

ifTextScreen

This interface 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.

Implemented By

- [roTextScreen](#)

Supported Methods

- [SetTitle\(title as String\) as Void](#)
- [SetBreadcrumbText\(location1 as String, location2 as String\) as Void](#)
- [SetHeaderText\(text as String\) as Void](#)
- [SetText\(text as String\) as Void](#)
- [AddText\(text as String\) as Void](#)
- [AddButton\(id as Integer, title as String\) as Boolean](#)
- [Show\(\) as Boolean](#)
- [Close\(\) as Void](#)

Description of Methods

SetTitle(title as String) as Void

Set the title for the screen to the specified string. This text appears in the overhang.

SetBreadcrumbText(location1 as String, location2 as String) as Void

Breadcrumbs allow the application to display a two-part navigational title which shows the current and the previous locations in the application hierarchy (e.g. TV – Friends). If both location values are set, the application will display the title in breadcrumb format. If only the first location is set, the application will display the specified text in the title area like the SetTitle API call.

SetHeaderText(text as String) as Void

Add a string of bold, high visibility text to the screen as a header to appear above the main body of text. Multiple calls to SetHeaderText() are ignored.

SetText(text as String) as Void

Set the main text of the screen. The roTextScreen handles all text formatting and justification. Multiple calls to SetText() are ignored.

AddText(text as String) as Void

Add text to the main text of the screen. The text is appended to the end of any existing text.

AddButton(id as Integer, title as String) as Boolean

Adds a button to the screen identified by the title and ID provided. The buttons are displayed in a standard location on the screen and appear in the order added. The ID is defined by the developer and used to uniquely identify the button instance. When the button is pressed, the script will receive an event from the application containing the ID of the button pressed and allowing the script to perform the desired action for that case.

Show() as Boolean

Display or refresh the screen after initial creation or state changes.

Close() as Void

Close the screen and delete the associated object. Useful for avoiding screen flicker when the display order of your screens does not resemble a stack.