

# roKeyboardScreen

**This component is deprecated.**

**Beginning July 1st, 2017**, any new channels using this component will be rejected during certification.

**Beginning January 1st, 2018**, any updates to existing channels using this component will be rejected during certification.

The Keyboard Screen is designed to allow the user to enter an alpha-numeric string for searching, username/password registration or other purposes.

## Supported Interfaces

- [ifKeyboardScreen](#)
- [ifSetMessagePort](#)
- [ifGetMessagePort](#)

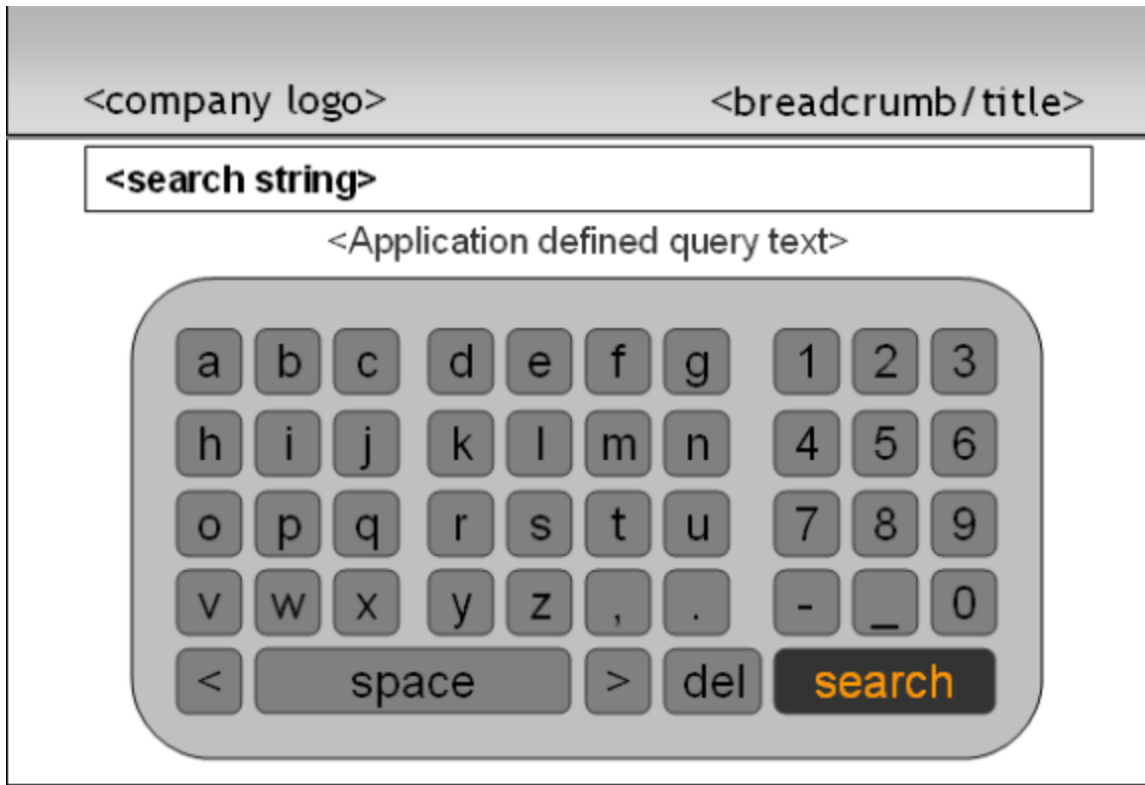
## Supported Events

- [roKeyboardScreenEvent](#)

## Description

This component is generally used as part of a sequence of screens and the results are displayed on the subsequent screen in the sequence. In the case of a search screen, results are displayed on the roPosterScreen and categories may be used to segregate TV and Movie results.

***Diagram: roKeyboardScreen***



**Example**

```
Sub Main()  
    screen = CreateObject("roKeyboardScreen")  
    port = CreateObject("roMessagePort")  
    screen.SetMessagePort(port)  
    screen.SetTitle("Search Screen")  
    screen.SetText("default")  
    screen.SetDisplayText("enter text to search")  
    screen.SetMaxLength(8)  
    screen.AddButton(1, "finished")  
    screen.AddButton(2, "back")  
    screen.Show()  
  
    while true  
        msg = wait(0, screen.GetMessagePort())  
        print "message received"  
        if type(msg) = "roKeyboardScreenEvent"  
            if msg.isScreenClosed()  
                return  
            else if msg.isButtonPressed() then  
                print "Evt: "; msg.GetMessage (); " idx: "; msg.GetIndex()  
                if msg.GetIndex() = 1  
                    searchText = screen.GetText()  
                    print "search text: "; searchText  
                    return  
                endif  
            endif  
        endif  
    end while  
End Sub
```

***Image: roKeyboardScreen example results***

