



Simple Calculator:

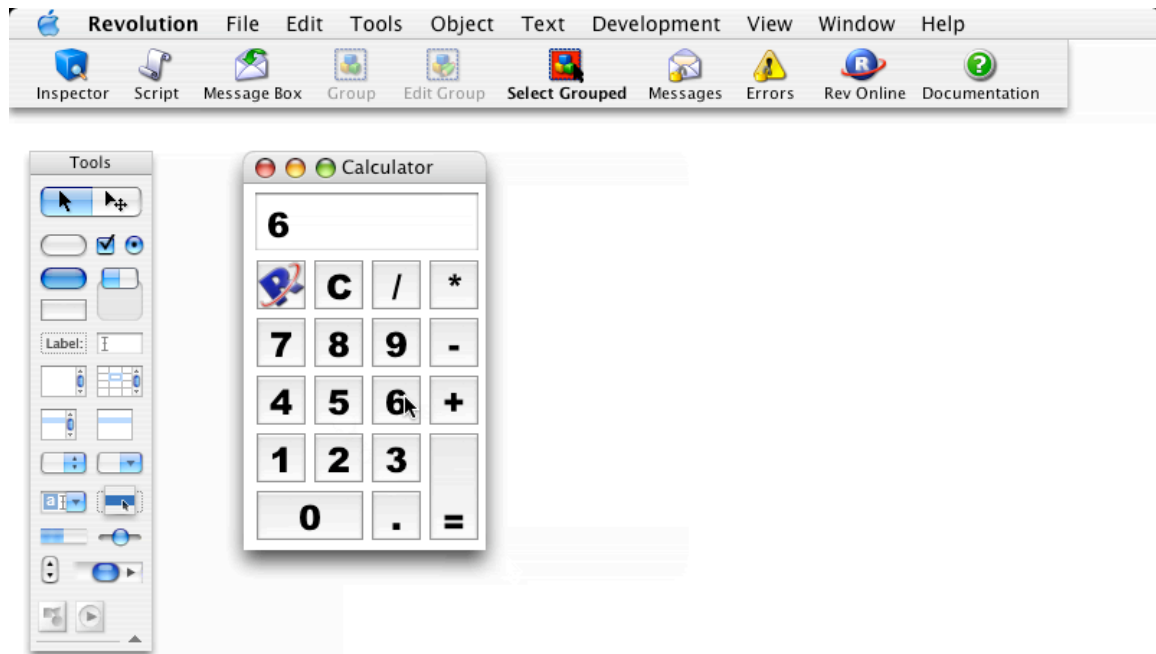
Using Logic

The Simple Calculator: this Video Tutorial shows you how to use this Sample Project, and how to take it apart to understand how it works or copy portions of it for use in your own applications. We recommend that you have explored the introductory video tutorials so you have a basic understanding of how Revolution works before you start on the Sample Projects.

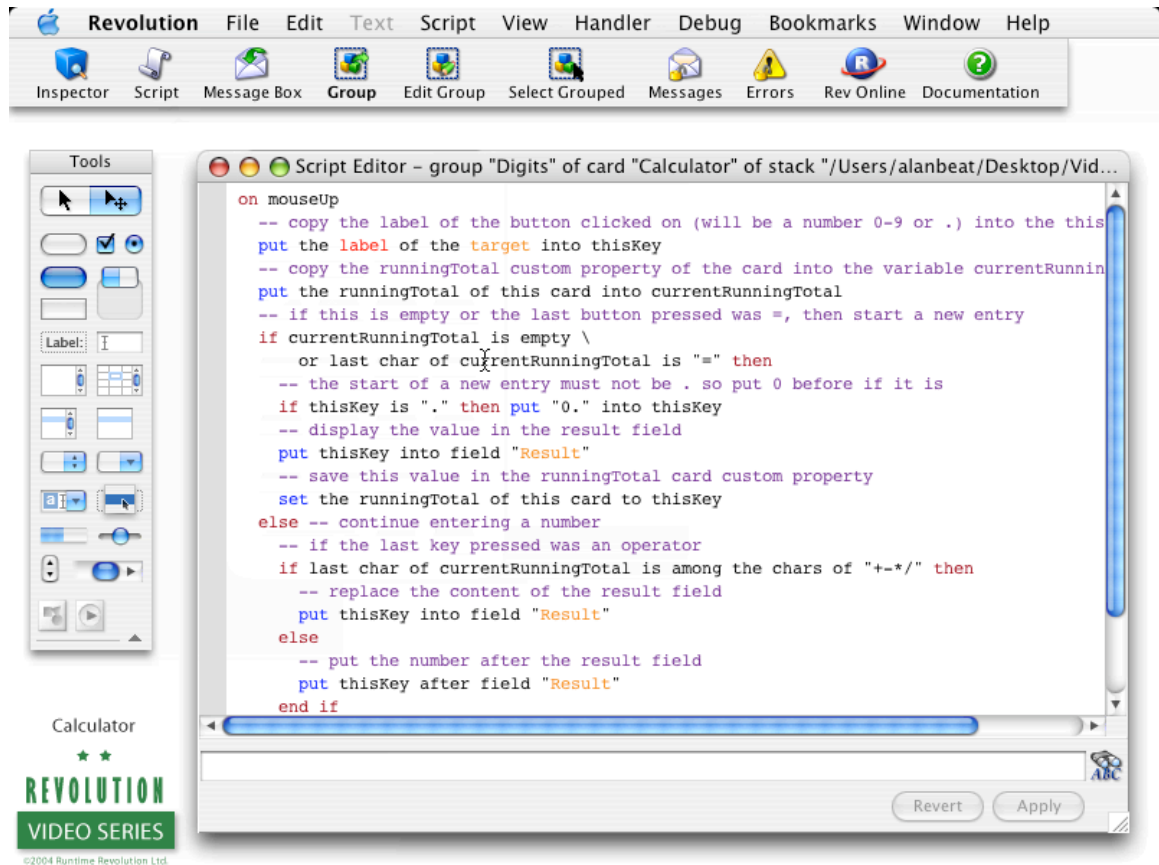
Key topics covered in this tutorial

- A walk through the Calculator application
- How the calculator objects were laid out
- Understanding and editing the calculator scripts

The calculator application operates in a similar way to other calculators. It allows you to click on the keys to do a simple application or respond to keyboard events to do the same actions.



To examine the scripts you will need to switch to edit mode and turn off select grouped controls. Some of the objects in the calculator are grouped, those groups contain one common script instead of individual objects each containing a script. For example, all the number keys are contained in a single group and there is a single script contained within the group that is activated when any object is clicked on. The script works by first reading in the label actually clicked on and then performing its actions using that value.



As with all the sample projects the scripts contain comments that explain what each line does, these lines are marked by double dashes at the start and colored purple.

The objects which are not grouped together contain their own individual scripts. Additionally the card and stack contain scripts which are called by the objects. If you copy the scripts from the objects on the card into your own stacks ensure you copy any handlers from the card and stack script that are needed to make them work.

