

# 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	<a href="#">Identifier</a> of <i>String</i> type - loads only those object which has 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	<a href="#">Identifier</a> of <i>Int</i> type - defines a type of objects which will be included into list (selection the one of predefined <a href="#">constants</a> with prefix <b>@OTYPE_*</b> ). If constant <b>@OTYPE_ALL_TYPES</b> has been chosen, objects of all types are included into list. If constant <b>@OTYPE_ALL_ALARMS</b> has been chosen, objects of all types with possible alarm state are included into list.																		
l o g G r o u p	in	<a href="#">Reference to object</a> - if current value of parameter is non-associated alias, the parameter does not take into account. If parameter contains the reference to real object in system, only objects, belonging to entered logical group, will be included into list.																		
s o r t B y	in	<a href="#">Identifier</a> of <i>Int</i> type - defines a way to sort the objects in list (selection the one of predefined <a href="#">c onstants</a> with prefix <b>@SORT_LIST_*</b> ).																		
l i n e s	in	<a href="#">Identifier</a> of <i>Int</i> type - maximum number of rows which will be written into <b>data</b> . It represents number of rows on one page. Maximum rows can be 1000.																		
h a n d l e	o u t	<a href="#">Identifier</a> of <i>Int</i> type - unique handle on created list of objects. If the handle is 0, some error occurred at list creating.																		
d a t a	o u t	Identifier of the whole local structure <a href="#">SD_System_ObjectInfo</a> 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																			
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r e l a t i o n	in	<a href="#">Identifier</a> of <i>Int</i> type - defines the relationship among all objects in list in regard to object characterized by parameter <i>object</i> . Value of parameter must be defined by value of some of <a href="#">the constants REL_*</a> . If the parameter has value REL_NONE or REL_NOTUSED, object defined by parameter <i>object</i> is ignored.																		
o b j e c t	in	Reference to optional object - relative object.																		

**Description**

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

The list belongs to a running scrip 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 that 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](#)