SetValues

SetValues{IntObject, StringObject}

Sets the values displayed in the window.

Input:

      IntObject - an integer (or similar numeric object) representing the number to display

      StringObject - a string (or error object) to display in the window

Example

      SetValue{123, "This is a sample piece of text"};

GetValue

a:=GetValues;

Returns an array containing the integer and string displayed in the window.

Output:

      {IntObject, StringObject}

      IntObject   The number displayed as an integer

      StringObject   The text displayed as a string