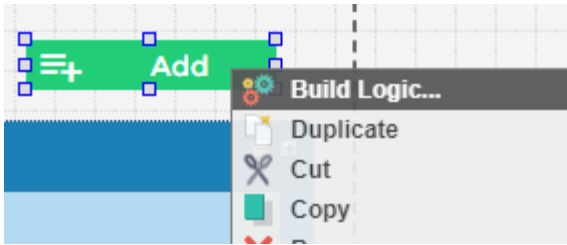


Routines

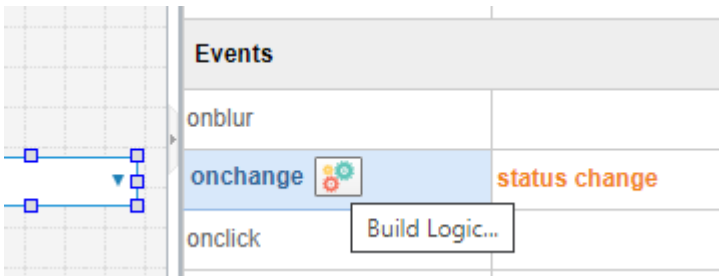
The functionality of a low-code application is stored as routines in a Rich Display file. Routines can be initiated at the start of the program, when a screen loads, or when a widget event occurs.

You can create or modify a routine in one of the following ways:

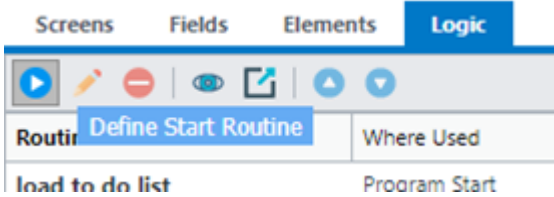
- By right-clicking a button (or another similar element) and selecting 'Build Logic...' (this defaults to the onclick event).



- If you right-click the canvas and select 'Build Logic...', this will create a routine for Screen Initialization.
- You can also find an event property on a Widget and click the 'gears' icon to start building the low-code logic for that particular event.



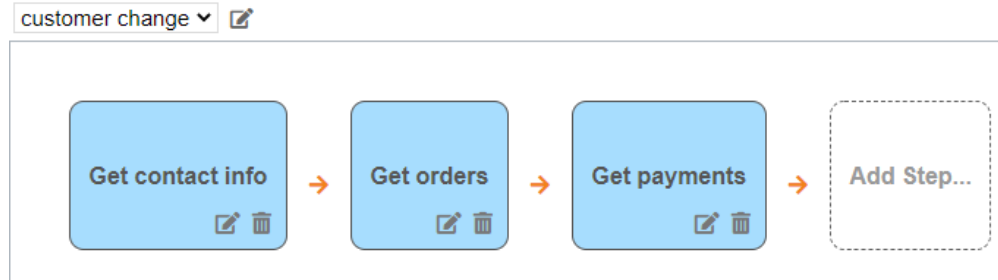
- To define a routine for when the program starts, go to the Logic tab and click the icon that looks like a 'play' button:



- Finally, if a routine already exists, you can find it under the Logic tab, and double-click to modify it.

Routine	Where Used
load records	mainScreen (initial routine)
add button click	mainScreen/AddButton (onclick)
clear search	mainScreen/ClearIcon (onclick)
edit icon click	mainScreen/EditIcon (onclick)
delete icon click	mainScreen/DeleteIcon (onclick)
save button click	detailScreen/SaveButton (onclick)
cancel button click	detailScreen/CancelButton (onclick)

When creating or modifying a routine, a series of steps will appear:



Routines are stored at the global rather than the screen level of a Rich Display. It is possible for the same routine to be reused by multiple screens or widgets. One routine can also call another routine directly. To create a reusable routine that is not assigned to any screen event, you must assign it to the "user defined routine" property.

When you create a routine, it is given a default name. You can change the routine name in the same dialog where the steps are defined. Simply find the 'rename routine' icon: ✎ . Routine names are case-sensitive and can contain spaces. The naming convention for routines is **all lowercase**.

You can reorder the routines on the Logic tab. The sequence of the routines does not affect the functionality of the application.