

Window Activation Trigger

Sometimes FileMaker developers miss a script trigger to run when you switch between windows. We usually recommend people check if [Window.Current](#) function returns a new number. And you may do that with [Schedule](#) functions.

Here is a script to start a schedule to check the window regularly:

```
# current window
Set Variable [ $currentWindow ; Value: MBS("Window.Current") ]
Set Variable [ $r ; Value: MBS( "FM.VariableSet";
"WindowActivateTriggerCurrentWindow"; $currentWindow ) ]
# Schedule a calculation to check window every second
Set Variable [ $schedule ; Value: MBS( "Schedule.EvaluateAfterDelay"; 1; "Let([
lastWindow = MBS( \"FM.VariableGet\";
\"WindowActivateTriggerCurrentWindow\" );
e1 = MBS("IsError");
currentWindow = MBS( \"Window.Current\" );
e2 = MBS("IsError");

r = If(e1 = 0 AND e2 = 0 AND lastWindow ≠ currentWindow; Let([
w = MBS( \"FM.VariableSet\"; \"WindowActivateTriggerCurrentWindow\";
currentWindow );
e = MBS( \"FM.RunScript\"; \"\" & Get(FileName) & "\"; \"Window Activated
Trigger\")

]; 0); 0

];1); ""; ""; 1 ) ]
Set Variable [ $r ; Value: MBS( "FM.VariableSet"; "WindowActivateTrigger";
$schedule ) ]
```

As you see, we use a variable via MBS Plugin to store the number of the current window independent of the scope of \$\$ variables. The calculation is evaluated once a second (when FileMaker is not busy) and if we get the window number, we remember it and trigger the script.

To stop the trigger, we can release the schedule:

```
# stop trigger if it is running
If [ MBS( "FM.VariableExists"; "WindowActivateTrigger" ) ]
    Set Variable [ $w ; Value: MBS( "FM.VariableGet";
"WindowActivateTrigger" ) ]
    Set Variable [ $r ; Value: MBS("Schedule.Release"; $w) ]
    Set Variable [ $r ; Value: MBS( "FM.VariableClear"; "WindowActivateTrigger"
) ]
    Set Variable [ $r ; Value: MBS( "FM.VariableClear";
"WindowActivateTriggerCurrentWindow" ) ]
End If
```

Please try and comment. Let us know if you have questions. The example database will be included with the next pre-release.