

TOOLBOOK 11.5

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
crlf

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

IMAGE

OBJECT

enabled
height
left
name <
rgbfill
rgbstroke
top
transparent
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 <

QUESTION OBJECT

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

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

IMAGE OBJECT

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

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

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

IMAGE OBJECT

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

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.