In iRidiumScript you can receive access to objects and their properties in a number of ways:

• Referring by indicating the upper level item:

IR.GetItem("Page 1").GetItem("Item 1").GetState(0).FillColor

- Page 1 a first level item
- Item 1 a second level item
- **GetState(0)** a third level item(1 state)
- **FillColor** a fourth level item
- Referring by indicating the page:

IR.GetPage("Page_Name").GetItem("Item_Name")

- GetPage("Page_Name") Referring to the page with the name "Page Name"
- GetItem("Item_Name") Referring to the item which is located on the page we refer to
- Referring by indicating the popup:

IR.GetPopup("Popup_Name").GetItem("Item_Name")

- **GetPopup("Popup_Name")** Referring to the popup with the name "Popup_Name"
- \circ **GetItem("Item_Name")** Referring to the item which is located on the popup we refer to
- Referring to the item on the current page:

IR.CurrentPage.GetItem("Item Name")

- IR.CurrentPage Referring to the current page
- GetItem("Item_Name") Referring to the item on the current page
- Referring to the item through the variable:

var item = IR.GetPage("Page_Name").GetItem("Item_Name")

- item the variable to which we assign the item we refer to
- IR.GetPage("Page Name") Referring to the page with the name "Page Name"
- GetItem("Item Name") Referring to the item which is on the page we refer to

```
IR.AddListener(IR.EVENT_START,0,function() //Event is activated at the
application launch
{
    IR.GetItem("Page 1").GetItem("Item 1").Width = 100; //Referring by
GetItem("Item_Name")

    IR.GetPage("Page 1").GetItem("Item 1").Height = 50; //Referring by
GetPage("Page_Name")

    IR.GetPopup("Popup 1").GetItem("Item 1").Text = "This is text";
//Referring by GetPopup("Popup Name")
```

```
IR.CurrentPage.GetItem("Item Name").Text = "This is item on current page";
//Referring to the current page
   var item = IR.GetPage("Page Name") //Writing the object identifier into
the variable
   item.X = 20; //Referring to the object property through the variable
}
Each item has several states and each state has its own properties. To refer to a property of a state
use GetState(State Number), where State Number is the number of the state (numeration
begins with zero):
IR.AddListener(IR.EVENT START,0,function() //Event is activated at the
application launch
{
//Changing the text on the second state of the indicated item(as the
numeration begins with zero the number of the second state is 1)
   IR.GetItem("Page 1").GetItem("Item 1").GetState(1).text = 'This is text on
second state';
```

}