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### **Commands for Pages and Popups**

There are the following operations for working with project pages and popups:

- Creating pages and popups
- · Changing pages and popups
- Deleting pages and popups
- · Counting pages and popups
- Working with items on pages and popups
- Adding actions when activating a gesture or pressing
- Adding actions when changing the device orientation
- Turning popups

## **Popup Creation**

To create a popup use the following command:

IR.CreateItem(IR.ITEM\_POPUP, Popup\_Name, CoordinateX, CoordinateY, Popup\_Width,
Popup\_Height);

- IR.ITEM POPUP tell to the command to create a popup type item;
- Popup\_Name indicate the name of the popup to be created;

- CoordinateX, CoordinateY initial popup position in the working area;
- Popup Width, Popup Height popup width and height.

Example of popup creation at the application launch:

```
IR.AddListener(IR.EVENT_START,0,function() //Even is activated at the
application launch
{
    //Popup creation: IR.CreateItem(IR.ITEM_POPUP, Popup_Name, CoordinateX,
CoordinateY, Popup_Width, Popup_Height);
    IR.CreateItem(IR.ITEM_POPUP, "lamps", 0, 0, 480, 100);
    IR.ShowPopup("lamps"); //Open the popup on the current page
});
```

### **Page Creation**

To create a page use the following command:

IR.CreateItem(IR.ITEM\_PAGE, Page\_Name, Page\_Width, Page\_Height);

- **IR.ITEM PAGE** tell to the command to create a page type item;
- Page Name indicate the name of the page to be created;
- Page\_Width, Page\_Height page width and height.

Example of page creation at the application launch::

```
IR.AddListener(IR.EVENT_START,0,function() //Even is activated at the
application launch
{
//Page creation: IR.CreateItem(IR.ITEM_PAGE, Page_Name, Page_Width,
Page_Height);
    IR.CreateItem(IR.ITEM_PAGE, "New Page", 480, 100);
    IR.ShowPage("New Page"); //Open the page
});
```

## **Page Deletion**

• under development

### **Popup Deletion**

• under development

## **Changing Page Properties**

To change the page properties go to the page first:

#### IR.GetItem("Page\_Name")

• Page\_Name - tell which page to go to.

Pages have their own properties and you can assign the required value to them:

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

• Width - indicate the "Width" property you want to work with.

Examples of changing page properties:

```
IR.GetItem("New Page").Width = 100; // Changing the page width
  IR.GetItem("New Page").Height = 100; //Changing the page height
  IR.GetItem("New Page").X = 100; //Changing the page X-coordinate
  IR.GetItem("New Page").Y = 100; //Changing the page Y-coordinate
  IR.GetItem("New Page").GetState(0).Border = 5; //Changing the page border
  IR.GetItem("New Page").GetState(0).Text = "This is new page"; //Changing
the text displayed on the page
  IR.GetItem("New Page").GetState(0).Opacity = 200; //Changing the page
opacity(0-255)
//Changing the image displayed on the page
//(To receive the name of the image use IntellHelp - press ctrl+space after
the command IR.GetItem("New Page").GetState(0).Image =)
  IR.GetItem("New Page").GetState(0).Image = "pict.jpg";
//Changing the icon displayed on the page
//(To receive the name of the icon use IntellHelp - press ctrl+space after
the command IR.GetItem("New Page").GetState(0).Icon =)
  IR.GetItem("New Page").GetState(0).Icon = "pict.jpg";
```

### **Changing Popup Properties**

To change the popup properties go to the popup first:

#### IR.GetItem("Popup Name")

• Popup Name - tell which page to go to.

Popus have their own properties and you can assign the required value to them:

#### IR.GetItem("Popup 1").Width = 100;

• Width - indicate the "Width" property you want to work with.

Examples of changing page properties:

```
IR.GetItem("lamps").Width = 100; // Changing the popup width
IR.GetItem("lamps").Height = 100; //Changing the popup height
IR.GetItem("lamps").X = 100; //Changing the popup X-coordinate
IR.GetItem("lamps").Y = 100; //Changing the popup Y-coordinate
IR.GetItem("lamps").GetState(0).Border = 5; //Changing the popup border
IR.GetItem("lamps").GetState(0).Text = "This is new page"; //Changing the text displayed on the popup
IR.GetItem("lamps").GetState(0).Opacity = 200; //Changing the popup opacity(0-255)
IR.GetItem("lamps").GetState(0).Image = "pict.jpg"; //Changing the image displayed on the popup
IR.GetItem("lamps").GetState(0).Icon = "pict.jpg"; //Changing the icon displayed on the popup
```

### **Counting Project Pages**

To learn the number of pages in the project use the command:

#### IR.PagesCount.

The command gives the number and the number can be saved in the variable:

IR.AddListener(IR.EVENT START, 0, function() //Event is activated at

```
application launch
{
  var count = IR.PagesCount; //The command for counting the number of pages
in the project
});
```

### **Counting Project Popups**

To learn the number of popus in the project use the command:

#### IR.PopupsCount.

The command gives the number and the number can be saved in the variable:

```
IR.AddListener(IR.EVENT_START, 0, function() //Event is activated at
application launch
{
   var PopupsCount = IR.PopupsCount; //The command for counting the number of
popups in the project
});
```

### **Working with Page Items**

To change the properties of the item go to the page the item is located on, then go to the item and to the property you want to change, then assign a new value to the property.

```
IR.GetItem("Page_Name").GetItem("Item_Name").Property = New Value;
```

### **Working with Popup Items**

To change the properties of the item go to the popup the item is located on, then go to the item and to the property you want to change, then assign a new value to the property.

#### IR.GetItem("Popup Name").GetItem("Item Name").Property = New Value;

### **Pressings and Gestures Made on Pages**

**Read: Gestures** 

## **Working with Device Orientation**

Each device can take vertical (Portrait) or horizontal (Landscape) position, To receive the current device orientation use Listener:

#### IR.AddListener(IR.EVENT ORIENTATION, 0, function(orientation)

```
- where in the variable orientation is 0 or 1 (0 - Landscape, 1 - Portrait)

IR.AddListener(IR.EVENT_ORIENTATION, 0, function(orientation) //Event is activated when changing the device orientation
{
    IR.Log(orientation); //the device orientation(0 - Landscape, 1 - Portrait)
});
```

# **Receiving the Current Page**

To receive the page opened at the current moment use the command:

#### IR.CurrentPage;

```
IR.AddListener(IR.EVENT_START, 0, function() //Event is activated at the
application launch
{
   var current = IR.CurrentPage; //The command writes the identifier of the
current page
});
```

## **Turning Popups**

To turn popups use the command:

```
IR.GetItem("Popup_Name").Angle = Value;
```

```
Value - the turning angle (set in degrees)
```

```
IR.AddListener(IR.EVENT_START, 0, function() //Event is activated at the
application launch
{
    IR.GetItem("Popup 1").Angle = 50; //The command for turning the popup to
the input value (set in degrees)
});
```

# **Popup Scaling**

To scale popups use the commands:

```
IR.GetItem("Popup_Name").ScaleX = Value; or IR.GetItem("Popup_Name").ScaleY = Value;
```

Value - the percentage of scaling

```
IR.AddListener(IR.EVENT_START, 0, function() //Event is activated at the
application launch
{
    IR.GetItem("Popup 1").ScaleY = 0.5; //The command scales the popup by
coodinate Y by 50%
    IR.GetItem("Popup 1").ScaleX = 0.8; //The command scales the popup by
coodinate X by 80%
    IR.GetItem("Popup 1").ScaleY = 1.5; //The command scales the popup by
coodinate Y by 150%
```

```
IR.GetItem("Popup 1").ScaleX = 1.8; //The command scales the popup by coodinate X by 180\% });
```

### **Referring to Pages**

You can refer to any page using its name or identifier using the command:

#### IR.GetPage(Page Name or Identifier);

```
IR.AddListener(IR.EVENT_START, 0, function() //Event is activated at the
application launch
{
   var MyPage = IR.GetPage("Page 1"); //Referring to the page by name
   var MyPage = IR.GetPage(0); //Referring to the page by identifier
});
```

### **Referring to Popups**

You can refer to any popup using its name or identifier using the command:

#### IR.GetPopup(Popup Name or Identifier);

```
IR.AddListener(IR.EVENT_START, 0, function() //Event is activated at the
application launch
{
  var MyPopup = IR.GetPopup("Popup 1"); //Referring to the popup by name
  var MyPopup = IR.GetPopup(0); //Referring to the popup by identifier
});
```

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