

Sesame One-Sheets

Step-By-Step Quick Reference Guides

@SelectTreeItem on a Command Button

Sometimes, you want to place a button on your Form that performs one of the commands available on the Sesame command menu tree, such as switching to the Application Menu tab. To run code when a command button is clicked, place your code in the On Element Entry event of the command button.

1. **Open your Form** in Designer.
2. **Place a command button** on your Form.

CUSTOMER RECORD

A screenshot of a form titled "CUSTOMER RECORD". At the top left is a button labeled "Menu". Below it are several input fields: "KEY" with a small text box, "First" with a larger text box and "MI" with a small text box, "Company" with a larger text box, and "Add1" with a larger text box.

3. Open the Programming Editor by selecting Program Layout from the Commands Control Panel. **Select your Command Button** from the Element dropdown. **Select On Element Entry** from the Event dropdown.

A screenshot of the Programming Editor interface. It shows a menu bar with "File", "Edit", "Search", and "Test". Below the menu bar are two dropdown menus: "Element:" with "Menu" selected and "Event:" with "On Element Entr" selected.

4. **Type the program** in the Program Editor window.

```
var vRet as Int
```

```
If(@Mode() = 0)
{
    vRet = @SelectTreeItem("Add Data
Menu!Application Menu")
}
Else If(@Mode() = 1)
{
    vRet = @SelectTreeItem("Search
Update Menu!Application Menu")
}
```

5. **Test your program** by selecting Test Program from the Test menu. Fix any syntax errors that are reported.

6. When you are finished, select **Close Program Editor** from the File menu. Your programming changes will be saved when you save your Form.

Don't forget to save and reconcile your changes!

More Information:

Using the Program Editor

Programming Guide - Page 15 - 24

@SelectTreeItem()

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