

IntellHelp

There is a system of IntellHelp in iRidiumScript. The system aims to simplify the process of creating and editing scripts. When activating IntellHelp you can see the window with the list of available commands, properties and parameters.

Building Command Chains

Creation of instructions in iRidiumScript is made by building command chains, for example:

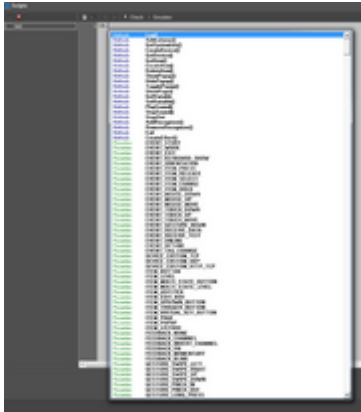
IR.GetPage("Page 1").GetItem("Item 1").Width = 100;

- every block highlighted in color is a chain link. Each link is separated from another with "."

- **IR** - a reserved word which means that the command is an iRidiumScript instruction. After the IR command the IntellHelp system shows the list of available actions, such as:
 - Activating Listener
 - Referring to pages or popups
 - Referring to tokens or writing new values into tokens
 - Creating drivers or changing their properties
 - Defining actions with sounds files
 - Opening\closing pages or popups
- **GetPage("Page 1")** - the second chain link used for referring to the indicated page. After the command Intellhelp shows the possibilities to:
 - Refer to the item on the page or popup
 - Change the properties of the page or popup
 - Count the number of item on the page
 - Launch the macros bound to the page
- **GetItem("Item 1")** - the third chain link is used for referring to the indicated item. After the command Intellhelp shows the possibilities to:
 - Change the properties of the selected item
 - Launch the macros bound to the item
 - Refer to the item state

Commands available for each link are defined depending on the link selected before it. Each consecutive link gives the opportunity to manipulate the properties and methods of the previous one.

Combination of Keys for Activation of IntellHelp



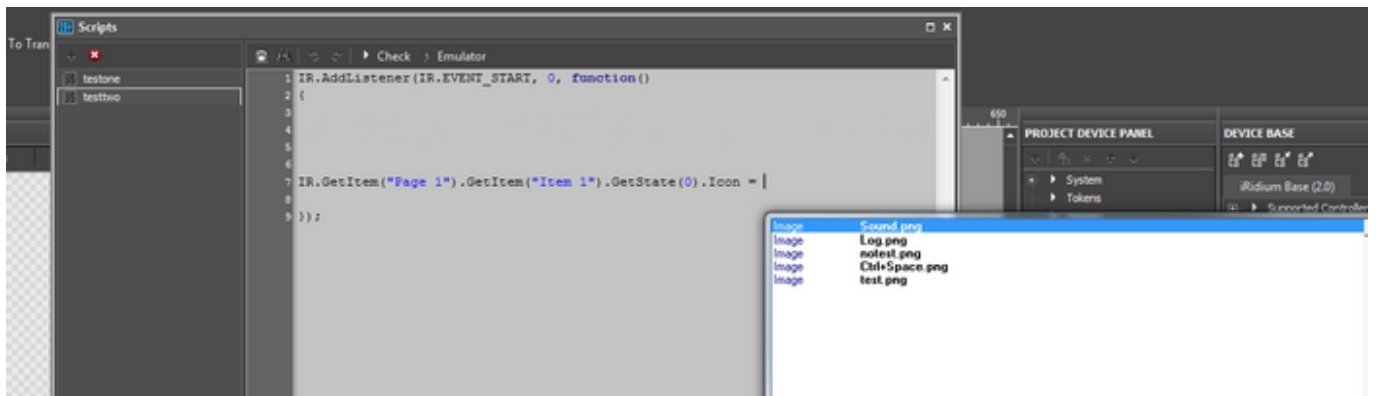
Pop-up IntelliHelp

In iRidiumScript you can activate IntelliHelp with the combination of keys **ctrl+space**. It is necessary when you forget the command syntax but you need to see the list of commands with similar syntax or you want IntelliHelp to show the list of local resources, such as:

- Names of images in Local Gallery

You can use both images and icons of Local Gallery in the scripts.

```
//actions are performed at start
IR.AddListener(IR.EVENT_START, 0, function()
{
//assign the image with the name "Name.png" to 1 state of the item with the
name "Item 1" on the page with the name "Page 1"
IR.GetItem("Page 1").GetItem("Item 1").GetState(0).Image = "Name.png" ;
});
```

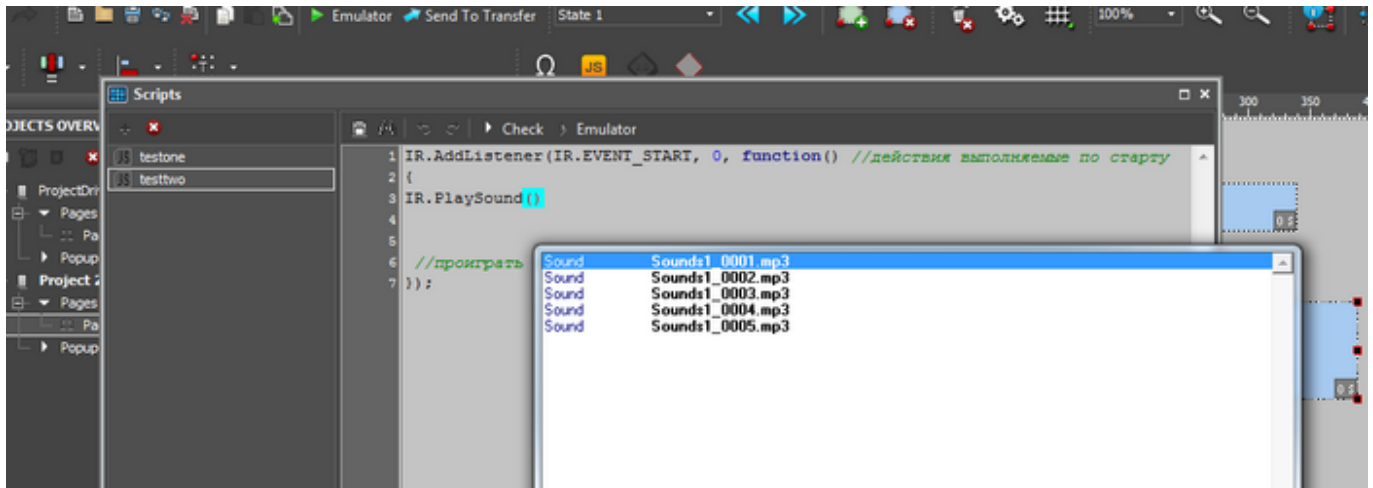


```
IR.AddListener(IR.EVENT_START, 0, function()
{
//assign the icon with the name "Name.png" to 1 state of the item with the
name "Item 1" on the page with the name "Page 1"
IR.GetItem("Page 1").GetItem("Item 1").GetState(0).Icon = "Name.png" ;
});
```

- Names of sound files in Local Gallery

You can add sounds from Local Gallery to scripts.

```
IR.AddListener(IR.EVENT_START, 0, function() //actions are performed at start
{
IR.PlaySound("Sounds1_0003.mp3") //play the sound file with the name
"Sounds1_0003.mp3"
});
```



- List of available item types and event types