

Code It App



Introduction.

Comprised of 3 parts the Code It app allows you to write VBScript or Jscript code across your project creating unique features for your interactive project. A script that you have created can run along-side your overall project and doesn't interfere with individual pages allowing scripts to run continuously.

There are 3 parts to this app that can be configured separately

1. Code It Page app – script code can run inside a page
2. Code It Project app – script code can run alongside a project
3. Code It Editor – allows you to edit code, VBScript or Jscript code to interact with the player program.

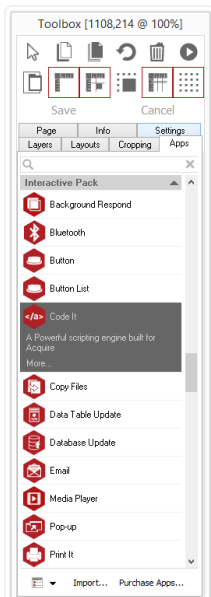
Uses.

Part of the Interactive App Pack, Code It enables you to create dynamic and unique interactive experiences for your customers.

Using Code It page app

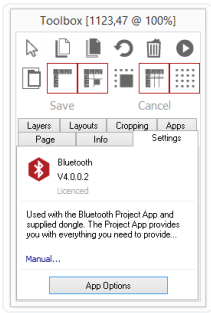
To access the app open an existing or new page and select the **'App'** tab of the page editor **'Toolbox'** (shown below). Apps are grouped within the relevant app packs and are displayed red if they have been licenced. For more information about licencing apps go to [Licencing apps](#).

Select the app from the list or search for it using the search bar. When an app is selected it will be highlighted as shown.

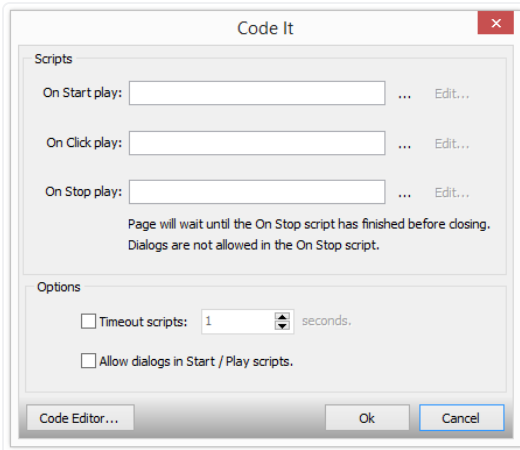


Once you have selected your app draw an area on your page where you would like to use the app. (The positioning of the app can be changed at any point, by dragging the app into position.)

The **'Settings'** tab within the Toolbox will automatically open when the app is added to the page. From here you can set your app up by clicking on the **'App Options'** button.



Understanding the App Options.



Scripts: These are the code scripts that will be played when the page starts, stops and when the app is interacted with.

Use **'...'** to locate your script.

Use **'Edit'** to open and edit the script using the Script Editor app.

Tip: The page will not close until the On Stop Script has finished.

Tip: If a script error occurs it is logged and the script will stop running.

Options: You can force scripts to timeout (abort after a number of seconds) in case they take too long to run.

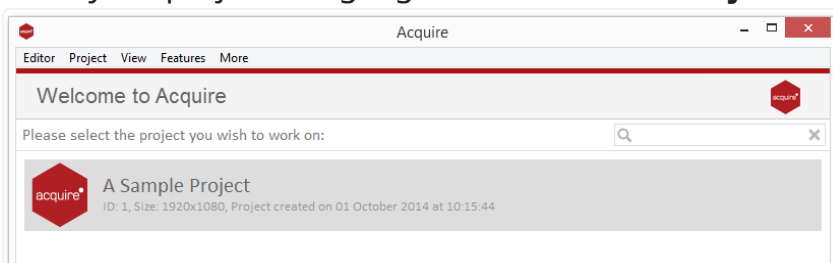
Tip: Message boxes are never allowed in the On Stop script as they can make your project hang whilst waiting for user input. A message box call in the On Stop script or in any other script with the Allow dialogs unchecked will cause a script error.

Code Editor.

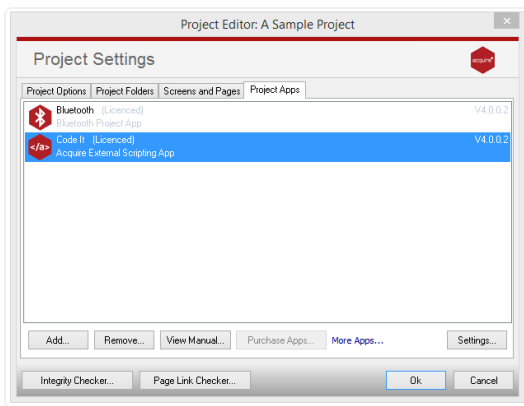
Press the **Code Editor** button to opens the Script Editor app with a new script.

Using Code It project app.

Once your project is highlighted click on the **'Project'** tab and select **'Settings'** from the drop down menu



Under the **'Project Apps'** tab the authorised project apps will be listed.



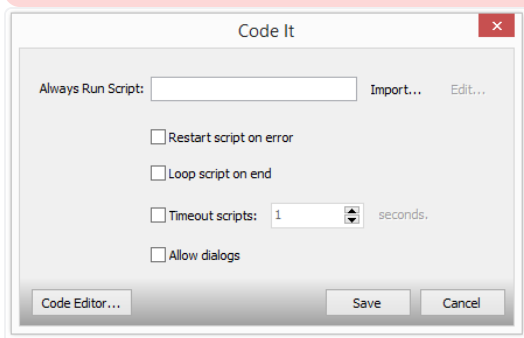
Click on the project app you require to highlight it and then click the **'Settings'** button. Or double click on the App to open the **'Settings'** window.

Always Run Script: Scripts will be played when the project starts. The script file needs to be in the same folder as the Project App in order to get deployed with the project files.

Import: Select this to import a script.

Edit: Edit selected script in the Script Editor.

Tip: If a script error occurs it is logged and the script will stop running.



Restart Script on error: Select this for the script to be restarted if an error is encountered.

Loop Script on end: Select this for the script to be restarted when it successfully completes.

Timeout scripts: Force scripts to timeout (abort after a number of seconds) in case they take too long to run.

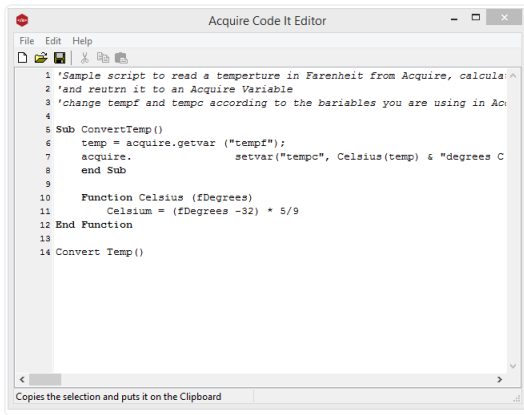
Allow Dialogs: Allow/disallow message boxes in the script.

Tip: A message box call in the script with the 'allow dialogs' unchecked will cause a script error.

Using the Code It Editor

This is a simple script editor and should be located in the Acquire Premier Editor folder. This way the page and project apps can open it from the **'Code Editor...'** button.

This is the **Code It Editor**. To use it you must be conversant in the scripting language and familiar with such editors.



Using script within the Acquire Page and Project App.

The system exposes an object called 'acquire' which allows the script to interact with the player. This object provides a number of methods and properties which can be used to control the player. This object is only automatically available when the script is using the page or the project app.

Usage outside of Acquire.

To access the player interface from code not being run via the page app or the project app it is necessary to create an object of the type 'Acquirescripting.AcquireScripting'.

This can be achieved in VBScript with a line such as
set a = createObject("acquirescripting.acquirescripting")

This can then be used to interface with the player using the methods and properties detailed below.

If the player is not running then only Acquire Folder will return a valid value and all other properties and methods will silently fail.

Methods and Properties of the Acquire Object.

The following methods and properties are available via Code It. An example for using each one from VBScript is also provided.

Properties.

Name: CurrentPageID

Type: Read/Write String

Description: Allows you to get the page id of the currently displayed Acquire page or change the Acquire page currently being displayed

Example: a = acquire.CurrentPageID acquire.CurrentPageID = "page2"

Name: AcquireFolder

Type: Read Only String

Description: Allows you to get the folder where the Acquire player is installed **Example:** folder = acquire.AcquireFolder

Methods.

Name: GetVar

Parameters: VarName String

Description: Returns the current value of the Acquire variable called 'VarName' or nothing if it doesn't exist

Example: x = acquire.GetVar("location")

Name: SetVar

Parameters: VarName String, Value String

Description: Sets the Acquire variable 'Varname' to 'Value'

Example: call acquire.SetVar("location", "London");

Name: QuitPage

Parameters: NONE

Description: Terminates the current Acquire page

Example: call acquire.QuitPage

Name: TimeoutPage

Parameters: NONE

Description: Triggers the page time out so that the "Are You Still There?" page is shown

Example: call acquire.TimeoutPage

Name: LogMessage

Parameters Code 3 digit number, Message String

Description: Adds the given message and code to the Acquire player log files. Numbers must be 3 digits long and it is recommended to use numbers in the 900 range to avoid conflicts with the internal Acquire player log messages. **Example:** call acquire.LogMessage("999","Debug Message")