

HOURGLASS-STACK Action

This chapter covers the following topics:

- Description
- Parameters

Description

Sets the pointer shape to "hourglass" and keeps the previous pointer shape in the stack of pointers. This indicates that end-user input is disabled during a long period of processing. To restore the previous shape (hourglass or arrow), you use the HOURGLASS-UNSTACK Action. This stack/unstack logic can be used in nested program structures to determine the pointer shape.

The level parameter can be used to resume the hourglass on the same stack level as when it was suspended by the HOURGLASS-REMOVE Action.

Note:

While a Natural dialog is performing a lengthy operation during which it is not able to process events, it should display the hourglass to the user to indicate that it is currently not available for operation. While the hourglass is active, no events will be delivered to the dialog.

Parameters

Name/Data Type	Explanation
Level (I4)	Input The pointer stack level (max. 10) up to which the stack is filled with hourglass pointers.

Note:

The Level parameter is optional.

Example:

```
PROCESS GUI ACTION HOURGLASS-STACK WITH #LEVEL GIVING #RESPONSE
```