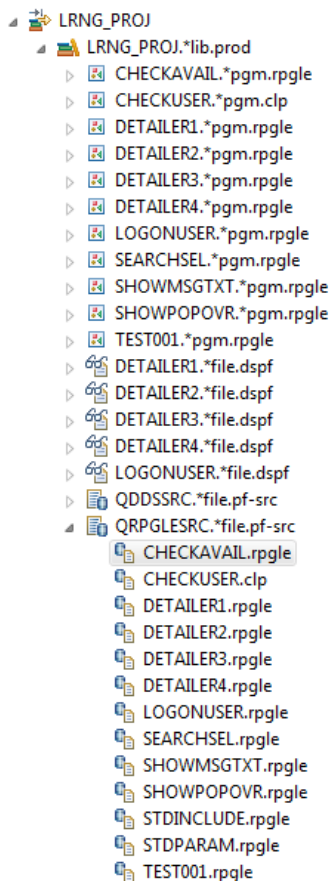


In the shipped RPG building blocks (latest version of library LRNG_PROJ)



have look at how the CHECKAVAIL program is used by every other form view.

When a user touches a LongRange menu item program CHECKAVAIL always gets to check whether the request should be handled by the current form view or 'diverted' to another form view.

The diversion can happen for any reason that you like.

The example code diverts for these reasons:

- ➔ For a secondary sign on.
- ➔ To a "System Not Available / Offline" message screen.

This navigation structure would allow you to divert any initial request to a welcome screen, a corporate logo, messages, etc - and then put the user back onto track to what they wanted to do. So when they start up – no matter what LongRange menu item they choose they would initially divert to your logo, messages, etc.

The concept of the 'initial request' is harder to define in Apps (compared to classic 5250 programs) because once an App is started it tends to stay active for weeks or months.

Even if you had a shutdown/signoff type option you would not be able to get users to use it because they never shutdown Angry Birds (say) – they just click or double click the menu (iOS) or home (Android) button choose another App to use.

So if you were doing a 'welcome' screen you might decide to divert to it because this is the first time the App has been used or because it was last displayed on a preceding day.

Eg: The secondary logon example code actually requests you to logon on again if you never logged on or have been inactive for more than 30 minutes.