

# TOOLBOOK 9.5

## Actions Editor Programming Cheat Sheet

### ACTIONS

#### GENERAL

comment  
set variable  
execute shared action  
execute script  
set url parameter  
http post  
print page

#### OBJECT

set property  
trigger  
send user event  
reset  
execute method  
set layer

#### PROMPTS

display alert  
display confirmation  
display query  
display popup text

#### NAVIGATION

go to page  
exit lesson  
display document

#### SCORING

score question  
score pages  
execute scorm  
show aspen ui

#### CONTROL

if  
else if  
else  
step loop  
for each loop  
conditional loop  
continue  
break

#### MEDIA

play media  
stop media  
pause media  
timed delay

### CONSTANTS

#### COLOR

black	blue
cyan	gray
green	lightgray
magenta	red
white	yellow

#### OTHER

pi  
quote  
crif

### FUNCTIONS

#### ARITHMETIC

abs( )  
celing( )  
floor( )  
max( )  
min( )  
random( )  
round( )  
sqrt( )  
truncate( )

#### GENERAL

getParameter( )  
httppost( )  
millisecondstotime( )

#### LOGARITHMIC

exp( )  
ln( )

#### STRING

charcount( )  
lowercase( )  
offset( )  
uppercase( )

#### TRIGONOMETRIC

acos( )  
asin( )  
atan( )  
cos( )  
sin( )  
tan( )

#### VALIDATION

isnumber( )

### OPERATORS

#### ARITHMETIC

-	*
/	^
+	=
Mod	

#### STRING

&, &&  
char, chars  
character, characters  
item, items  
textline, textlines  
word, words

#### LOGICAL

<  
<=  
<>  
>  
>=  
and  
contains  
not  
or

### PROPERTIES

#### ACTION

##### TIMER

caption  
checked  
enabled  
height  
left  
mediaplaying <  
mediaposition  
name <  
rgbfill  
rgbstroke  
top  
visible  
width

##### BACKGROUND

height <  
name <  
rgbfill  
transparent  
width <

##### BOOK

description <  
studentname <  
title <

##### BUTTON

caption  
checked  
enabled  
height  
left  
name <  
rgbfill  
rgbstroke  
top  
transparent  
visible  
width

##### COMBOBOX

height  
itemselected  
itemtext  
left  
name <  
rgbfill  
rgbstroke  
scroll  
selecteditemtext  
text  
top  
transparent  
visible  
width

#### DRAW

##### OBJECTS

height  
left  
name <  
rgbstroke  
top  
visible  
width

##### FIELD

height  
left  
name <  
rgbfill  
rgbstroke  
scroll  
text  
top  
transparent  
visible  
width

##### GROUP

height  
left  
name <  
rgbstroke  
top  
visible  
width

##### GROUP

(Radio Buttons)  
height  
itemselected  
itemtext  
left  
name <  
rgbstroke  
selecteditemtext  
top  
visible  
width

##### LISTBOX

height  
itemselected  
itemtext  
left  
name <  
rgbfill  
rgbstroke  
scroll  
selecteditemtext  
text  
top  
transparent  
visible  
width

#### MEDIA

##### PLAYER

height  
left  
mediaplaying <  
mediaposition  
name <  
rgbstroke  
top  
visible  
width

##### PAGE

height <  
name <  
visited <  
width <

##### PAINT

##### OBJECTS

height  
left  
name <  
rgbstroke  
top  
visible  
width

##### PICTURE

##### OBJECTS

height  
left  
name <  
rgbstroke  
top  
visible  
width

##### QUESTIONS

height  
itemselected  
itemtext  
lastscore <  
left  
locked <  
maximumscore <  
minimumscore <  
name <  
rgbstroke  
selecteditemtext  
top  
trycount <  
trylimit <  
visible  
width

##### SIMULATION

currentmode <  
currentstep <  
currentstepid <  
currentstepname <  
isscored <  
initialmode  
name <  
playstate <  
speed

< denotes a read-only property

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### EVENTS

#### ACTION TIMER

on click  
on double-click  
on key down  
on key press  
on key up  
on load page  
on media complete  
on media timing event  
on mouse off  
on mouse over  
on property change  
on reset  
on right-click  
on trigger  
on unload page  
on user event

#### BUTTON

on click  
on double-click  
on key down  
on key press  
on key up  
on load page  
on mouse off  
on mouse over  
on property change  
on reset  
on right-click  
on trigger  
on unload page  
on user event

#### FIELD

on click  
on double-click  
on key down  
on key press  
on key up  
on load page  
on mouse off  
on mouse over  
on property change  
on reset  
on right-click  
on trigger  
on unload page  
on user event

#### MEDIA PLAYER

on click  
on double-click  
on load page  
on media complete  
on media timing event  
on mouse off  
on mouse over  
on property change  
on reset  
on right-click  
on trigger  
on unload page  
on user event

#### PICTURE OBJECTS

on click  
on double-click  
on load page  
on mouse off  
on mouse over  
on property change  
on reset  
on right-click  
on trigger  
on unload page  
on user event

#### BACKGROUND

on click  
on double-click  
on load background  
on load page  
on property change  
on reset  
on right-click  
on trigger  
on unload background  
on unload page  
on user event

#### COMBOBOX

on key down  
on key press  
on key up  
on load page  
on mouse off  
on mouse over  
on property change  
on reset  
on right-click  
on select  
on trigger  
on unload page  
on user event

#### GROUP

on click  
on double-click  
on load page  
on mouse off  
on mouse over  
on property change  
on reset  
on right-click  
on trigger  
on unload page  
on user event

#### PAGE

on click  
on double-click  
on key down  
on key press  
on key up  
on load page  
on property change  
on reset  
on right-click  
on trigger  
on unload page  
on user event

#### QUESTIONS

on click  
on double-click  
on load page  
on mouse off  
on mouse over  
on property change  
on question answered  
on question scored  
on reset  
on right-click  
on select  
on trigger  
on unload page  
on user event

#### BOOK

on load book  
on property change  
on reset  
on trigger  
on unload book  
on user event

#### DRAW OBJECTS

on click  
on double-click  
on load page  
on mouse off  
on mouse over  
on property change  
on reset  
on right-click  
on trigger  
on unload page  
on user event

#### LISTBOX

on click  
on double-click  
on key down  
on key press  
on key up  
on load page  
on mouse off  
on mouse over  
on property change  
on reset  
on right-click  
on select  
on trigger  
on unload page  
on user event

#### PAINT OBJECTS

on click  
on double-click  
on load page  
on mouse off  
on mouse over  
on property change  
on reset  
on right-click  
on trigger  
on unload page  
on user event

#### SIMULATION

on attempt step  
on complete simulation  
on complete step  
on play state change  
on property change  
on reset  
on start simulation  
on start step  
on trigger  
on user event

### METHODS

#### ACTION TIMER

setfocus  
stop  
pause  
play  
removefocus

#### FIELD

setfocus  
removefocus

#### PAGE

setfocus  
removefocus

#### BUTTON

setfocus  
removefocus

#### MEDIA PLAYER

stop  
pause  
play

#### SIMULATION

continue  
stop  
pause  
play

### ACTIVEX

The Actions Editor will even list events, properties and methods for ActiveX objects. It does this by querying this information directly from the ActiveX control.

### SHARED ACTIONS

The Shared Actions feature of the Actions Editor allows you to create your own library of Actions Editor written functions. These Shared Actions can then be selectively added to your various projects. For more information, including some free sample libraries, look up **Shared Actions Library** using the ToolBook knowledgebase.