



Application Browser:

Viewing the different parts of an application

The Application Browser lets you navigate through your application and its components as you build it. You can select objects, edit their properties or scripts, or view a list of all the different screens (cards) and windows (stacks) in your application.

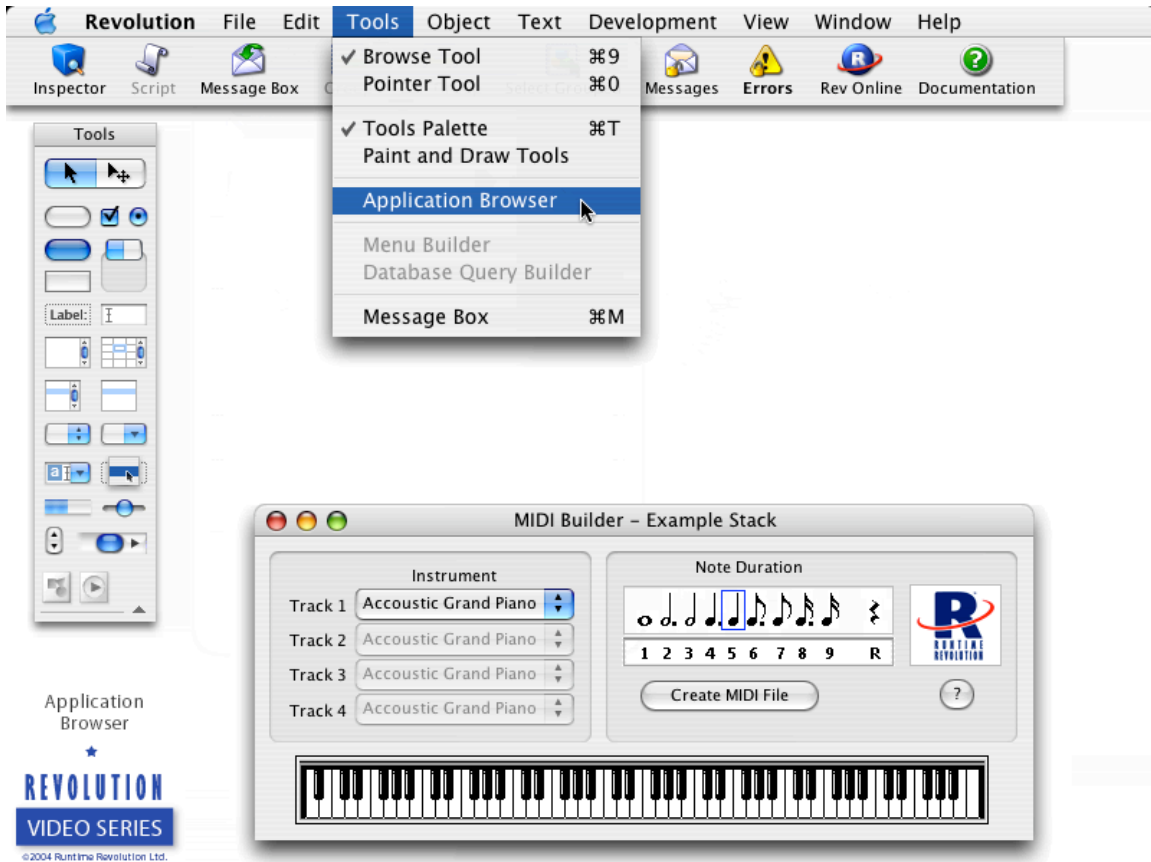
Key topics covered in this tutorial

- The Application Browser is an overview of the entire application
- Navigating, viewing and editing the windows, screens and objects in an application
- Sorting and searching

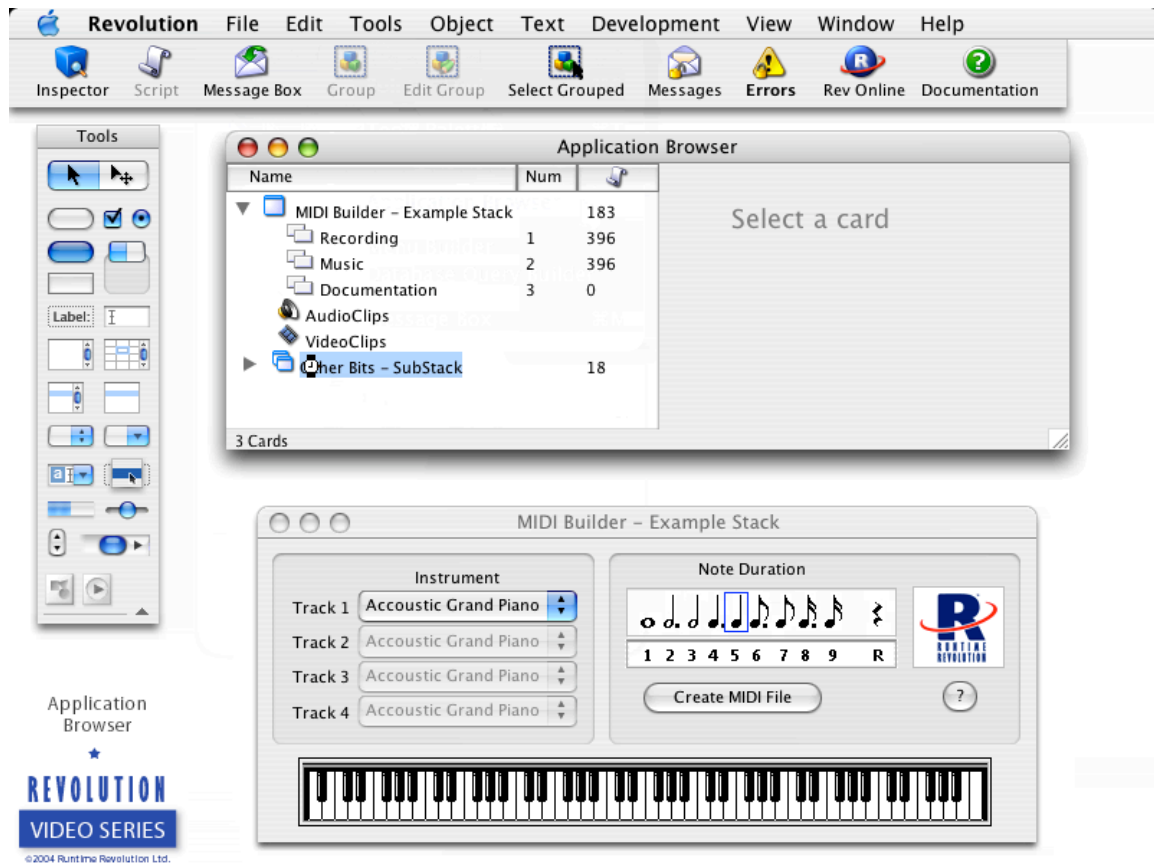
See also: [Tutorial: Cards, stacks and backgrounds](#)

The Application Browser allows you to navigate through your entire application as you build it. You can select objects, edit their properties or scripts, cut, copy and paste, or search for objects.

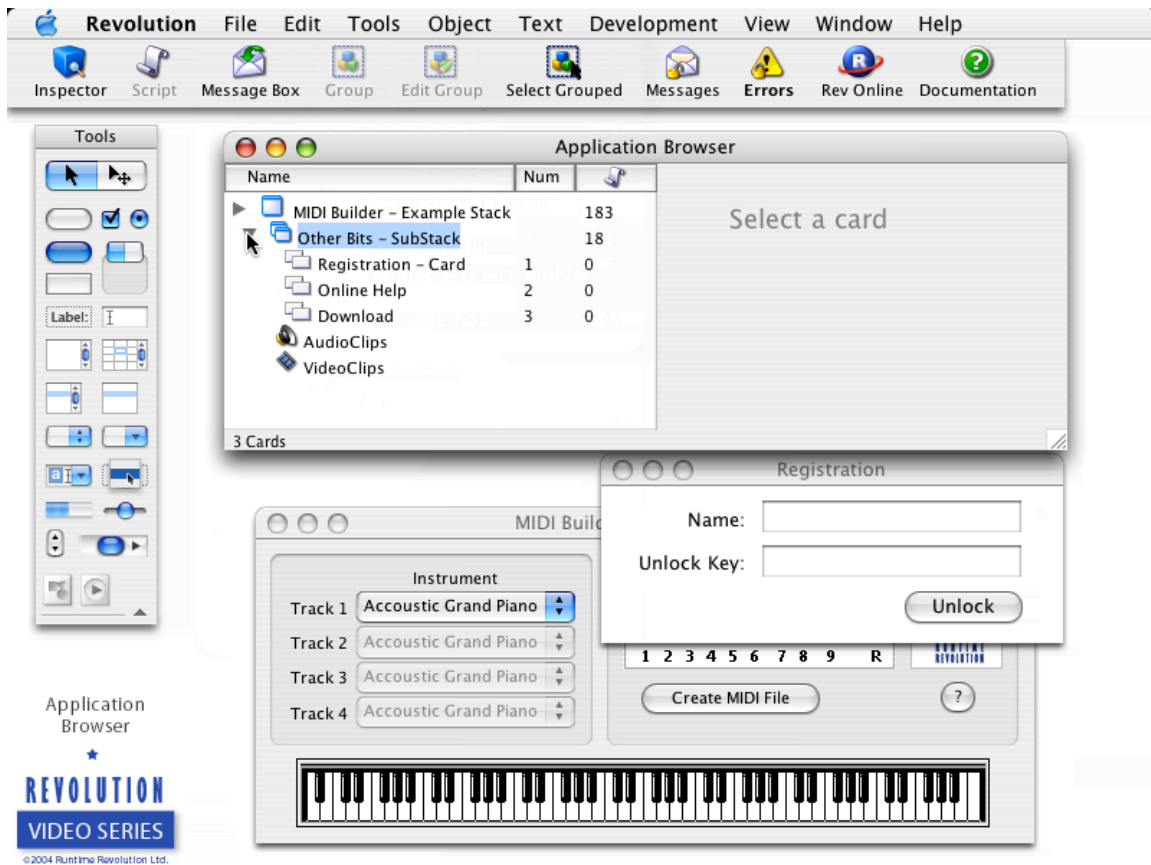
You find the Application Browser in the Tools menu.



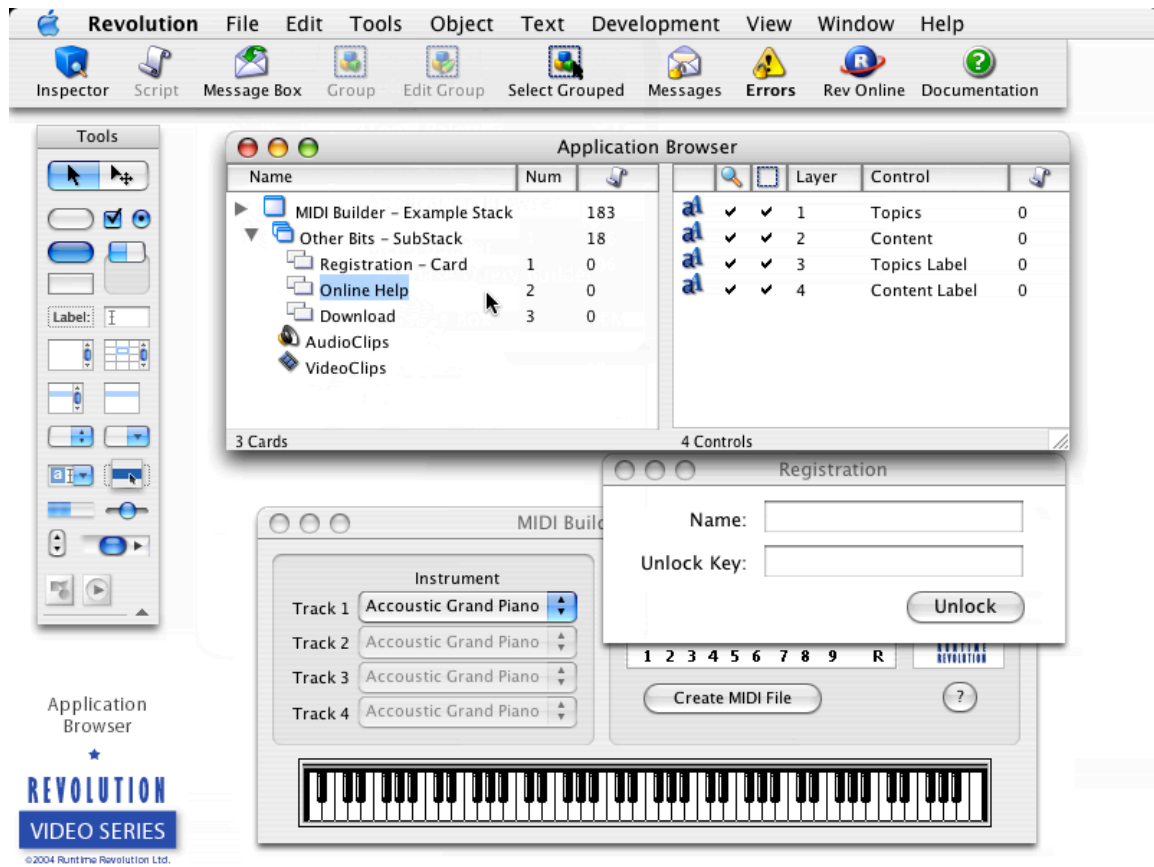
The left hand side lists the stacks in the applications you have open. Double-clicking a stack will load the stack.



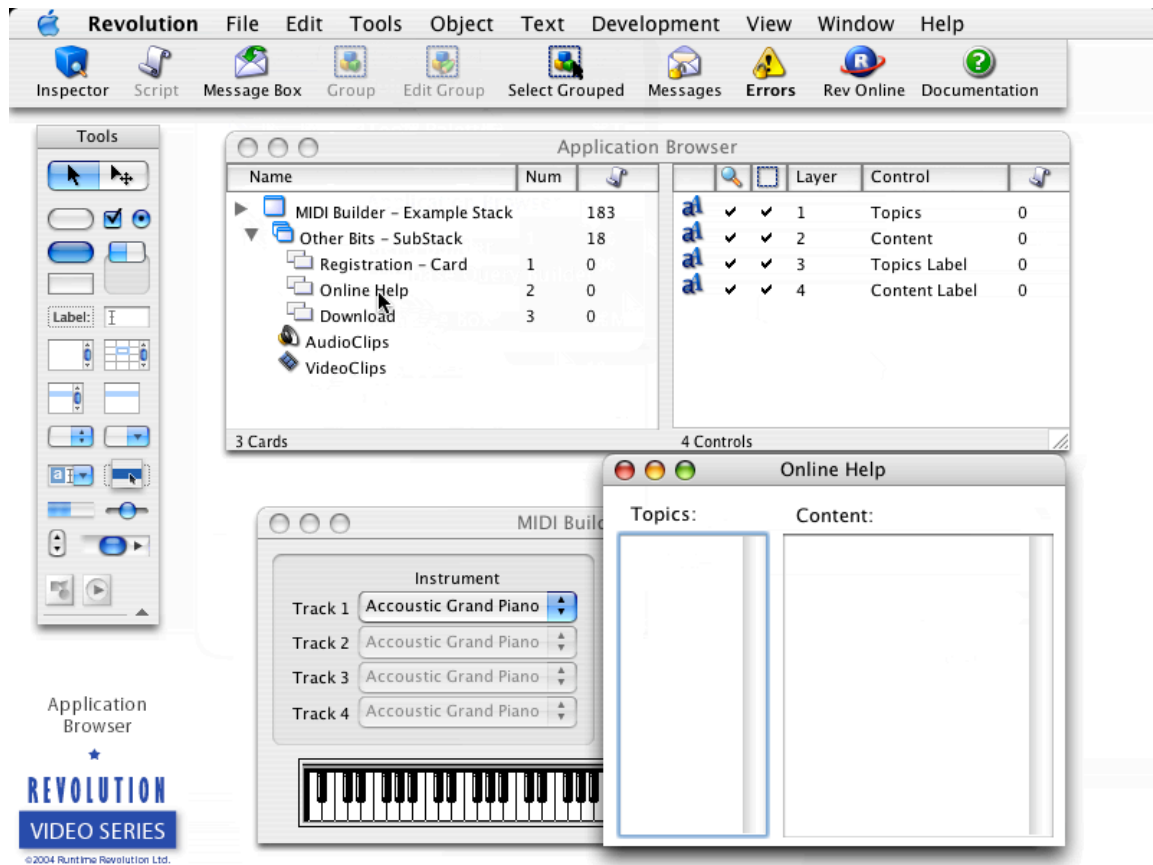
Clicking on the triangle to the left of a stack folds out to display the cards in that stack.



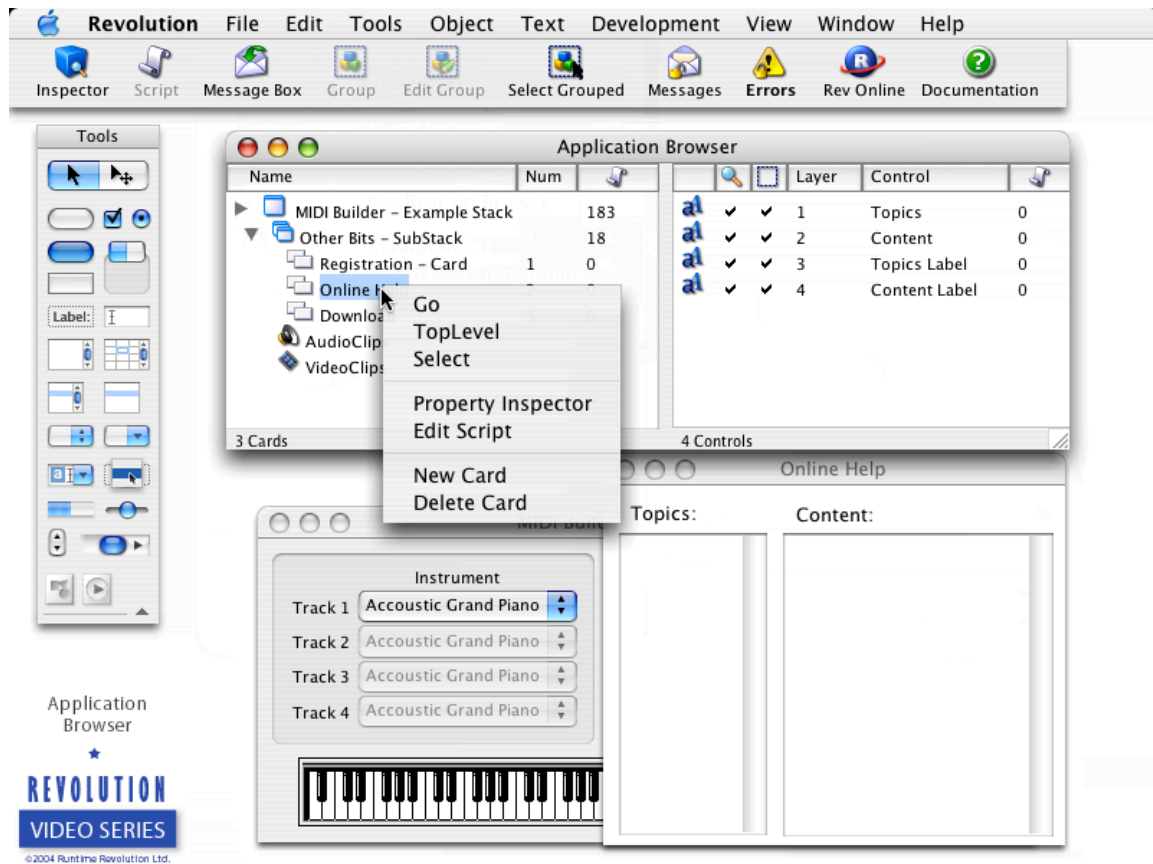
Selecting a card displays a list of the objects on that card on the right hand side.



Double-clicking the card will go to that card.



You can access additional options by right-clicking on the card or stack. If you right-click on this card you can see options to go to the card, load the stack as toplevel – or editable – if it is currently on screen in another mode such as a palette or dialog, select the card, open the property inspector, edit the script, create a new card, or delete the card.

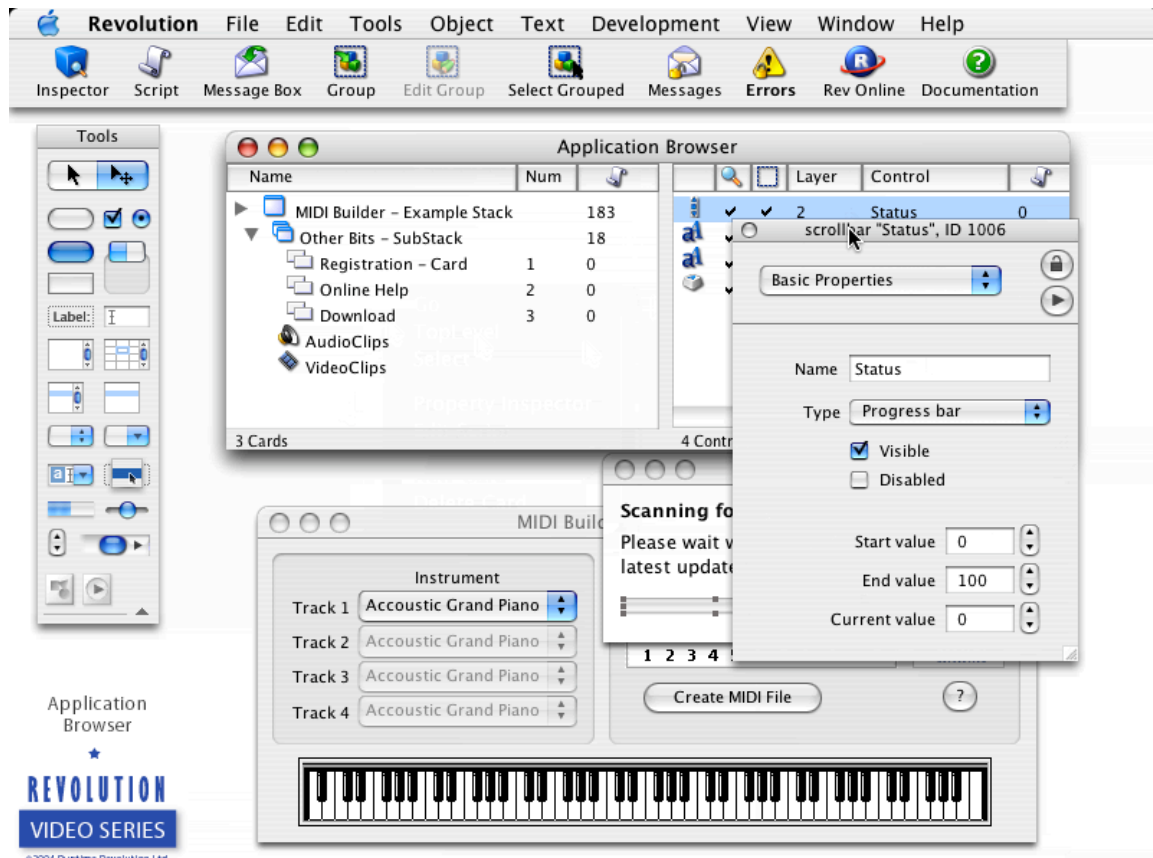


To select a card by name, start typing in the name and the selection will move to the next card that matches what you type.

You can select objects on the current card using the objects list on the right hand side.

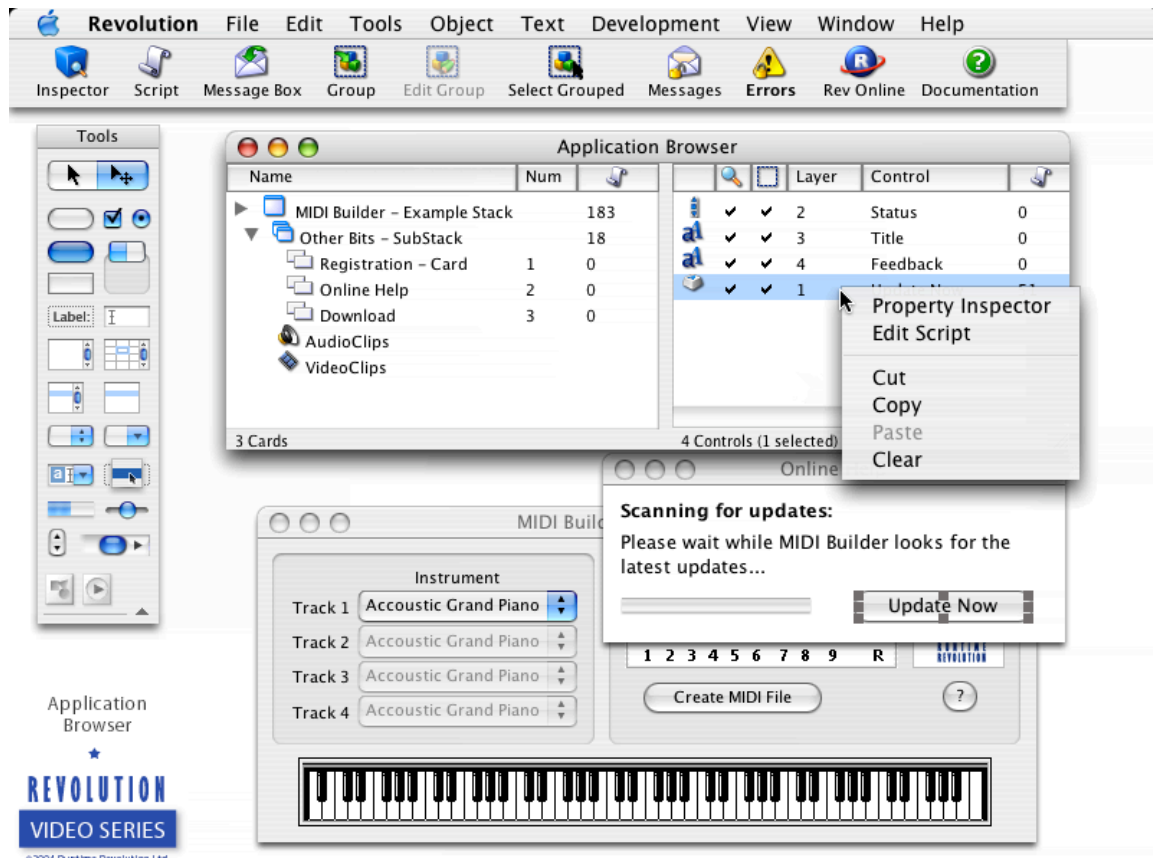


Double-clicking an object will bring up its properties inspector, in the same way that double-clicking an object with the pointer tool opens its properties inspector.



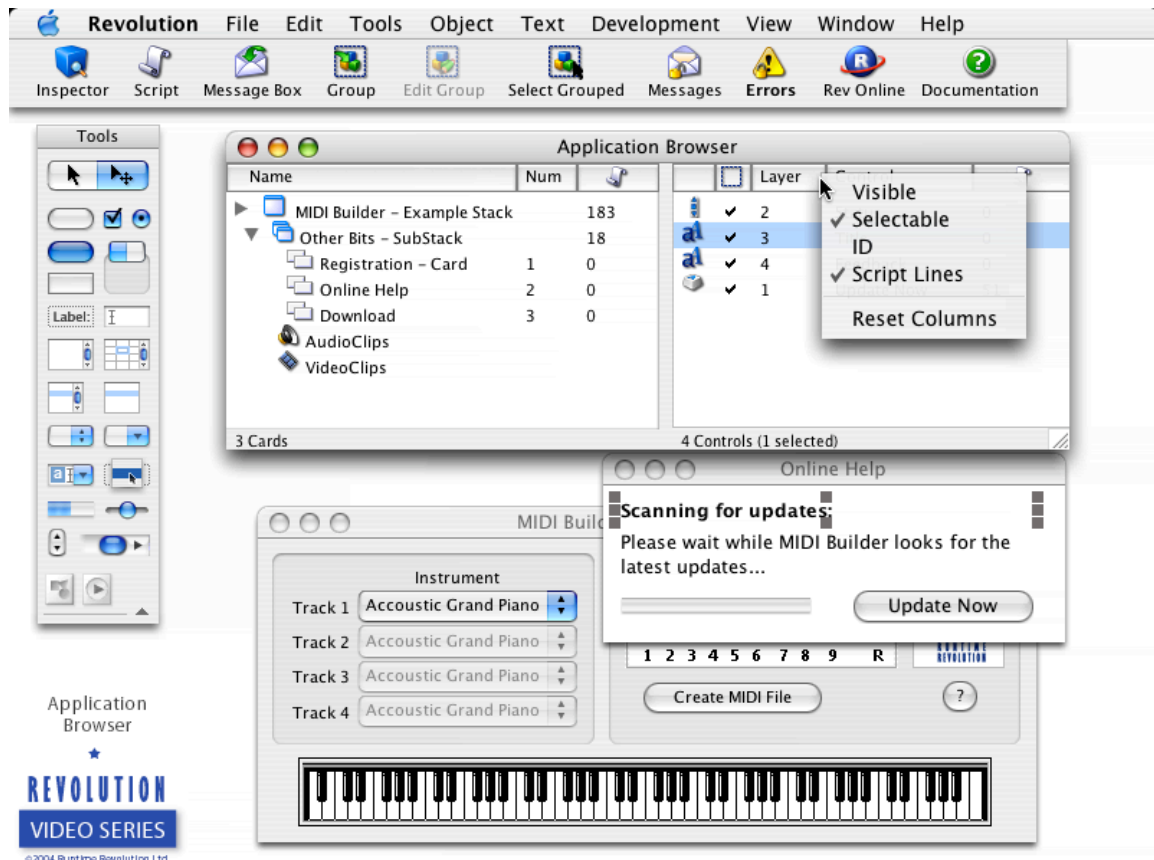
To find an object by name, start typing its name.

Right-clicking an object brings up a menu which allows you to open the property inspector, edit the script, cut, copy, paste or delete the object.

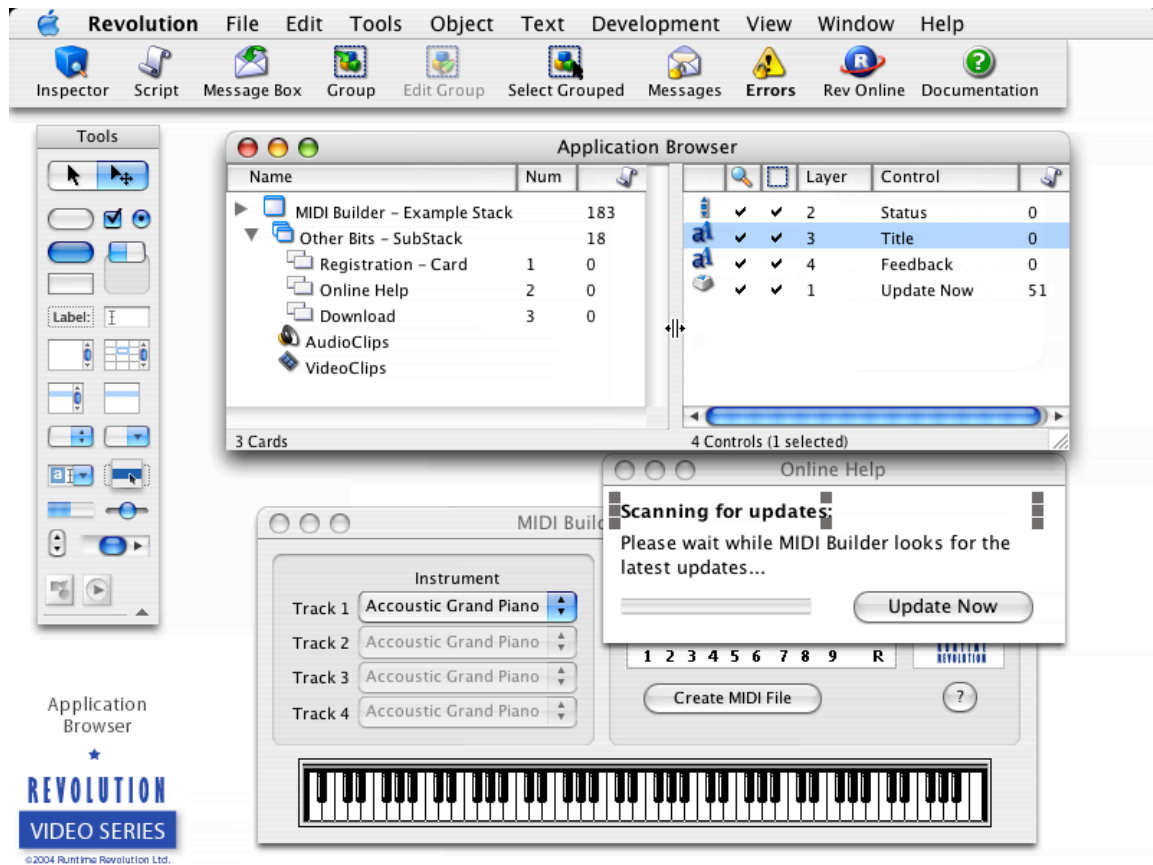


You can also hide or show an object by clicking on the Visible checkmark next to an object. You can make an object selectable or not selectable by clicking in the selectable column. An object that is not selectable cannot be selected with the pointer tool when you are editing objects. This can make it easier to select surrounding objects, or to avoid selecting a background object while still allowing editing of the other objects.

You can customize the headings displayed by the Application Browser by right-clicking on the headings.



You can alter the width of the left and right areas by dragging.



There are additional customization options available in Revolution's Preferences.

