

display.screen.read()

This method reads a user's response to a browser-based screen or a mobile device screen previously displayed with `display.screen.write()`.

It is typically used when multiple overlaid formats are displayed; otherwise, `display.screen.execute()` can be used in place of separate calls to `display.screen.write()` and `display.screen.read()`.

Parameter

1. Data structure (optional) - A Profound.js data structure reference. If specified, the user's response is populated into the data structure. If not specified, global fields are used receive values from the screen. If the data structure is not qualified, you must wrap the parameter with the `pjs.ds()` API.

Example

```
// Declare Rich Display File
pjs.defineDisplay("mydisplay.js");

// Write 3 overlaid screens
mydisplay.top.write();
mydisplay.middle.write();
mydisplay.bottom.write();

// Read user input
mydisplay.top.read();
mydisplay.middle.read();
mydisplay.bottom.read();
```

RPG Equivalent

READ