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Learn the Names of Items Pressed

Syntax:

```
IR.AddListener(Event, Item-owner, Function, Item-executor);
```

Input parameters:

Event

the event name or number available for the graphic item;

Item-owner

the link to the graphic item which event is used;

Function

the named or unnamed function containing commands for execution;

Item-executor

the link to the graphic item which will be controlled;

Output parameters:

Subscription success - true / false;

Operation description:

As it is required to learn the name of the event owner, in this case Item- owner and Item-executor will be one and the same item.

Example:

Subscribe the function to the event of pressing on the graphic item named Item 1 on Page 1. The function will type the graphic item name

```
IR.AddListener(
```

```
    IR.EVENT_ITEM_PRESS,  
    IR.GetPage("Page 1").GetItem("Item 1"),  
    Item_Press,  
    IR.GetPage("Page 1").GetItem("Item 1")  
);
```

```
function Item_Press(){  
  
    IR.Log(this.Name);  
}
```

Unnamed function:

```
IR.AddListener(IR.EVENT_ITEM_PRESS, IR.GetPage("Page 1").GetItem("Item 1"),  
function(){  
  
    IR.Log(this.Name);  
  
}, IR.GetPage("Page 1").GetItem("Item 1"));
```

Subscription by identifiers:

```
IR.AddListener(IR.EVENT_ITEM_PRESS, IR.GetPage(2).GetItem(0), Item_Press,  
IR.GetPage(2).GetItem(0));  
  
function Item_Press(){  
  
    IR.Log(this.Name);  
}
```



Download the example 0,8 Mb

Subscribe to Pressings on All Items



Download the example 0,8 Mb

Learn the Popup Status (Shown or Hidden)

```
// Announce the variable for storing the popup status
var Popup_1_is_Showing = false; // false - hidden, true - shown
// Receive the link to the popup
var Popup = IR.GetItem("Popup 1");

// Subscribe the unnamed function to the event of popup showing. Change the
value of the status in the function to true
IR.AddListener (IR.EVENT_ITEM_SHOW, IR.GetPage("Popup 1"), function() {

    Popup_1_is_Showing = true;
});

// Subscribe the unnamed function to the event of popup hiding. Change the
value of the status in the function to false
IR.AddListener (IR.EVENT_ITEM_HIDE, IR.GetPage("Popup 1"), function() {

    Popup_1_is_Showing = false;
});

// Announce the function to check the popup status
function Popup_1_Action_of_Status () {

    if (Popup_1_is_Showing) {

        // Actions if it is shown
    } else {

        // Actions if it is hidden
    }
};
```

Assign Dynamic Images(Camera) to Items

Variant 1:

There is a preset dynamic image in the tab Project Gallery / Dinamic Images. The image has the name "Camera".

```
// Assigning the dynamic image to the Image property by the name
IR.GetItem("Page 1").GetItem("Item 1").GetState(0).Image = "Camera";
```

Variant 2:

Assigning of a dynamic image by the URL link (at that it does not matter if there a preset dynamic image in the project or not).

```
// Assigning a dynamic image (video stream) to the Image property by th URL
```

link

```
IR.GetItem("Page 1").GetItem("Item 1").GetState(0).Image =  
"http://admin:12345@192.168.0.1:80/link";
```

// You can assign images (not video) to the Image property the same way:

```
IR.GetItem("Page 1").GetItem("Item 1").GetState(0).Image =  
"https://images.google.com/images/nav_logo195.png";
```