DIBRTN     PIC 9(2) COMP      * Index of button returned
```

2. STOP Codes and Exception Conditions

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

STOP code	Description
13901	RECDS\$ has been called on a non GX screen.
13902	The DIBTN field is not in the range 0 to 5.
13903	The DIRECL field is not in the range 1 to 128.

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

EXIT code	\$\$COND	Description
13901	01	The Record Display Window was cancelled by the operator.
13902	02	Insufficient memory to allocate a work buffer

3. Programming Notes

The record length is limited to 128 characters. The total block length is limited to 64Kb.

The number of buttons must be specified. If set to 0 then no special buttons are used and the OK and Cancel buttons are displayed as standard. If special buttons are used then no default buttons will be generated. The index of the button selected is returned in DIBRTN. If a the button-text is set to SPACES it is considered an un-initialised button and is not displayed.

4. Examples

None.

5. Copy-Books

None (although there should be).

6. See Also

None.