



# DIRECTIVES ENHANCEMENTS

DireXions 2024

# DIRECTIVES - NEW

DIRECTIVE	Description
<u><b>DUMP DISABLE</b></u>	<p>New DUMP DISABLE directive is used if you do not want a variable to be displayed during a DUMP operation.</p> <pre>def class "user"   property name\$   local password\$   function checkPassword(checkPassword\$)checkPassword end def</pre> <p>on_create:   enter name\$,password\$  <b>dump disable password\$</b>   password\$=hsh(password\$,512)   return</p> <p>checkPassword:   enter checkPassword\$   if hsh(checkPassword\$,512)=password\$ \     then return 1   return 0<p>Above example uses <b>DUMP DISABLE</b> to hide the password property from the dump</p></p>

# DIRECTIVES - NEW

DIRECTIVE	Description
<a href="#">REDIM INSERT</a> <a href="#">REDIM DELETE</a>	<p>New REDIM INSERT directive is used to insert either a single element at the specified index or a range of elements. New REDIM DELETE directive is used to delete the specified index or range of indices.</p> <p>Note: Insert/Delete Directives do not work on associative arrays</p> <pre>dim X[5] X[2]=2,X[3]=3 print X[all] 0 0 2 3 0 0</pre> <p><b>redim insert X[3:1]</b> ! Insert one element at Index 3</p> <pre>X[3]=99 print X[all] 0 0 2 99 3 0 0</pre> <p><b>redim delete X[4:1]</b> ! Delete element at position 4</p> <pre>print X[all] 0 0 2 99 0 0</pre>

# DIRECTIVES - NEW

DIRECTIVE	Description
<a href="#"><u>DEF ENV</u></a>	<p>New directive allows you to add, change or delete environment variables from the current process and any subsequent spawned process.</p> <p><b>DEF ENV</b>(<i>name</i>\$) = <i>value</i>\$</p> <p><b>def env("PATH")</b> = "/usr/bin:/usr/local/bin" ! Adds or changes the PATH environment variable</p>

# DIRECTIVES - UPDATED

DIRECTIVE	Description
<a href="#">OPEN</a>	<p>New <a href="#">OPEN Dependency option</a> added to OPEN directive. It allows for linking of objects to other system components</p> <p>OPEN(..... FOR WINDOW) OPEN(..... FOR CONTROL <i>ctlid</i>) <i>ctlid</i> - control identifier that will be linked to object OPEN(..... FOR FILE <i>fileno</i>) <i>fileno</i> - file number that will be linked to object OPEN(..... FOR OBJECT [ <i>objid</i> ] ) <i>objid</i> - object identifier OPEN(..... FOR PROGRAM)</p>
<a href="#">KEYED</a>	<p>New <a href="#">OPT="N"</a> file option that enables the <a href="#">'NK'</a> system parameter on a file. OPT="n" disables it.</p> <p>keyed "testfile",[1:1:6],0,0,opt="N"</p>

# DIRECTIVES - UPDATED

DIRECTIVE	Description
<a href="#">CALL</a> <a href="#">PERFORM</a>	<p>New WITH clause option. Variable can be either a numeric or string which will be initialized with the value from the expression prior execution of the called or performed program.</p> <p>CALL subprog\$[;entry\$][,ERR=stmtref][,arglist...] [<b>WITH variable=expression, ...</b>]</p> <p>PERFORM subprog\$[;entry\$] [<b>WITH variable=expression, ...</b>] [,ERR=stmtref]</p> <p><a href="#">OOP Methods</a> - enhanced to provide named parameters When invoking an object method/function, the caller may include one or more values to be pre-initialized in the method using <b>WITH variable=expression</b></p> <pre>DEF CLASS "Sample" PROPERTY VALUE FUNCTION ADDVALUE(X) Y=_OBJ'VALUE+X RETURN Y END DEF OBJ1=NEW("Sample") ! Create an instance of the Sample class OBJ1'VALUE=10 ! Set the Value property RESULT=OBJ1'ADDVALUE(5 <b>WITH X=15</b>) ! Call the method using WITH to set X to 15  PRINT RESULT ! Print the result 25</pre>

# DIRECTIVES - UPDATED

DIRECTIVE	Description
<a href="#">DEF CLASS</a>	<p>New <a href="#">ACCEPT UNDEFINED</a> option similar to ACCEPT PROPERTIES functionality except that ACCEPT PROPERTIES will not allow you to read a property that has never been defined whereas using ACCEPT UNDEFINED instead will return a null string or zero.</p> <p><b>Example</b></p> <pre>def class "MyClass" <b>accept undefined</b>   property NAME\$, AGE, CITY\$ end def</pre> <p>obj = new("MyClass") ! Creating an instance of MyClass</p> <p>! Accessing properties before they are explicitly defined</p> <pre>print obj'NAME\$ ! Returns a null string "" instead of an error print obj'AGE   ! Returns 0 instead of an error</pre>

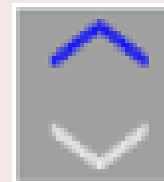
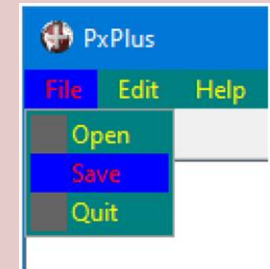
# DIRECTIVES - UPDATED

DIRECTIVE	Description
<a href="#">ADD INDEX</a> <a href="#">DROP INDEX</a>	<p>Directives now support the use of an open file channel to a keyed or memory file.</p> <p>ADD INDEX keydescription\$ TO <b>filespec</b> [,ERR=stmtref] DROP INDEX {keynumber   keyname\$} FROM <b>filespec</b> [,ERR=stmtref]</p> <p><b>filespec</b> - Can be a numeric expression indicating the open channel number to use or a string expression containing the pathname of the file to which the key will be added. If using the file channel, and if it is a keyed file, the channel must be locked.</p>

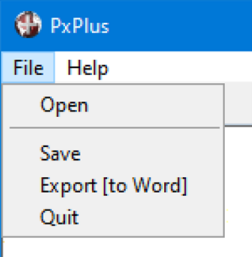


# DIRECTIVES - UPDATED

DIRECTIVE	Description
<a href="#">MENU BAR</a>	<p>New <a href="#">Parameters</a> added for specifying hover background color, hover text color, and menu text color. In addition, option to apply colors to <a href="#">Top Level Menu</a>.</p> <p>HFILL - Hover background color for mouse over menu items HTEXT - Hover text color for mouse over menu items TEXT - Text color for menu text</p> <pre>menu_bar 10,!LEFT(RGB:100,100,100),FILL(DarkCyan), <b>HFILL(Blue),HTEXT(Red),TEXT(Yellow)</b>[&amp;File,&amp;Edit,&amp;Help],F:[&amp;Open,&amp;Save,&amp;Quit],E:[&amp;Add,&amp;Delete]</pre> <p>If the first character of the menu definition is an ! (exclamation point), or a first or second character of - (dash) is also specified, then the specified colors will also be applied to the top level menu.</p>
<a href="#">BUTTON</a>	<p>New <a href="#">"I" Option</a> added for creating a spinner button</p> <pre>button spin_btn,@(2,14,4,2)="",opt="lf" spin_btn'backColor\$="dark gray" spin_btn'textColor\$="gray" spin_btn'hoverTextColor\$="blue"</pre> <p>Prior to PxPlus 2024, spinner buttons on multi-lines used vertical scroll bars Under Windows 11, scroll bars only display when hovering over, thus making spinners on multi-lines basically invisible All multi-lines with spinners now use the new spinner in PxPlus 2024.</p>



# DIRECTIVES - UPDATED

DIRECTIVE	Description
<p>MENU_BAR Find</p>	<p>New Find format returns a string consisting of all the menu bar character codes, followed by a colon and their settings.</p> <pre>MENU_BAR 1 20,"[&amp;File],F:[&amp;Open,,&amp;Save,&amp;Quit=4]" MENU_BAR FIND X\$</pre> <p>Print X\$</p> <pre>F:E,H:E,FO:E,FS:E,FQ:E,HI:E,HP:E,HS:E,HL:E,HM:E,HU:E</pre> 
<p>MENU_BAR Load</p>	<p>New Load format sets the enabled/disabled and optionally the On/Off status of menu bar entries based on their codes. "E" for <b>E</b>nabled or "D" for <b>D</b>isabled, and optionally "C" for <b>C</b>hecked (On).</p> <pre>MENU_BAR LOAD "M:D,B:E,BP:EC"</pre>
<p><a href="#">MENU_BAR</a> <a href="#">POPOP_MENU</a></p>	<p>Added support for Inclusion of Special Characters to define the menu.</p> <pre>MENU_BAR 1 20,"\[&amp;File],F:[&amp;Open,,&amp;Save,&amp;Export \[to Word\],&amp;Quit=4]" POPOP_MENU @(col,row),"\[&amp;File],F:[&amp;Open=1,,&amp;Save,&amp;Export \[to Word\]=2,&amp;Quit=4]",X</pre> <p>Above Menu_Bar example adds an entry in the menu bar to read "Export [to Word]"</p>