

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 *System Variables* documentation.