sumtotal

TOOLBOOK 11.5
Actions Editor Cheat Sheet

OPENING THE EDITOR

Generally you will want to put your programming logic in an appropriate object. For example if you need to perform an action when a button is clicked, it makes the most sense to put the logic in the On Click event of that particular button.

There are times when it makes more sense to put the programming logic elsewhere, however this is generally only done for advanced programming purposes.

The Actions Editor can be opened in a variety of ways. Use the method that works best for you.

PRESS F5

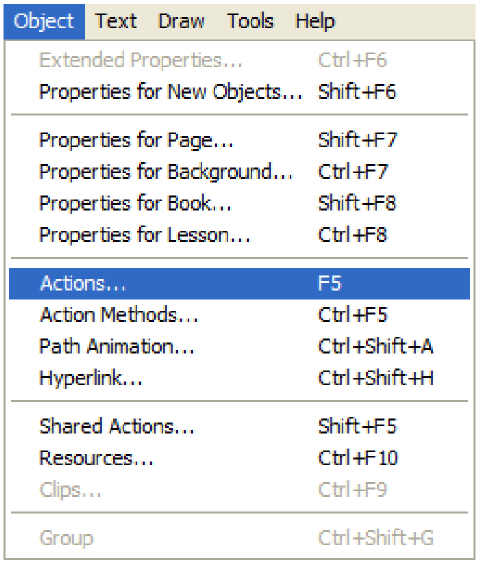
This keystroke is a shortcut for opening the Actions Editor for the selected object.

TOOLBAR

The Actions Editor can be opened by first selecting your desired object and then clicking on the lightening bolt icon on the Toolbar.

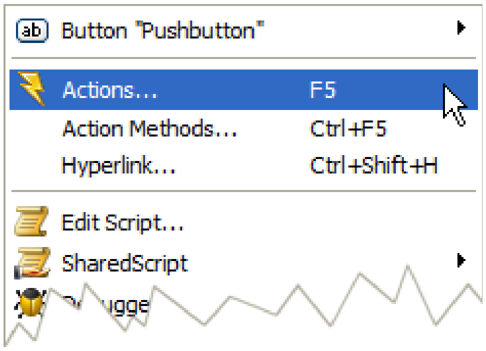
USE THE OBJECT MENU

The Actions Editor can be opened by first selecting your desired object and then from the Object menu choose Actions.


Object
Text
Draw
Tools
Help
Extended Properties... Ctrl+F6
Properties for New Objects... Shift+F6
Properties for Page... Shift+F7
Properties for Background... Ctrl+F7
Properties for Book... Shift+F8
Properties for Lesson... Ctrl+F8
Actions... F5
Action Methods... Ctrl+F5
Path Animation... Ctrl+Shift+A
Hyperlink... Ctrl+Shift+H
Shared Actions... Shift+F5
Resources... Ctrl+F10
Clips... Ctrl+F9
Group Ctrl+Shift+G

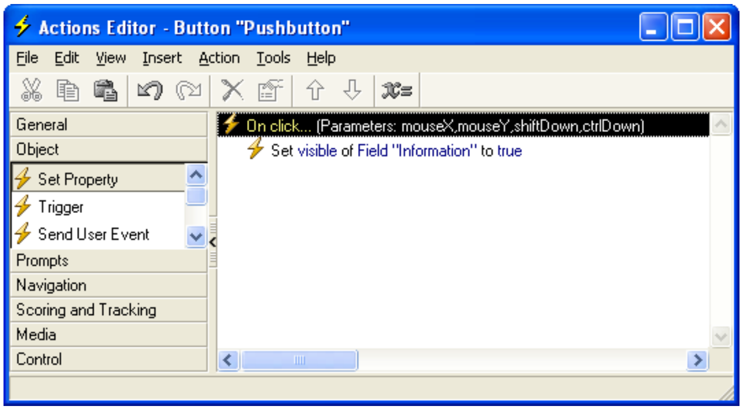
RIGHT CLICK MENU

Access to the Actions Editor is also available from the Right-Click menu of any object in ToolBook.



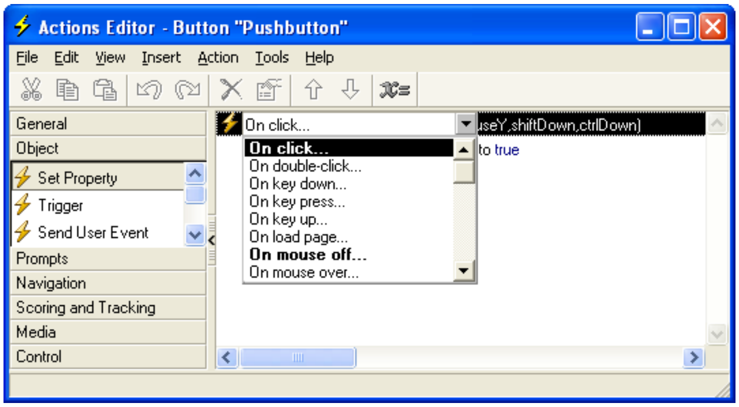
CHOOSING AN EVENT

When you open the Actions Editor for an object you will see a window similar to the one shown below. The main thing to be aware of is what event is showing. In this case the On Click event is currently showing and as you can see there is a single line of code written for this event. Also the caption bar verifies that I am editing the right button object.



```
On click... (Parameters: mouseX,mouseY,shiftDown,ctrlDown)
    Set visible of Field "Information" to true
```

What if you wanted to add programming code for a different event for this same object, such as the On Mouse Over event? By clicking on the event name, in this case “On click”, a drop down list of all other supported events will appear. Chose one of the listed events and the Actions Editor will display a programming window for that event.

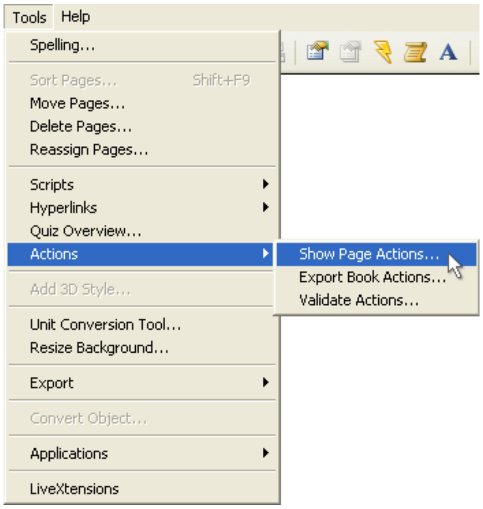


If you add some programming to an event, the event name will appear bold within the drop down list of event names—this way you know there is code written for that event too.

Within the Actions Editor window you’ll only see the code you have written for the selected event.

As you write Actions Editor code for various events, and on different objects, you’ll need a way to look at all of this code from your various events (or objects) in a single window.

There are two ways to do this. The **Show Page Actions** and **Export Book Actions** will allow you to view your code in one screen. You can access these from the **Tools** | **Actions** menu.



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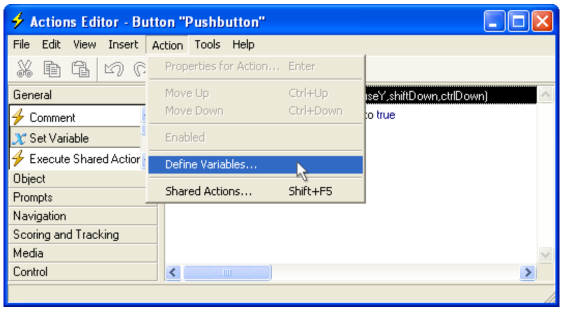
USING VARIABLES

In order to accomplish anything beyond basic programming within the Actions Editor, the use of variables is required to temporarily store programming data, such as the user's name, score, and correctness of a question response.

To access the variables feature, use the Define Variables option in the Actions menu.



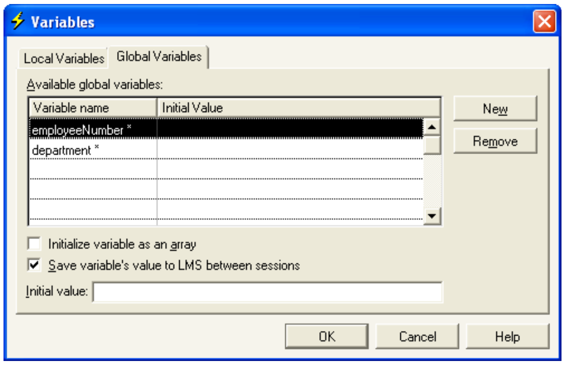
you can also click on *X=* button on the Actions Editor toolbar.

The variables dialog allows you to configure two types of variables—Global and Local.

GLOBAL

When you use a global variable, the value you assign it is remembered from the moment you assign it, to the time you clear it—or close the ToolBook file.

This means you can assign the global variable a value while on page 1 and later use that value while on page 20.



Available global variables:

Variable name	Initial Value
employeeNumber *	
department *	

□ Initialize variable as an array

☑ Save variable's value to LMS between sessions

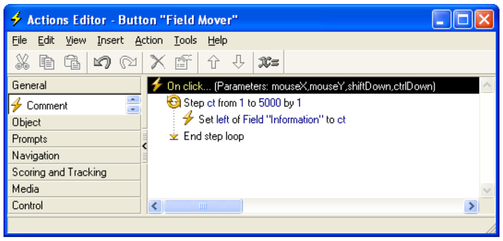
Initial value:

For Global Variables you have the opportunity to instruct ToolBook to store your particular variable within the Suspend Data which is communicated to an LMS. This way if a user later resumes a suspended lesson from the LMS, the data in your Global Variables will be remembered.

LOCAL

A local variable is uniquely different. The memory of a local variable is isolated to the Event you are currently programming for. In other words if you are writing an On Click event, any local variable you define will live within that event, within that object, and will not be remembered outside of that event/object.

In this example, the On Click event for a button has a single variable named ct. It is a Local Variable which is being used to hold the value generated from the Step command. Since the value of ct would not be of any use outside of this On Click event, declaring it as a Local Variable is appropriate.

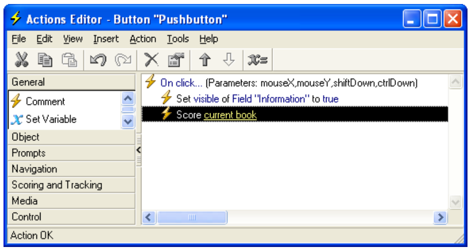

Actions Editor - Button "Field Mover"
File Edit View Insert Action Tools Help
General
Comment
Object
Prompts
Navigation
Scoring and Tracking
Media
Control

```
On click... (Parameters: mouseX,mouseY,shiftDown,ctrlDown)
    Step ct from 1 to 5000 by 1
        Set left of Field "Information" to ct
    End step loop
```

EDITING AN ACTION

By default the Actions Editor is configured to be in an In-Line editing mode. This allows you to modify a line of action code by clicking on the underlined terms located within each line.

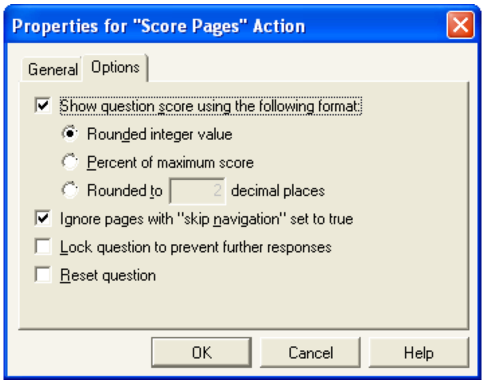
In the example below the Score action can be configured simply by clicking on the underlined term "current book", at which point you'll be provided with a list of other values to select from.



```
On click... (Parameters: mouseX,mouseY,shiftDown,ctrlDown)
    Set visible of Field "Information" to true
    Score current book
```

However, many actions including the Score action are too complex to be able to display all of the possible configuration options to you on a single line. To edit these other configuration options, open the Properties dialog for the action. This can be done by first selecting the desired line of action code, and then clicking on the Properties icon on the toolbar.

As an alternative, you can double-click on the selected line of action code, after which you will see the full Properties dialog for the action.



☑ Show question score using the following format:

● Rounded integer value

○ Percent of maximum score

○ Rounded to 2 decimal places

☑ Ignore pages with "skip navigation" set to true

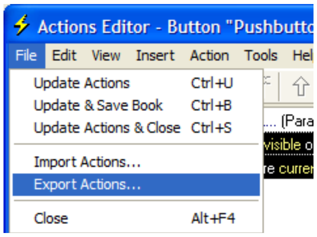
□ Lock question to prevent further responses

□ Reset question

EXPORTING AN ACTION

If you find that you need to share some Actions Editor logic with a co-worker for use in a different project, you can use the Import/Export Actions feature.

This will allow you to export your selected lines of action code into an external TBA file. Your co-worker can then import that TBA file using the Import Actions feature.


Actions Editor - Button "Pushbutto
File Edit View Insert Action Tools Hel
Update Actions Ctrl+U
Update & Save Book Ctrl+B
Update Actions & Close Ctrl+S
Import Actions...
Export Actions...
Close Alt+F4