

textfield

keys:	id	<number>	define which textfield to use
	in	<number>	place textfield in specified panel
	name	'<text>'	specify a name for a textfield
	begins	'<text>'	specify the <i>interaction begins</i> action for a textfield
	changes	'<text>'	specify the <i>state change</i> action for a textfield
	ends	'<text>'	specify the <i>interaction ends</i> action for a textfield
	contents	'<text>'	replace the contents of a textfield with the text
	append	'<text>'	add the text to the existing contents of a textfield
	prior	'<text>'	insert the text in front of the existing contents of a textfield
	length	<number>	specify maximum number of characters in a textfield
	value	<number>	replace the contents of a textfield with the number
	assign	'<text>'	assign the contents of a textfield to the specified variable
	position	<x>, <y>	position a textfield on its panel
	size	<x>, <y>	define a minimum x and y size for a textfield
	tab	<number>	define the 'tab-target' of a textfield
	background	<number>	number of textfield background colour
	foreground	<number>	number of textfield foreground colour
options:	create		create a textfield
	destroy		destroy a textfield
	clear		clears the contents of the current textfield
	execute		executes the contents of the current textfield
	immediately		executes the contents of the textfield immediately when used with the <i>execute</i> option
	activate		activates a textfield, ready to accept input
	wp/wp off		write-protects a textfield/ turns off write-protection

The **textfield** command controls the creation and operation of the Semper 6 *Plus* textfield element. For a description of Semper 6 *Plus* elements, refer to the *User Interface Guide* and *Tutor User Guide* contained in the *Semper 6 Guide*.

textfield

Examples

```
textfield create name 'Commands' length 10
```

This command creates a new textfield with the name *Commands* on the current panel. The textfield has space for a maximum of 10 characters. The default values for positioning the textfield are used.

```
textfield assign 'con'
```

This command assigns the contents of the current textfield to the variable *con*. Note that you must specify a variable name in quotes, otherwise the variable is evaluated. The contents of the textfield must be a valid numeric expression.

Description

A textfield is placed on a panel and you can type text into it from the keyboard. The contents of a textfield can be executed as a Semper 6 *Plus* command. The following diagram illustrates a textfield.

Name:

You create a Semper 6 *Plus* textfield using the **create** option and remove a textfield using **destroy**. Use the **id** key to define a textfield to act upon. The *active textfield* accepts input that you type at the keyboard. A textfield is made *active* when:

- it is first created; the latest textfield to be created is activated by default
- it is activated explicitly using **activate**
- it is activated using the mouse

You can define the contents of a textfield using the keys **clear**, **contents**, **append**, **prior**. Use the **contents** key to replace the contents of the current textfield with a specified text string. Use the **append** key to add text to the end of the existing contents of a textfield and the **prior** key to insert text before the existing contents. Use the **clear** option to clear the contents of the textfield.

The **execute** option causes the contents of a textfield to be executed *as if they were entered at the keyboard*. It is important to remember this point if you are using a **textfield...execute** command within a run file or library program. For example, consider the following fragment of a library program:

```
textfield id tx contents 'display 1' execute
display 2
return
end
```

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After executing the **textfield** command, Semper 6 *Plus* executes the **display 2** command and not the **display 1** command that is contained in the textfield. The **display 1** command is only executed at the end of the library program. In order to execute the command that is contained in a textfield immediately (as if the **textfield** command is a library command executing the textfield contents) you need to specify the **Immediately** option. For example, if the previous command sequence is changed to the one given below, then picture 1 is displayed before picture 2:

```
textfield id tx contents 'display 1' execute immediately
display 2
return
end
```

The command **textfield...assign** evaluates the contents of a textfield as a numeric expression and stores the results in the named Semper variable. You must specify the name of the variable in quotes. The **value** key replaces the contents of the current textfield with the value of a specified numeric expression.

A textfield can go through the following transitional states:

- *interaction begins*
- *state changes*
- *interaction ends*

You define the action taken for each of these states using the **begins**, **changes** and **ends** keys. These keys allow you to specify as text the commands, keys and options to be executed by Semper when interaction with a textfield begins or ends, or a textfield changes state. The following table shows how to initiate a **begins**, **changes** or **ends** action for a textfield.

activate textfield	change contents of a textfield	enter text and select
begins	changes	end

Use the **length** key to define how many characters can be entered into a textfield. If you exceed this self-defined limit, Semper does not give an error but truncates the string to the specified number of characters. You can only alter the length of a textfield when the panel containing the textfield is not showing. You can name a textfield using the **name** key. This allows you to identify the purpose of a textfield on a panel.

Use the **tab** key to define another textfield as the 'tab target' of the current textfield. The 'tab target' is the textfield that is selected when the current textfield is active and you press the <TAB> key. This key allows you to define a form using textfields.

Semper 6 Command Reference

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You can change the attributes of a textfield using the **size**, **foreground** and **background** keys. The **size** key determines the minimum size of a textfield. Use **foreground** and **background** to change the foreground and background colours of a textfield.

Notes

variables used: *eno* (textfield number, if **id** not specified)
 pno (panel number, if **In** not specified)
variables set: *eno* (set by the **create** option to the textfield identifier number)
see also: **ceii**, **panel**

Defaults and Ranges

keys/options	defaults	range
id	current textfield, held in variable <i>eno</i>	valid textfield number
In	current panel, held in variable <i>pno</i>	valid panel number
name	<i>none</i>	text string
begins	<i>none</i>	text string containing valid Semper commands
changes	<i>none</i>	text string containing valid Semper commands
ends	<i>none</i>	text string containing valid Semper commands
contents	<i>none</i>	text string
append	<i>none</i>	text string
prior	<i>none</i>	text string
length	5	integer: range is machine dependent
value	<i>none</i>	valid numeric expression
assign	<i>none</i>	valid variable name in quotes
position	position 0,0	within bounds of panel (integers)
size	Semper determines textfield size	within bounds of panel (integers)
tab	<i>none</i>	valid textfield identifier
background	background colour of panel	integer: range is machine dependent
foreground	foreground colour of panel	integer: range is machine dependent