Commands and functions:

The things an application can do

Commands and functions make up the fundamental parts of Revolution scripts. This tutorial introduces you to using commands to do an action and using functions to look up or compute values.

Key topics covered in this tutorial

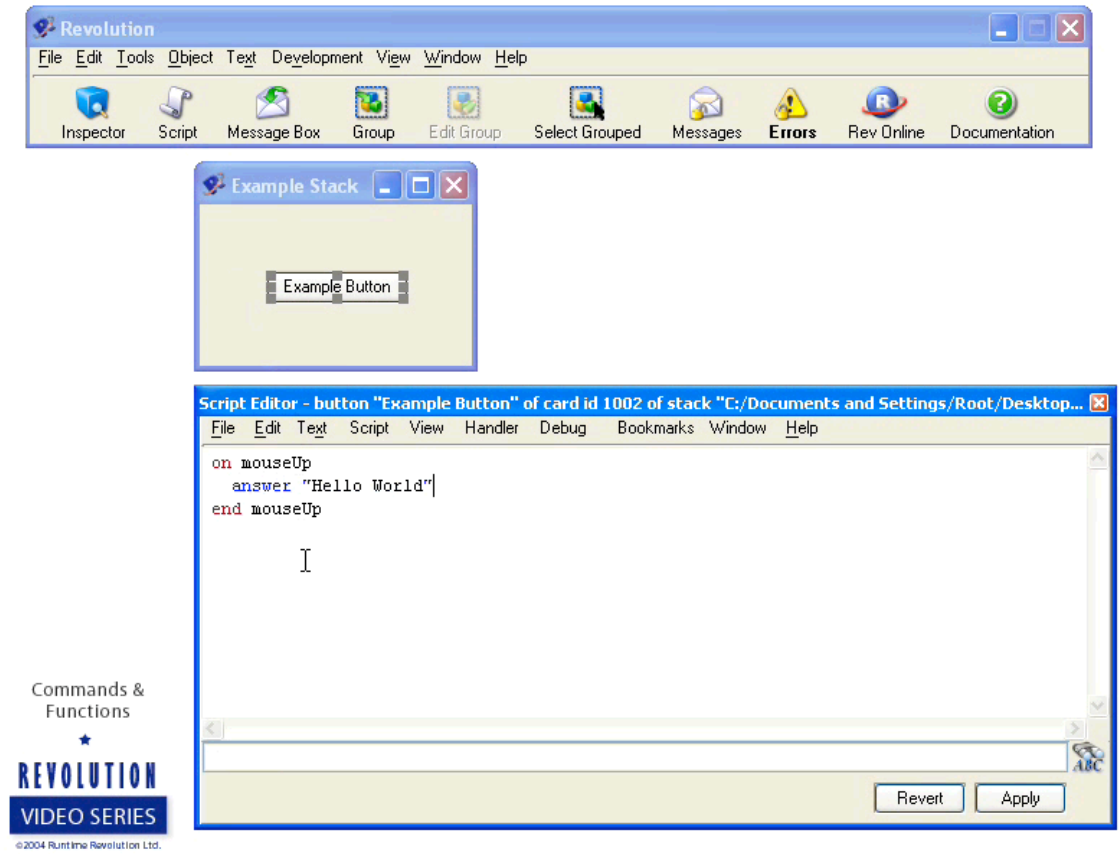
- When you want the computer to do something, you use a command
- Commands are simple English-like words that get placed at the start of a line of script
- Commands are colored blue in the Script Editor
- Some common commands you may want to use include beep, answer, ask, print, put, save, cut, copy, paste and quit
- How to view a list of commands using the Reference Documentation
- When you want the computer to compute a value or return some information, you use a function
- Functions are colored orange in the Script Editor
- Functions appear after a command and can be written either with the word 'the' or with brackets ()
- Some common functions you may want to use include the time, the date, average() and round()
- How to view a list of functions using the Reference Documentation

See also: Documentation: Commands and functions

When you want your application to perform an action, you use a command. Commands are words that get placed at the start of a line of script. We've already seen examples of commands in earlier tutorials, such as 'beep' or 'answer'. Often commands will be followed by a sentence that describes how they are to work, for example, the answer command is followed by the text you wish to display in the resulting dialog box.

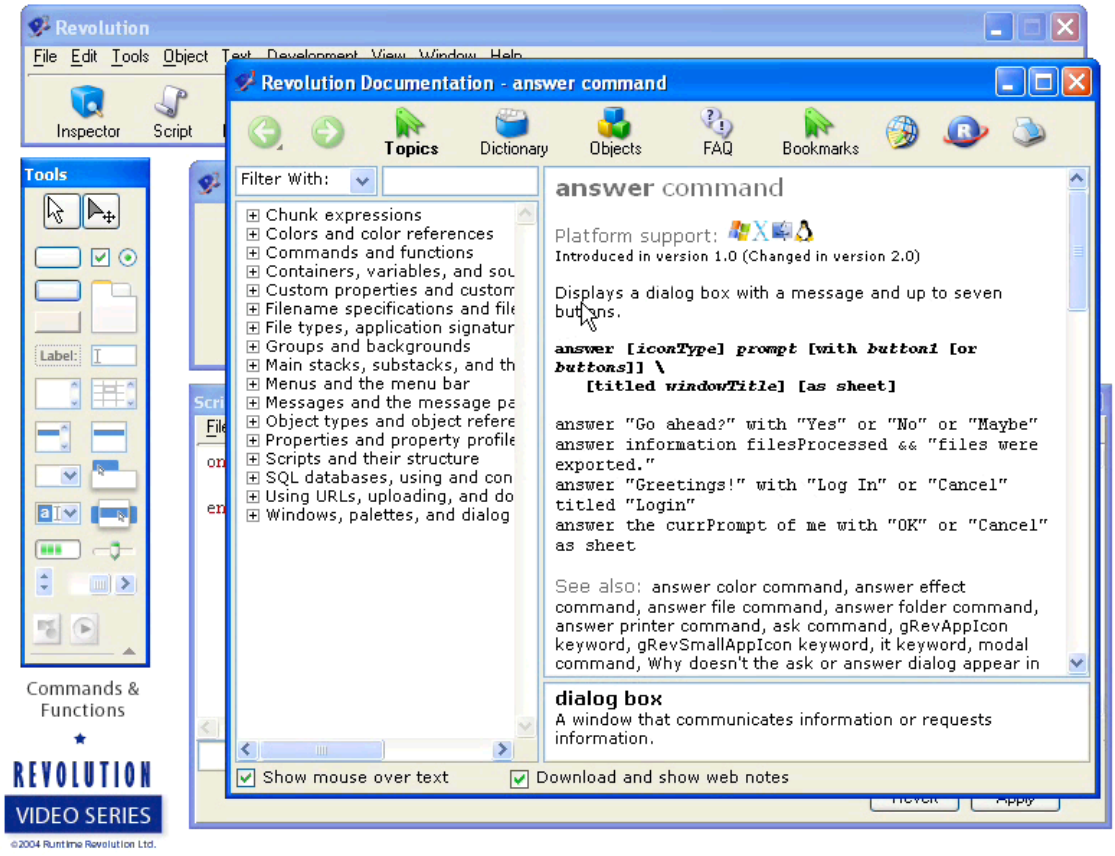
Commands are usually customizable. Let's look at how we customize the answer command to display additional options and an icon.

```
answer "hello world"
```



You can see that the command is colored blue. Let's find out some more information about how to use that command by right clicking on it. Right clicking brings up the help window with the structure that the command will accept in order to run.

You can see immediately that the answer command can be used to bring up a dialog box with up to seven buttons. The text in the square brackets indicates optional text. The text which is not in square brackets is not optional. You can see there are several additional options that we haven't tried before.

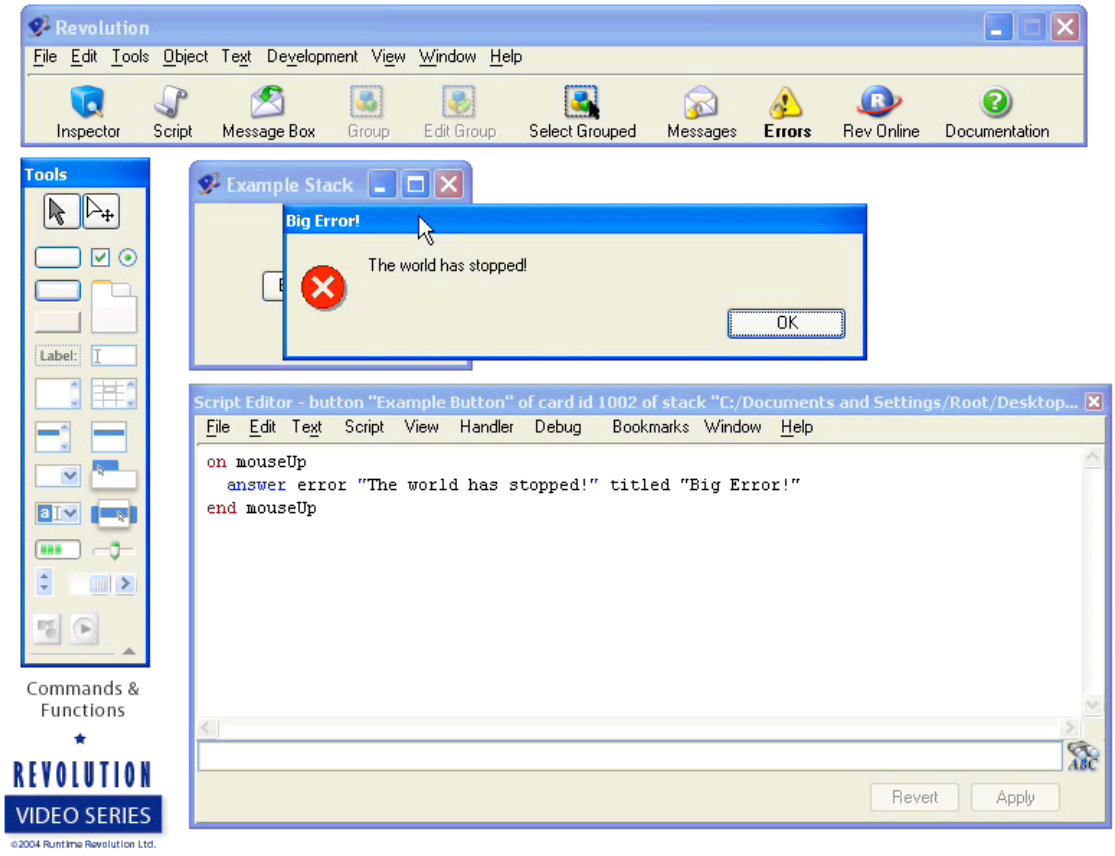


As you become familiar with Revolution you may start to remember what some of these options are. Here we have several examples of the command in use. You can copy and paste these examples. Below in the text you can see the list of possible options for each part of the command structure.

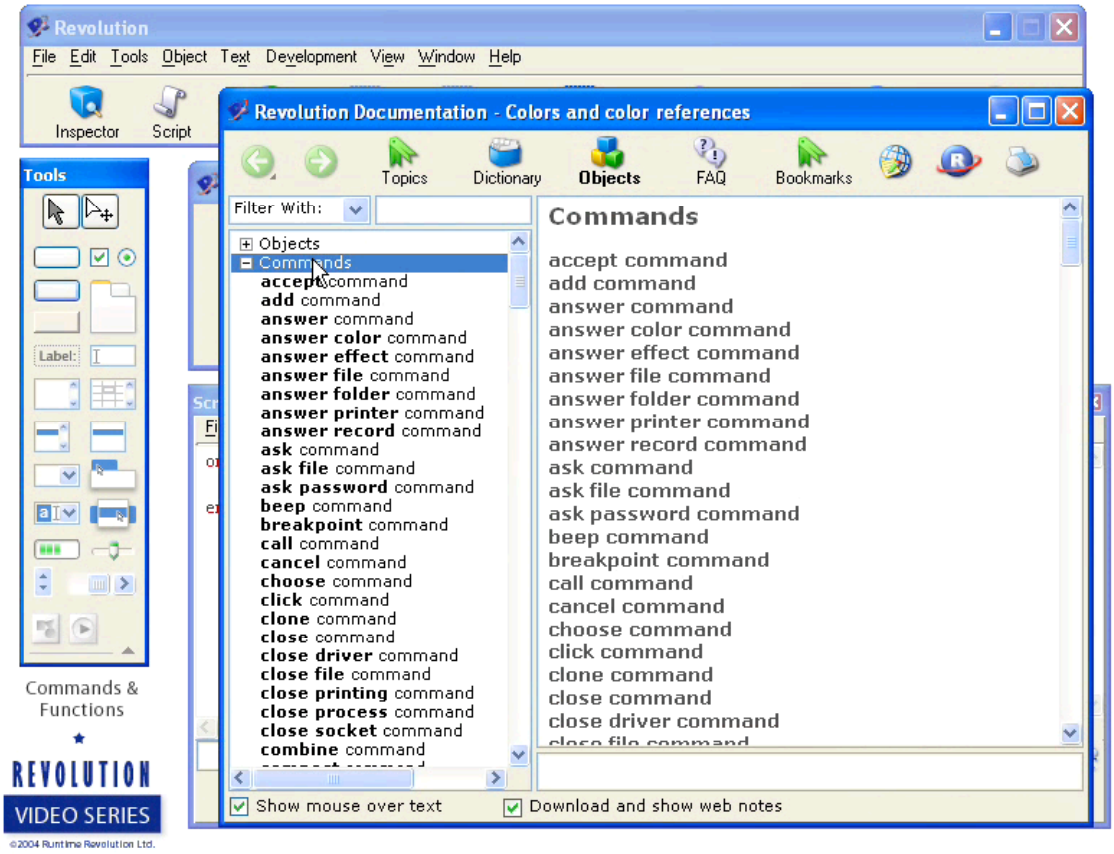
Let's try making this an error dialog. We'll add an error icon, a title and change the message.

```
answer error "The world has stopped!" titled "Big Error!"
```

It looks considerably different!



You can get a list of common commands you might want to use and their usage in the Reference Documentation. Common commands include beep, cut, copy, paste, save, print, put and quit. We'll use all of these in other tutorials.

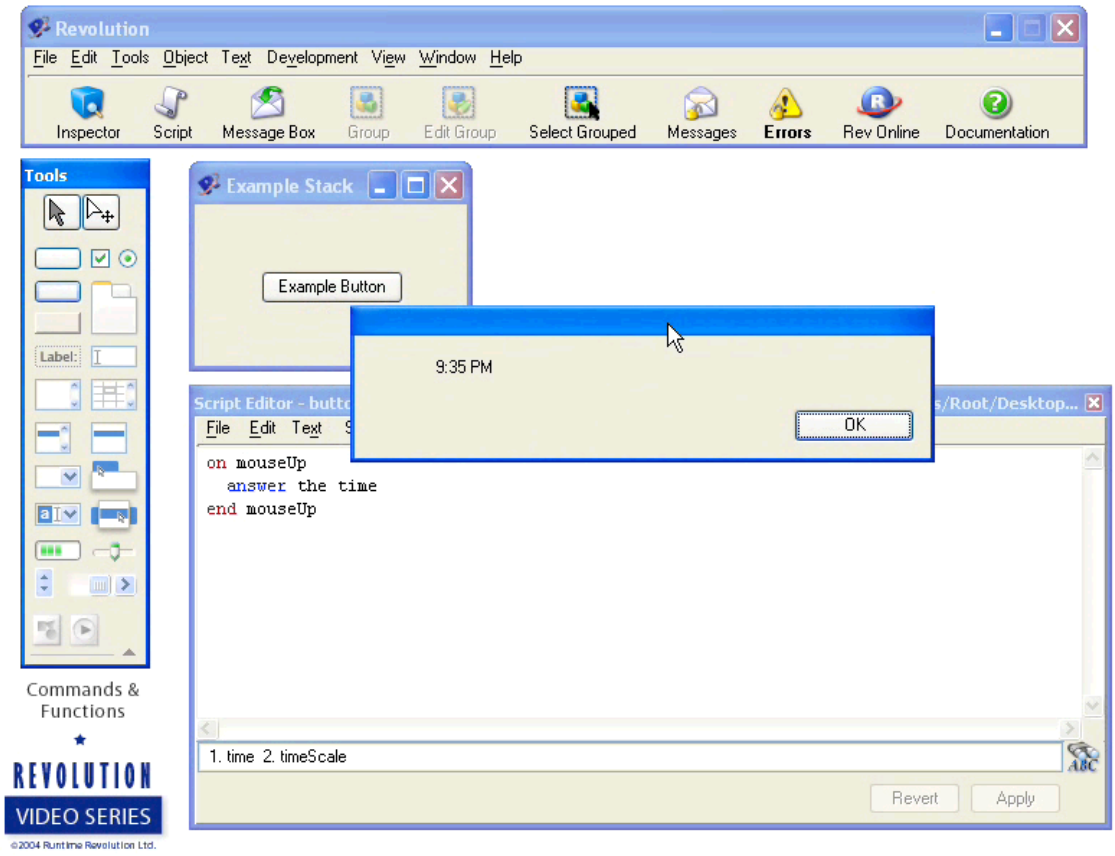


Functions are similar to commands, except that they are used to calculate a value or query the state of something. Functions are colored orange in the script editor. Functions are used together with commands. For example, the script 'answer the date' is a combination of the command 'answer' and 'the date' which is a function. This script would display a dialog box, generated by the command, which then displays today's date, which is generated by the function.

Let's try a different example: how about you want to bring up a dialog with the time.

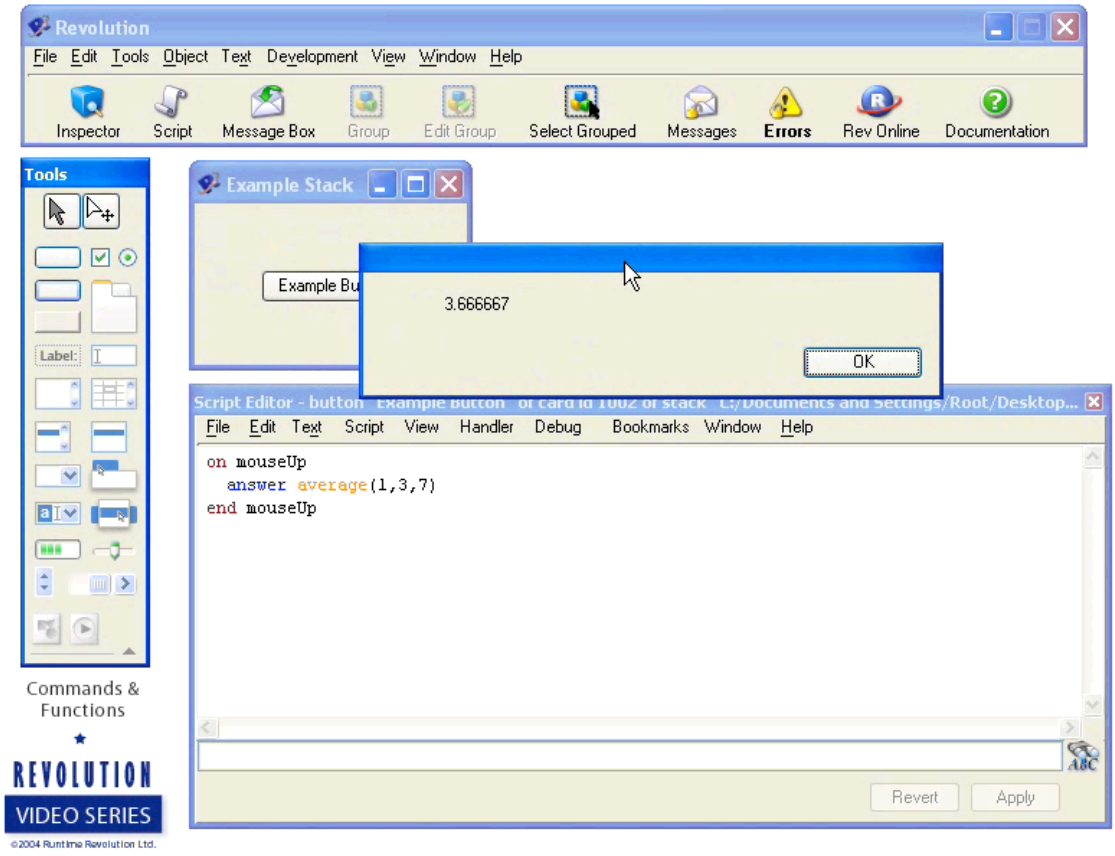
```
answer the time
```

The answer command starts the sentence, and 'the time' function follows.

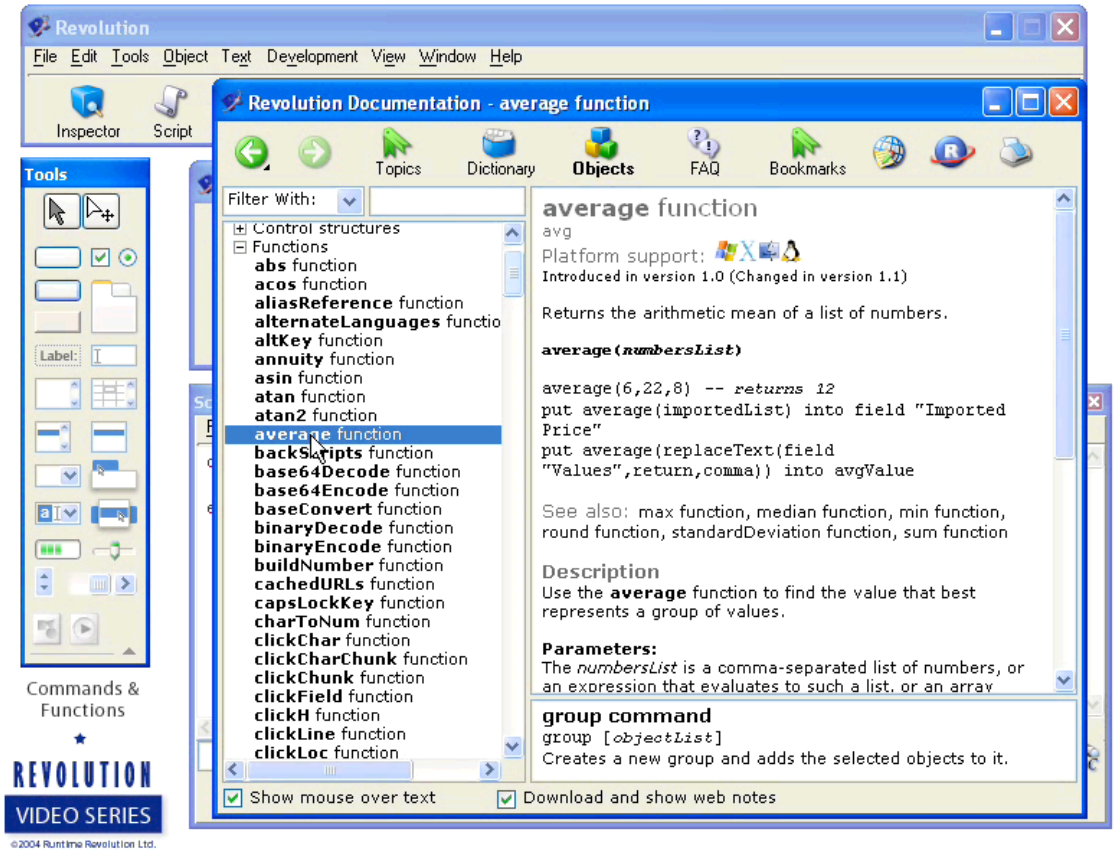


Some functions are written with the word 'the' followed by the function name. Other functions accept a range of values and get written with brackets. Let's try answering the average of some numbers.

```
answer average(1,3,7)
```



You can get a list of functions in a similar way to the list of commands in the reference documentation.



Appendix: Scripts used in this tutorial

```
on mouseUp
  answer error “The world has stopped!” titled “Big Error!”
end mouseUp

on mouseUp
  answer the time
end mouseUp

on mouseUp
  answer average(1,3,7)
end mouseUp
```