

LST_CREATE

LST_CREATE actions

Function

Action creates a list of objects according to entered criteria.

Declaration

```
LST_CREATE mask, objType, logGroup, sortBy, lines, h, data[, relation, object]
```

Parameters

m a s k	in	Identifier of the <i>String</i> type - loads only those object which have the attribute "Name" complying with mask. If symbol "*" is in the mask, objects are included into list regardless of their name ("Name" attribute).																		
o b j T y p e	in	Identifier of the <i>Int</i> type - defines a type of objects which will be included into the list (selection of the one of the predefined constants with prefix @OTYPE_*). If constant @OTYPE_ALL_TYPES has been chosen, objects of all types are included into list. If constant @OTYPE_ALL_ALARMS has been chosen, objects of all types with possible alarm state are included into the list.																		
l o g G r o u p	in	Reference to an object - if the current value of the parameter is non-associated alias, the parameter does not take it into account. If the parameter contains the reference to a real object in system, only objects, belonging to entered logical group, will be included into list.																		
s o r t B y	in	Identifier of the <i>Int</i> type - defines a way to sort the objects in list (selection of the one of the predefined constants with prefix @SORT_LIST_*).																		
l i n e s	in	Identifier of the <i>Int</i> type - the maximum number of rows which will be written into data . It represents number of rows on one page. The maximum of rows can be 1000.																		
h a n d l e	o u t	Identifier of the <i>Int</i> type - unique handle on created list of objects. If the handle is 0, an error occurred at list creating.																		
d a t a	o u t	Identifier of the whole local structure SD_System_ObjectInfo or other structure definition consisting of the same column count and types. Types and meaning of columns: <table><tr><td>ID</td><td>Integer</td></tr><tr><td>NAME</td><td>Text</td></tr><tr><td>DESC</td><td>Text</td></tr><tr><td>TYPE</td><td>Integer</td></tr><tr><td>ROW</td><td>Integer</td></tr><tr><td>COLS</td><td>Integer</td></tr><tr><td>PARENT</td><td>Integer</td></tr></table> It is possible to use a structure extended by 2 more columns with their types and meanings: <table><tr><td>UUID</td><td>Text</td></tr><tr><td>ModifyTime</td><td>Absolute time</td></tr></table>	ID	Integer	NAME	Text	DESC	Text	TYPE	Integer	ROW	Integer	COLS	Integer	PARENT	Integer	UUID	Text	ModifyTime	Absolute time
ID	Integer																			
NAME	Text																			
DESC	Text																			
TYPE	Integer																			
ROW	Integer																			
COLS	Integer																			
PARENT	Integer																			
UUID	Text																			
ModifyTime	Absolute time																			
r e l a t i o n	in	Identifier of the <i>Int</i> type - defines the relationship among all objects in list in regard to object characterized by the parameter <i>object</i> . The value of the parameter must be defined by a value of some of the constants REL_* . If the parameter has value REL_NONE or REL_NOTUSED, object defined by the parameter <i>object</i> is ignored.																		

object	in	Reference to optional object - relative object.
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Description

Action creates the list of objects according to entered criteria. If the handle is 0, an error occurred at list creating.

The list belongs to a running script instance and it cannot be shared among various scripts. The list terminates together with script ending or by [LST_CLOSE](#) action.

Note

It is able to access the current values of objects which are loaded within the *current* page by the actions LST_CREATE, LST_GO_NEXT, ... The action ON CHANGE reacts to changes in object values. When the list is closed, or when page number is changed, only the most recent values are accessible and the ON CHANGE action stops responding to value changes.

```

; Spracovanie zmeny hodnoty
PROCEDURE ChangeProc(IN INT _v, IN ALIAS _a, IN INT _row, _col)
    _c := _v
END ChangeProc

INT _h    ; identifikátor zoznamu
INT _hbj  ; identifikátor prvého objektu zo stránky

ENTRY GO_OnClick
    ALIAS _a
    RECORD NOALIAS (SD._System_ObjectInfo) _data

    ; otvorenie zoznamu a načítanie prvej stránky
    LST_CREATE "Sec", @OTYPE_ALL_TYPES, (0), @SORT_LIST_NAME, 1000, _h, _data

    ; Prístup k aktuálnej hodnote objektu zo stránky
    _hbj := _data[1]^ID
    SET _a AS (_hbj)
    _value := _a
    ; Registrácia procedúry
    ON CHANGE (_hbj) GOTO ChangeProc
END GO_OnClick

; zatvorenie zoznamu
ENTRY GO_CLOSE_OnClick
    LST_CLOSE _h
END GO_CLOSE_OnClick

```

Example

[Work with list of objects \(LST... actions\).](#)



Related pages:

[Script actions](#)