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Description

Tokens save information when closing the application so we could use it when opening the application again. For example, if you use a password, you can save it in the token and next time you don't need to enter the password.

Command Types for Working with Tokens

For working with tokens there are the following commands:

- Reading from a token
- Writing to a token

Writing Values to Tokens

To write values to tokens use the command:

IR.SetVariable("Tokens,Token_name",'value sent to the token')

- **Token_name** - indicate the name of the token where the value is to be written to
- **value sent to the token** - indicate the value to be written to the token

```
IR.AddListener(IR.EVENT_START,0,function()    //Event is activated at the
application launch
{
IR.SetVariable("Tokens.example",'300')    //Writing the value in the token
});
```

Reading Data from Tokens

To read data from tokens use the command:

IR.GetVariable("Tokens,Token_Name")

- **Token_Name** - indicate the name of the token where the value will be written to

```
IR.AddListener(IR.EVENT_START,0,function()    //Event is activated at the
application launch
{
IR.GetVariable("Tokens.example")    //Reading from the indicated token
});
```

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