



## Make your first application

If you are new to Dreamcard, this is a good place to start.

This video introduces you to some basics. You will learn how to create a simple application, display your own messages in dialog boxes and even control your web browser.

### Key topics covered in this tutorial

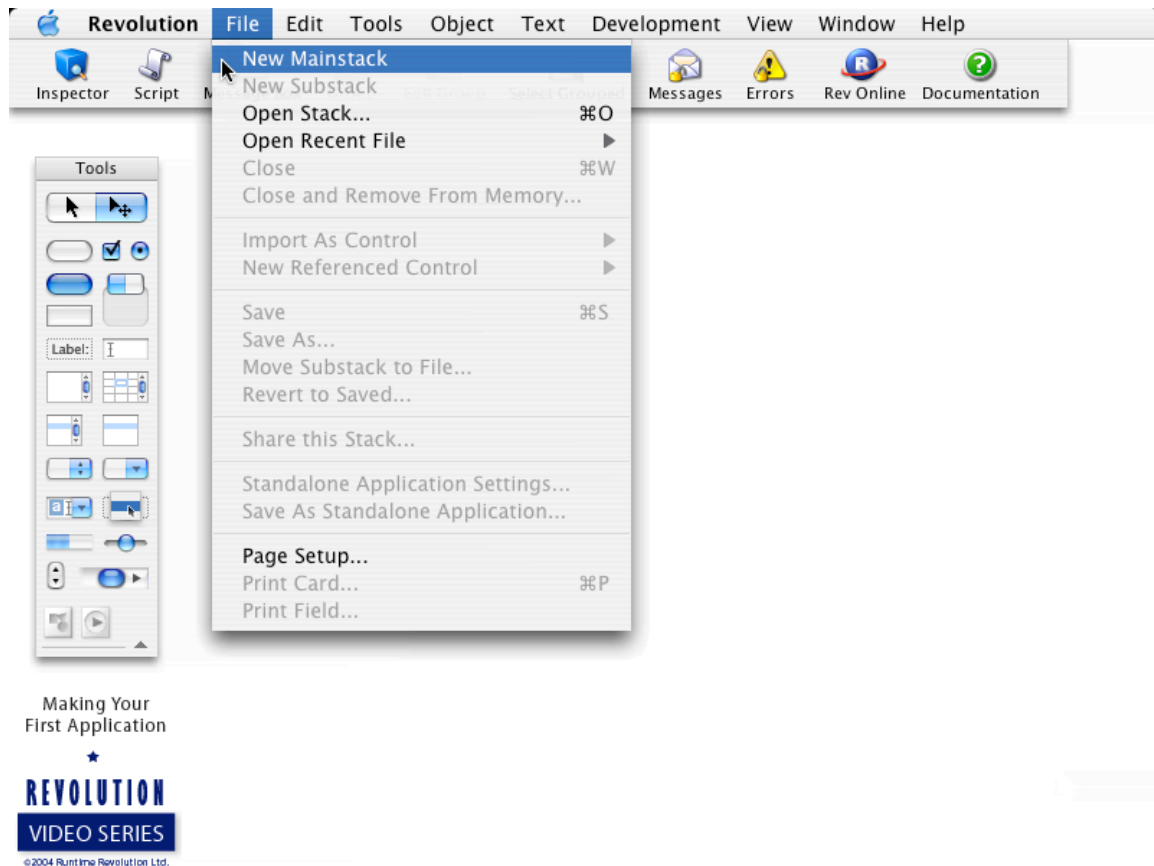
- Getting started
- Understand about moving between the Run and Edit pointer tools
- Create an application using a card and button
- Make your computer beep
- Display a simple message
- Display a dialog with any message
- Control your web browser

**See also:** [Text tutorial: Getting Started](#), [Reference: For New Developers](#)

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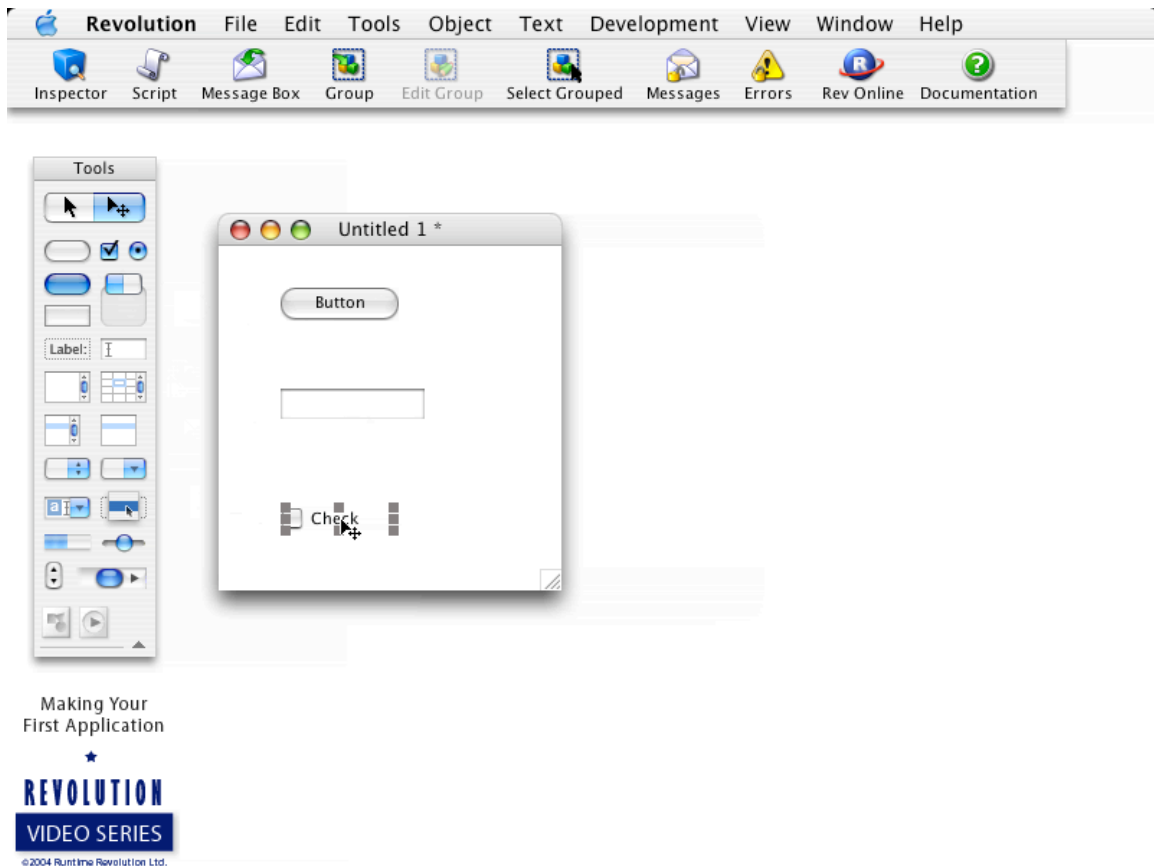
Welcome to Revolution. Let's start by taking a look at how you go about creating a simple application.

We'll start by creating a new application window, known in Revolution as a stack. To do this we select 'New Mainstack' from the 'File' menu.



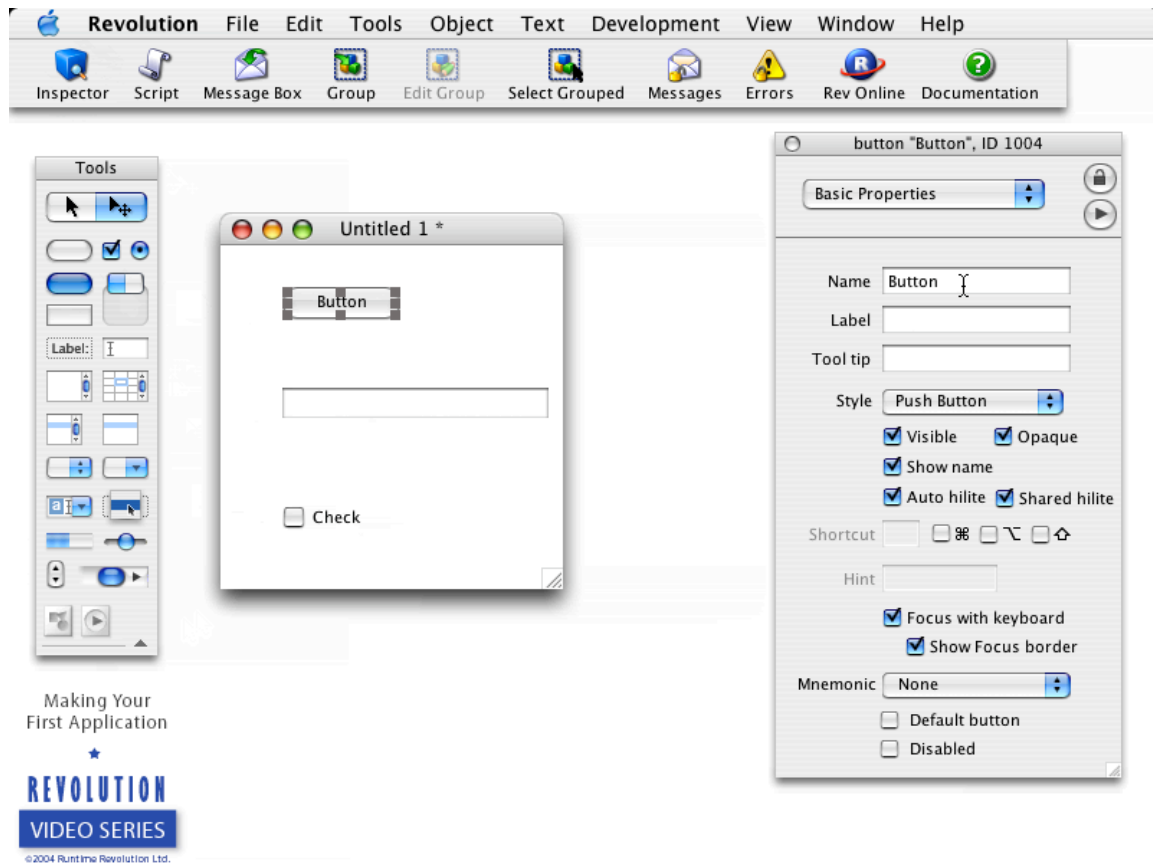
In Revolution the content area in a window is called a card. You can build an application from one card or a stack of multiple cards. The easiest way to think about this is to imagine a stack of playing cards – each screen is simply another card in the stack. For now, we'll just make a simple application with one window – i.e. a stack containing one card.

Let's start by putting a few objects onto this card so you can see what they look like. We're going to create a button, a text field, and a checkbox.

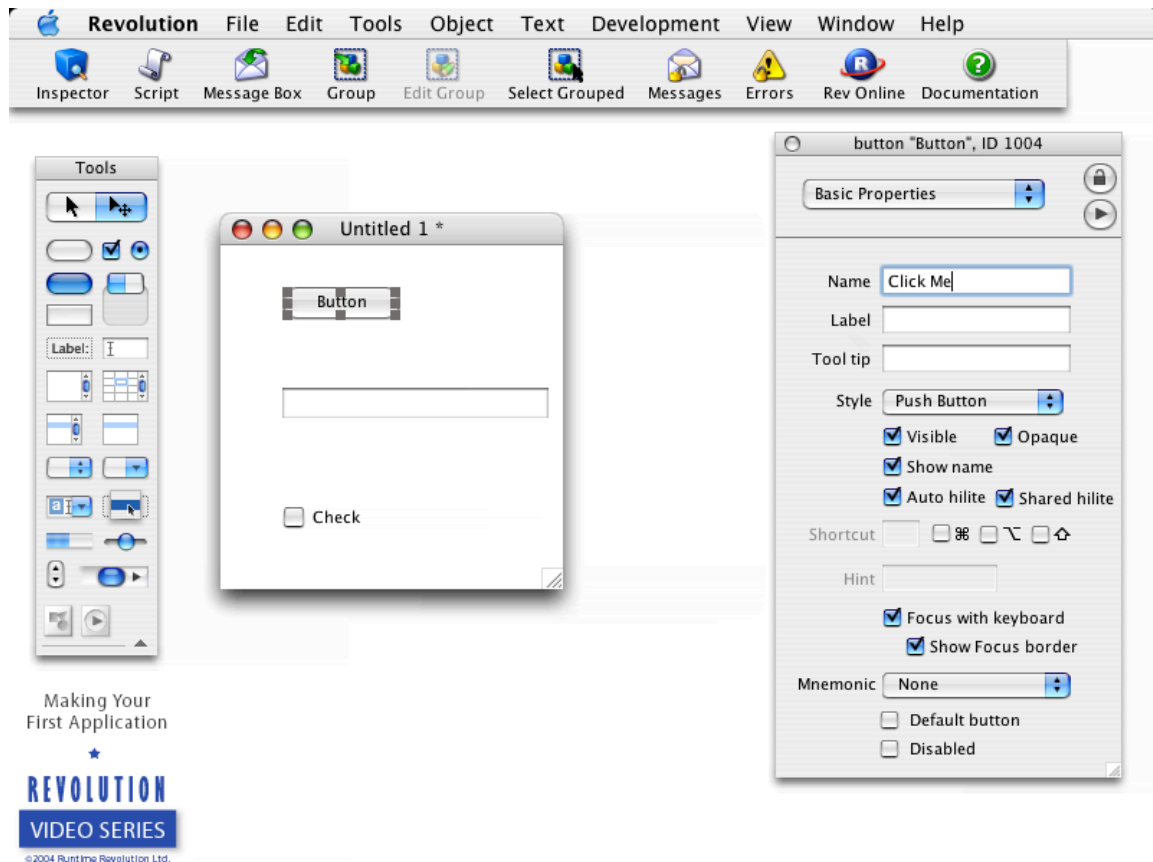


As you can see from the Tools window Revolution provides you with all the standard objects you need – ready-made: just drag them on to your card! Later on, you will learn how to create objects of your own that can look and work however you want them to.

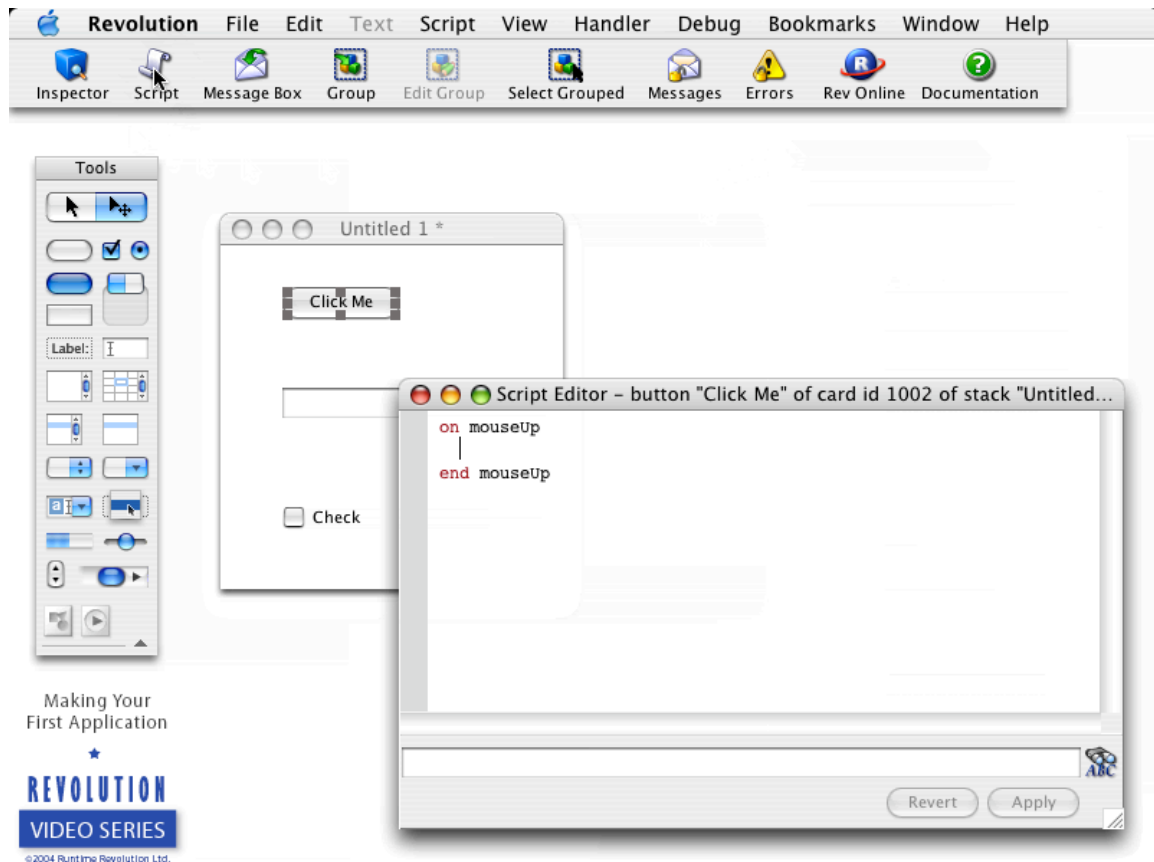
In Revolution all objects have properties. Properties describe what objects will look like and define their basic behaviors. Click on the 'Inspector' button in the Toolbar to see the properties of this selected button. You can see that it has standard things like name, Tool tip, and whether or not it is visible.



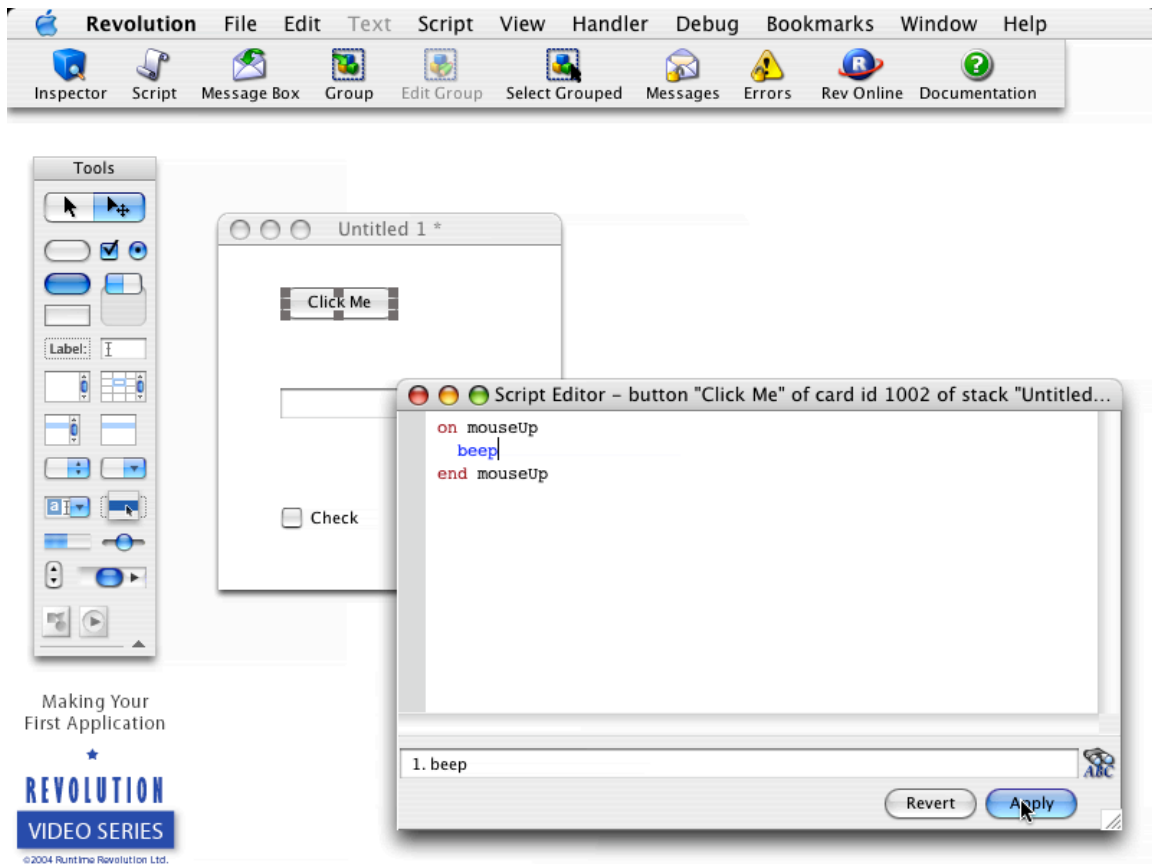
Right now, we're going to name the button "Click me".



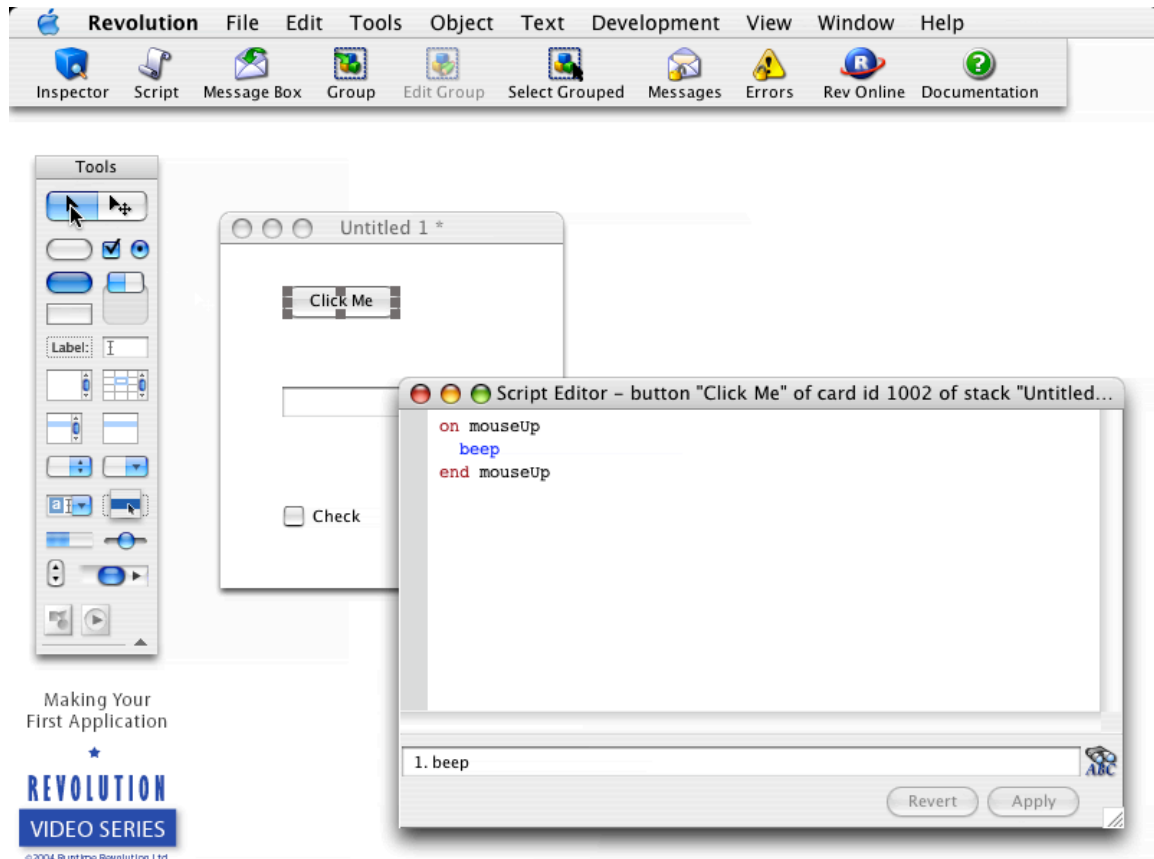
Let's say we want the button to do something really simple, like making the computer beep. Each object in Revolution can contain a script that tells it what to do. To add a script to our button, open the Script Editor.



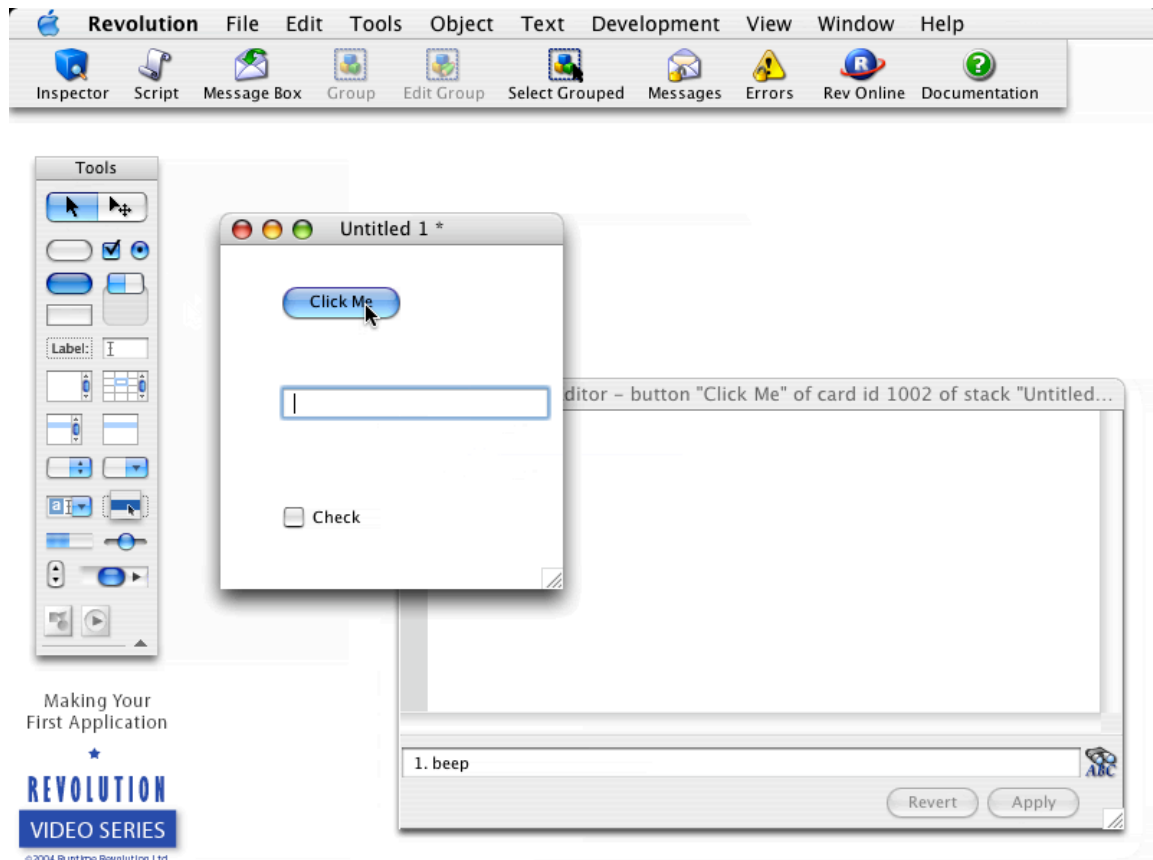
You will notice that 'on mouseUp' and 'end mouseUp' have already been placed here by Revolution. 'on mouseUp' means: do this when the mouse button 'comes up' after being clicked. We just need to type 'beep', which is the Revolution command for making your computer beep, between the 'on mouseUp' and 'end mouseUp'. Let's apply the script and we can try this out.



To test our application we switch to run mode and when we click the button it beeps. Revolution has two modes: Run and Edit. Edit mode allows you to edit your stack, while Run mode allows you to interact with it, i.e. to test and use the functionality you have built. Which mode you are in is determined by which mouse pointer you select. To enter run mode choose the pointer tool in the top left of the tools palette. You can return to edit mode by clicking on the pointer and cross icon in the top right of the tools palette.





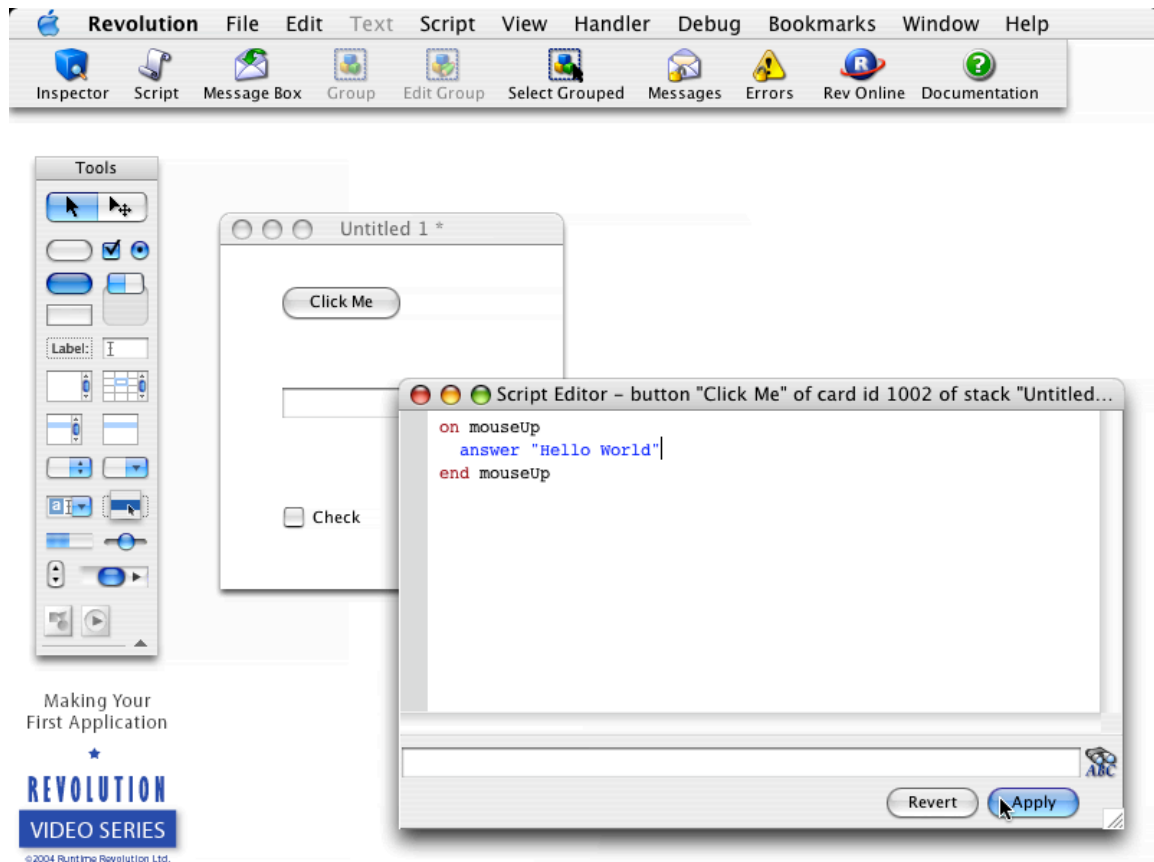


Now, suppose we want to make the application do something a little more complex, like showing a dialog that says 'Hello world' when you click the button. Let's go back to the button script and change the script from

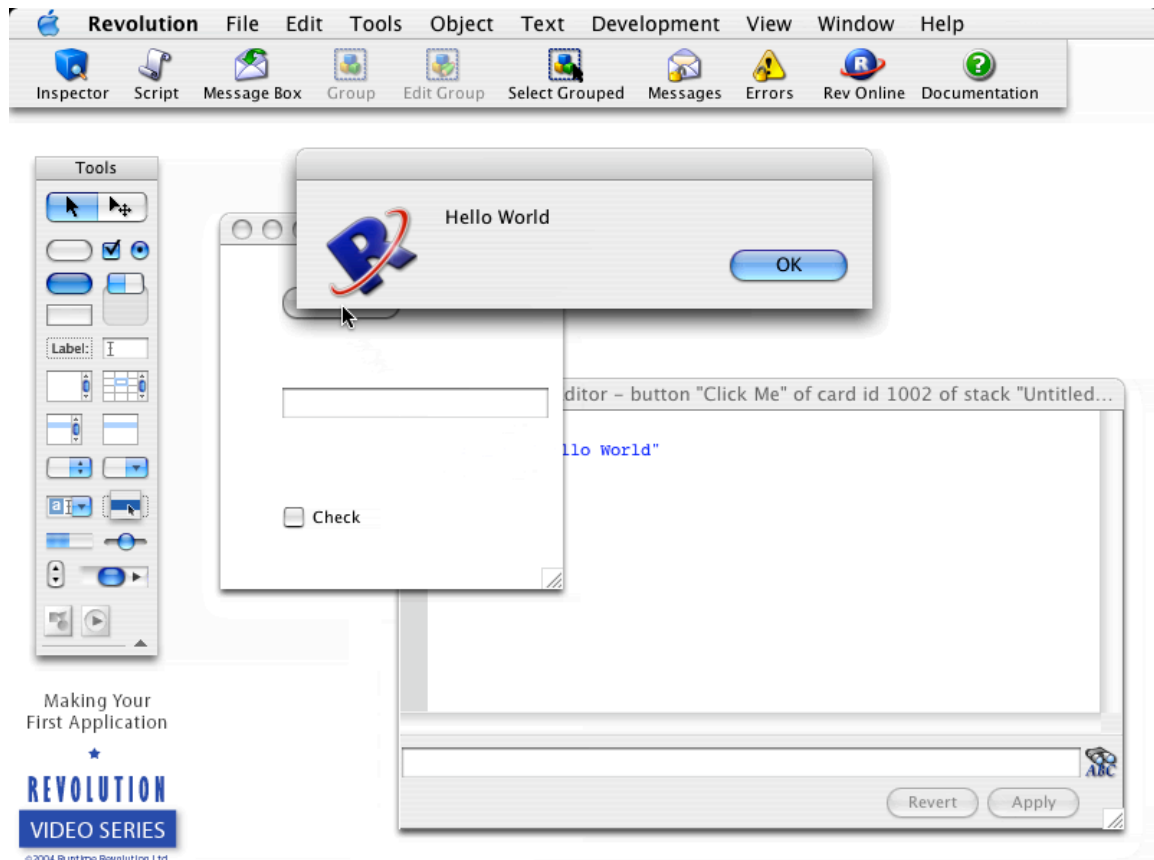
```
beep
```

```
to
```

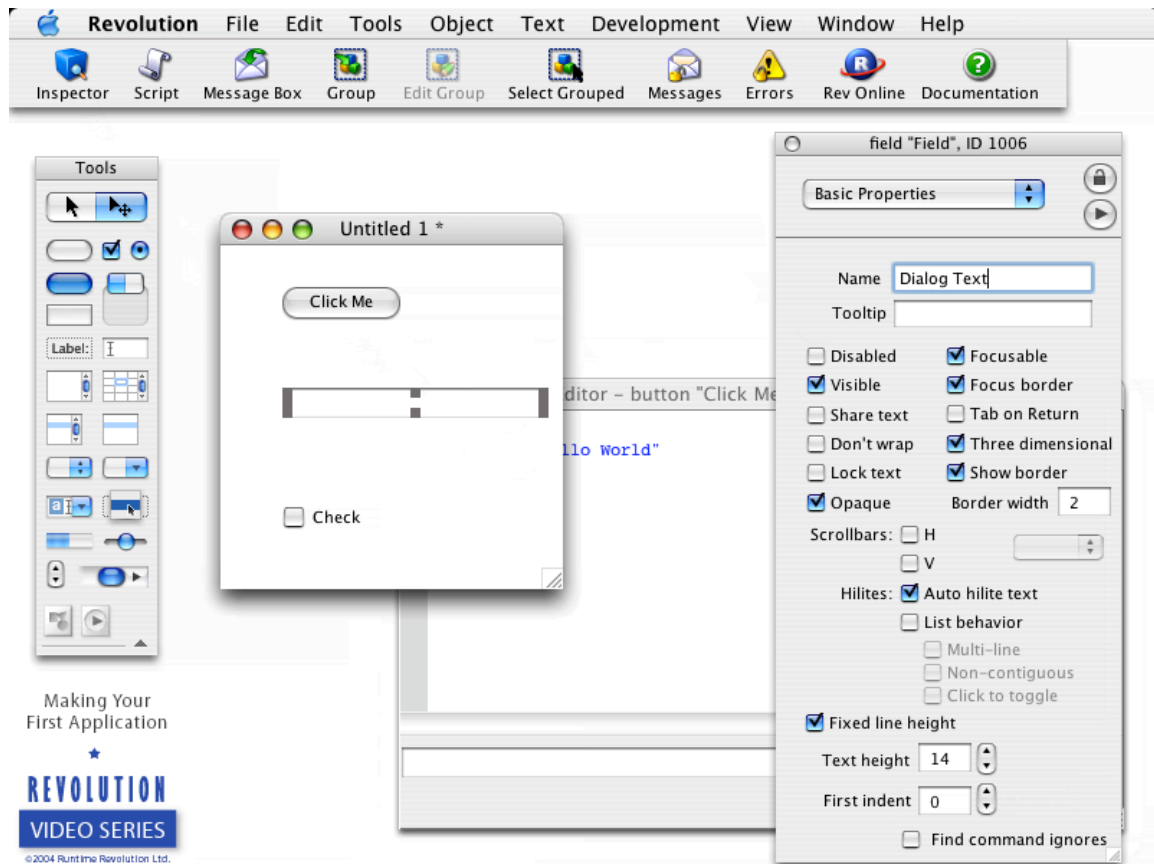
```
answer "Hello World"
```



which is the Revolution command for displaying a simple dialog box, plus the text we want to display. Now if we try this out we now have a dialog with 'Hello World'.



Now let's say that instead of displaying 'Hello world' we want to show a dialog displaying some text typed into the text field we created earlier. First, let's give the field a name so that it's easy to refer to in our script. Let's call the field 'Dialog Text'.



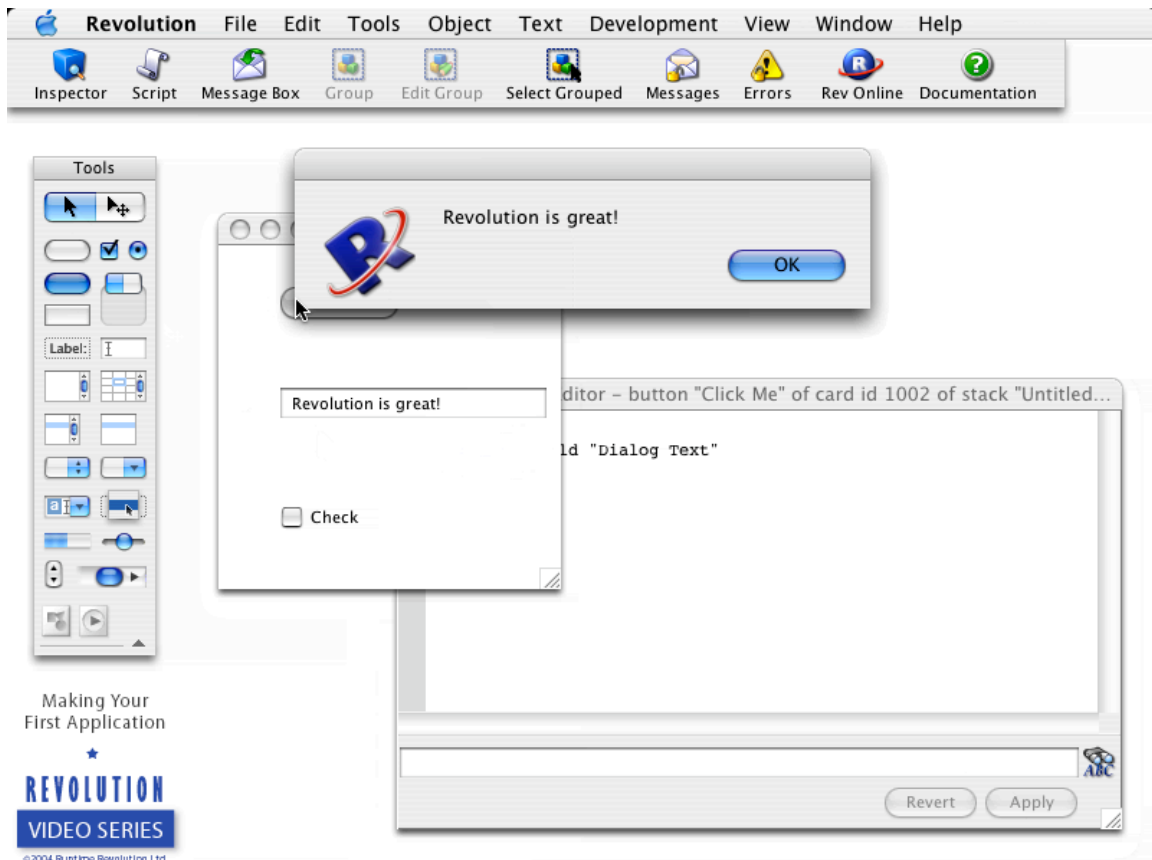
Now, let's go back to the button script and change

```
answer "Hello World"
```

to

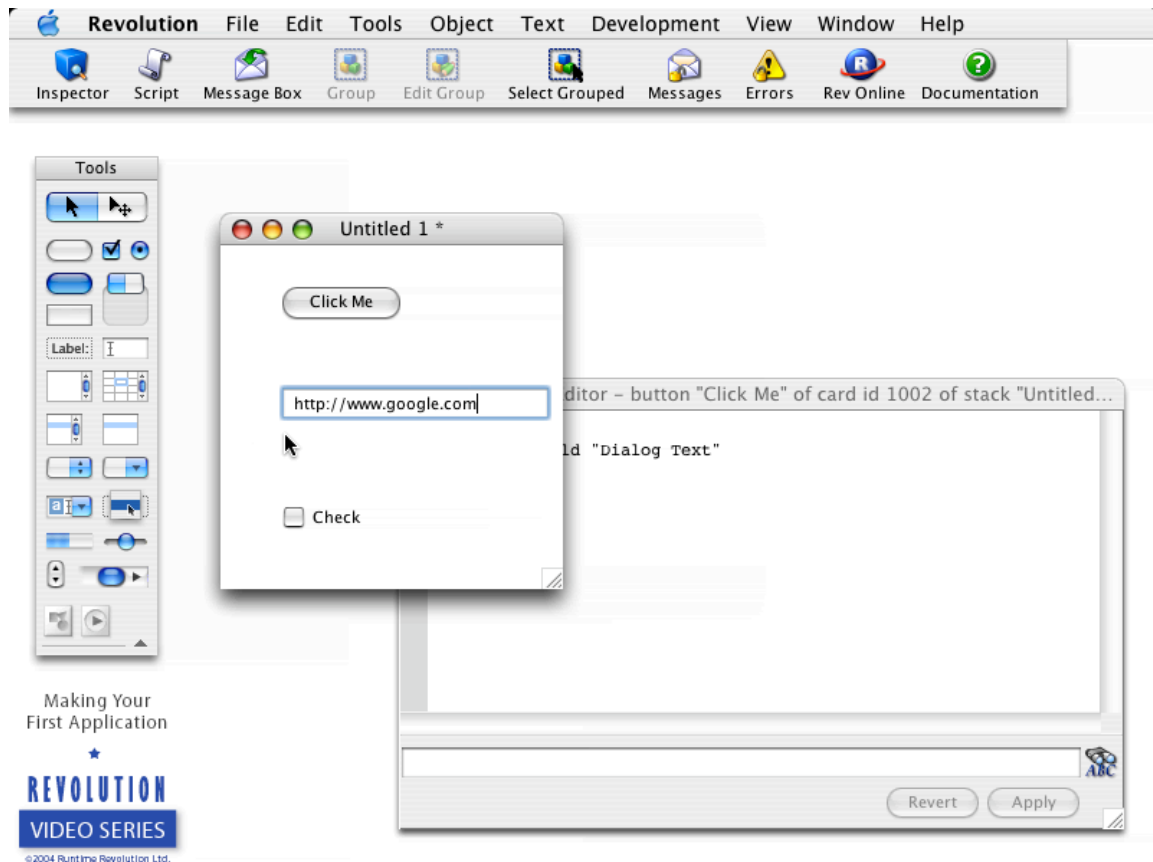
```
answer field "Dialog Text"
```

Now we can try this out. First select the run mode pointer. Then type some text into the field and press the button.



Now we have a dialog with that text in it! We now have an application where whatever the user types into the text field is then displayed when they press the button.

Now let's say you want the application to do something even more powerful. Instead of typing text into the field, we're going to type the address of a web site. We're also going to change the script in the button so that when it is clicked, your browser will launch and go to that web site automatically. First, let's type a web address into our text field, such as Google's.



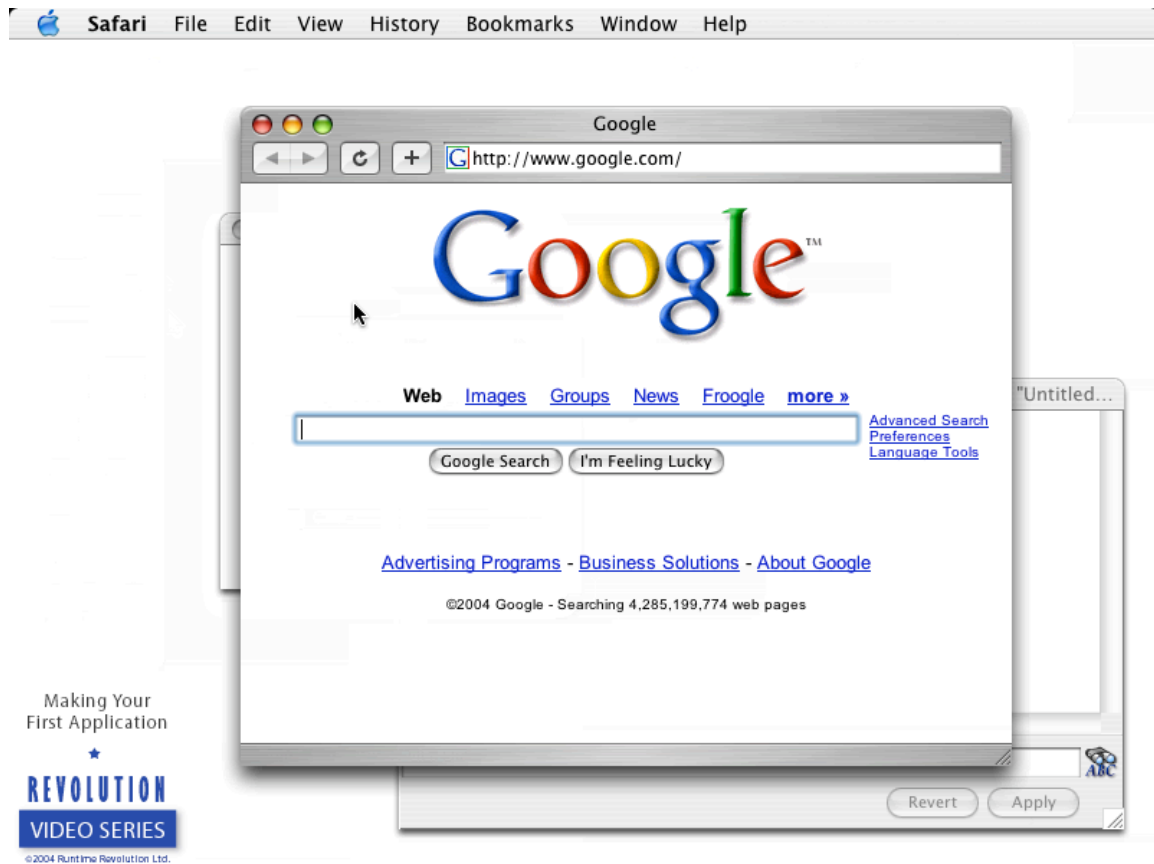
A quick click on the button displays 'www.google.com' in the dialog box. Now let's edit the script and change

answer

to

revGoURL

This is the Revolution command for opening a URL in the system browser. Now if we go back to run mode and then press the button our browser is launched and automatically goes to Google.



We recommend you take a moment to try out what you've learned just now, before going on to the next topic. If you want to, you can copy and paste the scripts used in this tutorial into your own stack to get a better understanding of how they work.

## Appendix: Scripts used in this tutorial

```
on mouseUp  
    beep  
end mouseUp
```

```
on mouseUp  
    answer "Hello World"  
end mouseUp
```

```
on mouseUp  
    answer field "Dialog Text"  
end mouseUp
```

```
on mouseUp  
    revGoURL field "Dialog Text"  
end mouseUp
```