

July 24, 2013

Fitrix Technical Paper – Assigning color to cells in a screen table

This document describes how to assign colors to text and background in individual cells within a table on an Fitrix form

1. Assume a table exists in a .per file with a screen type of header/detail, with a screen record of:

```
screen record s_groupd[10] (stxactgd.acct_no, stxactgd.department,  
    stxchrtr.acct_desc)
```

2. Assume the program array for this screen record is:

```
p_xactgd array[100] of record      # Record like the screen1 screen  
    acct_no like stxactgd.acct_no,  
    department like stxactgd.department,  
    acct_desc like stxchrtr.acct_desc  
end record,
```

3. Add the following record definition to the globals.4gl

```
p_xactgd_attr array[100] of record      # Record like the screen1 screen  
    acct_no String,  
    department String,  
    acct_desc String  
end record,
```

4. In the detail.4gl, function lld_input(), at the begin_input tag, add the following code:

```
before input  
    let next_action = null  
    call DIALOG.setArrayAttributes("s_groupd", p_xactgd_attr)
```

This attaches the attributes array 'p_xactgd_attr' to the screen array

5. You can now add business logic, typically executed as the program array data is loaded (at the 'screen_record_prep' tag, for example), to set color attributes at the same time:

Setting Text Color:

```
if p_xactgd[n].acct_no = 1000 then  
    let p_xactgd_attr[n].acct_no = "red"  
else  
    let p_xactgd_attr[n].acct_no = "green"  
end if
```

This sample sets the color of the text in the specific row/column to either red or green. If you want to set the color for ALL columns in the row, execute the above statement for EACH column in the row.

Setting Background Color:

```
if p_xactgd[n].acct_no = 1000 then
  let p_xactgd_attr[n].acct_no = "red reverse"
else
  let p_xactgd_attr[n].acct_no = "green reverse"
end if
```

This sample sets the color of the background in the specific row/column to either red or green.

6. If you choose to dynamically set color attributes as data is entered by the user, after setting the attributes, execute the following 4GL statement to refresh the colors:

```
call ui.Interface.refresh()
```