

Thoroughbred[®] Script-IV[™]

Developer Guide



Version 8.6.0

285 Davidson Ave., Suite 302 • Somerset, NJ 08873-4153
Telephone: 732-560-1377 • Outside NJ 800-524-0430
Fax: 732-560-1594

Internet address: <http://www.tbred.com>

Published by:
Thoroughbred Software International, Inc.
285 Davidson Ave., Suite 302
Somerset, New Jersey 08873-4153

Copyright © 2007 by Thoroughbred Software International, Inc.

All rights reserved. No part of the contents of this document
may be reproduced or transmitted in any form or by any means
without the written permission of the publisher.

Document Number: SD8.6.0M101

The Thoroughbred logo, Swash logo, and Solution-IV Accounting logo, THOROUGHbred, IDOL, OPEN WORKSHOP, and VIP VISUAL IMAGE PRESENTATION are registered trademarks of Thoroughbred Software International, Inc.

Thoroughbred Basic, Thoroughbred Environment, OPENworkshop, T-WEB, IDOL-IV, Inquire-IV, Dictionary-IV, Script-IV, Report-IV, Query-IV, Source-IV, TS Network DataServer, TS ODBC DataServer, TS ODBC R/W DataServer, TS ORACLE DataServer, TS DataServer for MS SQL Server, TS XML DataServer, VIP (Visual Image Presentation), VIP for Dictionary-IV, VIP, GWW, Gateway for Windows™, TS ChartServer, TS ReportServer, TS WebServer, TbredComm, WorkStation Manager, Solution-IV, Solution-IV Reprographics, Solution-IV ezRepro, TS/Xpress, and DataSafeGuard are trademarks of Thoroughbred Software International, Inc.

MS-DOS, Xenix, Windows, Microsoft Windows 2000, NT, and XP, Windows 2003 Server and MS SQL Server are trademarks of Microsoft Corp. IBM, IBM PC, OS/2, PS/2, and PC-DOS are trademarks of International Business Machines Corp.

DEC, OPEN VMS, and ULTRIX are trademarks of Digital Equipment Corp.

UNIX is a trademark licensed exclusively through X/Open Company

LTD.Novell is a registered trademark of Novell, Inc.

Oracle is a registered trademark of Oracle Systems Corporation

InstallShield is a registered trademark of Stirling Technologies, Inc.

Other names, products and services mentioned are the trademarks or registered trademarks of their respective vendors or organizations.

INTRODUCTION

Thoroughbred IDOL-IV is an application development environment that contains a set of integrated tools designed to remove much of the burden from programming. Thoroughbred Script-IV is a high-level programming language included in the IDOL-IV product set.

Operating System Support: UNIX, Linux, OpenVMS, and Windows
For specific information, please contact your Thoroughbred Sales Representative.

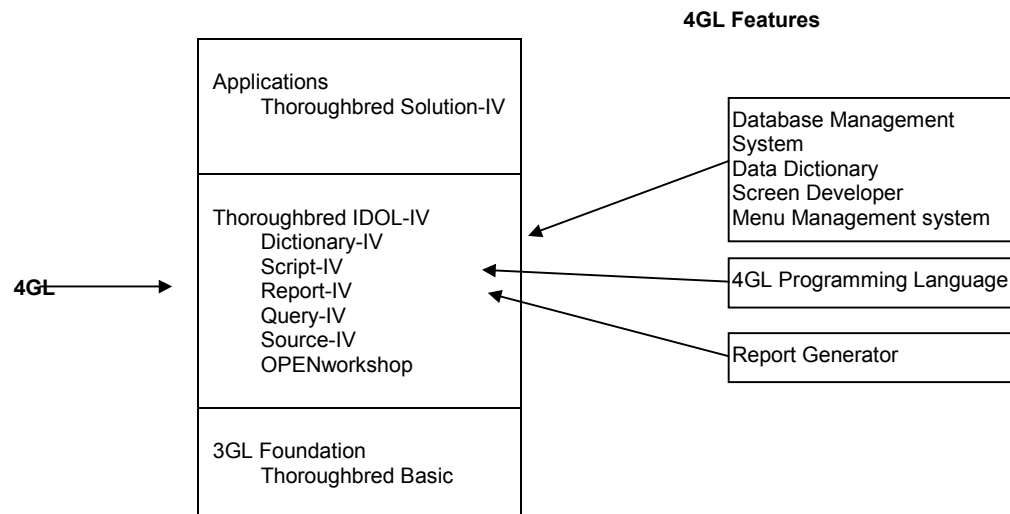
What is a Fourth Generation Language?

Fourth Generation Languages (4GLs) are often described as high-productivity languages, since this best describes their overall goal. These languages deliver this degree of improvement by providing a powerful set of development tools of which the programming language is an integral part.

A 4GL is not a language in the classical sense of programming languages. Instead, it is a system of integrated tools designed to be used for developing interactive, on-line, multi-user business applications. These development tools include:

- Database Management System
- Data Dictionary
- Screen Developer
- Menu Management System
- Report Generator
- 4GL Programming Language

4GL Development Tools



A 4GL enables rapid development of code and performs much of the general housekeeping associated with programming in a lower generation language. Thoroughbred IDOL-IV meets the definition of a Fourth Generation Language.

IDOL-IV

Thoroughbred IDOL-IV is a family of products that together provide a complete 4GL (fourth generation language) environment for the development of business application software.

Overview

IDOL-IV separates application logic from application data. The process executes 4GL Script-IV code and 3GL code (using Dictionary-IV API's) and makes reference to Dictionary-IV for all data items, data file definitions, screen designs, and user messages. These definitions are external to the application logic.

Components

Dictionary-IV

Is the system dictionary. It is a DBMS (Database Management System), which provides the foundation for the Thoroughbred IDOL-IV family of products. It also contains the public programs known as Dictionary-IV APIs.

Script-IV

Provides the 4GL procedural language constructs required for developers to build applications quickly. It uses structured, concise English-like commands that allow you to create applications using less code.

Report-IV

Is a comprehensive report generator. It runs with Dictionary-IV, which defines the type and location of data items. Report-IV combines data from multiple files, file structures, file systems, and operating systems. It can access applications across multiple machines.

Query-IV

Allows the software developer to place a query management system in the hands of the end-user. It is based on the industry standard SQL (Structured Query Language). Queries can be stored and retrieved later and can be transferred to a Report-IV format. Query-IV runs with Dictionary-IV, which defines the type and location of data items. The output may also be directed to Thoroughbred Gateway for Windows for further processing by any workstation-based application under Microsoft Windows.

Source-IV

Is a source code management system. Its editor has many advantages over the native Script-IV editor, including:

- An elegant interface with advanced editing functions.
- Source-code management capabilities.
- Edit histories that enable you to track and undo changes.

OPENworkshop

OPENworkshop is an object-oriented development environment. Object-oriented programming focuses on data objects and the operations that you perform on them. There is no longer a need to copy existing processes.

With OPENworkshop, Dictionary-IV applications are immediately applicable to object-oriented technology. The benefits of this technology are:

- Increased productivity in development.
- Increased productivity in maintenance.

There is not a main program. The information content and structure is implemented as Dictionary-IV Formats. The operations are implemented as Methods, which are procedural code written in Script-IV or Thoroughbred Basic and associated with the data object.

The CONNECT functions provide the interconnections between the data and the functional options available to the user.

- **CONNECT** Directive that allows for "connections" to be made from one object to another. A **CONNECT** may be made directly. For example: a Menu can **CONNECT VIEW** to display a defined View. It can also be made through a **METHOD**, which contains procedural code that modifies the behavior of the **CONNECT**. A **CONNECT** can be invoked at pre- or post- processing stages of data entry, or when defined function keys are used.
- **METHOD** Thoroughbred Basic or Script-IV code that can be associated with OPENworkshop objects. Typically, Methods will be associated with pre- or post-processing of data in Screens or Views, or may be invoked as I/O Triggers associated with a Link.

Overview of Thoroughbred Script-IV

Script-IV is a fourth-generation programming language that provides a set of structured commands. The language was designed to be concise but comprehensive. Because the commands are based on English language constructs, most software developers find them easy to learn and easy to remember.

The language enables developers to write task-oriented code. A script tells the system what to do but it does not necessarily specify how to do it. Script-IV determines how to manage most of the details.

For example, suppose that you want to write a script that will close all open purchase orders with a balance of less than 500 dollars. The following Script-IV code fragment accomplishes that task:

```
PRINT SCREEN POCHECKS
CHANGE PODATA USING
  KEY RANGE FROM FIRST TO LAST
  SELECT WHEN STATUS = "OPEN" AND
    PURCHASE-AMOUNT <500
  PROCESSING IS CLOSE-PORDERS
```

The sample code above uses system resources defined in Dictionary-IV. Script-IV can access the Dictionary-IV database and system dictionary, which contain the following system resources:

- Format** defines the format of a logical group of data or the physical record layout of a data file.
- View** defines a way of specifying and displaying multiple data records.
- Help** defines context-sensitive, on-line help for menus, data entry, and messages.
- Screen** defines a screen that is displayed on the terminal. The sample code fragment above uses the **POCHECKS** screen.
- Link** specifies a sort, text, or data file and links it to a format, screen, or view. The sample code fragment above uses the **PODATA** link.
- Menu** provides a list of items to select.
- Messages** contain common messages that can be used by scripts.

These resources enable developers to write terse code and enable Script-IV to manage the implicit details, such as how information will be displayed. Because Script-IV was designed as a flexible language, developers can override Dictionary-IV defaults and specify explicit sets of instructions. For more information on the resources listed above see to the Dictionary-IV Developer Guide.

Script-IV works in concert with other IDOL-IV components. Developers can use Source-IV to write, compile, and edit scripts. A script can execute reports created under Report-IV and execute queries created under Query-IV.

Script-IV was designed to provide alternatives to third-generation programming techniques, but it also provides an interface to the Thoroughbred Basic third generation language. Developers can migrate existing Thoroughbred Basic applications to Script-IV or use scripts to integrate existing Thoroughbred Basic programs with Script-IV.

Script-IV was designed to help developers create, maintain, and enhance applications:

- Script-IV enables developers to produce readable, self-documenting code.
- Script-IV is dictionary-driven. Resources can be defined once in a common dictionary and shared among applications. If a developer needs to change a resource definition, the change applies to every script that uses the definition.
- Script-IV supports a multiple spoken-language interface.
- Script-IV can be run with Thoroughbred VIP and Gateway for Windows for display and full use under the Microsoft Windows graphical user interface.

Software Conventions

The following software conventions are common to Script-IV and other Thoroughbred products.

Screen Navigation

If you are running VIP (Visual Image Presentation) for Dictionary-IV, you can use your mouse to click or double-click on your selections.

If you are not running VIP, you can move through your character-based application by using arrow keys, tab keys, function keys, and character keys (0-9 and A-Z).

Function Keys

Function keys available in all Thoroughbred products:

F4 ends an operation or exits a function

F6 displays on-line help in a window.

Menus

Thoroughbred Script-IV is controlled through a series of menus, which provide an easy way to review and select options. For more information on how to select options from menus see the Dictionary-IV Reference Manual.

Printing

For information on system printers, please refer to Volume III of the Dictionary-IV Reference Manual.

How These Manuals are Organized

The following subsections provide an introduction to Script-IV printed documentation.

Script-IV Developer Guide

The Script-IV Developer Guide can serve as an introduction to IDOL-IV concepts and a user guide for programmers learning Script-IV. This manual assumes that you have some experience with a programming language such as Thoroughbred Basic or experience with a fourth-generation programming language. Familiarity with Dictionary-IV concepts is helpful but not assumed.

The Script-IV Developer Guide contains the following information:

Introduction	This chapter summarizes the contents of the manual, describes concepts and conventions common to IDOL-IV products, and provides information on further services available from Thoroughbred Software International.
Creating Scripts	This chapter describes the tools you can use to build scripts, how to structure a script, the various types of scripts, and how scripts are managed in memory.
Script-IV Tips and Techniques	This chapter contains information on advanced data handling techniques.
Compiling Scripts	This chapter describes how to compile scripts. It includes information on how to manage compilation errors and a list of error messages.
Sample Scripts	This chapter contains a set of sample scripts that illustrate how you can use Script-IV to solve common programming problems.
Glossary	This chapter includes definitions of terms used in this manual. These terms are common to IDOL-IV and Script-IV.

Script-IV Language Reference

The Script-IV Language Reference is a reference manual for Script-IV programmers. It contains the following information:

Introduction	This chapter describes the scope of the information contained in this volume.
Script-IV Language	This chapter contains a complete description of each Script-IV command and variable.
Thoroughbred Basic Elements	This chapter contains information about Thoroughbred Basic directives, functions, and variables.
Glossary	This chapter includes definitions of terms used in this manual. These terms are common to IDOL-IV and Script-IV.

Documentation Conventions

The following documentation conventions are common to Script-IV printed documentation.

Keyboard Designation

Keys on the keyboard are identified in bold type. For example: Press the **Enter** key to make a selection or press the **F4** key to exit.

Prompts and Messages

Software prompts and messages are shown in bold type. For example:

```
RETURN-Select, F4-END  
Save Changes (Y/N)
```

Responses

Information you must type appears in bold type. It should be typed exactly as shown. For example:

Type **John Smith** and press the **Enter** key.

Options you may select also appear in bold type.

Notational Symbols

CAPITALS	Words in boldface CAPITALS mark the beginning of a command.
<i>CAPITALS</i>	Words in CAPITAL letters are keywords and must be entered as shown.
<i>CAPITALS</i>	Words in italic <i>CAPITALS</i> are optional for script readability and have no effect on command syntax.
[optional]	Elements contained in [square brackets] are optional syntactic elements.
lower case	Elements shown in lower case letters identify parameters that need further information or items to be supplied by the user.
<u>lower-case</u>	Words in underscored <u>lower case</u> letters indicate a more detailed explanation of a parameter.
...	An ellipsis indicates that the preceding element can be repeated.
	The vertical bar indicates that the user has a choice between two or more elements. At least one of the entries must be chosen unless the complete set of elements is enclosed in square brackets.

"value"	A value enclosed in quotation marks indicates a string value.
Punctuation and symbols	With the exception of the above symbols, all punctuation or relational symbols shown within a command format, such as commas, parentheses, semicolons, equal signs, and so on, are part of the syntax and must be included where shown.

Common Syntax Elements

Some commands in this manual refer to common syntax elements, which are explained in this section.

Expressions

An expression is two or more elements, consisting of constants, data names, variables, or functions, which interact with operators to form a new value. An expression can be used in conditions.

Operators in Expressions

+	addition or string concatenation
-	subtraction
*	multiplication
/	division
^ or **	exponentiation
()	grouping

Logical Conditions

A logical condition is two or more values, consisting of constants, data names, variables, functions, or expressions that interact with relational or logical operators to form either a true or false result.

Relational Operators in Conditions

=	equal to
>	greater than
<	less than
>= or =>	greater than or equal to
<= or =<	less than or equal to
<> or ><	not equal to
()	grouping

Special Operators in Conditions

=ALL *string-value*

Used to determine whether a string of any length contains repetitions of just one character. The first character of the *string-value* is used in the comparison. For example, **IF STRING_VALUES=ALL "A"** is true if **STRING\$_VALUE** contains only "A" characters.

LIKE "*partial-value*"

Partial equality. The **LIKE** operator can specify a string value that contains wildcards, which can match more than one character. The **LIKE** operator automatically pads its values to the correct length.

LIKE wildcards

* matches any string of characters (0 or more).

? matches any single character.

[A-Z] matches a range for a single character.

[AGCF] matches a single character in a list.

[wildcard] matches the specified wildcard character.

The [and] characters in wildcards are required. The * and ? wildcards perform case-insensitive comparisons.

Logical Operators in Conditions

AND logical AND (both true)

OR logical OR (either true)

Masks (Output Formats)

A mask specifies the format in which numeric output is displayed or printed. Masks enable you to specify the same format regardless of the size of the number. They also enable you to output financial symbols and characters, for example, \$5,632.04-, and to retain insignificant zeros, for example, output 1 as 1.00.

The syntax is:

number-element : "*mask*"

number-element is a numeric data element, formula, or multiple occurrence.

mask is one or more mask characters.

Each digit in the numeric value that is output must match up with a mask character. Mask characters determine the output. You can specify more mask characters than there are digits in the numeric value.

An insignificant zero is a leading or trailing zero. A floating character is output at the rightmost leading zero.

Valid mask characters are:

- 0** Outputs a digit from 0 to 9. When the digit is an insignificant zero, it outputs a 0.
- #** Outputs a digit from 0 to 9. When the digit is an insignificant zero, it outputs a space.
- .** Outputs a decimal point between digits. If the number is 0 and 0 is not used in the mask, it outputs a space.
- ,** Outputs a comma between digits if the digit to the left is a significant digit; it can only be used to the left of the decimal point.
- \$** Outputs a dollar sign.
- *** Outputs an asterisk when the digit is a leading zero.
- B** Outputs a minus sign if the number is negative, or a space if the number is positive. This mask character can be placed at the left or right of the mask. If placed to the left, it is a floating character.
- +** Outputs a plus sign if the number is positive, a minus sign if the number is negative, or a space if the number is zero. This mask character can be placed at the left or right of the mask. If placed to the left, it is a floating character.
- CR** Outputs a CR (to indicate a credit) if the number is negative, or 2 spaces if the number is positive. This mask character must be placed at the right of the mask.
- DR** Outputs DR (to indicate a debit) if the number is positive, a CR if the number is negative, or a space if the number is 0. This mask character must be placed at the right of the mask.
- (** Outputs a left parenthesis if the number is negative, or a space if the number is 0 or positive. This mask character must be placed at the left of the mask.
-)** Outputs a right parenthesis if the number is negative, or a space if the number is 0 or positive. This mask character must be placed at the right of the mask.
- B** Outputs a space.
- ????** Any characters other than the mask characters are placed in the specified position.

Thoroughbred Product Line

IDOL-IV	A fully integrated 4GL application development environment. IDOL-IV features a set of comprehensive 4GL programming productivity tools for the application developer.
Dictionary-IV	A relational database management system (RDBMS) that serves as a repository of information. It includes a data dictionary that enables developers to define screens, formats, links, data validation rules, and many other forms of vital application data. Once defined in Dictionary-IV, these resources can be reused.
Script-IV	A high-performance, structured-code 4GL language enabling quick application development. Script-IV enables developers to quickly develop prototypes.
Report-IV	A report writer that takes advantage of the power of Dictionary-IV. This tool helps the developer create complex reports across multiple files and file types. With flexible formatting commands the reports are well structured and easy to maintain.
Query-IV	An interactive query manager that enables end-users to create, run, and maintain their own sets of queries.
Source-IV	<p>A source code management system that includes a context-sensitive editor and compilation facilities. The editor enables the developer to create and review code quickly and easily, minimizing errors and development time.</p> <p>Source-IV was formerly called Thoroughbred Sourceror.</p>
Thoroughbred Basic	A 3GL programming language that provides presentation management, Thoroughbred Basic Windows, color, full screen editors, and access to multiple databases with foreign data types.
Dictionary-IV API Services	<p>Provides developers using Thoroughbred Business Basic with access to the Dictionary-IV data dictionary. By using API Services developers can increase productivity, reduce maintenance costs, and migrate to 4GL programming interfaces.</p> <p>The Dictionary-IV API Services were formerly called Thoroughbred Basic Public Programming Services.</p>
Thoroughbred Solution-IV	A multi-user, multi-company accounting package that provides solutions for general ledger, accounts payable, accounts receivable, fixed assets, inventory control, order processing, purchase ordering, and payroll.
Thoroughbred VIP	A family of software development products that runs under Microsoft Windows. The family includes VIP for Dictionary-IV and Gateway for Windows.

Services Provided by TSI

Thoroughbred Software International provides on-line documentation, printed documentation, support, and training.

On-line Documentation

From any IDOL-IV menu, help is available by typing **/8H** and pressing the Enter key.

Context-sensitive on-line help is available by pressing the **F6** key. In many cases, a summary of information will be displayed. For more detailed information, press the **F6** key again.

Support

Thoroughbred provides customer support by telephone, e-mail, fax. For more information please contact your sales representative.

Training Classes

Thoroughbred provides IDOL-IV training classes. These classes are held at the corporate headquarters as well as at regional locations. For more information and a schedule of upcoming classes, please contact your sales representative.

Thoroughbred provides information and services on the Internet. Please visit Thoroughbred on the World Wide Web at **<http://www.tbred.com>**.

For More Information

- about creating applications please refer to the Thoroughbred Dictionary-IV Getting Started Guide.
- about using an IDOL-IV product please refer to the individual product reference manual. The Query-IV, Report-IV, Script-IV, and Source-IV Reference Manuals are available from Thoroughbred Software.
- about Thoroughbred Basic please refer to the Thoroughbred Basic Reference Manual.
- about Thoroughbred Basic Utilities please refer to the Thoroughbred Basic Utilities Manual.

CREATING SCRIPTS

Source-IV is a source code management system. Its editor has many advantages over the native Script-IV editor, including:

- An elegant interface with advanced editing functions
- Source-code management capabilities
- Edit histories that enable you to track and undo changes

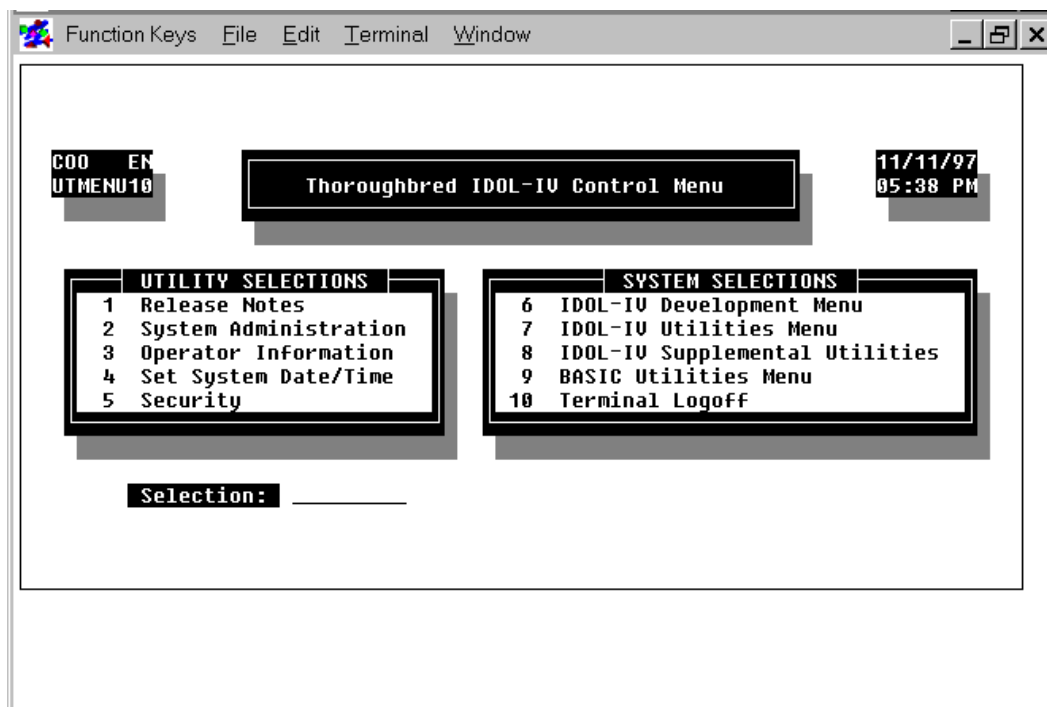
If you use Source-IV to edit scripts, you must compile the scripts from Source-IV. A script compiled under Source-IV must be maintained in Source-IV. If you use the Script-IV script editor to edit a script, you must compile the script from the IDOL-IV Development Menu or the script editor.

If you plan to use Source-IV to edit scripts, you can skip the following section and go to the section on **How to Structure a Script**. For more information on Source-IV see the Source-IV Manual.

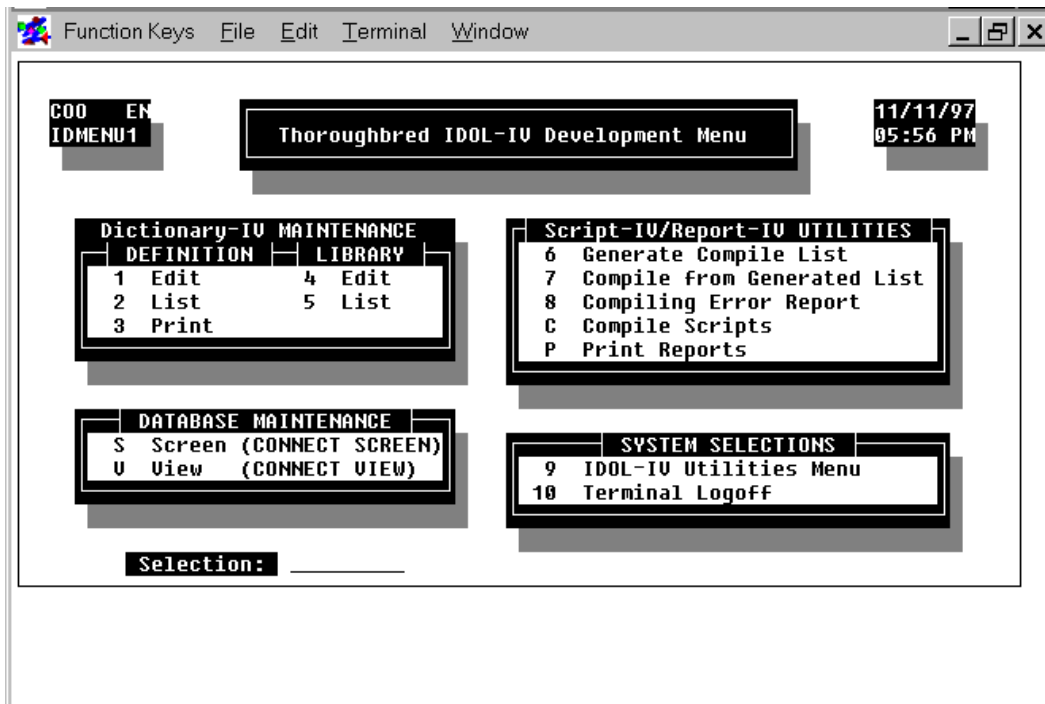
If you are not sure whether Source-IV is installed on your system, please contact your system administrator or the person who installed Script-IV.

The Script Editor

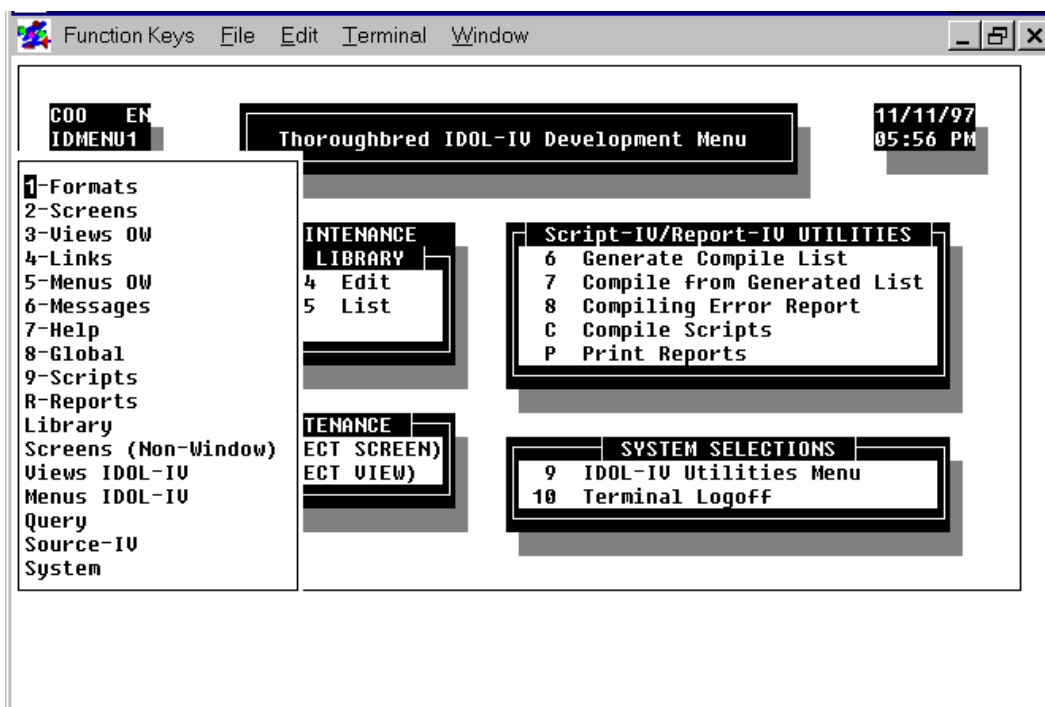
To enter the script editor, log on to IDOL-IV. The IDOL-IV Control Menu will be displayed:



Type the number that corresponds to the IDOL-IV Development Menu and press the **Enter** key. The IDOL-IV Development Menu will be displayed:




Type the number that corresponds to the Edit Definition function and press the **Enter** key. A pop-up menu will be displayed:



Note: The pop-up menu displayed above is available from any IDOL-IV menu by pressing the **F1** key.

Type the number that corresponds to Scripts and press the **Enter** key. You will be placed in the Script Definition screen:



The screenshot shows a terminal window titled "Function Keys File Edit Terminal Window". The main content area displays the following text:

```
Add/Change (F1-Switch Maintenance Mode F2-Lookup)
1-Fmt 2-Scrn 3-View 4-Link 5-Menu 6-Msg 7-Help 8-Gbl 9-Script R-Rpt
SCRIPT Name: _____ Desc: _____
Password: _____ Chng: _____ Compiled: _____
Type: _____ <1-Primary 2-Continuation 3-Overlay
4-FM Pre/Post 5-Copy 6-Public
F1-Split F2-Join F3/F7-Cpl F4-End F6-Hlp F8-Sr/Rp F9-ExpSn F10-Goto F11-Cmt
```

The Script Definition screen provides the following features:

1. The maintenance mode is displayed on the first line.
2. The definition facilities are displayed on the second line.
3. The components of the script definition are displayed on lines three through six.
4. The function keys active in the script editing area are displayed on the seventh line.
5. The script editing area occupies the remainder of the screen.

These features are described in the following subsections.

Maintenance mode

The maintenance mode is displayed on the first line. For more information on maintenance modes see the subsection on **Components of Script Definition**.

Definition Facilities

This selector message enables you to switch to other definition facilities. For more information on these definition facilities see the Dictionary-IV Developer Guide.

Components of Script Definition

SCRIPT Name: Type from 3 to 8 alphanumeric characters for the name of the script and press the **Enter** key. This field is mandatory.

Characters one and two are the library name. Characters three through eight are the script name. If the library does not exist, the system allows you to create it here.

See Volume I of the Dictionary-IV Reference Manual, which provides a file naming convention you may implement.

The following function keys are available from the **SCRIPT Name:** field:

F1 Switches maintenance mode:

Add/Change mode enables you to create a new script or edit an existing script.

Delete mode enables you to delete an existing script.

Rename mode enables you to rename an existing script.

Copy mode enables you to copy a script.

F2 Displays a lookup of existing script names. For more information see the subsection on **Script Definition Lookup**.

F4 Exits. Press once to go to the Definition Facilities, which are discussed below. Press again to return to the IDOL-IV Development Menu.

F6 Displays on-line help. For more information see the subsection on **Getting Help**.

Desc: Type up to 40 alphanumeric characters for the description of this script and press the **Enter** key. This field is optional.

Password: Type from 1 to 3 alphanumeric characters and press the **Enter** key. The system will ask you to verify the password. This field is optional.

Chng: Displays the date of the last change to the script definition. The system generates this field.

Compiled: Displays the date when the script was last compiled. The system generates this field.

Type: The following values are available:

- 1** - Primary Script
- 2** - Continuation Script
- 3** - Overlay Script
- P** - API Pre/Post Processing Script
- 4** - File Maintenance Pre/Post Processing Script
- 5** - Copy Script
- 6** - Public Script
- U** - Utility Script

Type the number or letter that corresponds to the script type and press the **Enter** key. This field is mandatory.

For more information on script types see the **Different Types of Scripts** section in this chapter.

Function Keys Active in the Script Editor

The following function keys are available in the script editor:

- F1** Split a line.
- F2** Join lines.
- F3** Compile and save a script.
- F4** Exit the script.
- F6** Help key, which opens the on-line help system. For more information, see the subsection on **Getting Help**.
- F7** Compile and save a script.
- F8** Search and replace. Press twice to reuse a previous search.
- F9** Expand screen. Press again to reset the screen to its original size.
- F10** Goto a procedure.
- F11** Enter a comment line.

Other Editing Keys Active in the Script Editor

The following keys are available in the script editor:

Moving on a Line

- Left Arrow** Move left one character.
- Right Arrow** Move right one character.
- Back Tab** Move left one tab stop. The Script-IV editor has preset tabs.
- Tab** Move right one tab stop. The Script-IV editor has preset tabs.

Moving Between Lines

- Up Arrow** Move up one line. At the bottom of a window, move up half a window.
- Down Arrow** Move down one line. At the top of a window, move down half a window.

Page Up	Move up one window.
Page Down	Move down one window.
Return/Enter	Move cursor to the beginning of the following line.
Home	Moves the cursor according to how many times the key is pressed: <ol style="list-style-type: none"> 1. Move to the left side of a line. 2. Move to the top of the window. 3. Move to the beginning of text. 4. Move to the end of text.

Deleting Characters

Backspace	Delete the character to the left of the cursor.
Delete	Delete the current character.
Line Clear	Delete characters to the right.
Line Delete	Delete the entire line.

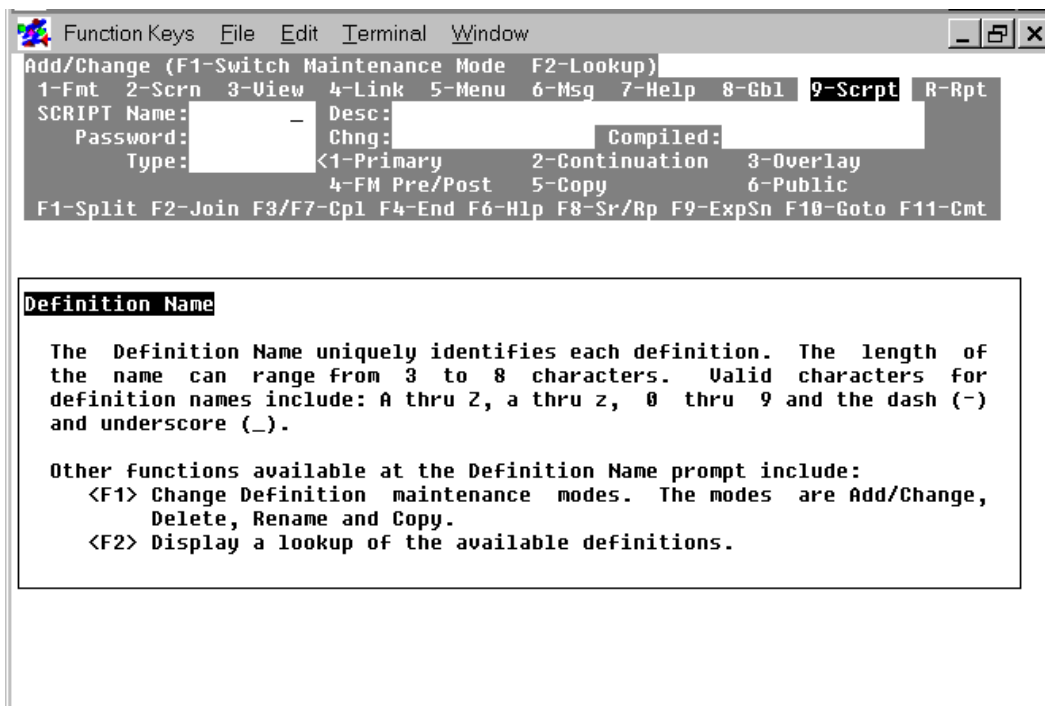
Inserting Characters

Insert	Pushes characters to the right.
Line Insert	Inserts a blank line.

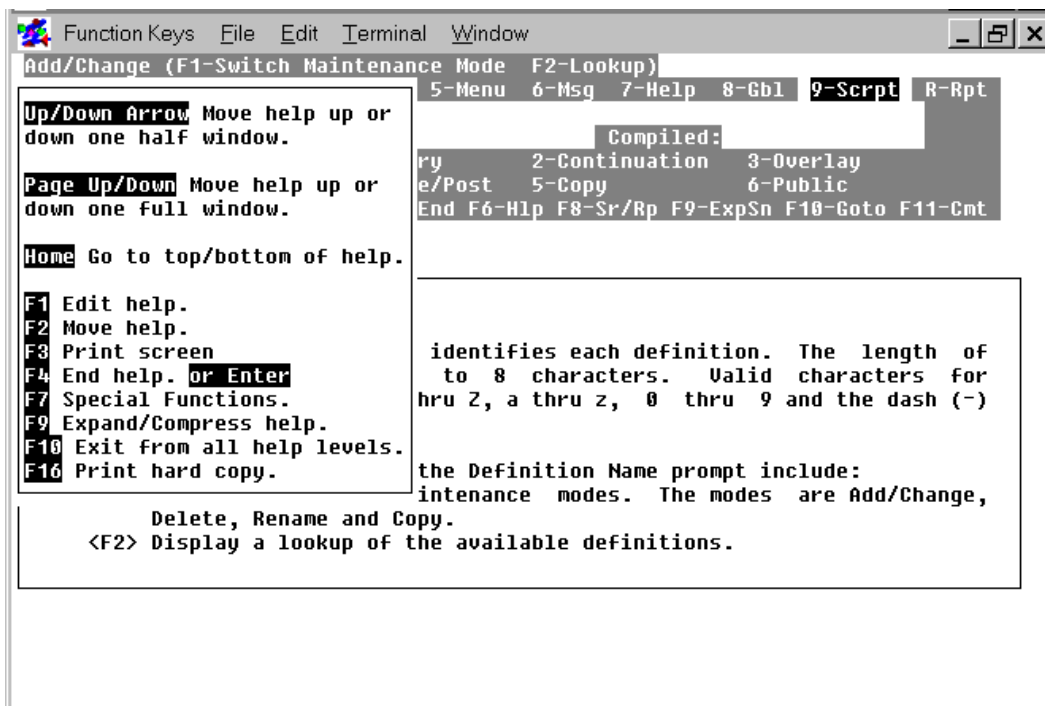
Getting Help

At any point where Script-IV is waiting for you to enter something, you can press the **F6** key and get instructions. In addition to help at menus and prompts, Script-IV provides a help network within the script editor itself. You can use the on-line help in the script editor as a reference when creating scripts. In many cases there are different levels of help you can access by pressing the **F6** key again.

For example, if you are defining a script, you can press the **F6** key at the SCRIPT Name: field to learn more on how to name a script. The following screen will be displayed:



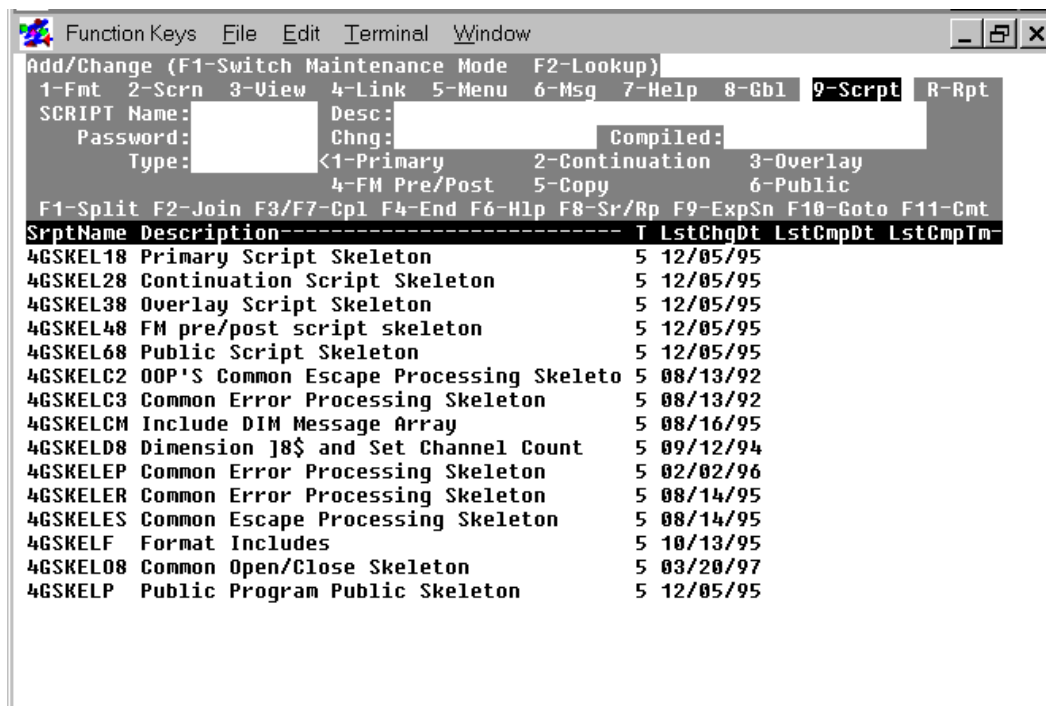
A help window displays information on valid values for script names. Many help windows enable you to retrieve more detailed information on a subject by pressing the **F6** key again. In this case, pressing the **F6** key will display the following screen:



A second help window is displayed. It contains information on the keys you can use in the help system. To return to the previous help window, you can press the **F4** key. To return to the SCRIPT Name: field, press the **F4** key again.

Script Definition Lookup

To lookup existing scripts, you can press the **F2** key on the SCRIPT Name field. A screen similar to the following screen will be displayed:



Each entry displays the script name, a description of the script, the number that specifies the type of script, the date the script was last modified, the date the script was last compiled, and the time the script was last compiled. You can use the **Page Down**, **Page Up**, or arrow keys to display information on all the scripts in the list.

To select and edit a script you can use the **Page Down**, **Page Up**, **up arrow**, or **down arrow** keys to move to the name of the script you plan to modify and press the **Enter** key. You will be returned to the Script Definition screen where you can edit the selected script.

If you decide to exit from the script list, press the **F4** key twice.

How to Structure a Script

Before you enter a script into Source-IV or the script editor you must consider the enforced structure and the optional structure of the script. Enforced structure is the set of requirements a script must meet before it can be compiled and executed. Optional structure is the set of techniques you can use to make scripts more readable and easier to maintain.

Enforced Structure

Enforced structure includes the following requirements:

- identifying the beginning of a script.
- identifying the procedures and commands in a script. Data declarations, procedure names, and the **.LONGVAR**, **.SHORTVAR**, and **.PREC** commands must begin in the leftmost column. All other Script-IV commands must begin at least one tab stop from the left margin. Command elements must be separated by at least one space.

Scripts are divided into the Data Environment Section, which is optional, and the Procedures Section, which is required for most scripts. Only the Type 5 (copy) script, discussed in Subsection 2.3.6, does not require a Procedures Section. The Data Environment Section and the Procedures Section are described below.

DATA ENVIRONMENT SECTION

This section is located at the beginning of the script. If you plan to use dictionary definitions, such as formats, screens, views, or links, you must declare them in this section. The type of script you plan to write and the order of the declarations of dictionary definitions help to create the data environment for a script. For more information on script types, see the section on **Different Types of Scripts** in this chapter.

Data Declarations

Each data declaration, except for **DN**, consists of a data declaration command followed by the name of a dictionary definition or 4GL dataname. The command must begin in the leftmost column of the screen and the definition name must be indented at least one tab stop on the same line. For example:

```
VN 4SCUST, 4SSLSRP, 4SINVEN
LN 4SSALDT
SN 4STOPSC1, 4STOPSC2, 4SBOTSCR
DN INPUT-FLAG (1), VIEW -FLAG (1),
DN TEXT-FLAG (1)
DN TAX-RATE (2.0)
```

VN, **LN**, **SN**, and **DN** are data declaration commands. Each data declaration, except for the **DN** declarations, specifies at least one dictionary definition or 4GL dataname. More than one declaration is allowed on a line if the definition names are separated by commas or spaces.

The order of data declarations is important. When a script is compiled, the Script-IV compiler builds a data name table. Data names are placed in the table as they are encountered. In the example above, the **4SCUST** view defined in the **VN** statement is associated with the **4SCUST** format and the **4SSLSRP** view is associated with the **4SSLSRP** format. When a script that uses these data declarations is compiled, the data names defined in the **4SCUST** format precede the data names defined in the **4SSLSRP** format.

There is a possibility that duplicate data names will be placed in the table. When a script specifies a data name, the compiler searches for the first occurrence of the data name in the table. Using the example above, the **4SCUST** format and the **4SSLSRP** format both contain the **SALES-REP-CODE** data element. A script that specifies **SALES-REP-CODE** accesses the value defined for **SALES-REP-CODE** in the **4SCUST** format because **4SCUST** is declared before **4SSLSRP**.

To access a different occurrence of the data name, the data name must be qualified by preceding it with a format name and a period. Using the example above, to access the value of the **SALES-REP-CODE** data element contained in the **4SSLSRP** format, the script must specify the data name as **4SSLSRP.SALES-REP-CODE**. However, to access the value of the **SALES-REP-CODE** data element contained in the **4SCUST** format, the script can specify **SALES-REP-CODE** or **4SCUST.SALES-REP-CODE**.

For more information on data declaration commands see the Script-IV Language Reference. For more information on dictionary definitions see the Dictionary-IV Reference Manual.

Compile-Time Definitions

Compile-time definitions contain data that is resolved when the script is compiled. They include the definition names specified in data declarations and script names used in **INCLUDE** commands:

Definition	Data Declaration Command
------------	--------------------------

Data Name	DN
Format Name	FN
Link Alias	LA
Link Name	LN
Screen Name	SN
View Name	VN

Definition	Command
------------	---------

Script Name	INCLUDE
-------------	----------------

When specified in Script-IV commands, compile-time definitions are not enclosed by quotation marks. They cannot be used as parameters or passed to a command in a data name or variable. They must be fully specified, for example, **OPEN SCREEN CUSSCRN1**.

Run-Time Definitions

Run-time definitions contain data that is resolved when the script is executed. They include all program names, on-line help, message dictionary definitions, and script names except when used in the **INCLUDE** command:

Definition	Command
Message Dictionary	All Applicable
On-Line Help	All Applicable
Program Name	All Applicable
Script Name	All except INCLUDE

You do not have to declare these definitions before they are specified in Script-IV commands. They can be used in string constants, variables, data names, or expressions. These definitions can be soft-coded in your script, for example, OPEN MESSAGES "ARMSGS" or OPEN MESSAGES MESSAGE-LIST.

Data Names

Data names can be defined to hold string, integer, or decimal data. Additional attributes can be specified. Data names only hold a single type of data. For example, if **CUS-NAME** is defined, it is handled as a single element. If it needs to be handled as a first and last name, you must define it as two parts, for example, **CUS-NAME-FIRST** and **CUS-NAME-LAST**.

Data names can be used in expressions, functions, assignments, and calculations. A data name is limited to a length of 20 characters. Valid characters are uppercase and lowercase alphabetic characters, numerals, the hyphen character, and the underscore character. Data names must not contain a period or any special characters that may cause a conflict in Script-IV syntax. Data names must not conflict with any procedure names, declared format, link, screen, or view names, or keywords. If a data name has the same name as a system variable, the data name takes precedence.

Because data names are treated as single elements in scripts, substring operations cannot be performed on data names. However, the value in a data name can be moved to a variable on which string operations can be performed. Data names and variables can be used interchangeably in Script-IV syntax, except when specifically stated otherwise.

The four types of data names that can be used in Script-IV are local format data names, global format data names, link alias data names, and local variables.

Local Format Data Names

Local format data names defined in a format can be used in a script if the format has been declared by an **FN** command. These local format data names are dictionary-based because the format definition resides in the IDOL-IV dictionary.

When used in a script, these data names can, and in some cases must, be qualified by the format name. The name of the format must precede the data name delimited by a period, for example: **ARFORMAT.CUS-NUMBER**. This is necessary if your script uses data names that match in multiple formats.

For more information on local format data names see the description of the **FN** command in the Script-IV Language Reference.

Global Format Data Names

Global format data names are also defined in a format that resides in the IDOL-IV dictionary. The global format name always consists of a # (pound sign) followed by three to eight characters.

The global format is not declared in the Data Environment section, but there are a number of ways to include global format data names in a script. For more information on global format data names see the section on **Formats and data names** in the Thoroughbred Basic Reference Manual.

The data in a global format is separate and independent from the data in a local format.

Link Alias Data Names

For each link alias declared in the script, a duplicate format with an additional set of matching data names is available to the script. To be accessed, these data names must be qualified by the link-name-alias rather than the format name. For more information on link alias data names see the description of the **LA** command in the Script-IV Language Reference.

Local Variables

Local variables can be defined in a script using the **DN** data declaration command. These local variables do not reside in the dictionary but are handled much like a local format data name. They are not qualified by a format name or other name, and therefore must be unique among any other local variables or data names used in a format. For more information on the **DN** data declaration command see the description of the **DN** command in the Script-IV Language Reference.

Physical and Logical Formats

During file maintenance, formats are used to access data in files. The format is linked to a physical data file through the link definition. This is a physical format, which describes a record and the data elements in the record along with element characteristics, defaults, valid values, and related data entry restrictions.

In scripts, a format can be used independently of a data file or link. This is a logical format, which can function like a data name or a variable. It can be assigned a value, its value can be printed or passed to another script, and it can generally be manipulated as an item of data in several commands.

The ability to manipulate a logical format provides greater freedom in script design. The following two examples each describe a different way to collect two data records and write them to two files.

Formats for Examples 1 and 2:

```
Format ONE(for screen ONE and LINK-ONE):
```

```
CUS-CODE  
CUS-NAME  
CUS-ADDRESS  
SLS-CODE
```

```
Format TWO(for screen TWO and LINK-TWO):
```

```
SLS-CODE  
SLS-NAME
```

```
Format ABC (for screen ABC; no link):
```

```
CUS-CODE  
CUS-NAME  
CUS-ADDRESS  
SLS-CODE  
SLS-NAME
```

The first example uses two independent screens and two physical formats.

```
Example 1:
```

```
PRINT SCREEN ONE  
INPUT SCREEN ONE  
ADD LINK-ONE  
PRINT SCREEN TWO  
INPUT SCREEN TWO  
ADD LINK-TWO
```

Screen ONE is printed, then used to input data into format ONE. The data in format ONE is added to the data file using LINK-ONE. The same procedure is performed for screen TWO, format TWO, and LINK-TWO. In this example, the two screens can be displayed and manipulated independently of each other.

The second example accomplishes the same task as the first example using one screen with one logical format and two physical formats.

Example 2:

```
PRINT SCREEN ABC
INPUT SCREEN ABC
LET ONE = ABC
ADD LINK-ONE
LET TWO = ABC
ADD LINK-TWO
```

Screen ABC is printed then used to input data into format ABC. Format ABC contains data names from two different physical formats: ONE and TWO. Format ONE is loaded with data in a format assignment statement, and the data in format ONE is added to the data file using LINK-ONE. Format TWO is loaded with data in a format assignment statement, and the data in format TWO is added to the data file using LINK-TWO. In this example, a single screen is used to collect data.

Constants

Constants are data elements that do not change value during script execution. Constants are also called literals because values such as **1.25** or **"string"** are literal values. There are two types of constants: .

- Numeric constants can be positive or negative numerals in integer, fixed point, or floating-point format.
- String constants include ASCII characters delimited by quotes, such as **"ABC"**, or hexadecimal values delimited by dollar signs, such as **\$414243\$**.

For more information on constant values see the Thoroughbred Basic Reference Manual.

Elastic Variables

Elastic variables contain values that can change during execution. Elastic variables can dynamically change length. They are not declared in the data declaration area. Do not confuse local variables, which are dictionary-based data names, with the elastic variables described below..

Elastic variables are not dictionary-based. They provide another way of holding and manipulating data. Elastic variables do have the requirements of the data name definitions described above, but elastic variables do not promote data independence. They can be used to manipulate strings, to create temporary work areas, and to fulfill various formatting requirements.

Data names and elastic variable names can be used interchangeably in Script-IV syntax, except when specifically stated otherwise.

The types of elastic variables that can be used in Script-IV are elastic numeric variables and elastic string variables.

Elastic Numeric Variables

Elastic numeric variables contain numeric values. These values can be integers, fixed-point numbers, or floating point numbers. You can use the **LET** command to assign numeric values to the elastic numeric variables you define.

For more information on how to define elastic numeric variables see the Thoroughbred Basic Reference Manual. To establish control of naming conventions for elastic variables please refer to the descriptions of the **.LONGVAR** and **.SHORTVAR** commands in the Script-IV Language Reference. To specify how integer values are rounded please refer to the descriptions of **.PREC** and **PRECISION** in the Script-IV Language Reference.

Elastic String Variables

Elastic string variables contain string values. These values are non-numeric values that can range up to 65000 bytes long. You can use the **LET** command to assign string values to the elastic string variables you define.

For more information on how to define elastic string variables see the Thoroughbred Basic Reference Manual.

Restrictions on Elastic Variables

Under some circumstances you cannot define elastic variables with certain names. This restriction applies to 8INPUT Pre/Post Processing scripts and File Maintenance Pre/Post Processing scripts. For a list of restricted elastic variable names, please refer to on-line documentation.

You cannot define a Script-IV reserved word or a Thoroughbred Basic reserved word as an elastic variable name. For a list of reserved words please refer to the Script-IV Language Reference.

System Variables

System variables are numeric or string variables that Script-IV defines to help you manage certain types of tasks. In most cases, these variables interact with a Script-IV command. .

Examples of Script-IV system variables include:

VARIABLE	Interacts with
COLUMN	INPUT SCREEN
ESCAPE	ESCAPE-KEY
FIELD	INPUT SCREEN
FILE-SUFFIX	OPEN
LENGTH	INPUT SCREEN
LINE	INPUT SCREEN
MENU-PARMS	Not Applicable
SYSTEM-DATE	SET
SYSTEM-TIME	SET
TERM-KEY	INPUT MESSAGE
	INPUT SCREEN
TERMINAL-DATE	SET
TEXT-END	READ

For more information on these system variables see the descriptions in the Script-IV Language Reference.

PROCEDURES SECTION

The procedures section consists of at least one independent procedure that contains Script-IV commands. Procedures are the main body of the script.

The first procedure in a script is the main procedure and controls all other procedures. When the main procedure is completed, the script automatically terminates. If there are no commands in the main procedure, the script will automatically terminate without processing further procedures.

Give some thought to the design and organization of script procedures. Long-term productivity can be increased by spending time in the analysis and design phases of product development. Prior planning can decrease development time, enhance script readability, and facilitate script maintenance.

A procedure consists of a procedure name followed by one or more script commands.

Procedure Names

The procedure name:

- identifies the body of commands as a unique procedure within the script.
- must be different from all other procedure names in the script or in any included script. The procedure name must not conflict with any reserved words.

- must begin in the leftmost column of the screen and must appear on a line by itself. However, comments preceded by ! (exclamation point) can follow the procedure name.
- can be from 1 through 64 characters long. It cannot contain space characters. The first 20 characters must be unique.
- must not be broken or fall onto two lines when referred to by a command.
- can consist of uppercase or lowercase characters, numerals, and the - (hyphen) character.

Script-IV Commands

Script-IV commands can be grouped into a procedure that performs a task. Since the commands tell the system what to do rather than how to do it, the procedure is self-documenting.

Commands perform operations on data elements such as constants and variables, control input and output, and specify how scripts are executed and processed. For example:

- To assign a value to a variable, you can use the **LET** or **SET** command.
- To specify a branch in execution, you can use the **IF/THEN/ELSE/ENDIF** command.
- To control file access, you can use the **OPEN**, **LOCK**, **UNLOCK**, and **CLOSE** commands.
- To control I/O to disk, you can use the **ADD**, **CHANGE**, **DELETE**, or **READ** command.
- To use Dictionary-IV definitions, you can use the **INPUT SCREEN**, **INPUT MESSAGE**, **PRINT HELP**, **PRINT VIEW**, or **CONNECT** commands.

Commands must be indented at least one tab stop from the first column on the screen. Additional indentation and line spacing can be used for readability.

Commands are sensitive to spaces. Use a space to separate all elements within a command such as the command, clauses, options, parameters, data names, and so on. This is required for the compiler to accept the commands and, if not used, may cause a syntax error. The only exceptions to this are the () (parentheses) characters when they are used for grouping. In this case, a space precedes but does not follow a left parenthesis, and a space follows but does not precede a right parenthesis.

Optional Structure

Optional structure, or appearance, includes the following:

- command indentation
- line spacing
- punctuation

Although optional structure does not affect script compilation and execution, it can have an impact on readability and maintenance. Because optional structure provides flexibility, it is important to set standards of consistency for your scripts.

The Script-IV language is a self-documenting language designed for readability and easy maintenance. Command syntax is simple and descriptive. Software developers who prefer terse code can build readable procedures. However, script readability can be enhanced by using the following options.

Command Placement

More than one command can be placed on one line of a script, but this coding style can produce procedures that are hard to read. Starting a Script-IV command on a new line helps produce readable code.

Many Script-IV commands contain clauses. Placing each clause on a new line enhances readability.

Comments

Comment or remark lines are not compiled. Any line that contains an * (asterisk) in the leftmost column is treated as a comment line. You can use comment lines as dividers to separate procedures or segments within a procedure. For example:

```
*-----  
* Customer Record Maintenance  
*-----
```

Optional Syntax Elements

Optional syntax elements do not affect command function; they enhance readability. Three common optional elements are **IS**, **ARE**, and **PROCESS**. For example, the following two clauses perform the same function:

```
MISSING TOTALS-PROCEDURE  
  
MISSING KEY PROCESS IS  
TOTALS-PROCEDURE
```

Optional Punctuation

The ; (semicolon) and . (period) can be used to mark the end of a command. The script compiler ignores these punctuation marks.

Optional Line Spacing

Blank lines can be used to separate logical segments of your script. You can separate procedures or groups of procedures from each other, or separate one command from another. Blank lines are not compiled. Because scripts are compressed before they are stored on disk, blank lines do not require storage space.

Optional Indentation

You can indent commands and their subordinate clauses to highlight the clauses and display processing hierarchy. If you develop and follow your own standards for indenting, it can strengthen the structure of your scripts.

Example 1

You can use indentation for a command that requires many clauses, and use a blank line to separate the command from the next command:

```
CHANGE CUSFIL USING KEY CUS-NUMBER
  BUSY PROCESS IS    BUSY-MESSAGE
  END PROCESS IS    END-OF-FILE
  PROCESSING IS    UPDATE-CUS
  TEXT "A"
    WINDOW LINE IS 15
      COLUMN IS 0
        CHARACTERS PER-LINE ARE 60
        NUMBER LINES ARE 6

IF CUS-NUMBER > "T0000" THEN
  PRINT SCREEN CUSSCRN1 CLEAR
  DO LOCAL-CUSTOMERS
ELSE
  DO COUNT-MAIL-ORDER-CUSTOMERS
  IF COUNT1 > 1000 THEN
    PRINT MESSAGE "N,150"
    IF MAIL-ORDER-FLAG = "Y" THEN
      DO BULK-MAIL
    ENDIF
  ENDIF
  DO CLOSE-MAIL-ORDERS
ENDIF
```

Example 2

The first part of this example demonstrates lack of structure and poor readability:

```
IF SORT-NO = 0 THEN
  CHANGE ATAPMSTR USING KEY NEXT
  PROCESSING IS EDIT-RECORD;BUSY IS
  BUSY-RECORD;END IS END-OF-MAIN-FILE
ELSE CHANGE ATAPMSTR USING KEY SORT
  SORT-NO NEXT
  PROCESSING IS EDIT-RECORD;BUSY IS
  BUSY-RECORD;
  END IS END-OF-MAIN-FILE
ENDIF
```

The second part of this example uses the same command and demonstrates how optional structuring can increase readability:

```
IF SORT-NO = 0 THEN
  CHANGE ATAPMSTR USING KEY NEXT
    PROCESSING IS EDIT-RECORD
    BUSY IS BUSY-RECORD
    END IS END-OF-MAIN-FILE
ELSE
  CHANGE ATAPMSTR USING KEY SORT SORT-NO
  NEXT
    PROCESSING IS EDIT-RECORD
    BUSY IS BUSY-RECORD
    END IS END-OF-MAIN-FILE
ENDIF
```

Different Types of Scripts

You must specify the script type when you define the script. You can select one of several different types: primary, continuation, overlay, API pre/post processing, file maintenance pre/post processing, copy, public, and utility.

The type of script determines how the script is compiled. This affects the command used to start the script, the script data environment, what happens when the script terminates, and other execution characteristics.

In this chapter's description of script types, the following terms are used:

Script-IV Data Environment

The sequence and type of declared data and open message dictionaries that are shared by a script set. Declared data can include links, screens, views, formats, and local data names but not elastic variables or arrays.

3GL Data Environment

Elastic variables and arrays.

Parent Script	A primary script that is a starting point for execution of a script set. The parent script contains the initial data declarations that are common to the script set.
Script Set	A script or group of related scripts that share a common parent and Script-IV data environment.
Executing Script	A script that uses the RUN command to execute another script.

Type 1 - Primary Script

The primary script is used as a starting point for processing. You can execute this script from:

- Any IDOL-IV menu definition using the type "P".
- An IDOL-IV menu, using the /script-name command.
- Another script, using the RUN script-name command.
- A 3GL program or Thoroughbred Basic Console Mode, using the RUN program-name directive.

This script automatically clears the screen at the beginning of execution and initializes the Script-IV and 3GL data environments. It closes all files and clears all variables, replaces any other program in memory, and automatically passes data to certain other script types. When it terminates, execution returns to the last selected IDOL-IV menu.

Type 2 - Continuation Script

This script serves as the continuation of a primary script or another continuation script.

You can execute this script from a primary or continuation script using the **RUN script-name** command. This script keeps all files open, retains the values contained in variables, replaces the current primary or continuation script in memory, accepts data from a primary or continuation script, and passes data to certain other script types. When it terminates, execution returns to the last selected IDOL-IV menu.

The Script-IV data environment is shared with the parent script and script set. It must be declared in the continuation script using the same sequence and type of data as the parent script. You can create a copy module containing the data declarations and use the **INCLUDE** command to incorporate them into any script.

The 3GL data environment is shared with the parent script.

Type 3 - Overlay Script

This script serves as an overlay to a primary, continuation, or another overlay script. It is a specialized type of continuation script that conserves memory and functions somewhat differently from a continuation script.

You can execute an overlay script from a primary, continuation, or overlay script using the **RUN OVERLAY** *script-name* command. The overlay script accepts the entire 4GL environment from the parent script and returns the environment to the parent script. This script operates in its own memory segment. When it terminates, execution returns to the executing script at the command following the **RUN OVERLAY** command.

The Script-IV data environment is shared with the parent script and script set. It must be declared in the overlay script using the same sequence and type of data as the executing script. You can create a copy module containing the data declarations and use the **INCLUDE** command to incorporate them into any script.

This script provides an independent 3GL data environment, which can include variables and numeric arrays, which is not affected by and does not affect the 3GL data in the executing script.

The **RUN** *script-name* command is not allowed in an overlay script. However, you can use the **RUN PUBLIC** *script-name* and **RUN OVERLAY** *script-name* commands.

Only one **ESCAPE-KEY** *procedure* command can be specified in an overlay script.

Type P - API Pre/Post Processing Script

This script type can be executed before or after a field is entered in file maintenance. It is designed to be executed from the **8INPUT** API, the **CONNECT SCREEN** command, or the **CONNECT VIEW** command. The script name is specified in the pre-process or post-processing attribute of a data element in a format definition.

This script is invoked from file maintenance. It cannot be invoked from another script or by the **INPUT SCREEN** command.

As an example, you can use this script type to calculate sets of numbers before a user performs data entry or use this script type to calculate sets of numbers after a user performs data entry.

When you specify the script name in the pre/post-processing attribute in the format definition, the program execution indicator (exec-indicator) must be **0 (CALL)**. If you specify a value for string-value, it will be contained in the **VAV\$** variable, which is described below.

The script must contain the data declaration for the screen definition as the first line in the script. For IDOL-IV database maintenance, you must use a custom screen definition rather than the default screen.

Following is a list of 3GL variables used by an API Pre/Post Processing Script:

VAV\$ contains the string value defined in the Pre/Post processing definition.

SPARMS[ALL] is the screen array.

FPARMS[ALL] is the format array.

FDS is the entire data record (before field edit).

]7\$ is reserved for system use.

W1\$ contains the field entry, which contains the entered data.

SE is the field control value.

W\$ is reserved for system use.

For more information on these variables see the on-line documentation under **API Services**, **8INPUT**, **Pre/Post Proc.** For more information on the pre/post processing section of a format see the Formats chapter of the Dictionary-IV Developer Guide

Although this script type was designed to be executed from the **8INPUT** API, the **CONNECT SCREEN** command, or the **CONNECT VIEW** command, it can also be executed from single-record maintenance (SRM) or multi-record maintenance (MRM). For information on a script type designed to be executed from SRM or MRM, please refer to the following subsection.

Type 4 - File Maintenance Pre/Post Processing Script

This script type can be executed before or after a field is entered in file maintenance. It is designed to be executed from single record maintenance (SRM) or multi-record maintenance (MRM). The script name is specified in the pre-process or post-processing attribute of a data element in a format definition.

This script is invoked from file maintenance. It cannot be invoked from another script or by the **INPUT SCREEN** command.

As an example, you can use this script type to calculate sets of numbers before a user performs data entry or use this script type to calculate sets of numbers after a user performs data entry.

When you specify the script name in the pre/post-processing attribute in the format definition, the program execution indicator (exec-indicator) must be **0 (CALL)**. If you specify a value for *string-value*, it will be contained in the **S8\$** variable, which is described below.

The script must contain the data declaration for the screen definition as the first line in the script. For IDOL-IV database maintenance, you must use a custom screen definition rather than the default screen.

Following is a list of 3GL variables used by a File Maintenance Script:

S8\$ contains the string value defined in the Pre/Post processing definition.

E1\$ is reserved for system use.

A8\$ is the screen attribute entry for the current data element:

- 1,1** Screen column (binary)
- 2,1** Screen line (binary)
- 3,1** Screen entry length (binary)
- 4,1** Fixed attribute entry number (binary)

V9 is the current screen attribute table entry number.

F3\$ contains data name contents before input.

F4\$ contains data name contents after input. If you want to automatically generate the data field contents before input, using preprocessing procedures sets the contents of this variable, and, when returned to maintenance, the contents will automatically be displayed.

C is the Terminal Control Value (**CTL**).

S\$ contains the data record read for File Lookup.

For more information on these variables see the on-line documentation from the pre-process or post-processing attribute field of a data element in a format definition. For more information on the pre/post processing section of a format see the **Formats** chapter of the Dictionary-IV Developer Guide.

Although this script type was designed to be executed from single-record maintenance or multi-record maintenance, it can also be executed from the **8INPUT** API, the **CONNECT SCREEN** command, or the **CONNECT VIEW** command. For information on a script type designed to be executed from the **8INPUT** API or the **CONNECT** commands, please refer to the preceding subsection on the API Pre/Post Processing Script.

Type 5 - Copy Script

This script is not executed or compiled by itself. A copy script is a script fragment that can contain common groups of directives, functions, or a data environment. Other scripts can use the **INCLUDE** command to copy this information, which becomes part of that script at compile time. By placing common code in one location, copy scripts help you avoid duplication and make application maintenance easier.

Type 6 - Public Script

This script serves as an independent subroutine to a primary, continuation, overlay, or another public script. Having an independent data environment, the public script does not belong to a script set or have a parent script.

You can execute a public script from a primary, continuation, overlay, or public script using the **RUN PUBLIC *script-name*** command. Public scripts do not automatically pass any data and operate with an entirely independent data environment. A public script only knows what is explicitly passed to it and what it declared within it. When it terminates, execution returns to the executing script at the command following the **RUN PUBLIC** command.

This script provides an independent Script-IV data environment that is not affected by and does not affect the data environment in the executing script, but values can be passed to and returned from a public script.

A public script must contain the **ENTER PUBLIC** command as the first command line in the script after the data declaration. The 3GL data environment is initialized for a public script, except for the variables received through the **ENTER PUBLIC** command.

The **RUN *script-name*** command is not allowed in a public script. However, you can use the **RUN PUBLIC *script-name*** command.

Only one **ESCAPE-KEY *procedure*** command can be specified in a public script.

Type U - Utility Script

This script is like a primary script except that it does not automatically clear the screen at the beginning of execution and it does not initialize the Script-IV or 3GL data environments. When it terminates, execution returns to the last selected IDOL-IV menu.

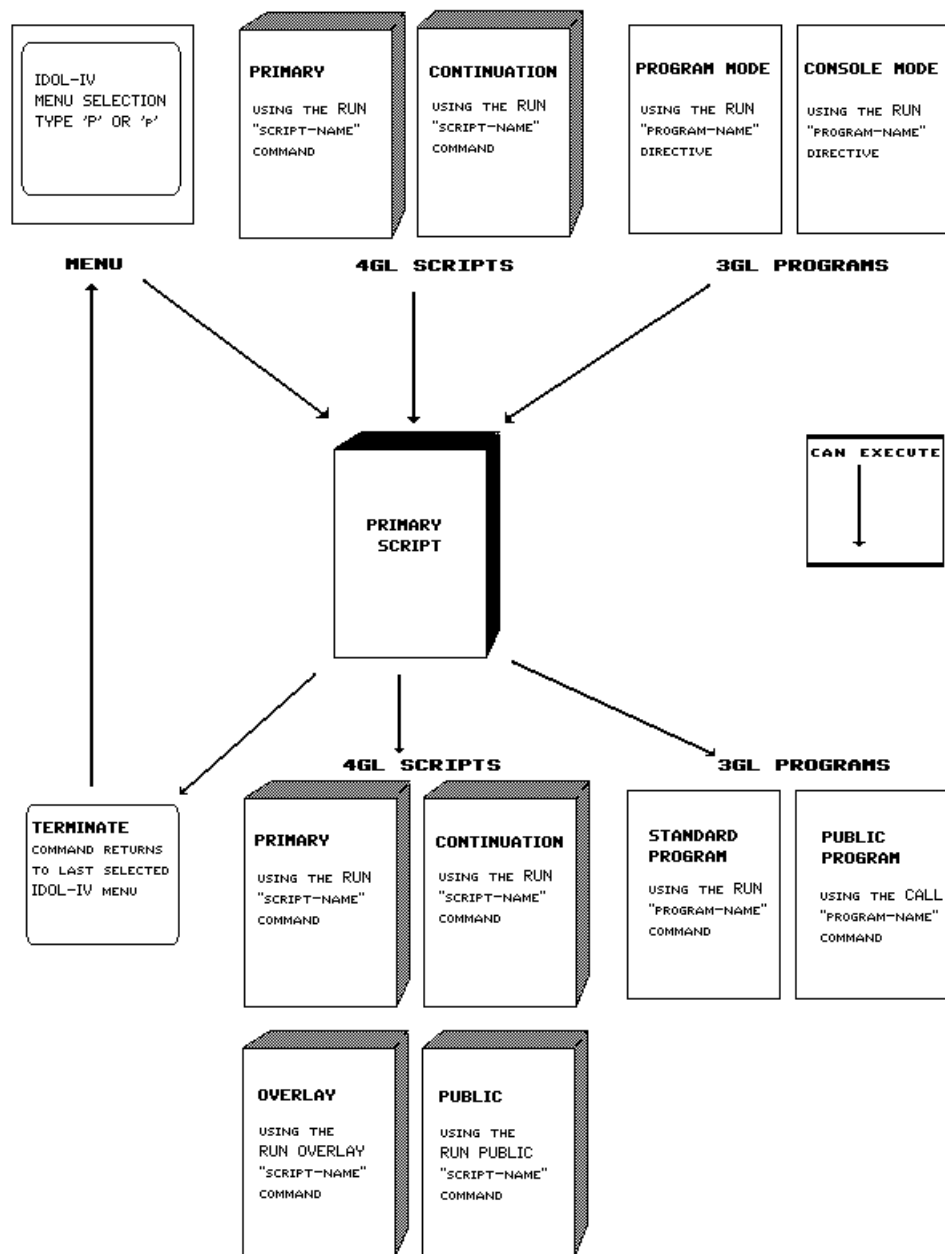
Script Execution Diagrams

The following pages contain diagrams and charts that illustrate how different types of scripts execute and interact with one another, the data environment for some types of scripts, and how memory is used as scripts execute.

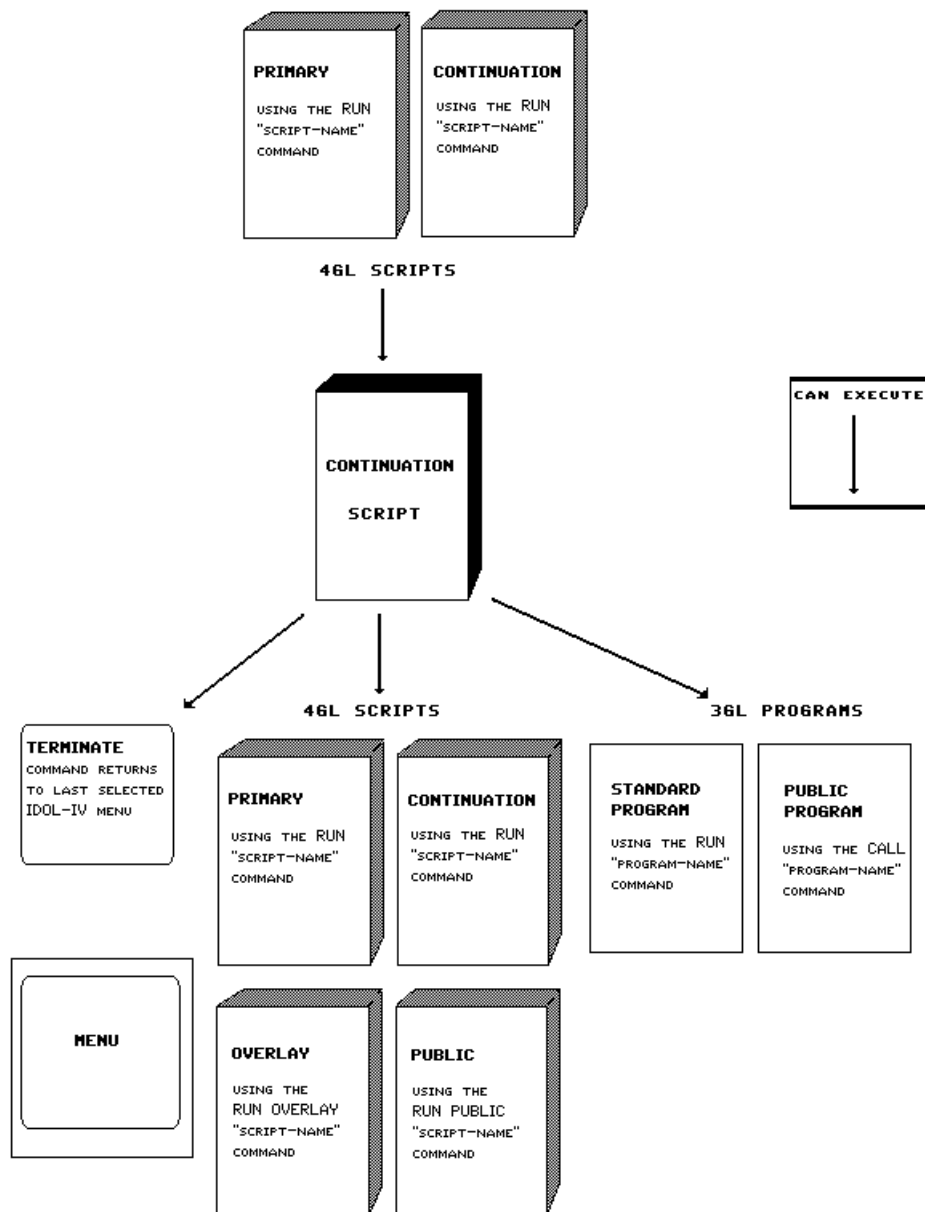
The diagrams and charts are:

- Primary Script Execution
- Continuation Script Execution
- Overlay Script Execution
- Public Script Execution
- Script Type Execution and Memory Usage

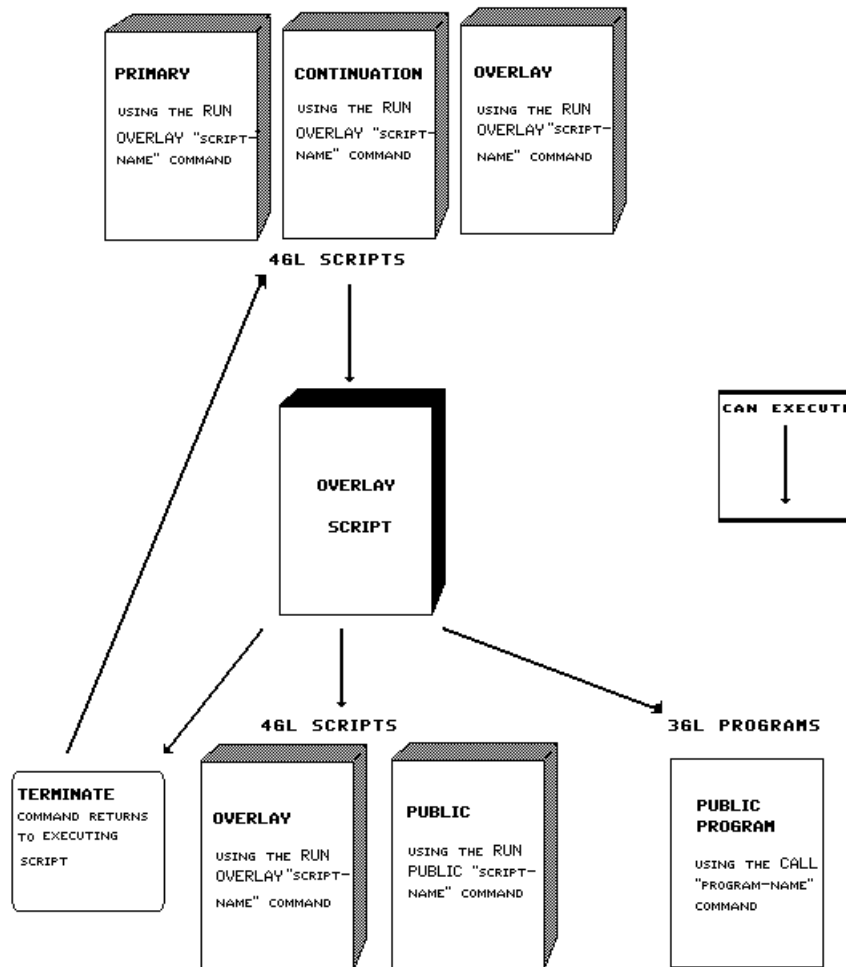
Primary Script Execution



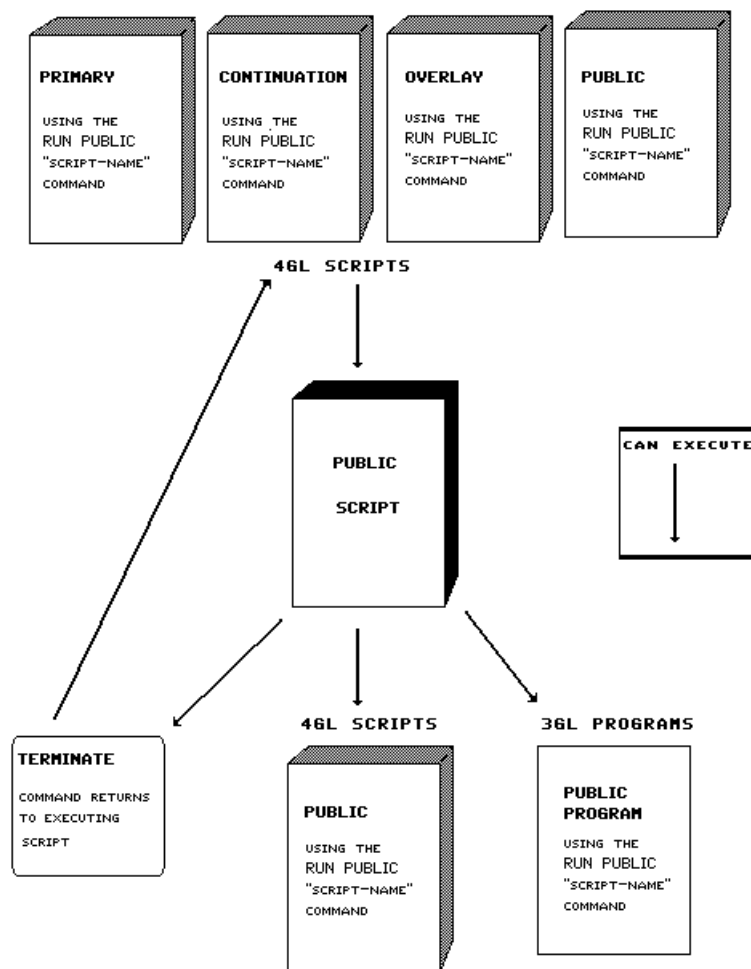
Continuation Script Execution



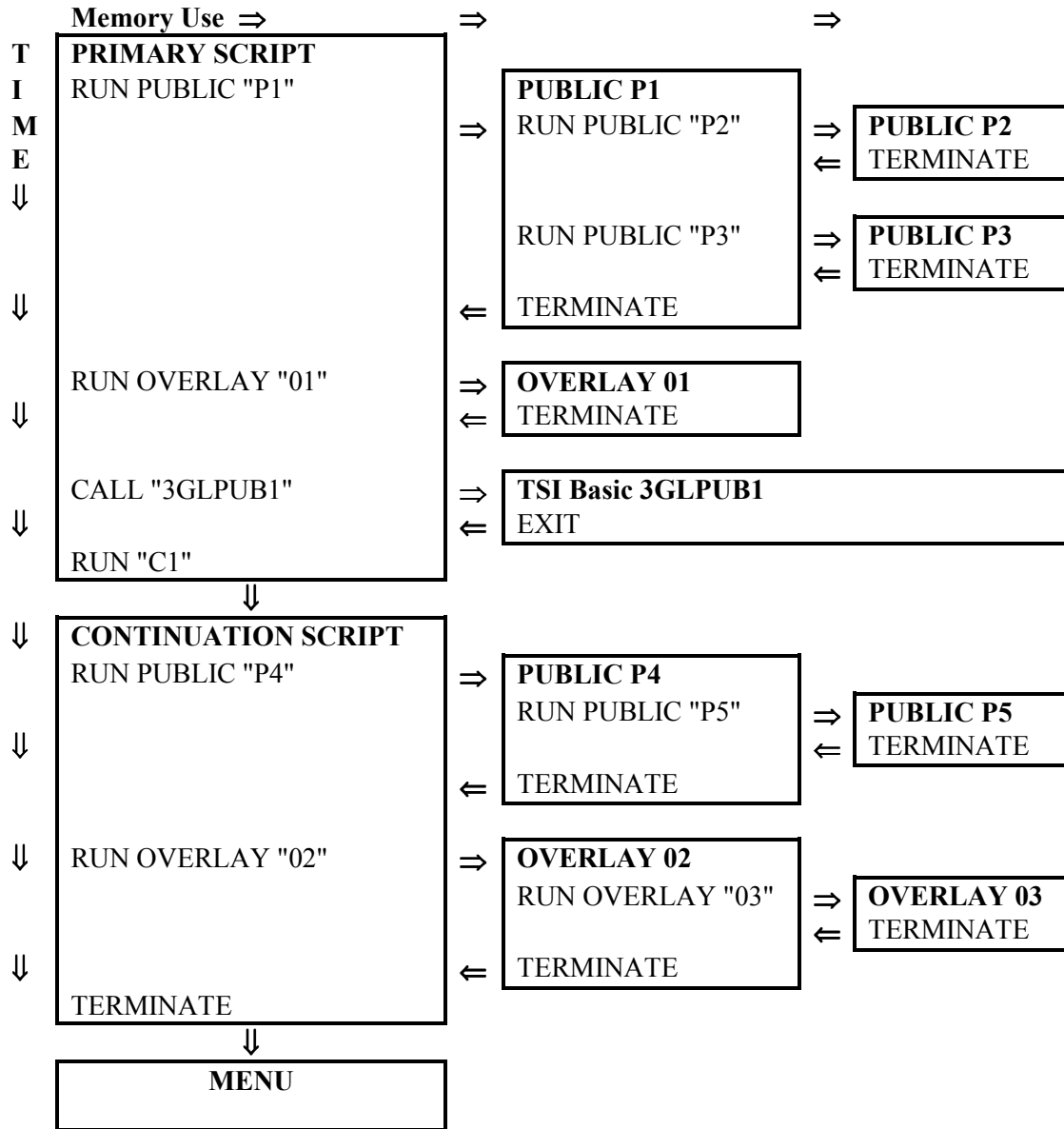
Overlay Script Execution



Public Script Execution



Script Type Execution and Memory Usage



Note: Primary and continuation scripts displace each other in memory. Overlay, public, and 3GL public scripts accumulate in memory until terminated. In all cases, an EXIT or TERMINATE returns control to the command that follows the RUN or CALL.

SCRIPT-IV TIPS AND TECHNIQUES

Script-IV provides advanced data handling features. This chapter contains the following sections:

- **Terminal Keyboard Values** describes how to manage certain types of data generated by Script-IV.
- **Escape Processing** describes how to use the **Escape** key to interrupt script execution.
- **Using Keys** describes how to use KEY references with secondary keys and with numeric and date keys.
- **CONNECT Commands** describes how to use CONNECT commands.
- **Database Maintenance and Script-IV** provides a list of features exclusive to database maintenance.
- **Interface to Thoroughbred Basic** describes the interface between Script-IV and the Thoroughbred Basic third generation language.

Terminal Keyboard Values

The Script-IV **TERM-KEY** variable enables you to:

- specify actions that will be taken when a function key is pressed.
- keep track of which key was last pressed during script execution.
- set a time-out value for data entry.

For more information on the **TERM-KEY** variable see the description in the Script-IV Language Reference.

Escape Processing

Normal script execution can be interrupted by pressing the **Escape** key. Most terminals provide an **Escape** key or a keystroke sequence that performs the escape function. The script specifies how the escape will be processed. There are two ways of handling escape processing in Thoroughbred Script-IV:

- Standard escape processing, which is controlled by the **ESCAPE** variable
- Custom escape processing, which is controlled by the **ESCAPE-KEY** command

Standard Escape Processing

The operator presses the **Escape** key during script execution. The following message is displayed:

Terminate (Y/N)?

Standard escape processing means that the operator can choose to halt the script or continue script execution. If standard escape processing is disabled, pressing the **Escape** key will have no effect and the script will continue to execute. You can enable or disable standard escape processing by setting the value of the **ESCAPE** variable in the script.

Setting the **ESCAPE** variable to "Y" enables the standard escape procedure:

```
LET  ESCAPE = "Y"
```

Setting the **ESCAPE** variable to "N" disables the standard escape procedure:

```
LET  ESCAPE = "N"
```

The standard processing procedure checks the value of this variable to see if it is enabled. If the **ESCAPE** variable is not set in a script, the default is Y, and standard escape processing is enabled. For more information on the **ESCAPE** variable see the Script-IV Language Reference.

Custom Escape Processing

The **ESCAPE-KEY** command provides the ability to design custom escape processing. The command syntax is **ESCAPE-KEY** *procedure*|**OFF**|**ON**.

ESCAPE-KEY *procedure* This **ESCAPE-KEY** command specifies a procedure to execute when the **Escape** key is pressed. This command overrides the value of the **ESCAPE** variable and disables standard escape processing. The **ESCAPE-KEY** *procedure* command also replaces any previous custom escape processing set in the script.

ESCAPE KEY OFF This command turns off custom escape processing. The standard escape processing procedure is enabled.

ESCAPE-KEY ON This command reactivates the last specified custom escape processing procedure. If the script did not previously specify a custom escape processing procedure, this command is ignored.

In primary and continuation scripts, the **ESCAPE-KEY** command can be used multiple times. The custom escape processing set with the **ESCAPE-KEY** command overrides any previously defined custom processing.

In public and overlay scripts, only one custom escape procedure should be specified. If multiple **ESCAPE-KEY** commands are used, the last one encountered by the compiler is the only one executed.

For more information on the **ESCAPE-KEY** command see the Script-IV Language Reference.

Using Keys

This section describes how to use KEY references with the following types of keys:

- Secondary Keys

- Numeric and Date Keys

Secondary Keys

When you use a **KEY** reference with secondary keys more than one match is possible. Because of this, when a processing procedure is specified all records that match the specified key will be processed. If no processing procedure is specified only the first match will be read.

Please consider the following examples:

```
READ link-name USING SORT n IS key-value
READ link-name USING SORT n IS NEXT
```

This example returns one record beyond the record where the closest match with **key-value** occurred.

```
READ link-name USING KEY SORT n IS key-value
PROCESSING IS your-process
```

This example processes all records that match the **key-value**.

```
READ link-name USING KEY SORT n IS key-value
```

This example only processes the first record that matches the **key-value**.

Note: The **SORT** option specifies a sort definition that can be used to access the records in the file by a secondary key. When a **SORT** option is used, a string value must be specified and the **MISSING KEY** procedure is not valid. File access using a secondary key will access the record closest to the specified key. A record will always be accessed unless an end of file is reached. For more information see the description of the **READ** command in the Script-IV Language Reference.

Numeric and Date Keys

Note: The following information applies to date fields because they are numeric fields.

To use Script-IV to perform file input or output using a numeric key, you must manually pad the data in Script-IV so that it matches the specifications in the format.

For example, if the **OPLINES** format uses a numeric key called **SEQ-NUM** defined with a length of **4.0** and a padding type of **3** (right justify and zero fill), the following command will pad the data when adding a new record:

```
ADD OPLINES USING KEY STR( SEQ-NUM : "0000")
```

The spacing in the syntax of this command is significant.

For multi-part keys, you must pad any part of the key that is a numeric field. For example:

```
ADD OPLINES USING KEY CUS-CODE + STR( SEQ-NUM : "0000" )
```

There is an alternative to padding the numeric data every time you use it in a file input or output command. To use a numeric key to maintain a sequence number, such as an invoice number, it may be easier to define an alphanumeric key and manually convert the data to numeric form to increment it for the next sequence number. For example:

```
LET ALPHA-SEQ-NUM = STR( NUM( ALPHA-SEQ-NUM ) + 1:"0000" )
```

A valid entry range specified in the format will not validate that only numbers are entered into the alphanumeric sequence number field. For example, if **ALPHA-SEQ-NUM** has a length of **4** and a valid entries range of **1,0000,9999**, an entry of **000Z** is accepted as valid (the valid entries range check performs an entire string comparison).

CONNECT Commands

The **CONNECT** commands enable a script to connect to various object classes defined in Dictionary-IV, such as help, menus, screens, and views. Additionally, **CONNECT** commands enable scripts to connect to Query-IV queries or Report-IV reports.

The data in the objects and the functional capabilities of each class are available during script execution. Use of **CONNECT** commands enables developers to focus on data objects and the classes used to define them, which assures data independence and reduces the amount of procedural Script-IV code required to make use of a data object.

The **CONNECT** commands enable concurrent development of data objects and scripts. They are designed to promote fast, flexible prototyping and development.

CONNECT HELP

This command enables you to connect to a help definition specified in Dictionary-IV and display the help text during script execution.

For more information on the **CONNECT HELP** command see the Script-IV Language Reference. For more information on how to create a help definition see the Dictionary-IV Developer Guide.

CONNECT MENU

This command enables you to connect to a pop-up menu definition specified in Dictionary-IV and display the menu during script execution.

For more information on the **CONNECT MENU** command see the Script-IV Language Reference. For more information on how to create a menu definition see the Dictionary-IV Developer Guide.

CONNECT QUERY

This command enables you to connect to a Query-IV query, and display or print the query during script execution.

For more information on the **CONNECT QUERY** command see the Script-IV Language Reference. For more information on how to create a query see the Query-IV Reference Manual.

CONNECT REPORT

This command enables you to connect to a Report-IV report, and display or print the report during script execution.

For more information on the **CONNECT REPORT** command see the Script-IV Language Reference. For more information on how to create a report see the Report-IV Reference Manual.

CONNECT SCREEN

This command enables you to connect to a screen definition specified in Dictionary-IV, display the screen, and initiate single-record maintenance during script execution.

For more information on the **CONNECT SCREEN** command see the Script-IV Language Reference. For more information on how to create a screen definition see the Dictionary-IV Developer Guide.

CONNECT VIEW

This command enables you to connect to a view definition specified in Dictionary-IV, display the view, and initiate multi-record maintenance during script execution.

For more information on the **CONNECT VIEW** command see the Script-IV Language Reference. For more information on how to create a view definition see the Dictionary-IV Developer Guide

Database Maintenance and Script-IV

The implementation of a feature sometimes depends upon its context, in this case features in Script-IV and Dictionary-IV Database Maintenance. Whether a feature is implemented depends on how useful the feature is and whether the feature has meaning in a given context.

For example, the format security settings for "Add Only" and "Change Only" have meaning in Dictionary-IV Database Maintenance where "add mode" and "change mode" exist. However, these format security settings have no meaning in Script-IV because these features were not implemented in Script-IV.

The following features are implemented for formats in Dictionary-IV Database Maintenance but not in Script-IV:

- Security: Add Only
- Security: Change Only
- Valid Entries: File Lookup Read Option 1
- Delete Record Value

- Audit

The following features are implemented for links in Dictionary-IV Database Maintenance but not in Script-IV:

- Terminal Access
- Operator Access
- Password
- Audit

For more information on these features see the Dictionary-IV User Guide.

Interface to Thoroughbred Basic

Script-IV provides an interface to Thoroughbred Basic language elements and data constructs. This interface adds functionality and flexibility to the Script-IV language by increasing the number of available language elements and by providing more control over certain types of programming details.

This section contains the following subsections:

- **Thoroughbred Basic Files** describes how Script-IV can use data files created by Thoroughbred Basic applications.
- **Thoroughbred Basic Programs** describes how to execute Thoroughbred Basic programs from scripts.

For more information on Thoroughbred Basic see the Thoroughbred Basic Reference Manual.

Thoroughbred Basic Files

Script-IV can access data files created by a Thoroughbred Basic application. To use an existing data file in a script, follow the procedure below:

1. Define the format definition to be used to access the data record.
2. Create a link, which references the format and the data file.
3. Access the file in IDOL-IV file maintenance to verify that your format and link definitions are correct.
4. Declare the link in your script.
5. Open the link in your script.

After you complete this procedure, you can use Script-IV file I/O commands to access the file through the link name. For more information on Thoroughbred Basic data files see the Thoroughbred Basic Reference Manual.

Thoroughbred Basic Programs

Script-IV can execute Thoroughbred Basic programs. This feature enables you to access existing Thoroughbred Basic applications in Script-IV. For more information on Thoroughbred Basic programs see the Thoroughbred Basic Reference Manual.

Standard Thoroughbred Basic Program

To execute a standard Thoroughbred Basic program from a script you can use the **RUN** *program-name* command. From this program, you can use the **RUN** *program-name* directive to execute another Thoroughbred Basic program or a primary script or use the **CALL** *program-name* directive to execute a Thoroughbred Basic public program.

For more information on the Script-IV **RUN** command see the Script-IV Language Reference. For more information on the Thoroughbred Basic **CALL** and **RUN** directives see the Thoroughbred Basic Reference Manual.

Thoroughbred Basic Public Program

To execute a Thoroughbred Basic public program from a script you can use the **CALL** *program-name* command. From this program, you can use the **CALL** *program-name* directive to execute another Thoroughbred Basic public program.

For more information on the Script-IV **CALL** command see the Script-IV Language Reference. For more information on the Thoroughbred Basic **CALL** directive see the Thoroughbred Basic Reference Manual.

Migrating Programs to Scripts

You can migrate a Thoroughbred Basic application to Script-IV in stages by replacing software programs with scripts. Scripts can emulate the appearance of existing software so that the look and feel remains constant during the conversion. After the Thoroughbred Basic application is fully migrated, you can enhance the applications with features inherent in the IDOL-IV fourth-generation application development system.

COMPILING SCRIPTS

Note: If you use Source-IV to edit scripts, you must compile the scripts from Source-IV. If you use the Script-IV script editor to edit a script, you must compile the script from the script editor.

If you plan to use Source-IV to compile scripts, you can skip the section on **How to Compile from the Script Editor**. However, the rest of the information in this chapter is relevant and useful.

For more information on Source-IV see the Source-IV Manual.

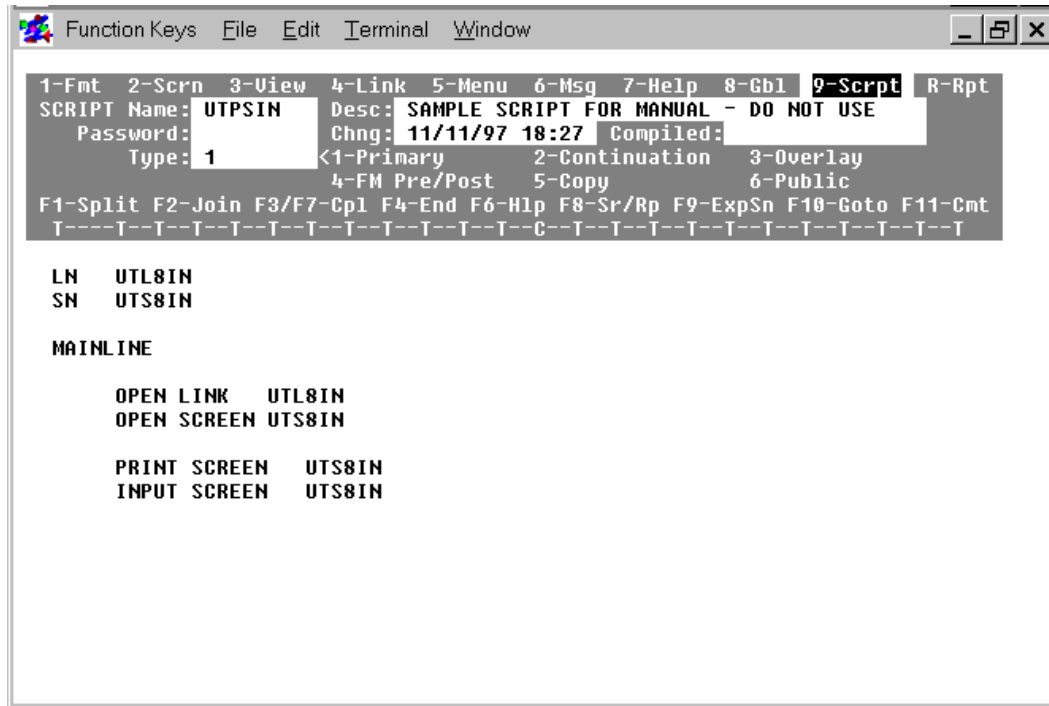
Introduction

You cannot execute a script until it has been compiled. The compiler produces a 3GL Thoroughbred Basic program from the source script, a program listing, error messages, and error diagnostics. If no errors occur, the resultant program can be executed.

The following sections are included:

- How to Compile from the Script Editor
- How to Compile from the IDOL-IV Development Menu
- How to Use a Compile List
- How to Define Your Own Compile List
- How to Manage Compilation Errors
- Error Messages

Use the script editor to compile a single script. To compile from the script editor, you must access the script you plan to compile, for example:



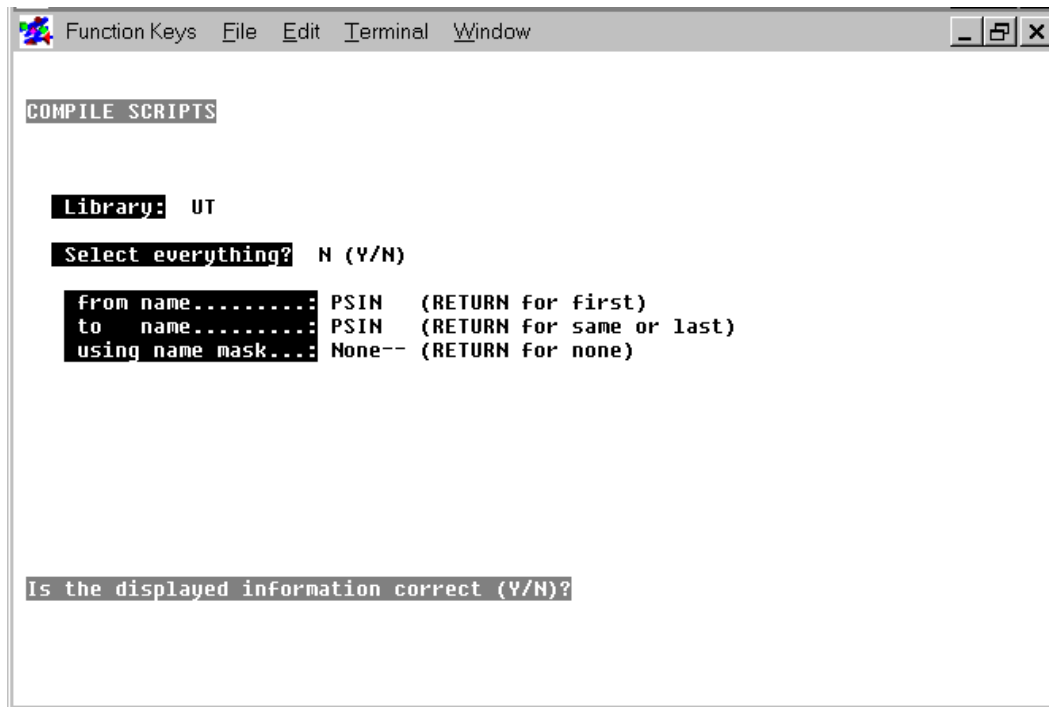
To begin the compilation process, press the **F3** or **F7** key. The following message will be displayed:

Do you want to save and compile (Y/N)?

Y starts the procedure.

N halts the compilation process. Control returns to the script editor.

Press the **Y** key. The following screen will be displayed:



Script-IV fills in the compilation information. You must answer the question at the bottom of the screen:

Is the displayed information correct (Y/N)?

Y begins compilation using the displayed information.

N enables you to respecify the displayed information.

Press the **Y** key to compile the script. The script code will be listed as it is compiled. To stop the compilation process at any time, press the **Escape** key.

Errors pause compilation. Take one of the following actions:

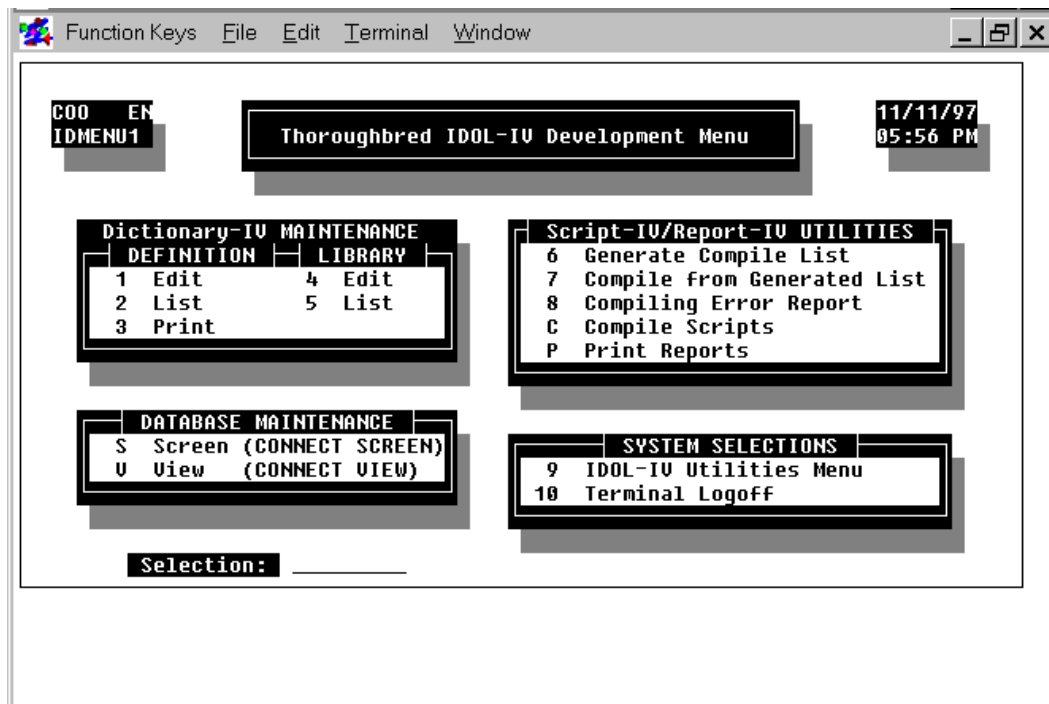
- To halt compilation, press the **F4** key.
- To continue compiling after an error is encountered, press the **Enter** key.
- If there is no response after 15 seconds, compilation continues as if the **Enter** key was pressed.
- If you started the compile from the Script-IV script editor, you can return to the script editor by pressing the **F1** key. You can fix the error, then press the **F3** or **F7** key to compile the script.

For more information on the errors you may encounter see the sections on **How to Manage Compilation Errors** and **Error Messages**.

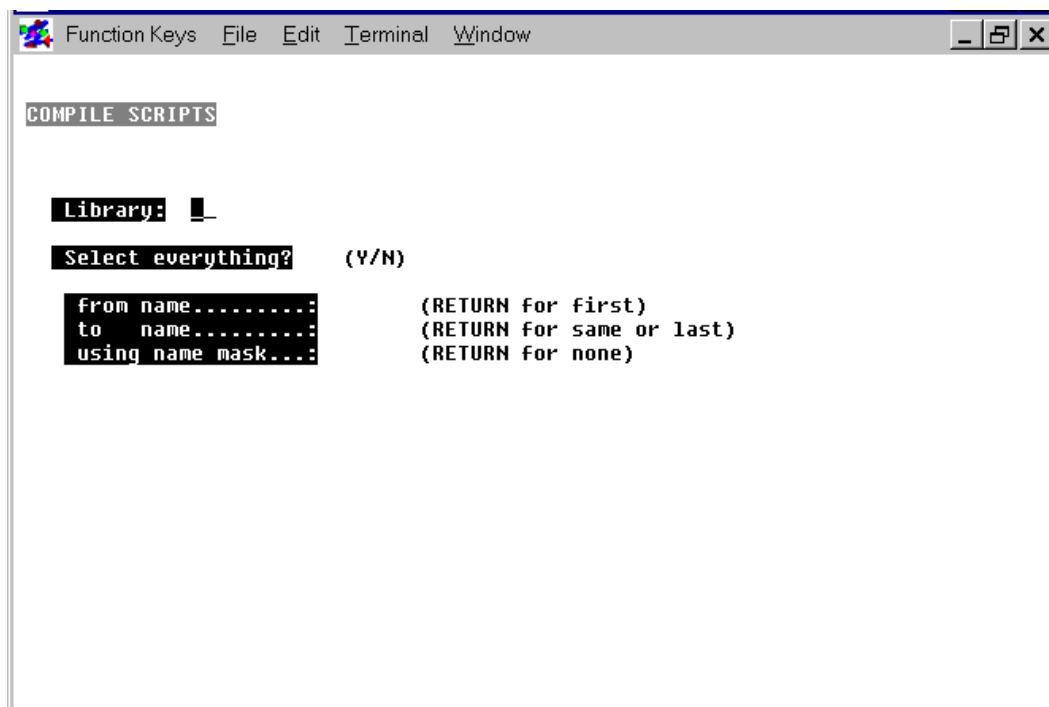
After the compiler finishes processing, you will be returned to the last active menu.

How to Compile from the IDOL-IV Development Menu

Use the IDOL-IV Development Menu to compile a single script, a range of scripts, or a library of scripts:



To compile from the IDOL-IV Development Menu, type **C** and press the **Enter** key. The **COMPILE SCRIPTS** screen will be displayed:



You must answer the following questions:

Library:

Enter the name of the library that contains the scripts you plan to compile.

Select everything (Y/N)?

Select one of the following:

Y means every script in the library will be compiled.

N means you plan to specify a range of scripts to compile.

from name:

to name:

To define a range of scripts, you can use the following specifications:

- To specify all the scripts in the library, press the **Enter** key in the **from name** field and press the **Enter** key in the **to name** field.
- To specify a range of scripts, type the name of the first script you plan to compile in the **from name** field and the name of the last script you plan to compile in the **to name** field.
- To specify a single script, type the name of the script you plan to compile in the **from name** field and press the **Enter** key in the **to name** field.

In most cases, you only need to type enough of a script name to identify it as a unique name, then press the **Enter** key and let the system fill in the rest of the name.

using name mask:

A name mask enables you to select a set of scripts from a range of scripts. You do not have to compile all the scripts in the range and you do not have to select individual scripts to compile one at a time. If you do not plan to use a mask, press the **Enter** key.

Use the following information to define a mask:

- A mask is a string of characters used to test the string of characters in the script name. A script name that matches the mask is selected for compilation.
- A mask can contain match and passing characters. A character in a script name must be the same character as the match character and occur in the same position. The **?** is the pass character, which means that no match in this position is needed.

<u>Mask</u>	<u>action</u>	<u>definition names</u>		
A?	selects	AB	Ac	A1
	bypasses	aB	cA	11

After you have answered all of these questions, the following message will be displayed:

Is the displayed information correct (Y/N)?

Enter one of the following:

Y begins compilation using the displayed information.

N enables you to respecify the displayed information.

Press the **Y** key to compile. The name of each script and its description will be displayed as it compiles. The script code will be listed below this information. To stop the compilation process at any time, press the **Escape** key.

Errors pause compilation. To continue compiling after an error is encountered, press the **Enter** key. For more information on the errors you may encounter see the sections on How to Manage Compilation Errors and Error Messages.

After the compiler finishes processing, you will be returned to the COMPILE SCRIPTS screen.

How to Use a Compile List

A compile list is a list of scripts that need to be compiled before they can be executed. To maintain applications, you can use the Generate Compile List and Compile from Generated List Utilities from the IDOL-IV Development Menu.

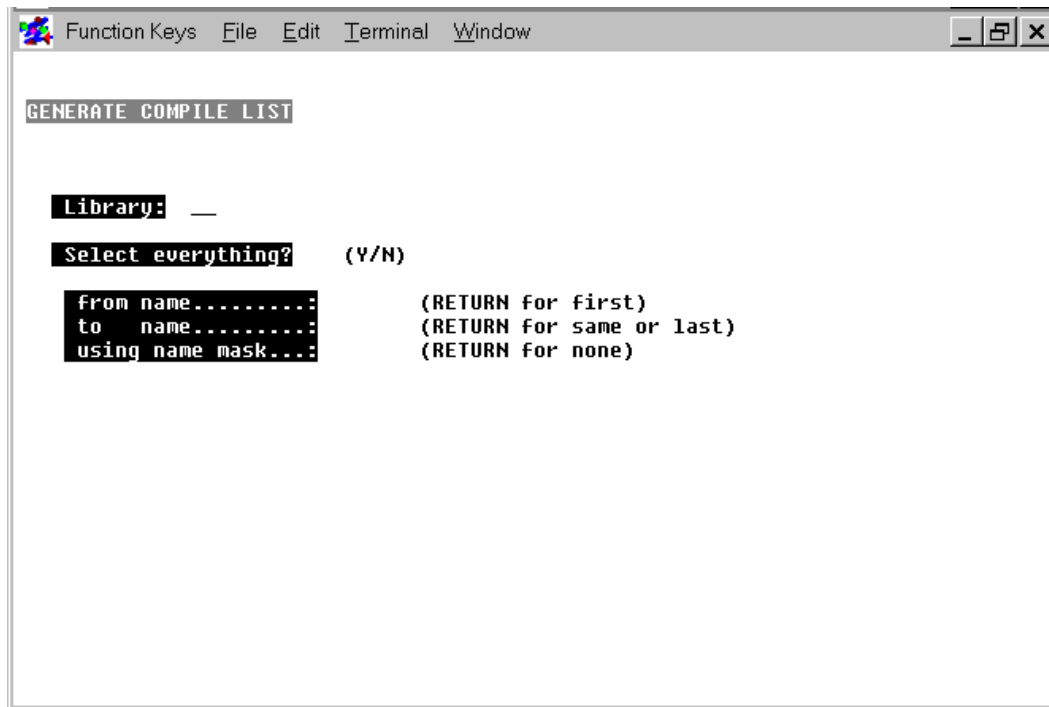
The Generate Compile List Utility searches through a range or library of scripts. It compares the change date of the script, the change date of any copy script used by the script, and the change date of any definition such as a format or screen used by the script, to the compile date. If any of these change dates are more recent than the compile date, the utility puts the script in a compile list. After the library or range is checked, you can specify another range or library to search for script names to add to the list.

The name of the compile list is **4GLCL tt** , where tt is the terminal ID. Any compile list is unique to the terminal where it is created. Each time you select the Generate Compile List Utility the compile list is erased before a new list is created.

The Compile from Generated List Utility compiles the scripts in the compile list.

How to Build a Compile List

To create a compile list, go to the IDOL-IV Development Menu. Type **6** and press the **Enter** key. The GENERATE COMPILE LIST screen will be displayed:



You must answer the following questions:

Library:

Enter the name of the library that contains scripts you plan to include in the compile list.

Select everything (Y/N)?

Select one of the following:

Y means every script in the library will be checked.

N means you plan to specify a range of scripts to check.

from name:
to name:

To define a range of scripts, you can use the following specifications:

- To specify all the scripts in the library, press the **Enter** key in the **from name** field and press the **Enter** key in the **to name** field.
- To specify a range of scripts, type the name of the first script you plan to compile in the **from name** field and the name of the last script you plan to compile in the **to name** field.

- To specify a single script, type the name of the script you plan to compile in the **from name** field and press the **Enter** key in the **to name** field.

In most cases, you only need to type enough of a script name to identify it as a unique name, then press the **Enter** key and let the system fill in the rest of the name.

using name mask:

A name mask enables you to select a set of scripts from a range of scripts. You do not have to compile all the scripts in the range and you do not have to select individual scripts to compile one at a time. If you do not plan to use a mask, press the **Enter** key.

Use the following information to define a mask:

- A mask is a string of characters used to test the string of characters in the script name. A script name that matches the mask is selected for compilation.
- A mask can contain match and passing characters. A character in a script name must be the same character as the match character and occur in the same position. The **?** is the pass character, which means that no match in this position is needed.

Mask	action	definition names		
A?	selects	AB	Ac	A1
	bypasses	aB	cA	11

After you have answered all of these questions, the following message will be displayed:

Is the displayed information correct (Y/N)?

Enter one of the following:

Y begins checking change dates using the displayed information.

N enables you to respecify the displayed information.

Press the **Y** key to check change dates. If no script needs to be compiled, the compile list will be empty. After the utility finishes processing, you will be returned to the GENERATE COMPILE LIST screen.

How to Compile from a Compile List

To compile all of the scripts on the compile list, go to the IDOL-IV Development Menu. Type **7** and press the **Enter** key. The following message will be displayed:

Do you want to compile from 4GLCLtt generated date - time (Y/N)?

Enter one of the following:

Y compiles the scripts on the compile list.

N halts the process and returns you to the IDOL-IV Development Menu.

Press the **Y** key to compile the scripts on the compile list. If the compile list exists, and if it is not empty, the name of each script and its description will be displayed as it compiles. The script code will be listed below this information. To stop the compilation process at any time, press the **Escape** key.

Errors pause compilation. To continue compiling after an error is encountered, press the **Enter** key. For more information on the errors you may encounter see the sections on **How to Manage Compilation Errors** and **Error Messages**.

After the compiler finishes processing, you will be returned to the IDOL-IV Development menu.

If the compile list does not exist or is empty, the utility will display a message. Press the **Enter** key to return to the IDOL-IV Development Menu.

How to Define Your Own Compile List

If the Generate Compile List Utility described in the preceding section does not meet site requirements, you can use alternate methods to build compile lists. The following sample Thoroughbred Basic code is distributed with IDOL-IV as the IDU006 program. It builds a compile list from a range of scripts. You can modify the code to match your specifications.

```

0010  REM &REM&

0100  SETERR 9000;           ! Set error trap.
      SETESC 9000;          ! Set escape trap.
      PRINT 'WC', 'CN',     ! Clear all windows.
      "Build List of Scripts to Compile",;
      C1=UNT;               ! Get an available channel.
      OPEN (C1) "IDDBD";    ! Open the dictionary.
      FID$=FID(C1), <_>    ! Get the FID of dictionary.
      D=DEC(FID$(20,1))    ! Save disk number.

0200  INPUT @(0,2), 'CL',   ! Get "from script" name.
      "Enter starting script name: ",FROM$;
      IF CTL=4              ! If F4 key is pressed,
      GOTO 9000             ! leave the procedure.
      FI;
      EXTRACT (C1,KEY="P"+FROM$,DOM=201) ! Move key pointer.

0210  K$=KEY(C1,END=200);   ! Get next key.
      READ (C1);            ! Unextract the key.
      IF K$(1,1) <> "P"     ! If not a script record
      GOTO 200              ! reenter from script name.
      FI

```

```

0220 INPUT @(0,3),'CL'           ! Get "to script" name.
      "Enter ending script name: ",TO$
      IF CTL=4                   ! If F4 key is pressed
        GOTO 9000                ! leave the procedure.
      FI;
      IF TO$=FROM$ AND TO$<>""   ! If "to value" = "from value"
        TO$=TO$+"~"             ! add last value to entry
      FI;
      IF TO$=""                 ! If Enter key pressed
        TO$="~"                 ! set to last key value.
      FI$
      IF TO$<FROM$              ! If "to value" < "from value"
        GOTO 220                ! reenter "to value".
      FI;
      FROM$="P"+FROM$,          ! Add "P" key prefix to "from
      TO$="P"+TO$               ! value" and "to value".

0300 CLF$="4GLCL"+FID(0);       ! Set compile list file name.
      CLEAR ERC;                ! Clear error control.
      WHILE ERC=0;              ! Erase compile list file on
        ERASE CLF$, ERC=1;      ! all available disks.
      WEND;
      SORT CLF$,9,2000,D,0;     ! Create compile list file
      C2=UNT;                   ! Get an available channel.
      OPEN (C2) CLF$;           ! Open the compile list file.
      WRITE (C2,KEY=$00$+DAY);  ! Write data header record.
      TO=TIM,T1=FPT(TO)*60,     ! Resolve time.
      TO$=STR(TO:"00")+":"+STR(T1:"00")+":"+STR(FPT(T1)*60:"00");
      WRITE (C2,KEY=$01$+TO$);  ! Write time header record.
      EXTRACT (C1,KEY=FROM$,DOM=301)! Move key pointer back to
                                   ! from record.

0400 K$=KEY(C1,END=9000);       ! Get next key.
      IF K$>TO$                 ! If next key is out of range
        GOTO 9000                ! leave the procedure.
      FI;
      IF STL(K$)=9              ! If key is a header record
        PRINT @(40,0),K$(2),;   ! print current script name
        WRITE (C2,KEY=K$)       ! write it to compile list
      FI;
      READ (C1,KEY=K$+$FF$,DOM=400);! Move pointer to next! header.
      GOTO 400                  ! Go get next key.

9020 RUN "ID"                   ! Return to IDOL-IV menu.

```

How to Manage Compilation Errors

You must remove errors from scripts to produce working programs. The following subsections describe how to manage common compilation problems:

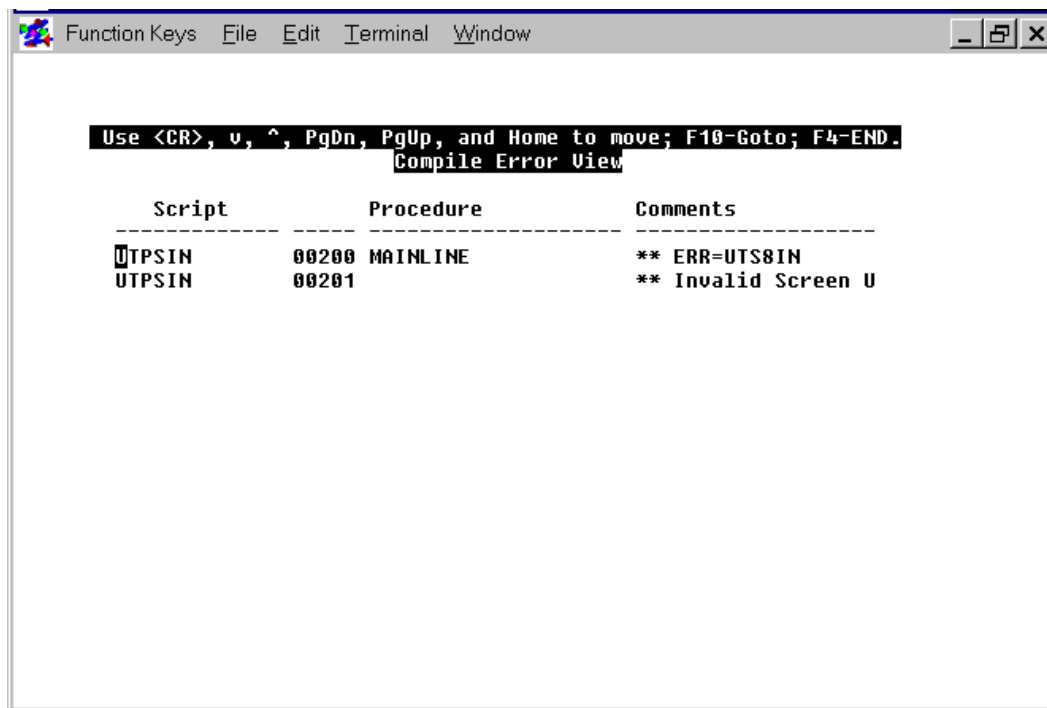
- How to Use the Compile Error Report describes how to get a list of the errors produced during compilation.

- How to Resize Scripts and Programs describes strategies you can use when scripts or programs are too large to be compiled.

How to Use the Compile Error Report

The Compile Error Report makes a list of the errors produced by the last compile. When you compile a script or a group of scripts, all errors are written to the compile error log file. When you perform a new compile, this file is overwritten.

To display the compile error log, go to the IDOL-IV Development Menu. Type **8** and press the **Enter** key. If the compiler found errors, a screen similar to the following will be displayed:



To move through the screen, press the down arrow, up arrow, **Page Down**, **Page Up**, or **Home** key. To go to a specific line, press the **F10** key.

To exit the utility, press the **F4** key. The following message will be displayed:

Do you want a printed copy (Y/N)?

Enter one of the following:

Y prompts you to enter a printer code where the hard copy will be produced.

N exits the utility and returns you to the IDOL-IV Development Menu.

How to Resize Scripts

If a script is too large, the script will not be compiled and the following message will be displayed:

Generated code is nnnnnn bytes and cannot be saved

A compiled script cannot exceed 64K. If a script is too large, consider turning parts of the script into overlay scripts. For more information on overlay scripts see the section on Different Types of Scripts in Chapter 2.

Error Messages

The following subsections contain lists of syntax errors and other compilation errors.

Syntax Errors

**** ERR=(script statement where error found)**

The compiler expects a Script-IV key word and one is not found, or a key word other than a data declaration is found in the Data Declaration section of the script.

**** ERR: (statement with basic compile error)**

The script has attempted to open or access undeclared definitions, or the script has attempted to access a definition that has not been opened. Another common cause of this error is making assignments without using the LET keyword.

**** IF/ENDIF mismatch**

The compiler has encountered a new procedure with unmatched IFs and ENDIFs; there must be a corresponding ENDIF for each IF/THEN statement.

**** IF/LOOP nesting error**

The compiler has encountered a procedure with misplaced ENDIFs and ENDLOOPS. Check the order of ENDIFs and ENDLOOPS and make sure they match the nesting order.

**** IF/THEN mismatch**

The compiler has encountered an IF statement with an unmatched THEN; there must be a corresponding THEN for each IF statement.

**** Invalid IF structure**

The compiler has encountered incorrect IF/ENDIF, LOOP/ENDLOOP nesting.

**** Invalid Link Alias**

The link alias is too long. The limit is 8 characters.

**** LOOP/ENDLOOP mismatch**

The compiler has encountered a new procedure with unmatched LOOPS and ENDLOOPS. There must be a corresponding ENDLOOP for each LOOP statement.

**** No statement generated**

The compiler has encountered incomplete syntax. Check for incorrect command structure or key words, which may be used out of context.

**** PRE/POST "ALL" must be first or last**

The compiler has encountered a PRE or POST option in an INPUT SCREEN command that specifies ALL, but ALL is not the first or last specification. Specify ALL in the first or last position for the PRE or POST option.

**** undefined procedure**

The compiler could not locate the referenced procedure.

Other Compile Errors

**** "xxxxxxx" already exists but is not a program**

The referenced script name is not a program file.

**** Copy source xxxxxx not found**

The source specified in a COPY or INCLUDE statement cannot be located.

**** Copy source xxxxxx is being edited by another user**

The source specified in a COPY or INCLUDE statement was located but it is being accessed by another user.

**** Duplicate line number**

The same Thoroughbred Basic line has been generated twice. Call Thoroughbred Product Support.

**** Duplicate procedure**

The same procedure name has been used twice in a script.

**** Invalid format (format-name)**

The specified format is not defined in the IDOL-IV dictionary, or it is corrupt.

**** Invalid link (link-name)**

The specified link is not defined in the IDOL-IV dictionary, or it is corrupt.

**** Invalid screen (screen-name)**

The specified screen is not defined in the IDOL-IV dictionary, or it is corrupt.

**** Invalid view (view-name)**

The specified view is not defined in the IDOL-IV dictionary, or it is corrupt.

**** (link-name) has no text field defined**

There is no text field defined in the script. Specify a text-id for the relevant command.

**** (link-name) text field "text-id" is not defined**

The specified text field is not defined in the link.

**** Missing Text File Name**

This message can only occur for links that specify MSORT or TISAM files. Check the TEXT File specification in the Link Definition.

**** No sorts defined for (link-name)**

There are no sorts defined in the specified link.

SAMPLE SCRIPTS

The scripts illustrated in this chapter are from the **4S** library. You can edit, view, or print any of these scripts. These scripts demonstrate various features and capabilities of the Script-IV language. If you plan to use any of these scripts in an application, you may have to modify it to meet site requirements.

The following sample scripts are illustrated:

4SEX001 is a primary script that provides an example of line offset with scrolling.

4SSAMPL1 is a copy script used for data declarations.

4SSAMPL2 is an overlay script that initializes demonstration data.

4SSAMPL3 is an overlay script that provides examples of the PRINT VIEW command.

4SSAMPL4 is an overlay script that provides an example of the CHANGE command.

4SSAMPLE is a primary script that provides an example of how scripts can be used in sales. It is the parent script of all the 4SAMPLx scripts listed above.

```

Script: 4S EX001   Type: 1 Primary
Desc: SCRIPT-IV Sample: Line Offset with Scrol
Last Change Date: 11/26/88   Last Compile Date: 05/09/95
Time: 12:45:17             Time: 17:39:07   Date: 05/12/95
=====

```

```

* 4SEX001 - SCRIPT-IV Sample ~ Shows Line Offset with Scrolling
SD 4SEX01
DD START-LINE (2.0), SCROLL-FLAG (1)
MAIN-LINE
  OPEN SCREEN 4SEX01; OPEN 4SEX01 CREATE
  READ 4SEX01 USING KEY RANGE FROM FIRST TO LAST
  PROCESSING IS DELETE-RECS
  INPUT SCREEN 4SEX01 PRE PROCESS DNA, GET-START-LINE
  LET L = 1, L1 = 0
  DO LOOP UNTIL TERM-KEY = 4
    LET 4SEX01 = "", DNA = STR(L:"000000")
    READ 4SEX01 USING KEY DNA
    MISSING KEY PROCESS IS NEW-REC
    PRINT SCREEN 4SEX01 DATA LINE OFFSET IS L1
    INPUT SCREEN 4SEX01 DATA-NAME DNB LINE OFFSET IS L1
    POST PROCESS DNB, SCROLL
    IF TERM-KEY <> 4 AND SCROLL-FLAG <> "X" THEN
      ADD 4SEX01 USING KEY STR(L:"000000"); LET L = L + 1
      IF L1 < 4 THEN
        LET L1 = L1 + 1
      ELSE
        PRINT @(0, START-LINE), 'LD',
        ENDIF
      ENDIF
      LET SCROLL-FLAG = ""
    ENDLOOP
  NEW-REC
  PRINT @(0,4), "CAN'T FIND REC: ", DNA,
  SCROLL
  IF TERM-KEY <> 0 THEN
    LET SCROLL-FLAG = "X", 4SEX01.FIELD = 99
  ENDIF
  IF TERM-KEY = -4 THEN
    IF L1 > 0 THEN
      LET L1 = L1 - 1
    ELSE
      IF L > 1 THEN
        PRINT @(0, START-LINE + 4), 'LD', @(0, START-LINE), 'LI',
        ENDIF
      ENDIF
      IF L > 1 THEN LET L = L - 1; ENDIF
    ENDIF
  IF TERM-KEY = -3 THEN
    IF L1 < 4 THEN
      LET L1 = L1 + 1
    ELSE
      PRINT @(0, START-LINE), 'LD',
      ENDIF
    ENDIF
    LET L = L + 1
  ENDIF
  GET-START-LINE
  LET START-LINE = 4SEX01.LINE, 4SEX01.FIELD = 99
  DELETE-RECS
  DELETE 4SEX01 USING KEY DNA

```

```

Script: 4S EX001   Type: 1 Primary
Desc: SCRIPT-IV Sample: Line Offset with Scrol
Last Change Date: 11/26/88   Last Compile Date: 05/09/95
Time: 12:45:17             Time: 17:39:07   Date: 05/12/95
=====

```

```

END-SCRIPT

```

Script: 4S SAMPL1 Type: 5 Copy
Desc: SCRIPT-IV SAMPLE: Data Declarations
Last Change Date: 11/26/88 Last Compile Date:
Time: 11:42:39 Time: Date: 05/12/95

=====

* 4SSAMPL1 - Data Declarations - Copy module for 4SSAMPLE script set

VN 4SCUST, 4SSLSRP, 4SINVEN
LN 4SSALDT
SN 4STOPSC1, 4STOPSC2, 4SBOTSCR
DN INPUT-FLAG (1), VIEW-FLAG (1), TEXT-FLAG (1)
DN TAX-RATE (2.0)

```

Script: 4S SAMPL2  Type: 3 Overlay
Desc: SCRIPT-IV SAMPLE: Initialize Demo Data
Last Change Date: 11/26/88      Last Compile Date: 07/19/93      Page: 1
Time: 16:29:10                Time: 09:16:34                Date: 05/12/95
=====

```

```

* 4SSAMPL2 - Initialize Demo Data - Overlay script to 4SSAMPLE
* 4SSAMPL1 - Data Declarations - Copy module for 4SSAMPLE script set

```

```

VN  4SCUST, 4SSLSRP, 4SINVEN
LN  4SSALDT
SN  4STOPSC1, 4STOPSC2, 4SBOTSCR
DN  INPUT-FLAG (1), VIEW-FLAG (1), TEXT-FLAG (1)
DN  TAX-RATE (2.0)

1-MAIN2
  PRINT MESSAGE "P,8"
  OPEN LINK 4SSLSRP CREATE

  DIM B$(90)
  LET B$(1,30) = "John Thompson", B$(31,30) = "Helen Addison",
      B$(61,30) = "Steve Watson" , X=0 , A$ = "JTHASW"

  DO LOOP UNTIL X = 3
    LET X = X + 1, 4SSLSRP.SALES-REP-CODE = A$(X*2-1,2),
        SALES-REP-NAME = B$(X*30-29,30)
    ADD 4SSLSRP USING 4SSLSRP.SALES-REP-CODE
  ENDLOOP

  OPEN LINK 4SCUST CLEAR

  DIM A$(60), B$(90), C$(45), D$(45)
  LET A$(1,20) = "Mr. David Kelly", A$(21,20) = "Ms. Marcia Thomas",
      A$(41,20) = "Robert Marks", B$(1,30) = "D K & Associates ",
      B$(31,30) = "Computer Inc.",
      B$(61,30) = "Today's Business Company",
      C$(1,15) = "1010 Main Street", C$(16,15) = "Route 12",
      C$(31,15) = "1650 Kingston Pike", D$(1,15) = "Somerset",
      D$(16,15) = "Madison", D$(31,15) = "Palisades Park",
      X = 0, CUST-STATE-ZIP = "NJ 07090",
      SALES-TAX-CODE = "NJ"

  DO LOOP UNTIL X = 3
    LET X=X+1, CUST-CODE = STR(X:"000000"),
        CUST-CONTACT = A$(X*20-19,20), CUST-NAME = B$(X*30-29,30),
        CUST-ADDRESS = C$(X*15-14,15), CUST-CITY = D$(X*15-14,15)
    ADD 4SCUST USING KEY CUST-CODE
  ENDLOOP

  OPEN LINK 4SINVEN CLEAR

  DIM A$(120), B(3)
  LET A$(1,40) = "bProduct Description",
      A$(41,40) = "cProduct Description",
      A$(81,40) = "aProduct Description",
      B(1) = 12.95, B(2) = 19.95, B(3) = 1.99, X = 0
  DO LOOP UNTIL X = 3
    LET X=X+1, 4SINVEN.ITEM-CODE = STR(X:"00-000-000") ,
        ITEM-DESCRIPTION = A$(X*40-39,40),

```

```

Script: 4S SAMPL2  Type: 3 Overlay
Desc: SCRIPT-IV SAMPLE: Initialize Demo Data
Last Change Date: 11/26/88      Last Compile Date: 07/19/93      Page: 2
Time: 16:29:10                Time: 09:16:34                Date: 05/12/95
=====

```

```

      4SINVEN.BASE-PRICE = B(X)
    ADD 4SINVEN USING KEY 4SINVEN.ITEM-CODE
  ENDLOOP
  OPEN LINK 4SSALDT CLEAR
ENDSCRIPT

```

Script: 4S SAMPL3 Type: 3 Overlay
 Desc: SCRIPT-IV SAMPLE: Print Views
 Last Change Date: 11/26/88 Last Compile Date: 07/19/93
 Time: 16:06:02 Time: 09:16:51 Date: 05/12/95

```
=====
* 4SSAMPL3 - Print Views - Overlay script to 4SSAMPLE
* 4SSAMPL1 - Data Declarations - Copy module for 4SSAMPLE script set
```

```
VN 4SCUST, 4SSLSRP, 4SINVEN
LN 4SSALDT
SN 4STOPSC1, 4STOPSC2, 4SBOTSCR
DN INPUT-FLAG (1), VIEW-FLAG (1), TEXT-FLAG (1)
DN TAX-RATE (2.0)
```

```
1-MAIN3
PRINT MESSAGE "P,5" USING "4SSAMPLE"
IF VIEW-FLAG = "C" THEN
  PRINT VIEW 4SCUST USING KEY SORT 1
  WINDOW LINE 15
  COLUMN 20
  NUMBER LINES 3
  CHARACTERS 40
  BORDER TYPE "R"
  FUNCTION "C"
  HEADING "N"
  KEY INTO 4SCUST.CUST-CODE
  IF TERM-KEY <> 1 THEN
    LET 4SCUST.CUST-CODE = ""
  ENDIF
ENDIF
IF VIEW-FLAG = "S" THEN
  PRINT VIEW 4SSLSRP USING KEY SORT 1
  WINDOW LINE 15
  COLUMN 20
  NUMBER LINES 3
  CHARACTERS 40
  BORDER TYPE "R"
  FUNCTION "C"
  HEADING "N"
  KEY INTO 4SSLSRP.SALES-REP-CODE
  IF TERM-KEY <> 1 THEN
    LET 4SSLSRP.SALES-REP-CODE = ""
  ENDIF
ENDIF
IF VIEW-FLAG = "I" THEN
  PRINT VIEW 4SINVEN USING KEY SORT 1
  WINDOW LINE 18
  COLUMN 40
  NUMBER LINES 3
  FUNCTION "C"
  HEADING "N"
  BORDER TYPE "R"
  CHARACTERS 30
  KEY INTO 4SSALDT.ITEM-CODE
  IF TERM-KEY <> 1 THEN
    LET 4SSALDT.ITEM-CODE = ""
  ENDIF
ENDIF
ENDIF
```

Script: 4S SAMPL3 Type: 3 Overlay
 Desc: SCRIPT-IV SAMPLE: Print Views
 Last Change Date: 11/26/88 Last Compile Date: 07/19/93
 Time: 16:06:02 Time: 09:16:51 Date: 05/12/95

```
=====
OPEN MESSAGES "4SSAMPLE"

ENDSCRIPT
```

```

Script: 4S SAMPL4  Type: 3 Overlay
Desc: SCRIPT-IV SAMPLE: Change Text
Last Change Date: 11/26/88      Last Compile Date: 07/19/93
Time: 16:59:59                 Time: 09:17:08      Date: 05/12/95
=====
* 4SSAMPL4 - Change Text - Overlay script to 4SSAMPLE

* 4SSAMPL1 - Data Declarations - Copy module for 4SSAMPLE script set

VN  4SCUST, 4SSLSRP, 4SINVEN
LN  4SSALDT
SN  4STOPSC1, 4STOPSC2, 4SBOTSCR
DN  INPUT-FLAG (1), VIEW-FLAG (1), TEXT-FLAG (1)
DN  TAX-RATE (2.0)

1-MAIN4
  CHANGE 4SCUST USING 4SCUST.CUST-CODE
  TEXT "A"
  WINDOW FUNCTION TEXT-FLAG
    HEADING "Additional Customer Information"
    LINE 15
    NUMBER LINES 3
    CHARACTERS 40
    COLUMN 20
    BORDER TYPE "R"

ENDSCRIPT

```

Script: 4S SAMPLE Type: 1 Primary
 Desc: SCRIPT-IV SAMPLE: Sales Script
 Last Change Date: 11/26/88 Last Compile Date: 07/19/93
 Time: 13:46:56 Time: 09:18:35 Date: 05/12/95

```
=====
* 4SSAMPLE - Sales Script - Parent script of 4SSAMPLE script set

* 4SSAMPL1 - Data Declarations - Copy module for 4SSAMPLE script set

VN  4SCUST, 4SSLSRP, 4SINVEN
LN  4SSALDT
SN  4STOPSC1, 4STOPSC2, 4SBOTSCR
DN  INPUT-FLAG (1), VIEW-FLAG (1), TEXT-FLAG (1)
DN  TAX-RATE (2.0)

1-MAIN
  OPEN SCREEN 4STOPSC1
  OPEN SCREEN 4STOPSC2
  OPEN SCREEN 4SBOTSCR

  OPEN VIEW 4SCUST
  OPEN VIEW 4SSLSRP
  OPEN VIEW 4SINVEN

  OPEN MESSAGES "4SSAMPLE"

* ----- BUILD DEMO DATA ----- *
  RUN OVERLAY "4SSAMPL2"

* ----- PRINT ALL SCREENS ----- *
  PRINT SCREEN 4STOPSC1
  PRINT SCREEN 4STOPSC2
  PRINT SCREEN 4SBOTSCR

* ----- SET FIRST INVOICE NUMBER ----- *
  LET REFERENCE-NUMBER = "T 100", TAX-RATE = 6
  DO LOOP UNTIL INPUT-FLAG = "D"
    DO 2-GET-REP
  ENDLOOP

2-GET-REP
  PRINT SCREEN 4STOPSC1 CLEAR DATA
  PRINT SCREEN 4STOPSC2 CLEAR DATA
  LET INPUT-FLAG = "" , 4SSLSRP = ""
  INPUT SCREEN 4STOPSC1
  POST PROCESS SALES-REP-CODE, 3-VERIFY-REP
  IF TERM-KEY = 4 THEN
    LET INPUT-FLAG = "D"
    TERMINATE PROCEDURE
  ELSE
    PRINT SCREEN 4STOPSC1 DATA
    DO LOOP UNTIL INPUT-FLAG = "D"
      DO 5-GET-CUST
    ENDLOOP
    LET INPUT-FLAG = ""
  ENDIF

3-VERIFY-REP
  IF TERM-KEY = 1 THEN
```


Script: 4S SAMPLE Type: 1 Primary
 Desc: SCRIPT-IV SAMPLE: Sales Script
 Last Change Date: 11/26/88 Last Compile Date: 07/19/93
 Time: 13:46:56 Time: 09:18:35 Date: 05/12/95

```

=====
      LET VIEW-FLAG = "S"
* ----- PRINT SALES-REP VIEW ----- *
      RUN OVERLAY "4SSAMPL3"
    ENDIF
    LET 4STOPSC1.FIELD = 99
    READ 4SSLSRP USING KEY 4SSLSRP.SALES-REP-CODE
      MISSING KEY PROCESS IS 4-REDO-INPUT

4-REDO-INPUT
  LET 4STOPSC1.FIELD = 0

5-GET-CUST
  PRINT SCREEN 4STOPSC2 CLEAR DATA
  PRINT MESSAGE "P,6"
  LET INPUT-FLAG = "", 4SCUST = ""
  INPUT SCREEN 4STOPSC2 KEY
  DO 6-CUST-STUFF
  IF INPUT-FLAG <> " " THEN
    TERMINATE PROCEDURE
  ENDIF
  PRINT SCREEN 4STOPSC2 DATA
  IF CUST-CODE <> "Cash " THEN
    DO 7-CUST-READ
    IF TERM-KEY = 4 OR INPUT-FLAG <> " " THEN
      TERMINATE PROCEDURE
    ENDIF
  ENDIF
  DO 14-GET-DETAIL

6-CUST-STUFF
  IF TERM-KEY = 1 THEN
    LET VIEW-FLAG = "C"

* ----- PRINT CUSTOMER VIEW ----- *
      RUN OVERLAY "4SSAMPL3"
    ELSE
      IF TERM-KEY = 4 THEN
        LET INPUT-FLAG = "D"
      ELSE
        IF TERM-KEY = 2 THEN
          LET CUST-CODE = "Cash", CUST-CONTACT = "CASH CUSTOMER"
        ENDIF
      ENDIF
    ENDIF

7-CUST-READ
  CHANGE 4SCUST USING KEY CUST-CODE
  MISSING KEY PROCESS IS 8-ADD-CUST
  BUSY PROCESS IS 9-LOCKED-CUST
  PROCESSING IS 10-CHG-CUST
  IF INPUT-FLAG = "T" THEN
    LET TEXT-FLAG = "C"
    DO 13-CHG-COMMENTS
    LET INPUT-FLAG = ""
  
```

Script: 4S SAMPLE Type: 1 Primary
Desc: SCRIPT-IV SAMPLE: Sales Script
Last Change Date: 11/26/88
Time: 13:46:56

Last Compile Date: 07/19/93
Time: 09:18:35

Page: 3

Date: 05/12/95

```
=====
ENDIF

8-ADD-CUST
  IF 4SCUST.CUST-CODE = "      " THEN
    LET INPUT-FLAG = "N"
    TERMINATE PROCEDURE
  ENDIF

* ----- CUSTOMER NOT FOUND. ADD (Y/N)? ----- *
  INPUT MESSAGE "Y,2" INTO INPUT-FLAG
  IF INPUT-FLAG = "Y" THEN
    INPUT SCREEN 4STOPSC2 DATA-NAME CUST-CONTACT
    POST PROCESS CREDIT-LIMIT, 11-ADD-REC
    IF TERM-KEY = 4 THEN
      DELETE 4SCUST USING CUST-CODE
      MISSING KEY PROCESS IS 21-IGNORE
      LET INPUT-FLAG = "N"
    ENDIF
  ELSE
    LET INPUT-FLAG = "N"
  ENDIF

9-LOCKED-CUST
  LET INPUT-FLAG = "L"

10-CHG-CUST
  PRINT SCREEN 4STOPSC2 DATA
  LET TEXT-FLAG = "d"
  DO 13-CHG-COMMENTS

* ----- MAKE CUSTOMER CHANGES ? ----- *
  INPUT MESSAGE "I,2" INTO INPUT-FLAG USING "4SSAMPLE"
  IF INPUT-FLAG <> "C" THEN
    LET INPUT-FLAG = ""
    TERMINATE PROCEDURE
  ENDIF
  INPUT SCREEN 4STOPSC2 DATA-NAME CUST-CONTACT
  POST PROCESS CREDIT-LIMIT, 12-MAKE-CHANGES

* ----- CHANGE CUSTOMER TEXT FIELD ? ----- *
  INPUT MESSAGE "Y,5" INTO INPUT-FLAG
  IF INPUT-FLAG = "Y" THEN
    LET INPUT-FLAG = "T"
  ELSE
    IF INPUT-FLAG = "N" THEN
      LET INPUT-FLAG = ""
    ENDIF
  ENDIF

11-ADD-REC
  ADD 4SCUST USING KEY CUST-CODE
  LET TEXT-FLAG = "C"
  DO 13-CHG-COMMENTS
```

Script: 4S SAMPLE Type: 1 Primary
Desc: SCRIPT-IV SAMPLE: Sales Script

Page: 4

Last Change Date: 11/26/88 Last Compile Date: 07/19/93
Time: 13:46:56 Time: 09:18:35

Date: 05/12/95

```
=====
* ----- DATA CORRECT ? ----- *
  INPUT MESSAGE "Y,3" INTO INPUT-FLAG
  IF INPUT-FLAG = "N" THEN
    LET 4STOPSC2.FIELD = 0
  ELSE
    IF TERM-KEY = 4 THEN
      DELETE 4SCUST USING KEY CUST-CODE
    ENDIF
  ENDIF

12-MAKE-CHANGES

* ----- CHANGES CORRECT ? ----- *
  INPUT MESSAGE "Y,4" INTO INPUT-FLAG
  IF INPUT-FLAG <> "Y" THEN
    LET 4STOPSC2.FIELD = 0
  ENDIF

* ----- DO TEXT FIELD DISPLAY OR ----- *
* ----- CHANGE OR ERASE ----- *
13-CHG-COMMENTS
  RUN OVERLAY "4SSAMPL4"

14-GET-DETAIL
  LET TEXT-FLAG = "E"
  DO 13-CHG-COMMENTS
  DIM A$(40), Q0(4), P0(4), T0(4), E0(4)
  LET LINE-NUMBER = 1
  DO LOOP UNTIL TERM-KEY = 4
    DO 15-DETAIL-LINE
      LET LINE-NUMBER = LINE-NUMBER + 1
      IF LINE-NUMBER = 5 THEN
        LET TERM-KEY = 4
      ENDIF
    ENDLOOP
  DO 19-DETAIL-CORRECT
  LET A$ = ""

15-DETAIL-LINE
  LET L0
    = LINE-NUMBER,
    QUANTITY = Q0(L0),
    4SSALDT.ITEM-CODE = A$(L0*10-9,10),
    4SSALDT.BASE-PRICE = P0(L0)

  INPUT SCREEN 4SBOTSCR LINE OFFSET L0-1
  POST PROCESS ITEM-CODE, 16-VERIFY-ITEM
    BASE-PRICE, 18-TAX-EXTENSION

16-VERIFY-ITEM
  LET DO$= "", ITEM-DESCRIPTION = ""
  IF TERM-KEY = 1 THEN
    LET VIEW-FLAG = "I"

* ----- PRINT ITEM CODE VIEW ----- *
```

Script: 4S SAMPLE Type: 1 Primary
 Desc: SCRIPT-IV SAMPLE: Sales Script
 Last Change Date: 11/26/88 Last Compile Date: 07/19/93
 Time: 13:46:56 Time: 09:18:35
 Page: 5
 Date: 05/12/95

```

=====
      RUN OVERLAY "4SSAMPL3"
      PRINT SCREEN 4SBOTSCR LINE OFFSET L0-1
      DATA-NAME LIST ITEM-CODE
    ENDIF
    LET INPUT-FLAG = ""
    READ 4SINVEN USING 4SSALDT.ITEM-CODE
      MISSING KEY PROCESS IS 17-MISSING-ITEM
    IF INPUT-FLAG = "M" THEN
      LET 4SBOTSCR.FIELD = 0
    ELSE
      LET D0$ = ITEM-DESCRIPTION,
        A$(L0*10-9,10) = 4SSALDT.ITEM-CODE,
        4SSALDT.BASE-PRICE = 4SINVEN.BASE-PRICE
      PRINT @(0,22),'CL',
    ENDIF

17-MISSING-ITEM
  LET INPUT-FLAG = "M"

18-TAX-EXTENSION
  LET Q0(L0) = QUANTITY , P0(L0) = 4SSALDT.BASE-PRICE ,
    E0 = Q0(L0) * P0(L0) , T0(L0) = E0 * (TAX-RATE / 100),
    E0(L0) = E0 + T0(L0)

19-DETAIL-CORRECT
  DO LOOP UNTIL INPUT-FLAG = "Y"

* ----- DETAIL LINES CORRECT ? ----- *
  INPUT MESSAGE "Y,6" INTO INPUT-FLAG
  IF INPUT-FLAG = "N" THEN
    DO LOOP UNTIL TERM-KEY = 4

* ----- ENTER LINE TO CHANGE OR DELETE ----- *
  INPUT MESSAGE "I,3" INTO INPUT-FLAG
  IF INPUT-FLAG = "D" THEN
    DIM A$(LEN(A$))

* ----- SET VARIABLES TO FORCE ENDLOOPS ----- *
    LET TERM-KEY = 4, INPUT-FLAG = "Y"
  ENDIF
  IF INPUT-FLAG => "1" AND INPUT-FLAG <= "4" THEN
    LET L0 = NUM(INPUT-FLAG)
    IF A$(L0*10-9,10) <> " " THEN
      LET LINE-NUMBER = L0
      DO 15-DETAIL-LINE
    ENDIF
  ENDIF
  ENDLOOP
  ENDIF
  ENDLOOP
  DO LOOP CHANGING L0 FROM 1 TO 4
    IF A$(L0*10-9,10) <> " " THEN
      LET SALES-TAX-AMT = T0(L0) ,
        4SSALDT.CUST-CODE = 4SCUST.CUST-CODE,

```

```

Script: 4S SAMPLE Type: 1 Primary
Desc: SCRIPT-IV SAMPLE: Sales Script
Last Change Date: 11/26/88 Last Compile Date: 07/19/93
Time: 13:46:56 Time: 09:18:35 Date: 05/12/95
=====
4SSALDT.DISCOUNT-PERCENT = 4SCUST.DISCOUNT-PERCENT,
4SSALDT.SALES-REP-CODE = 4SSLSRP.SALES-REP-CODE,
4SSALDT.ITEM-CODE = A$(L0*10-9,10),
4SSALDT.BASE-PRICE = P0(L0), QUANTITY = Q0(L0) ,
LINE-NUMBER = L0

* ----- UPDATE SALE DETAIL FILE ----- *
ADD 4SSALDT USING KEY REFERENCE-NUMBER +
STR(LINE-NUMBER : "00")
DUPLICATE KEY PROCESS IS 20-INC-REF-NUM
ENDIF

* ----- AFTER UPDATING, CLEAR LINE ----- *
PRINT SCREEN 4SBOTSCR CLEAR DATA
LINE OFFSET L0-1
ENDLOOP

20-INC-REF-NUM
LET R$ = REFERENCE-NUMBER, R$(4,3) = STR(NUM(R$(4,3))+1) ,
REFERENCE-NUMBER = R$
ADD 4SSALDT USING KEY REFERENCE-NUMBER +
STR(LINE-NUMBER : "00")

21-IGNORE

```