

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"
- **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';

}

```