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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.

Popups 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;

```

//Search all project pages in the cycle (The cycle begins with "1" as the
page with the identifier "0" is a system page and it cannot be changed)
for (var i = 1; i < PagesCount; i++)
{
    var a = IR.GetPage(i);                //Assign the page identifier to the
variable

    if (a.Name == "Page 1")                //If the name of the searched page is
"Page 1"
    {
        a.GetItem("Item 2").Width = 10; //Change the width of its Item 2
    }
}

```

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;

```
for (var i = 0; i < PopupCount; i++) //Search all project popups in the cycle
{
    var a = IR.GetPage(i);           //Assign the popup identifier to the
variable

    if (a.Name == "Popup 1")         //If the name of the searched popup
is "Popup 1"
    {

        a.GetItem("Item 2").Width = 10; //Change the width of its Item 2

    }
}
```

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
coordinate Y by 50%
    IR.GetItem("Popup 1").ScaleX = 0.8; //The command scales the popup by
coordinate X by 80%
    IR.GetItem("Popup 1").ScaleY = 1.5; //The command scales the popup by
coordinate Y by 150%
```

```
IR.GetItem("Popup 1").ScaleX = 1.8; //The command scales the popup by  
coordinate 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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