CALL-DIALOG Action

This chapter covers the following topics:

- Description

- Parameters

Description

Triggers an event for the specified dialog or dialog element. The event may optionally be processed synchronously or asynchronously. In the latter case, the event will not be processed until the currently executing event and any already queued events (arising from previous calls to this action) have completed, or until a call to the PROCESS-EVENTS action is made. Note that, in contrast to the SEND EVENT statement, it is not possible to specify event parameters.

Parameters

Name/Data Type	Explanation
HANDLE OF GUI	Input Handle of the dialog to be invoked to process the event.
HANDLE OF GUI	Input Handle of the target dialog element, or NULL-HANDLE for dialog events. The system variable *CONTROL will be set to this value.
Event (A253)	Input The event name. The system variable *EVENT will be set to this value.
Synchronous mode (L)	Input (optional parameter) TRUE (=default) if the event should be processed immediately, or FALSE if the event should be queued.
Response (I4)	Output Natural error (if applicable).

Example:

```
/* trigger a click event for push button #pb-1
 PROCESS GUI ACTION CALL-DIALOG WITH #DLG$WINDOW #PB-1 'CLICK'
   GIVING #RESPONSE
```

```
/* trigger an asynchronous close event for parent dialog
PROCESS GUI ACTION CALL-DIALOG WITH #DLG$PARENT NULL-HANDLE
  'CLOSE' FALSE GIVING #RESPONSE
```