AWP Special Button Actor Read Actions and Commands

If you are using the built-in editor and you are editing a button actor (and not a link button) one of the parameters you can change is: ***Set Action for BtnX***. This parameter allows you to specify either page elements identifiers for reading text out loud, or commands to do the same and more. The page element identifiers can be any CSS style identifier (which I do not expect you to know.) Although this works, it requires CSS familiarity and knowledge of identifier names, so I devised a more descriptive way to achieve the same result via a "command" set. More than one of these identifiers or commands can be listed in the Set Action field as long as they are separated by commas. They will be processed in the order they are listed, but, because the text reading commands are slower by nature other commands may appear to happen out of sequence.

As mentioned, page element identifiers use CSS style notation.
Commands always have a leading underscore character, and must be typed exactly as noted below including the peculiar capitalization.

Here are some examples that read the page banner using different methods:

Set Action = **#pageBanner**   (Read the banner using the pageBanner CSS id identifier.)
Set Action = **_readBanner**   (Read the banner using the _readBanner command.)
Set Action = #pageBanner, _readBanner (This will read the page banner twice using both methods.)

Here is the current read command set:

_readBanner   (Read the banner using the _readBanner command.)

_readStoryText (Read the story page text only, not the banner.)

_readNotes   (Read the hidden notes element.)

_readGrid   (Read all the buttons on a grid page.)

_readDefault   (Read the basic elements of most pages including the banner and page text as in story style pages.)

 _readMiddle   (Read the middle section of pages like the link or Q/A pages.)

_readBottom   (Read the row of actors that appear at the bottom of the page found on many pages like link, Q/A and story pages.)

_readMain   (Read the default elements and the middle of pages like the link and Q/A pages.)

_readWholePage   (Read all visible elements on story, link, Q/A and grid pages.)

_readEverything   (Read all visible elements and the hidden notes.)

There's more…

In addition to the read commands there is also a set of commands that allow you to modify the page banner. These commands may be especially helpful on grid pages to permit constructing novel sentences or phrases:

_clearBanner   (Erase all text in the page banner.)

_addMsgToBanner   (Add the button's message text to the end of the page banner.)

_addLabelToBanner   (Add the button's label to the end of the page banner.)

_removeWordFromBanner   (Delete the last word of the page banner.)

_removeCharacterFromBanner   (Delete the last character of the page banner.)

Additional Tips:

If you have a button or link you don't want read, just make sure the label (and maybe the Message too) is blank.