



# Output commands

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These commands will output or effect another part of the program

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## **ADD LABEL**

Adds a label to the current code. Returns 1 if successful. Returns 0 if no label was added

### **Format:**

ADD LABEL [label\_name] WITH ID [tracking\_id]

### **Arguments:**

label\_name: The name of the label you wish to add to all the currently selected code buttons

tracking\_id: A string representing this operation so that duplicates do not get added. Only the first label for each tracking\_id for each code will be added.

### **Available:**

Available for code windows

Version: 9 and later

### **Example:**

ADD LABEL \$score with id "myScore" adds the value stored in the \$score variable to the current code. Adding the label \$score will occur before the code is added to timeline. If the scripts get executed again no labels with the ID "myScore" will be added to the same code

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## BUTTON COLOR

Changes the background color of the current button

### Format:

BUTTON COLOR ( red\_color , green\_color , blue\_color ) **OR**  
BUTTON COLOR ( red\_color , green\_color , blue\_color , alpha\_level) **OR**  
BUTTON COLOR button\_name

### Arguments:

color: a red, green or blue color value 0->100  
alpha: color alpha with a value 0->100. 100 no transparency in the color  
button\_name: a string with the name of a button

### Available:

Available for code windows  
Version: 9 and later. alpha\_level available in 9.2

### Example:

BUTTON COLOR (100,0,0) changes the background color of the current button to red  
BUTTON COLOR "legend" changes the background color of the current button to that from the button named "legend" in the same window

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## BUTTON OPACITY

Changes the opacity of the current button

### Format:

BUTTON OPACITY opacity\_level

### Arguments:

opacity\_level: an opacity value 0->100. 0 will make the button invisible

### Available:

Available for code windows  
Version: 9 and later

### Example:

BUTTON OPACITY 50 changes the button to half transparency

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## BUTTON STATE

Returns 1 if button is down and 0 if button is up, in the code input window.

### Format:

BUTTON button\_name STATE *OR*

BUTTON button\_name STATE IN WINDOW window\_name

### Arguments:

button\_name: a string with the name of a button in the code input window

window\_name: the name of the code input window

### Available:

Available for all windows

Version: 9 and later

### Example:

SHOW BUTTON "name1" STATE shows 0 or 1 depending on if the button is up or down  
IF (BUTTON "name1" STATE IN WINDOW "window1", SHOW "DOWN", SHOW "UP") show  
up/down depending on if the button "name1" is up or down in the code input window with title  
"window1"

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## MOVE BUTTON BACK

Moves the button to the back of the code window

### Format:

MOVE BUTTON BACK

### Arguments:

### Available:

Available for code windows

Version: 9.3 and later

### Example:

MOVE BUTTON BACK moves this button to the back of the code window

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## MOVE BUTTON FRONT

Moves the button to the front of the code window

### Format:

MOVE BUTTON FRONT

### Arguments:

**Available:**

Available for code windows

Version: 9.3 and later

**Example:**

MOVE BUTTON FRONT moves this button to the front of the code window

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**OUTPUT COLOR**

Changes the text color for the output of the button

**Format:**

OUTPUT COLOR ( red\_color , green\_color , blue\_color )

**Arguments:**

color: a red, green or blue color value 0->100

**Available:**

Available for code windows

Version: 9 and later

**Example:**

OUTPUT COLOR (100,0,0) changes the output color of the text to red

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**PUSH BUTTON**

Pushes the button up/down in the code input window. If this is a label button then you only need to use DOWN

**Format:**

PUSH BUTTON button\_name DOWN *OR*

PUSH BUTTON button\_name UP *OR*

PUSH BUTTON button\_name DOWN IN WINDOW window\_name *OR*

PUSH BUTTON button\_name UP IN WINDOW window\_name

**Arguments:**

button\_name: a string with the name of a button in the code input window

window\_name: the name of the code input window

**Available:**

Available for spreadsheet windows

Version: 9 and later

**Example:**

PUSH BUTTON "name1" DOWN pushes the button "name1" down in the front code input window

PUSH BUTTON "name1" UP IN WINDOW "window1" pushes the button "name1" up in the code input

window with title "window1"

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## **PUSH BUTTON DOWN**

Pushes the button down

### **Format:**

PUSH BUTTON DOWN

### **Arguments:**

### **Available:**

Available for code windows

Version: 9 and later

### **Example:**

PUSH BUTTON DOWN pushes the current button down

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## **PUSH BUTTON DOWN WITH DELAY**

Pushes the button down after a delay

### **Format:**

PUSH BUTTON DOWN WITH DELAY delay

### **Arguments:**

delay: delay in seconds between 0 and 10

### **Available:**

Available for code windows

Version: 9 and later

### **Example:**

PUSH BUTTON DOWN WITH DELAY 0.2 pushes the current button down in 0.2 seconds time

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## **PUSH BUTTON UP**

Pushes the button up

### **Format:**

PUSH BUTTON UP

### **Arguments:**

**Available:**

Available for code windows

Version: 9 and later

**Example:**

PUSH BUTTON UP pushes the current button up

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**PUSH BUTTON UP WITH DELAY**

Pushes the button up after a delay

**Format:**

PUSH BUTTON UP WITH DELAY delay

**Arguments:**

delay: delay in seconds between 0 and 10

**Available:**

Available for code windows

Version: 9 and later

**Example:**

PUSH BUTTON UP WITH DELAY 0.2 pushes the current button up in 0.2 seconds time

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**RENAME**

Renames the current button

**Format:**

RENAME new\_button\_name

**Arguments:**

new\_button\_name: a string containing the new button name

**Available:**

Available for code windows

Version: 9 and later

**Example:**

RENAME "new name" changes the name of the current button to "new name"

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**RENAME GROUP**

Renames the group name for the current button. Only valid for buttons types that have groups i.e. Label

buttons

**Format:**

RENAME GROUP new\_group\_name

**Arguments:**

new\_group\_name: a string containing the new button group name

**Available:**

Available for code windows

Version: 9 and later

**Example:**

RENAME GROUP "new group" changes the group name of the current button to "new group"

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**SEND**

Changes the value of the button in the code input window with that button name

**Format:**

SEND value TO BUTTON button\_name *OR*

SEND value TO BUTTON button\_name IN WINDOW window\_name

**Arguments:**

value: a string or a number

button\_name: a string with the name of a button in the code input window

window\_name: the name of the code input window

**Available:**

Available for spreadsheet windows

Version: 9 and later

**Example:**

SEND "new\_string" TO BUTTON "name1" changes the displayed value of "name1" in the front code input window to "new\_string"

SEND 37.4 TO BUTTON "name1" changes the displayed value of "name1" in the front code input window to 37.4

SEND "new\_string" TO BUTTON "name1" IN WINDOW "codeWindow1" changes the displayed value of "name1" in the code input window "codeWindow1" to "new\_string"

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**SEND BUTTON COLOR**

Changes the background color of the button in the code input window with that button name

**Format:**

SEND BUTTON COLOR ( red\_color , green\_color , blue\_color ) TO BUTTON button\_name *OR*

SEND BUTTON COLOR ( red\_color , green\_color , blue\_color , alpha\_level ) TO BUTTON  
button\_name **OR**

SEND BUTTON COLOR ( red\_color , green\_color , blue\_color ) TO BUTTON button\_name IN  
WINDOW window\_name **OR**

SEND BUTTON COLOR ( red\_color , green\_color , blue\_color , alpha\_level ) TO BUTTON  
button\_name IN WINDOW window\_name

#### **Arguments:**

color: a red, green or blue color value 0->100

alpha: color alpha with a value 0->100. 100 no transparency in the color

button\_name: a string with the name of a button in the code input window

window\_name: the name of the code input window

#### **Available:**

Available for spreadsheet windows

Version: 9 and later

#### **Example:**

SEND BUTTON COLOR (100,0,0) TO BUTTON "name1" changes the background color of "name1" in  
the front code input window to red

SEND BUTTON COLOR (100,0,0) TO BUTTON "name1" IN WINDOW "window1" changes the  
background color of "name1" in the code input window with title "window1" to red

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## **SEND TEXT COLOR**

Changes the text color of the button in the code input window with that button name

#### **Format:**

SEND TEXT COLOR ( red\_color , green\_color , blue\_color ) TO BUTTON button\_name **OR**

SEND TEXT COLOR ( red\_color , green\_color , blue\_color , alpha\_level ) TO BUTTON button\_name  
**OR**

SEND TEXT COLOR ( red\_color , green\_color , blue\_color ) TO BUTTON button\_name IN WINDOW  
"window1" **OR**

SEND TEXT COLOR ( red\_color , green\_color , blue\_color , alpha\_level) TO BUTTON button\_name  
IN WINDOW "window1"

#### **Arguments:**

color: a red, green or blue color value 0->100

alpha: color alpha with a value 0->100. 100 no transparency in the color

button\_name: a string with the name of a button in the code input window

window\_name: the name of the code input window

#### **Available:**

Available for spreadsheet windows

Version: 9 and later. alpha\_level available 9.3

#### **Example:**

SEND TEXT COLOR (100,0,0) TO BUTTON "name1" changes the text color of "name1" in the front  
code input window to red



SEND TEXT COLOR (100,0,0) TO BUTTON "name1" IN WINDOW "window1" changes the text color of "name1" in the code input window with title "window1" to red

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## TEXT COLOR

Changes the text color in the name of the button

### Format:

TEXT COLOR ( red\_color , green\_color , blue\_color ) ***OR***

TEXT COLOR ( red\_color , green\_color , blue\_color , alpha\_level )

### Arguments:

color: a red, green or blue color value 0->100

alpha: color alpha with a value 0->100. 100 no transparency in the color

### Available:

Available for code windows

Version: 9 and later. alpha\_level available 9.3

### Example:

TEXT COLOR (100,0,0) changes the text color to red

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