

System Variables

Whenever you specify an event to occur with a given dialog element, the Dialog Editor generates code containing the Natural system variables *CONTROL, *DIALOG-ID and *EVENT.

During the processing, *CONTROL contains the dialog element's handle, *EVENT contains the event name and *DIALOG-ID identifies an instance of a dialog.

You can reference these system variables whenever you enter Natural code within the Dialog Editor. If, for example, the end user clicks on a Push Button Control and the event handler calls a shared subroutine, you can use these system variables as logical condition criteria to trigger the subroutine.

For further details on these system variables, see the Natural System Variable documentation.

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