



Printing Media Objects

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E1 Editor's Note: What do you do when you want to print a specific Media Object to a report? E1 provides functions that allow you to print a Media Object, but it will only print the first one. For example, you could have two Media Objects attached to an Invoice, one for internal use only that you don't want the customer to see and one that contains customer instructions that should print. This article will show you how to create a set of functions that will allow you to specify which objects to print on your report.

Introduction

Media Objects include pictures, text attachments, URLs, and files. You have the ability to attach these different Media Objects to Sales Orders, Purchase Orders, and many other applications, including your custom objects.

The problem with Media Objects comes when you want to print a specific one to a report. E1 provides functions that allow you to print a Media Object, but unfortunately it will only print the first one. For example, you could have two Media Objects attached to an Invoice, one for internal use only that you don't want the customer to see and one that contains customer instructions that should print.

In this article I will show you how to create a set of functions that will allow you to specify which objects to print on your report.

You will need a C Business Function to retrieve the Media Object. You will also need an NER Function that will call the C Business Function and determine if it's the Media Object you're looking for.

C Business Function

One of the APIs E1 provides is to retrieve a Media Object by Sequence. The following function we create will call the API and will allow you to retrieve the first Media Object, the second, and so forth. The first step in the process is to create a data structure needed for the C function.

1. Create a new Data Structure called D5800165 (Media Object Text String for C Function)
2. Add the following data items to the structure:
 - OBNM – szObjectName_OBNM INPUT
 - MOSEQN – iSequenceNumber_MOSEQN INPUT
 - MOTXKY – szKey_MOTXKY INPUT
 - GTITNM – szGenericTextItemName_GTITNM OUTPUT
 - MOTEXT – szMediaObjectText_MOTEXT OUTPUT

Your Data Structure should look like Figure 1.

Structure Members					
	Structure Member Name	Data Item	Re qui red	Input/Output	
	szObjectName_OBNM	NameObject	X	→	OBNM
	iSequenceNumber_MOSEQN	MediaObjectSequenceNumber	X	→	MOSEQN
	szKey_MOTXKY	GenericTextKey	X	→	MOTXKY
	szGenericTextItemName_GTITNM	GenericTextItemName	X	←	GTITNM
	szMediaObjectText_MOTEXT	MediaObjectText	X	←	MOTEXT

Figure 1: Data Structure D5800165

Now that the data structure is created, you can continue with the C Business Function. If you're anything like me, you know just enough C to be dangerous. I'll now walk you through the steps of creating the shell of the function and then you can simply copy the code.

1. Create a new Business Function B5800165 (Media Object Text String) and be sure to select "C" for Source Language.
2. Start the Business Function Design Aid.
3. Function Name = GetMediaObjectBySeq.
4. Description = Get Media Object by Sequence.
5. Select the row and take a Row Exit to Parameters.
6. Select the Template D5800165 that you created earlier.
7. Take Form Exit to Create.
8. Select YES when presented with the Functions Not Found message.
9. Select YES when presented with the Function Prototype Not Found message.
10. Click OK when presented with the Data Structure Type Definitions Not Found in Header File message.

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