

#43 Show All and Show Subset

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Creating Show All and Show Subset menu items in an output layout.

4D allows you to issue the **All Records** and **Use Set** commands in an output layout procedure and they do work properly, the correct records are selected. What 4D fails to do is redraw the screen. You can test this by re-sizing the window and the correct records will show. So in order to create Show All and Show Subset menu commands we must first create a general redraw. To do this we first create a layout with nothing on it (call it "blank"). It's best if you create this layout in a file other than the one being redrawn. You might even create a fictitious file with only one record just for this purpose. To cause a redraw, make sure there is a current record, make the "blank" layout the current input layout and issue a Display Record command. This technique is illustrated in the following code:

The global procedure sets up FileOne to be used in the general redraw command. It selects a current record with the All Records command and designates the layout "Blank" as the input layout for FileOne. The output layout procedure checks for the menu selected and causes a redraw using the display record command. Item 1 of menu 2 is Show Subset and item 2 of menu 2 is Show All. The user defined functions Menu and Item return the components of **Menu selected** independently.

Global Procedure

```

ALL RECORDS([FileOne]) `      Make sure one record is selected in [FileOne].
INPUT LAYOUT([FileOne];"Blank") ` Designate the blank layout as the input layout.
DEFAULT FILE([FileTwo]) `      This is the file we really want to work in.
MODIFY SELECTION
INPUT LAYOUT([FileOne];"Input") ` Reset the input layout for [FileOne].

```

Output Layout Procedure for FileTwo**Case of**

```

:(BEFORE)
:(DURING)
:((Menu=2)&(Item=1))
  USE SET("UserSet") `      "UserSet" is created by selecting records in the output layout.
  DISPLAY RECORD([FileOne]) ` This causes the redraw.
:((Menu=2)&(Item=1))
  ALL RECORDS
  DISPLAY RECORD([FileOne])

```

End caseGlobal Function Menu

```
$0:=Int(Menu selected/65536)
```

Global Function Item

```
$0:=Mod(Menu selected;65536)
```

