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Working with Keyboards and EditText

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With iRidiumScript you can:

- Activate different types of keyboards
- Write a text from a keyboard into the EditText item and edit the written text

Activating Keyboards

You can activate the following keyboard types in iRidium:

- Regular
- Numeric
- Smart
- Voice dialog

Receiving Data from EditText

Using iRidiumScript you can read data written in EditText. To do that use the following command:

```
Text = IR.GetItem("Page_Name").GetItem("Item_Name").Text;
```

- **Text** - the variable where the data from EditText are to be written to
- **Page_Name** - the name of the page with EditText
- **Item_Name** - the name of EditText

```
IR.AddListener(IR.EVENT_WORK, 0, function() //Event is activated while the application is running
{
    IR.GetItem("Page 1").GetItem("Item 2").Text = IR.GetItem("Page 1").GetItem("Item 1").Text; //The command reading data from EditText and writing it into the item
});
```

Reading Data from EditText

In iRidiumScript you can read data from EditText:

```
IR.AddListener(IR.EVENT_ITEM_CHANGE, IR.GetItem("Page 1").GetItem("Item 1"),function() //Event is activated at change
{
  IR.Log(IR.GetItem("Page 1").GetItem("Item 1").Text); //The changed data is output in the log
});
```

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Working with Color Schemes

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Working with Color

With iRidiumScript you can change the following colors used when displaying an object:

- FillColor,
- BorderColor,
- TextColor,
- TextEffectColor

To change the colors use the following commands:

```
IR.GetItem("Page_Name").GetItem("Item_Name").GetState(State_Number).FillColor=0xFFFFFFF;
```

```
IR.GetItem("Page_Name").GetItem("Item_Name").GetState(State_Number).BorderColor=0xFFFFFFFF;
```

```
IR.GetItem("Page_Name").GetItem("Item_Name").GetState(State_Number).TextColor=0xFFFFFFF;
```

```
IR.GetItem("Page_Name").GetItem("Item_Name").GetState(State_Number).TextEffectColor=0xFFFFFFFF;
```

- **Page_Name** - the name of the page with the selected item
- **Item_Name** - the name of the item which color you want to change
- **State_Number** - the number of state which color you want to change
- **0xFFFFFFFF** - a color scheme in the Hex format

Color Format

In iRidiumScript the color schemes has the following structure:

0x **FF** **FF** **FF** **FF**

- **FF** - Red colors (00 - FF)
- **FF** - Green colors (00 - FF)
- **FF** - Blue colors (00 - FF)
- **FF** - Opacity (00 - FF)

Example:

```
IR.GetItem("Page 1").GetItem("Item 1").GetState(0).FillColor      =  
0xFFFF00FF;    //The command for changing the color of      background fill  
IR.GetItem("Page 1").GetItem("Item 1").GetState(0).BorderColor  =  
0xFFFF00FF;    //The command for changing the border color  
IR.GetItem("Page 1").GetItem("Item 1").GetState(0).TextColor    =  
0xFFFF00FF;    //The command for changing the text color  
(Coming soon)IR.GetItem("Page 1").GetItem("Item  
1").GetState(0).TextEffectColor = 0xFFFFFFFF;    //The command for changing  
the text effect color
```

Main Color Codes

- **Red 0xFF0000FF** - Red
- **Orange 0xFF0800FF** - Orange
- **Yellow 0xFFFF00FF** - Yellow
- **Green 0x00FF00FF** - Green
- **Light blue 0x00FBFFFF** - Light blue
- **Dark blue 0x0000FFFF** - Dark blue
- **Violet 0x0800FFFF** - Violet

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