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                                storyline_examples
/*Change the value of a Storyline variable
This example assigns the current date to a Storyline variable.
*/

var currentTime = new Date()
var month = currentTime.getMonth() + 1
var day = currentTime.getDate()
var year = currentTime.getFullYear()
var dateString = month + "/" + day + "/" + year
var player = GetPlayer();
player.SetVar("SystemDate", dateString);

//Popup message (text only)

alert("Your message here...");

//Popup message (text and value of a Storyline variable)

var player = GetPlayer();
alert("Welcome back, " + player.GetVar("FirstName") + ".");

//Save Storyline variables to a text file

var fso = new ActiveXObject("Scripting.FileSystemObject");
var s = fso.OpenTextFile("C:\\Test.txt", 8, true, 0);
var player = GetPlayer();
var name = player.GetVar("TextEntry");
var email = player.GetVar("TextEntry1");
s.WriteLine("Email: " + email);
s.WriteLine("Name: " + name);
s.WriteLine("=====");
s.Close();

//Print Current Slide

window.print();

//Launch new email message

var email = "yourAddress@email.com";
var subject = "subject line";
var body_start = "How you want to begin your body.";
var mailto_link = 'mailto:' + email + '?subject=' + subject + '&body=' + body_start;
win = window.open(mailto_link, 'emailWin');

//Auto-scroll web page to specific location

window.scroll(0, 150); // horizontal and vertical location

//Auto-scroll web page relative to current location

window.scrollBy(0, 150); // horizontal and vertical scroll increments

//Change HTML background color

document.backgroundColor = "#990000";

//Change HTML background image

if (document.body) {
    document.body.background = "image.jpg";
}

```

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```
/*Generate a random number
This example generates a random number between 1 and 10.*/

var randomnumber = Math.floor((Math.random() * 10) + 1);
var player = GetPlayer();
player.SetVar("randnum", randomnumber);

//Articulate functions for HTML5

player.tick()
player.correctMedia()
player.update()
player.wait()
player.showSlide()
player.showSlideIndex()
player.showNextSlide()
player.showPreviousSlide()
player.setSlideIndex()
player.hideInactiveSlides()
player.currentSlide()
player.currentZoom()
player.elapsedTime()
player.play()
player.pause()
player.pauseClick()
player.block()
player.unblock()
player.restart()
player.initLoadQueue()
player.loadResourcesForNextSlide()
player.loadResources()
player.unloadResources()
player.prepAudio()
player.updateMediaMonitor()
player.onLoadedData()
player.reorient()
```

storyline_examples

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player.maximize()  
player.revealPostInterstitial()  
player.showInterstitial()  
player.addDiagnosticButton()  
player sniffParameters()  
player.setupStressTest()  
player.prepSlides()  
player.loadFonts()  
player.parseFrameData()  
player.loadFrame()  
player.loadUserScript()  
player.loadMasks()  
player.parseMaskData()  
player.load()  
player.tapPause()  
player.tapZoom()  
player.updateTemplate()  
player.forceRepair()  
player.initGlobals()  
player.restrictUnsupportedBrowsers()  
player.GetVar()  
player.SetVar()  
player.initIOS()  
player.parseStoryData()
```