

To_String

%To_String function

Old name	%HI_To_String								
Function	The function converts the specified value to a text according to the given Status text, System text and Transformation palette (see the topic Value representation methods in D2000 system) and translates the final text automatically by Dictionary according to the defined language. The function may be also used in server script (object of Event type).								
Declaration	TEXT <pre>%To_String(in expression [, HBJ in refToStatusText [, INT in transPalIdx [, INT in lngIdx]])</pre>								
Parameters	<table><tr><td>expression</td><td>Expression, the result value of which is to be converted to a text.</td></tr><tr><td>refToStatusText</td><td>Optional parameter. Reference to object of Status text type.</td></tr><tr><td>transPalIdx</td><td>Optional parameter. Index of Transformation palette.</td></tr><tr><td>lngIdx</td><td>Optional parameter. Language index in Dictionary.</td></tr></table>	expression	Expression, the result value of which is to be converted to a text.	refToStatusText	Optional parameter. Reference to object of Status text type.	transPalIdx	Optional parameter. Index of Transformation palette .	lngIdx	Optional parameter. Language index in Dictionary .
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lngIdx	Optional parameter. Language index in Dictionary .								
Return value	Return value is Text type.								
Note	The parameter <i>refToStatusText</i> must be the reference to an existing object of Status text type or the value of 0. Use the value of 0 if you need to define a transformation palette index and do not want to use a status text. The parameter <i>transPalIdx</i> is valid within the range of 1..32. If its value is out of range, the parameter will not be used. Parameter <i>lngIdx</i> is valid within the range of the defined languages in dictionary. If its value is out of this range, the value will be a default language. The second and third parameters must be valid values. If these conditions are not met, the function will returns invalid value.								
Example	<pre>TEXT _text INT _value _value := 1 ; conversion according to configuration of status text SText and Transformation palette index _text := %To_String(_value, SText\HBJ, 1) ; conversion according to Transformation palette index _text := %To_String(_value, 0, 1) ; conversion according to configuration of status text SText _text := %To_String(_value, StavovyText\HBJ) ; conversion according to a language ID _text := %To_String(_value,0, 0, 2)</pre>								



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