Managing Buttons

How to manage shortcut buttons with beas Usability Extension

Boyum Solutions IT A/S

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1. INTRODUCTION

This document describes the procedure to create a *Function Button* on beas screen with beas Usability Extension.
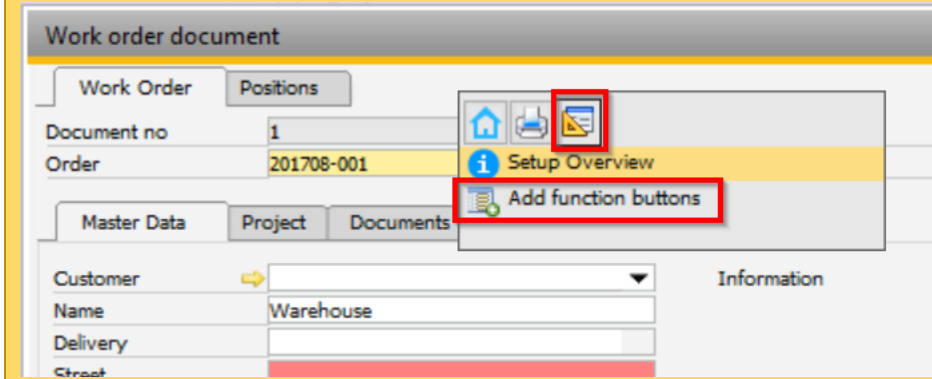
To include buttons:

- B1UP version must be installed: 2018.05 or later
- Beas version must be installed: 9.3 PL00 or later

2. PROCESS

This example will walk the user through adding buttons on a beas screen with beas Usability Extension in a very simply way for easier access to the menu.

Let's take for example the item report screen. The idea is to create a button here.

IMPORTANT: The function for adding buttons is enabled in all beas screens, by right clicking anywhere in the screen.
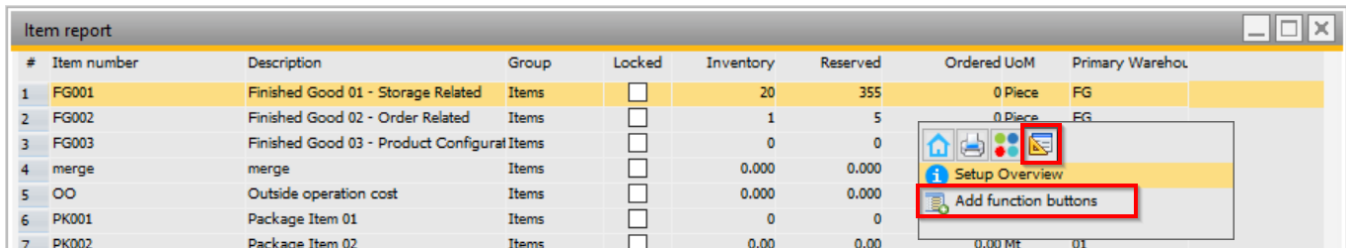

PATH: Inventory > Item Report

To create button, just right click anywhere in the screen. A menu will be displayed, then click in the *Setup Menu* button (Last one from left to right) and select the *Add Function Buttons* option.

IMPORTANT: If there are buttons already created, instead of saying *Add Function Buttons*, it will say *Edit Function Buttons*.

A new screen will be displayed to manage the customized buttons for the specific screen. In this example, the item report screen, or how it is called in beas: *artikel_browse*.
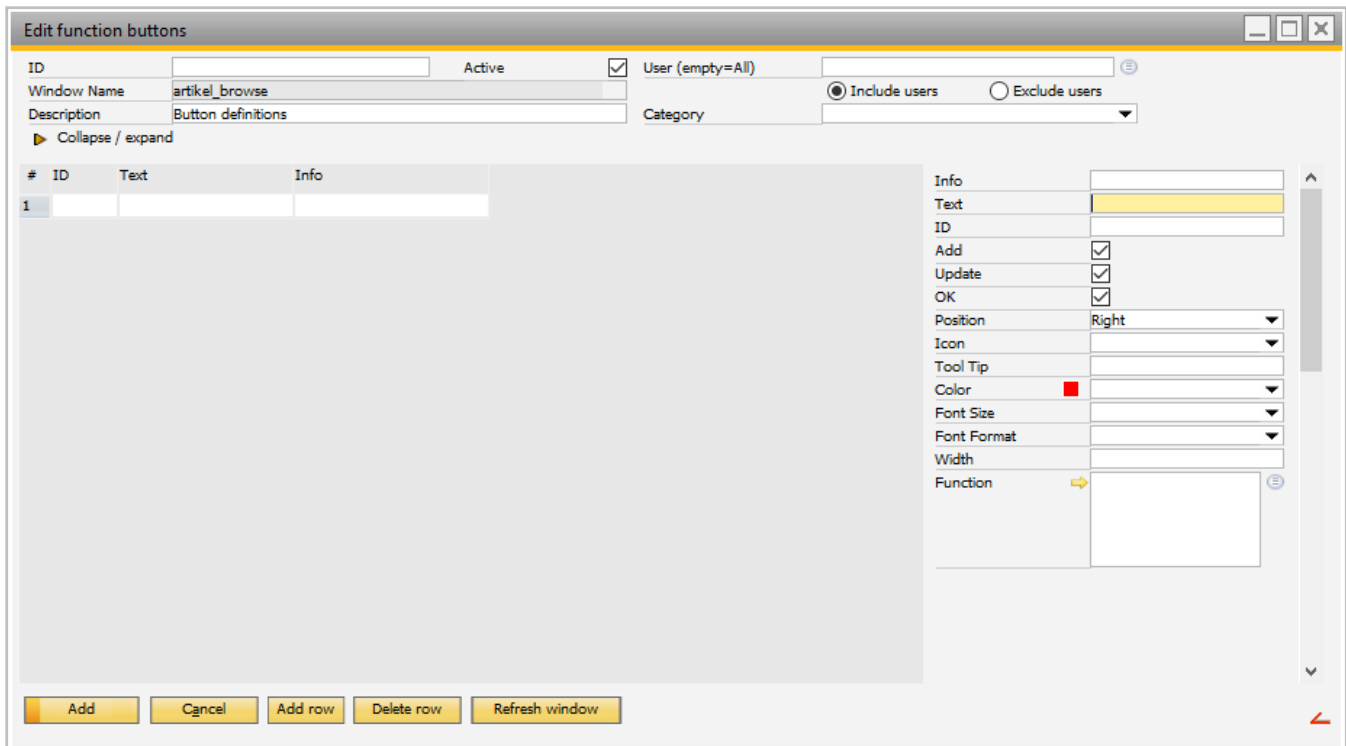
As an alternative, to create a button, select the *Setup Overview* option or go through the SAP menu.

PATH: Administration > Add-Ons > B1 Usability Package > Module Configuration > beas Usability Extension
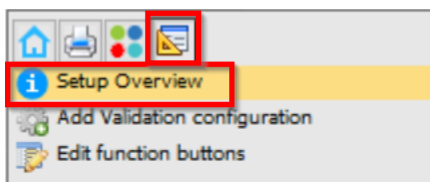
A new screen will be displayed. Click in the *New Button* option.
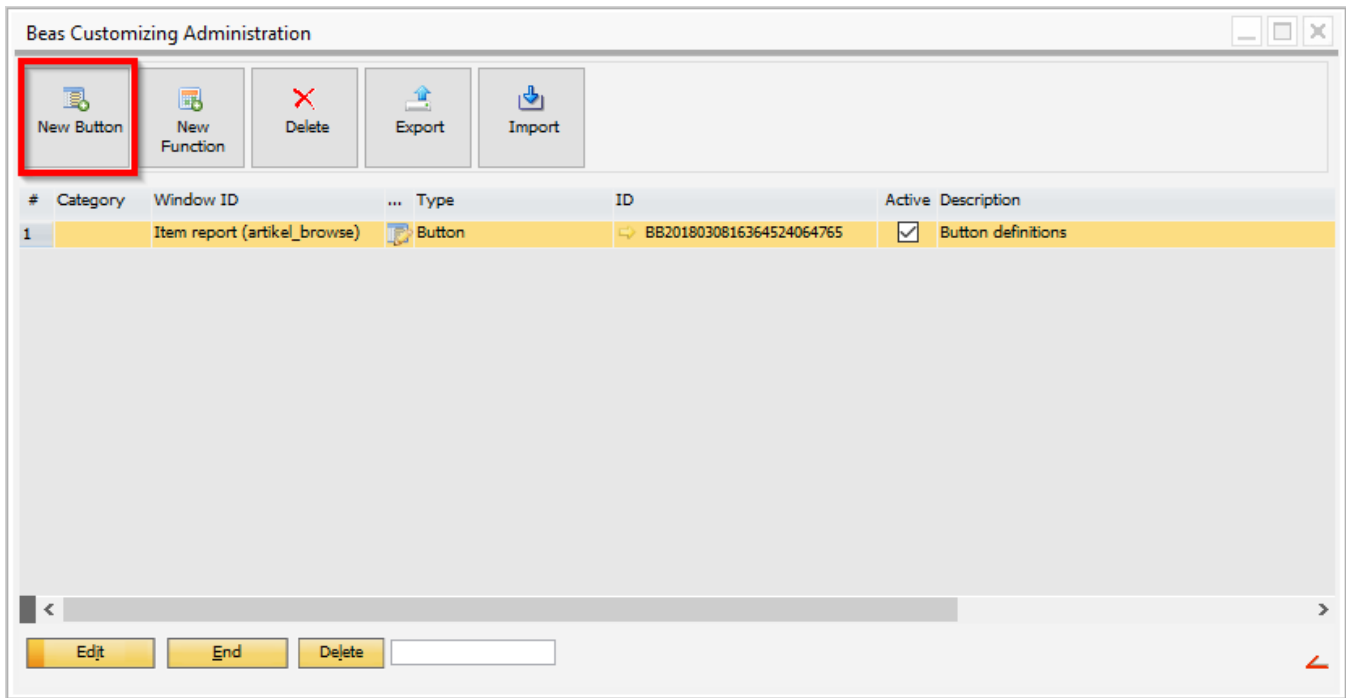
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The proper screen opens:
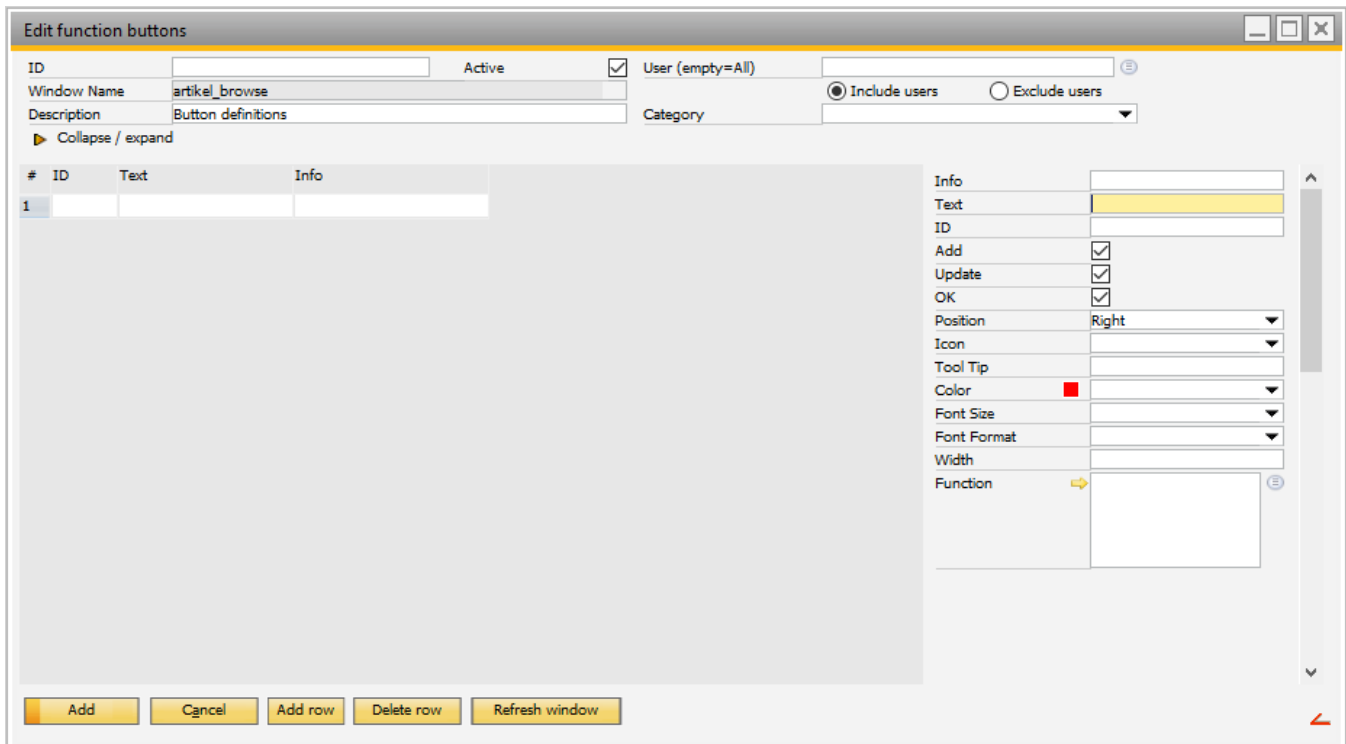
Here, beas allows to:

Add: Button used to save the configuration window. Once, the user saved it, the button will automatically change to OK. This button has the same use as in SAP Business One. This button has the same use as in SAP Business One.

Cancel: Field used to exit the screen without saving any information from the configuration. This button has the same use as in SAP Business One.

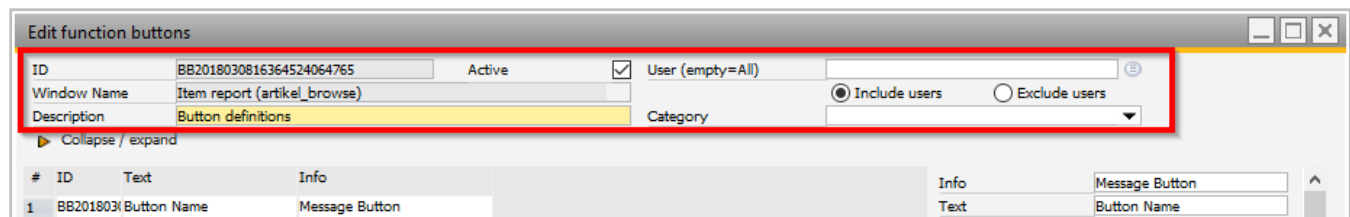*Add Row:* Button used to include an additional row to set up a new button.

Delete Row: Button used to delete the selected (highlighted) row.

Refresh Window: Button used to refresh the screen and update it with new values.

> IMPORTANT: In case the user wants to delete all buttons created in the specific screen, beas has the option to delete all by right clicking in the screen and selecting *Delete* Configuration option. This option is used to delete existing configuration created. For example, if there are 3 rows, beas will delete them all.

2.1. Header

In the Header, a name and specific information for this configuration. In addition, the user has the option via *Edit Text* and *Radio Buttons* to make user-specific configurations. This will give the user the opportunity to have one user with a unique configuration while others have different ones.

ID: Field used to set a code for the configuration of the screen. This is unique value given automatically by beas. This is a none changeable field.

Window Name: Field used to specify in which window the button will be created. This value is given automatically by beas, only if the screen is opened in the background. This is a none changeable field.

Description: Field used to include a short description about the Button configuration screen. By default, beas brings "Button definition" as its value. This can be changed.

Active: Field used to temporarily deactivate the configuration from the screen, instead of removing it entirely.

User (empty = All): Field used to make the configuration user-specific. This means it can be possible to have one user with one unique configuration while another has a different configuration. If the field is empty, it means that all users can view the button in the screen.

Include User / Exclude Users: Field used to set if the users selected in the previous field should have access to the configuration or not.

Category: Field used to set a category defined in B1UP. Configuration groups can also be defined here. For more information, please watch this [video](#).

2.2. Detailed Position

The user can create as many buttons on a screen as needed, by clicking the *Add Row* option.

On the main screen, beas displays all the related fields from the configuration. The user can add or hide fields by going to the *Window Settings* option by right clicking in the screen.

On the side bar to the right, beas will also display all the related fields. This gives the user the flexibility to manage the configuration either on the main screen or on the side bar, depending on the their preferences. To expand or collapse the side bar, click on the arrow called Collapse/expand.

ID: Field used to name the button. This is unique value given automatically by beas and is different from the header *ID* field. This is a changeable field but we recommend to keep the beas assigned ID.

Text: Field used to define a name for the button. This text will be displayed on the button.

Info: Field used to add additional information of the button. This is only for information, it will not affect any process.

Add / Update / Ok: Field used to set if the button should be visible at the selected mode.

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Position: Field used to set the position where the button will be located in the screen. The following options are available:

- *On Bottom* – The button will be located at the bottom of the screen.
- *Right* – The button will be located at the right side of the screen.
- *On Top* – The button will be located at the top of the screen.
- *Right Click* – beas will not create a button in the screen. The option will appear as you right click in the screen.

***Icon:*** Field used to display an icon instead of a button. For example:

Tool Tip: Field used to include additional information about the button or icon. Once the user moves the mouse over the button, the information will display. For example:
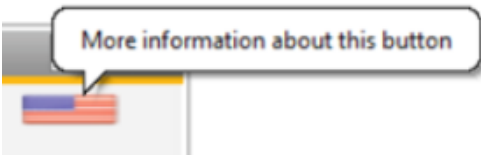
Color: Field used to set the color of the text in the button. This is done by moving the lines from the different color rows (Red, green and blue). The color will be displayed as preview on the left side of the field.
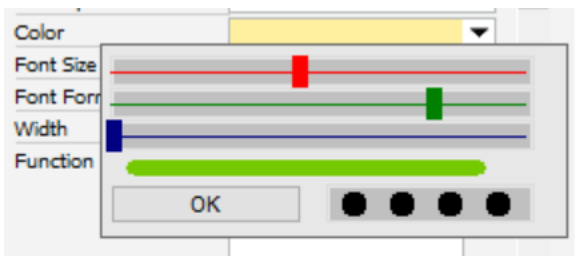
For example:
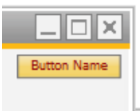
Font Size: Field used to set the font size of the text in the button once it is created.

Font Format: Field used to set the font format of the text in the button once it is created.

Width: Field used to set the width of the button once it is created.

Function: Field used to attach the *Universal Function* to be executed when clicking in the button. Some of the B1 Usability functions are as follow: SQL Report, Message, External Launcher, Script. For more information, please refer to the *Universal Function* tutorial.

Once the button or buttons are configured, please click in the *Refresh Window* button to display the changes. Once the customization looks good, click in the *Update* button to save the changes and then click *Ok* to close the current screen.

Now, in the Item Report screen, the buttons are displayed.