

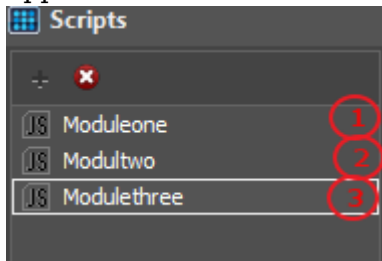
iRidiumScript has strict rules for creation of modules:

1) All initialization has to be performed in the block

IR.AddListener(IR.EVENT_START,0,function(){body});

```
IR.AddListener(IR.EVENT_START, 0, function() //Actions are performed at
starting the project
{
    var popup = IR.GetPopup("Browser") //Activate the popup
    var button = popup.GetItem("UpFolder"); //Activate the button
    // Create an UPNP device
    upnpControl = IR.CreateDevice(IR.DEVICE_UPNP_CONTROL, "UpnpControl");
    //Activate the creation of the device
    upnpControl.Connect(); //Activate the connection of the device
    IR.AddListener(IR.EVENT_ITEM_PRESS, playButton, function() //Activate
actions on pressings
    {
        if(playButton.Value == 0)
            player.InvokeAction("Play", "urn:schemas-upnp-org:service:AVTransport:1",
{InstanceID: 0, Speed: 1} );
        else
            player.InvokeAction("Pause", "urn:schemas-upnp-org:service:AVTransport:1",
{InstanceID: 0} );
    });
});
```

2) Modules are loaded **in order**, i.e. it is incorrect if you perform actions with the variable in the upper module and its activation is performed in the lower module. BE CAREFUL!



3) iRidiumScript is divided into modules for the convenience of users. When uploading all modules unite in one area, i.e. if you activate variables with the same name in different modules or create different functions with one name in different modules then when uploading these variables and functions unite in one area and **the variable/function to be used is the one which is uploaded last (from the lower module).**

