

NetObjects Fusion DHTML Actions Reference

DHTML Actions are JavaScript functions you create in NetObjects Fusion™ 3.0 that cause a change in the appearance or function of objects on a Web page. You create actions by selecting an object, clicking the Actions tab of the Object Properties palette, and selecting various options from a series of menus.

An action has four essential components:

- A triggering event, which starts the action when something happens to a selected object (also known as the triggering object). This event could be the loading of a page, the selecting, dragging, or clicking of an object, or even the passing of a mouse pointer over an object in the browser window.
- A target object, which performs or receives the action when the triggering event occurs. The target object can be a single object or a container, such as a Layout or Layout Region, which holds multiple objects. The target object and the triggering object do not have to be the same object. This means one object can apply an action to another object.
- A message, which defines the type or kind of action that will occur. A message might include one or more parameters and their values to specify the action in more detail. The specific messages from which you can choose vary according to the type of target object you have selected. You can also create custom messages.
- One or more parameters which control how the action will occur. Parameter values may be pre-defined or open, depending on the type of message on which the action is based. You can also define custom values or custom expressions for many parameters.

This reference describes the following:

- The types of trigger events you can select
- The messages you can select for each type of target object, and the parameters that apply to each message
- The custom parameter options available when you select certain messages.

For more information about creating and modifying actions, see the "Creating Dynamic Pages" chapter of the NetObjects Fusion 3.0 User Guide.

Selecting Trigger Events

These tables describe trigger events and list the types of objects to which each trigger can be applied. The events are grouped by category:

- Mouse-Based Actions: Triggered by the site visitor's mouse acting on the trigger object.
- Object-Based Actions: Triggered by the state of the selected object.
- Page-Based Actions: Triggered by the state of the page in the browser.
- Transition-Based Actions: Triggered by the state or status of the current transition effect.
- Motion-Based Actions: Triggered by the selected object moving from one position to another.
- Drag-Based Actions: Triggered by the site visitor dragging and moving the selected object using the mouse.
- Window-Based Actions: Triggered by a change in the state or status of the currently active window.

Mouse-Based Actions: Triggered by the site visitor's mouse acting on the trigger object.

<i>SubMenu Selection</i>	<i>Description of Trigger Event</i>	<i>Types of Objects Acted on</i>
Clicked	When the site visitor completes a mouse click on the object (that is, both Mouse Down and Mouse Up events)	image, text link, imagemap, form checkbox, form text fields (single- and multi-line), radio button (selected), button
Double Clicked	When the site visitor completes a double mouse click on the object	image, text link, imagemap
Mouse Down	When the site visitor presses down on the primary mouse button while the mouse pointer is on the object	visual objects, layout, frame, imagemap
Mouse Up	When the site visitor releases the primary mouse button while the mouse pointer is on the object	visual objects, layout, frame, imagemap
Mouse Over	When the site visitor passes the mouse pointer over the object	visual objects, layout, frame, imagemap
Mouse Out	When the site visitor moves the mouse pointer off the object	visual objects, layout, frame, imagemap

Object-Based Actions: Triggered by the state of the selected object.

<i>SubMenu Selection</i>	<i>Description of Trigger Event</i>	<i>Types of Objects Acted on</i>
Hidden	When the object is present but not visible in the browser window	visual objects, Shockwave, sound, Java, ActiveX, video, QuickTime, layout, frame
Shown	When the object is present and visible in the browser window	visual objects, Shockwave, sound, Java, ActiveX, video, QuickTime, layout, frame
Error	When the image source file is not found or will not load in the browser	image
Loaded	When the browser has fully downloaded and displayed the source file of the picture object	image
Focus	When the site visitor clicks within the form object, or clicks the form button	form checkbox, radio button, form text fields (single- and multi-line), forms combo box, button
Blur	When the site visitor clicks a form object or button other than the object	form checkbox, radio button, form text fields (single- and multi-line), forms combo box, button
Select	When the site visitor clicks the form object	Forms checkbox, radio button, forms combo box
Clicked	When the site visitor clicks the button object	button

Page-Based Actions: Triggered by the state of the page in the browser.

<i>SubMenu Selection</i>	<i>Description of Trigger Event</i>	<i>Types of Objects Acted on</i>
Page Loaded	When the current page has completely loaded into the site visitor's browser	visual objects, Shockwave, sound, Java, ActiveX, video, QuickTime, layout, frame, fst, form checkbox, form text fields (single- and multi-line), radio button (selected), button
Page Exiting	When the site visitor's browser begins to replace the current page with a new page	visual objects, Shockwave, sound, Java, ActiveX, video, QuickTime, layout, frame, fst, form text fields (single- and multi-line), radio button (selected), button

Transition-Based Actions: Triggered by the state or status of the current transition effect.

<i>SubMenu Selection</i>	<i>Description of Trigger Event</i>	<i>Types of Objects Acted on</i>
Transition Started	When the current transition begins	visual objects, layout, frame
Transition Ended	When the current transition ends	visual objects, layout, frame

Motion-Based Actions: Triggered by the selected object moving from one position to another.

<i>SubMenu Selection</i>	<i>Description of Trigger Event</i>	<i>Types of Objects Acted on</i>
Motion Started	When the previous motion begins	visual objects, Shockwave, sound, Java, ActiveX, video, QuickTime, layout, frame
Motion Ended	When the previous motion ends	visual objects, Shockwave, sound, Java, ActiveX, video, QuickTime, layout, frame

Drag-Based Actions: Triggered by the site visitor dragging and moving the selected object using the mouse.

<i>SubMenu Selection</i>	<i>Description of Trigger Event</i>	<i>Types of Objects Acted on</i>
Drag Started	When the site visitor first clicks on and moves the object	visual objects
Drag Ended	When the site visitor drops (releases) the object after dragging it into place	visual objects

Window-Based Actions: Triggered by a change in the state or status of the currently active window.

<i>SubMenu Selection</i>	<i>Description of Trigger Event</i>	<i>Types of Objects Acted on</i>
Focus	When the site visitor clicks within the window	layout, frame
Blur	When the site visitor clicks a window or the desktop outside the window	layout, frame

Selecting Event Message

These tables describe the use of each available type of event message:

- Browser Event Messages
- Dialog Event Messages
- Drag Event Messages
- Get Property Messages
- Location Event Messages
- Motion Event Messages
- Object Event Messages
- Set Property Messages
- Transition Event Messages
- Window Event Messages

Browser Event Messages				
<i>Message</i>	<i>Object Types</i>	<i>Parameters</i>	<i>Description</i>	<i>See also</i>
Check Browser Type	layout	Is Navigator Is Internet Explorer	Tests if browser is Netscape Navigator or Internet Explorer. Returns true or false depending on which browser is being detected, as specified by the selected parameter value.	106

Dialog Event Messages				
<i>Message</i>	<i>Object Types</i>	<i>Parameters</i>	<i>Description</i>	<i>See also</i>
Alert	layout, frame	(Custom) Values (Custom) Expression	Displays an alert box containing your custom message.	102
Confirm	layout, frame	(Custom) Values (Custom) Expression	Displays a confirm dialog box. Returns true or false depending on the site visitor's selection.	103
Prompt	layout, frame	(Custom) Values (Custom) Expression	Opens a dialog box and prompts the site visitor for an entry. Returns what the site visitor typed.	104

Drag Event Messages				
<i>Message</i>	<i>Object Types</i>	<i>Parameters</i>	<i>Description</i>	<i>See also</i>
Clear Collision	visual objects	N/A	Turns off any collision detection that has been set for this object.	38
Constrain Drag	visual objects	None To container object	Constrains a dragged object within the boundaries of its parent object, or to set no drag boundaries. By default there are no boundaries.	122
End Drag	visual objects	N/A	Ends a drag currently in process.	36

Drag Event Messages (continued)				
<i>Message</i>	<i>Object Types</i>	<i>Parameters</i>	<i>Description</i>	<i>See also</i>
Set Collision	visual objects	(Custom) Values (Custom) Expression	Sets up collision detection for an object. Use this command to set up collision detection with a single other object. You can add multiple Set Collision Actions to an object. Collision detection occurs either while the object is being dragged, or when it is dropped at the end of a drag. When collision detection is on, you can test for numerous types of relationships between the two objects, including whether they intersect, whether they don't intersect, whether one contains the other, etc.	37
Start Drag	visual objects	Until Mouse Up Until End Drag Message	Lets the site visitor drag an object around the browser window. Typically this action would be triggered at Mouse Down. Depending on the setting in the Parameter field, the drag will continue Until Mouse Up or until an End Drag message is received.	35

Get Property Messages				
<i>Message</i>	<i>Object Types</i>	<i>Parameters</i>	<i>Description</i>	<i>See also</i>
Get Checked	form checkbox	N/A	Returns the state of the targeted checkbox.	57
Get Checked	radio button	N/A	Returns true or false to reflect state of the radio button.	63
Get Clip Bottom	visual objects, layout, frame	N/A	Returns the bottom clipping parameter.	44
Get Clip Left	visual objects, layout, frame	N/A	Returns the left clipping parameter.	45
Get Clip Right	visual objects, layout, frame	N/A	Returns the right clipping parameter.	46
Get Clip Top	visual objects, layout, frame	N/A	Returns the top clipping parameter.	43
Get Left	visual objects, Shockwave, sound, Java, ActiveX, video, QuickTime, layout, frame	N/A	Returns the left screen coordinate of the targeted object.	40
Get Lowsrc	image	N/A	Returns the lowsrc parameter of the targeted image.	48

Get Property Messages (continued)

<i>Message</i>	<i>Object Types</i>	<i>Parameters</i>	<i>Description</i>	<i>See also</i>
Get Position	visual objects, Shockwave, sound, Java, ActiveX, video, QuickTime, layout, frame	N/A	Returns an object containing two parameters — left and top — which represent the current screen coordinates.	41
Get Selected Index	forms combo box	N/A	Returns the index of the selected option.	79
Get Selected Text	forms combo box	N/A	Returns the text of the selected option.	78
Get Selected Value	forms combo box	N/A	Returns the value of the selected option.	77
Get Src	image	N/A	Returns the image source of the targeted image.	47
Get Top	visual objects, Shockwave, sound, Java, ActiveX, video, QuickTime, layout, frame	N/A	Returns the top screen coordinate of the targeted object.	39
Get Value	form text fields (single- and multi-line)	N/A	Returns the value parameter.	59
Get Z-Index	visual objects, Shockwave, sound, Java, ActiveX, video, QuickTime, layout, frame	N/A	Returns the Z-index of the selected object.	42

Location Event Messages

<i>Message</i>	<i>Object Types</i>	<i>Parameters</i>	<i>Description</i>	<i>See also</i>
Go To URL	layout, frame	(Custom) Values (Custom) Expression	Loads a new URL in the document or frame.	101

Motion Event Messages

<i>Message</i>	<i>Object Types</i>	<i>Parameters</i>	<i>Description</i>	<i>See also</i>
Fly	visual objects, Shockwave, sound, Java, ActiveX, video, QuickTime, layout, frame	In From Top In From Top Right In From Right In From Bottom Right In From Bottom In From Bottom Left In From Left In From Top Left Out To Top Out To Top Right Out To Right Out To Bottom Right Out To Bottom Out To Bottom Left Out To Left Out To Top Left (Custom) Values (Custom) Expression	Causes the object to move between the edge of the window to its placed position, either showing (In) or hiding (Out) the object from view within the window.	32
Move By	Visual objects, Shockwave, sound, Java, ActiveX, video, QuickTime, layout, frame	(Custom) Values (Custom) Expression	Moves an object by a given number of pixels.	34
Move To	visual objects, Shockwave, sound, Java, ActiveX, video, QuickTime, layout, frame	Saved Position (Custom) Values (Custom) Expression	Moves an object to a new or saved position on the screen.	33

Object Event Messages

<i>Message</i>	<i>Object Types</i>	<i>Parameters</i>	<i>Description</i>	<i>See also</i>
Add Option	forms combo box	(Custom) Values (Custom) Expression	Adds the option indicated by the Option Name parameter of the targeted form selection object.	22
Blur	form checkbox, radio button, form text fields (single- and multi-line), forms combo box, button	N/A	Cause the object to lose focus.	15

Object Event Messages (continued)

<i>Message</i>	<i>Object Types</i>	<i>Parameters</i>	<i>Description</i>	<i>See also</i>
Bring Forward	visual objects	N/A	Changes the stacking order of the targeted object so it moves in front of the object stacked immediately above it.	3
Bring To Front	visual objects	N/A	Changes the stacking order of the targeted object so it moves in front of all objects sharing the same container.	5
Check	form checkbox	N/A	Causes the check box to be checked.	12
Check	radio button	N/A	Causes the targeted radio button to be selected.	16
Click	button	N/A	Causes a click to occur on the target form button.	23
Delay	visual objects, Shockwave, sound, Java, ActiveX, video, QuickTime, layout, frame	(Custom) Values (Custom) Expression	Sends a custom message after a given amount of time. The message is sent to the same object to which the Delayed Action action is added. If continuous is chosen, the message will be continuously sent every delay number of seconds until the page is exited.	9
Delete Option	forms combo box	(Custom) Values (Custom) Expression	Deletes the option indicated by the specified index parameter of the targeted form selection object.	21
Display File	layout	(Custom) Values (Custom) Expression	Replaces the contents of the targeted object with the rendered contents of an HTML file. The file is specified in the URL custom parameter by using Fusion's link dialog.	27
Display HTML	layout	(Custom) Values (Custom) Expression	Replaces the contents of the targeted object with the rendered HTML specified in the HTML custom parameter.	28
Focus	form checkbox, radio button, form text fields (single- and multi-line), forms combo box, button	N/A	Causes the object to gain focus.	14
Hide	visual objects, Shockwave, sound, Java, ActiveX, video, QuickTime, layout, frame	N/A	Makes the target object invisible or hidden. If the object contains other objects, they too will be hidden.	1
Pause	sound	N/A	Pauses the targeted sound.	25
Play	sound	N/A	Starts playing the targeted sound.	24
Restore Default Selection	forms combo box	N/A	Restores the default selection of the targeted form selection object.	20

Object Event Messages (continued)

<i>Message</i>	<i>Object Types</i>	<i>Parameters</i>	<i>Description</i>	<i>See also</i>
Restore Position	visual objects, Shockwave, sound, Java, ActiveX, video, QuickTime, layout	N/A	Sets the position of the object to the saved position. By default, the saved position is the position of the object when the page loaded. A new position can be set at any time with the Save Position Action. If you want the object to animate on its way to the saved position, use Move To with Saved Position as the parameter.	8
Save Position	visual objects, Shockwave, sound, Java, ActiveX, video, QuickTime, layout	N/A	Saves the current position of the targeted object. This position can be used later by the Restore Position and Move To actions. By default, the initial position of all objects is the Saved Position.	7
Select	form text fields (single- and multi-line)	Custom Message	Selects the content of the targeted form text field.	18
Select	forms combo box	(Custom) Values (Custom) Expression	Selects the option indicated by the specified index parameter of the targeted form selection object.	19
Send Backward	visual objects	N/A	Changes the stacking order of the targeted object so it moves behind the object stacked immediately below it.	4
Send To Back	visual objects	N/A	Changes the stacking order of the targeted object so it moves behind all objects sharing the same container.	6
Set Image	image	(Custom) Values (Custom) Expression	<p>Switches the image source file for a picture object. Set Image is used in conjunction with Use Image to switch the source of an image in the layout. Set image lets you associate a number of images with different keywords. At a later time, Use Image can be used to display the selected images with the image object. The keyword names have no particular significance.</p> <p>Normally you use Set Image with a Page Loaded action. Because Set Image preloads the images into cache, this will give the browser time to download the images before they are used.</p> <p>Not all parameters need to be filled out. If they are left blank, any existing settings will be left unchanged. By default, Normal contains the source of the image as it was set in Page view in NetObjects Fusion.</p>	10
Show	visual objects, Shockwave, sound, Java, ActiveX, video, QuickTime, layout, frame	N/A	Makes the target object visible. If the object contains other objects that are set to be visible, they too will become visible.	2

Object Event Messages (continued)

<i>Message</i>	<i>Object Types</i>	<i>Parameters</i>	<i>Description</i>	<i>See also</i>
Stop	sound	N/A	Stops playing the targeted sound.	26
Uncheck	form checkbox	N/A	Causes the check box to be unchecked.	13
Uncheck	radio button	N/A	Causes the targeted radio button to be unselected.	17
Use Image	image	Normal Highlighted Depressed Selected Toggled Enabled Disabled User 1 User 2 User 3 User 4	Changes a picture object's image source, when used in conjunction with the Set Image Action. The targeted image object will be changed to the source that was set for the selected keyword. If the keyword has no image associated with it, the action will be ignored. Note that by default, Normal contains the original source image, as set in Page view of NetObjects Fusion.	11

Set Property Messages

<i>Message</i>	<i>Object Types</i>	<i>Parameters</i>	<i>Description</i>	<i>See also</i>
Set Background Color	layout, frame	(Custom) Values (Custom) Expression	Sets the background color of the document or frame.	99
Set Checked	form checkbox	(Custom) Values (Custom) Expression	Sets a checkbox to be either checked or unchecked depending on the parameter.	96
Set Clip Bottom	visual objects, layout, frame	(Custom) Values (Custom) Expression	Sets the bottom clip position for an object, relative to its top left corner. The bottom clip setting determines how much of the object is visible. For example, if a 100 x 100-pixel image has a bottom clip setting of 90, the top 90 pixels of the image are visible.	91
Set Clip Left	visual objects, layout, frame	(Custom) Values (Custom) Expression	Sets the left clip position for an object, relative to its top left corner. The left clip setting determines how much of the left side of the object is not visible. For example, if a 100 x 100-pixel image has a left clip setting of 10, only the right-most 90 pixels of the image are visible.	92
Set Clip Right	visual objects, layout, frame	(Custom) Values (Custom) Expression	Sets the right clip position for an object, relative to its top left corner. The right clip setting determines how much of the object is visible. For example, if a 100 x 100-pixel image has a right clip setting of 90, the left most 90 pixels of the image are visible.	93

Set Property Messages (continued)				
<i>Message</i>	<i>Object Types</i>	<i>Parameters</i>	<i>Description</i>	<i>See also</i>
Set Clip Top	visual objects, layout, frame	(Custom) Values (Custom) Expression	Sets the top clip position for an object, relative to its top left corner. The top clip setting determines how much of the top of the object is not visible. For example, if a 100 x 100-pixel image has a top clip setting of 10, only the lower 90 pixels of the image are visible.	90
Set Left	visual objects, Shockwave, sound, Java, ActiveX, video, QuickTime, layout, frame	(Custom) Values (Custom) Expression	Sets the left position of the object given in absolute window coordinates.	87
Set Lowsrc	image	(Custom) Values (Custom) Expression	Set the Lowsrc parameter of an image.	95
Set Name	layout, frame	(Custom) Values (Custom) Expression	Sets the name of a window or frame.	100
Set Position	visual objects, Shockwave, sound, Java, ActiveX, video, QuickTime, layout, frame	(Custom) Values (Custom) Expression	Sets the top and left position of an object in absolute window coordinates.	88
Set Src	image	(Custom) Values (Custom) Expression	Sets the image source for a picture object, but does not preload the image in the browser. Set Image and Use Image actions can also be used for the same effect, but they preload the images in the browser prior to display.	94
Set Top	visual objects, Shockwave, sound, Java, ActiveX, video, QuickTime, layout, frame	(Custom) Values (Custom) Expression	Sets the top position of the object given in absolute window coordinates.	86
Set Value	radio button	(Custom) Values (Custom) Expression	Sets the value of a radio button.	97
Set Value	form text fields (single- and multi- line)	(Custom) Values (Custom) Expression	Sets the value of a text field.	98
Set Z-Index	visual objects, Shockwave, sound, Java, ActiveX, video, QuickTime, layout, frame	(Custom) Values (Custom) Expression	Sets the z-index of an object. This determines which objects appear in front of one another. Other objects are shifted to keep two objects from having the same index.	89

Transition Event Messages

<i>Message</i>	<i>Object Types</i>	<i>Parameters</i>	<i>Description</i>	<i>See also</i>
Iris	visual objects, layout, frame	In Out (Custom) Values (Custom) Expression	Causes the object to be hidden or shown using an iris effect.	31
Peek	visual objects, layout, frame	In From Top In From Top Right In From Right In From Bottom Right In From Bottom In From Bottom Left In From Left In From Top Left Out To Top Out To Top Right Out To Right Out To Bottom Right Out To Bottom Out To Bottom Left Out To Left Out To Top Left (Custom) Values (Custom) Expression	Causes the object to be hidden or shown using a peek effect.	30
Wipe	visual objects, layout, frame	In From Top In From Top Right In From Right In From Bottom Right In From Bottom In From Bottom Left In From Left In From Top Left Out To Top Out To Top Right Out To Right Out To Bottom Right Out To Bottom Out To Bottom Left Out To Left Out To Top Left (Custom) Values (Custom) Expression	Causes the object to be hidden or shown using a wipe effect.	29

Window Event Messages

<i>Message</i>	<i>Object Types</i>	<i>Parameters</i>	<i>Description</i>	<i>See also</i>
Blur	layout, frame	N/A	Causes the window to lose focus.	118
Close	layout	N/A	Closes the window.	116
Focus	layout, frame	N/A	Gives the current window the focus, and brings it in front of other windows.	117
Get Name	layout, frame	N/A	Returns the name of the window or frame, if it has been defined by a Set Name action.	120
Get Opener	layout, frame	N/A	Returns the name of the window that opened this window, if it has been defined by a Set Name action.	119
Message To Window	layout	(Custom) Values (Custom) Expression	Sends a message to another window.	108
Open Window	layout, frame	(Custom) Values (Custom) Expression	Opens a new window.	107
Reposition By	layout	(Custom) Values (Custom) Expression	Repositions the window by a given number of pixels.	113
Reposition To	layout	(Custom) Values (Custom) Expression	Repositions the window to a given position.	112
Resize By	layout	(Custom) Values (Custom) Expression	Resizes the window by a given amount.	111
Resize To	layout	(Custom) Values (Custom) Expression	Resizes the window to a given set of dimension.	110
Scroll By	layout, frame	(Custom) Values (Custom) Expression	Scrolls the window by a given number of pixels.	115
Scroll To	layout, frame	(Custom) Values (Custom) Expression	Scrolls the window to a given point.	114
Set Status Bar	layout, frame	(Custom) Values (Custom) Expression	Sets the status bar of the browser window.	109

Custom Values for Parameters

These tables describe the type, default value, and range of allowable values for custom parameters:

- Dimension and Display Parameters
- Content Control Parameters
- Visual Effects and Movement Parameters
- Get-Value Parameters
- Set-Value Parameters

<i>Parameter</i>	<i>Description</i>	<i>Value Type</i>	<i>Default</i>	<i>Value Range</i>
[9] Delay: Sends a custom message after a specific delay time.				
Custom Message	Name of message to send	Custom event		
Delay (seconds)	Delay time in seconds	number		
Loop	Indicates whether custom message loops (plays continuously)	boolean		true, false
[18] Select: Selects a specific option in a form combo box object.				
Index	Index number of option to select	number	0	0-999
[21] Delete Option: Deletes a specific option in a form combo box object.				
Option Number	Index number of option to delete	number	0	0-99
[22] Add Option: Adds a specific option to a form combo box object.				
Option Name	Text name of option to add	string		
[27] Use External File: Names an external resource to use for the content of an object.				
URL	Location of external resource	link		
[28] Write HTML: Adds Object HTML coding to the target object.				
HTML	HTML coding to be added	string		
[101] Go To URL: Creates a link to another resource.				
URL	Defines location of linked resource	link		

Dimension and Display Parameters (continued)

<i>Parameter</i>	<i>Description</i>	<i>Value Type</i>	<i>Default</i>	<i>Value Range</i>
[102] Alert: Displays an alert box.				
Message	Text of alert box message	string		
[103] Confirm: Displays a confirmation dialog.				
Message	Text of confirmation message	string		
[104] Prompt: Displays a dialog box into which the site visitor enters data.				
Message	Name given to the message which contains the entered data	string		
Default Value	Default text of the prompt field	string		
[107] Open Window: Displays a new instance of the current browser on the site visitor's desktop.				
Name	Name of the window (shown in the title bar)	string		
URL	Location of source content for the new window	link		
Width	Width of the new window, in pixels	number	400	
Height	Height of the new window, in pixels	number	300	
Top	Y-coordinate of the top left corner of the window	number	0	
Left	X-coordinate of the top left corner of the window	number	0	
Toolbar	Display browser toolbar in new window	string	yes	yes, no
Menubar	Display browser menu bar in new window	string	yes	yes, no
Location	Display browser location bar in new window	string	yes	yes, no
Status	Give the new window the focus	string	yes	yes, no
Resizable	Make new window resizable by user	string	yes	yes, no
Directories	Display the "Personal Toolbar" in the new window (Netscape only).	string	yes	yes, no
Scrollbars	Display scrollbars on new window	string	yes	yes, no

Dimension and Display Parameters (continued)

<i>Parameter</i>	<i>Description</i>	<i>Value Type</i>	<i>Default</i>	<i>Value Range</i>
[108] Message To Window: Send a message to a specific window.				
Target Window	Name of target window	string		
Target Object ID	ID of target window	string		
Message	Name of message to be sent to target window	string		
[109] Set Status Bar: Scrolls a text message in the status bar at the bottom of the browser window.				
Message	Text of displayed message	string		
[110] Resize To: Resizes the target object to a specific size.				
Width	New width of target in pixels	number	100	
Height	New height of target in pixels	number	100	
[111] Resize By: Increments or decrements the size of the target object by a specific amount.				
Width	Number of pixels to increase or decrease the target object's width	number	0	
Height	Number of pixels to increase or decrease the target object's height	number	0	
[112] Reposition To: Moves the target object to a specific location in the browser window.				
Top	New Y-coordinate of the top left corner of the target object	number	0	
Left	New X-coordinate of the top left corner of the target object	number	0	
[113] Reposition By: Moves the target object by a specific number of pixels.				
Top	Number of pixels to move the target object up (-) or down (+)	number	0	
Left	Number of pixels to move the target object left (-) or right (+)	number	0	
[114] Scroll To: Scrolls the page to display a specific coordinate point in the top left corner of the browser window.				
Top	Y-coordinate of the page point to display in the top left corner of the browser window	number	0	
Left	X-coordinate of the page point to display in the top left corner of the browser window	number	0	
[115] Scroll By: Scrolls the page within the browser by a specific number of pixels.				
Top	Number of pixels to scroll the page up (-) or down (+)	number	0	
Left	Number of pixels to scroll the page left (-) or right (+)	number	0	

Content Control Parameters

<i>Parameter</i>	<i>Description</i>	<i>Value Type</i>	<i>Default</i>	<i>Value Range</i>
[10] Set Image: Names the image source files used for various states of a picture object.				
Image 1 (Normal)	Name and location of image normally displayed in picture object	image		
Image 2 (Highlighted)	Name and location of image displayed when picture object is highlighted	image		
Image 3 (Depressed)	Name and location of image displayed when mouse button is pressed while mouse is on picture object	image		
Image 4 (Selected)	Name and location of image displayed when mouse has clicked on picture object	image		
Image 5	Name and location of additional image to be displayed in picture object	image		
Image 6	As described in Image 5, above	image		
Image 7	As described in Image 5, above	image		
Image 8	As described in Image 5, above	image		
Image 9	As described in Image 5, above	image		
Image 10	As described in Image 5, above	image		

Visual Effects and Movement Parameters

<i>Parameter</i>	<i>Description</i>	<i>Value Type</i>	<i>Default</i>	<i>Value Range</i>
[29] Wipe: Reveals or hides the object with a screen wipe effect.				
Direction (degrees)	The compass point (in degrees) from which the wipe occurs	number	0	0:359
Visibility	Indicates whether the wipe hides or reveals the object	string	Show	hide, show
Duration (seconds)	Length of time to show or hide the object	number	10	0:9999
Ease In (seconds)	Time required to complete the wipe (wipe:in)	number	2	0:9999
Ease Out (seconds)	Time required to remove the wipe (wipe:out)	number	2	0:9999
Repeat (times)	Number of times the wipe is repeated	number	1	0:9999
Reverse Direction	Indicates whether wipe:out should reverse the direction of wipe:in	boolean	false	true, false
Completion Message	Name of additional custom action to launch after wipe is completed.	custom event		

Visual Effects and Movement Parameters (continued)

<i>Parameter</i>	<i>Description</i>	<i>Value Type</i>	<i>Default</i>	<i>Value Range</i>
[30] Peek: Causes the target object to "peek in" from outside the border of the window, or "peek out" of the window.				
Direction (degrees)	The compass point (in degrees) from or to which the peek action occurs	number	0	0:359
Visibility	Indicates whether the peek action hides or reveals the object	string	show	hide, show
Duration (seconds)	Length of time the object is to be peeked	number	10	0:9999
Ease In (seconds)	Time required to complete the peek action (in)	number	2	0:9999
Ease Out (seconds)	Time required to remove the peek action (out)	number	2	0:9999
Repeat (times)	Number of times the peek action is repeated	number	1	0:9999
Reverse Direction	Indicates whether peek:out should reverse the direction of peek:in	boolean	false	true, false
Completion Message	Name of additional custom action to launch after peek action is completed.	custom event		
[31] Iris: Displays or hides the target object using an iris or camera shutter effect.				
Visibility	Indicates whether the iris hides or reveals the object	string	show	hide, show
Duration (seconds)	Length of time required to completely hide or show the object	number	10	0:9999
Ease In (seconds)	Time required to complete the iris effect (in)	number	2	0:9999
Ease Out (seconds)	Time required to remove the iris effect (out)	number	2	0:9999
Repeat (times)	Number of times the iris effect is repeated	number	1	0:9999
Reverse Direction	Indicates whether iris:out should reverse the direction of iris:in	boolean	false	true, false
Completion Message	Name of additional custom action to launch after iris effect is completed.	Custom event		

Visual Effects and Movement Parameters (continued)

<i>Parameter</i>	<i>Description</i>	<i>Value Type</i>	<i>Default</i>	<i>Value Range</i>
[32] Fly: Moves the target object to its location from outside the window, or from its location to a point outside the window (off-screen).				
Direction (degrees)	The compass point (in degrees) from or to which the object flies	number	0	0:359
Visibility	Indicates whether the object is shown or hidden during the flying action	string	show	hide, show
Duration (seconds)	Length of time the object is to remain where it has flown	number	10	0:9999
Ease In (seconds)	Time required to complete the flying action (in)	number	2	0:9999
Ease Out (seconds)	Time required to remove the flying action (out)	number	2	0:9999
Repeat (times)	Number of times the flying action is repeated	number	1	0:9999
Reverse Direction	Indicates whether fly:out should reverse the direction of fly:in	boolean	false	true, false
Completion Message	Name of additional custom action to launch after flying action is completed.	Custom event		
[33] Move To: Moves the target object to a specific coordinate location on the screen.				
Destination: X	New X-coordinate of the top left corner of the target object	number	0	
Destination: Y	New Y-coordinate of the top left corner of the target object	number	0	
Duration (seconds)	Length of time the object is to remain where it has been moved	number9	10	0:999
Ease In (seconds)	Time required to complete the move action (in)	number	2	0:9999
Ease Out (seconds)	Time required to remove the move action (out)	number	2	0:9999
Repeat (times)	Number of times the move action is repeated	number	1	0:9999
Reverse Direction	Indicates whether move:out should reverse the direction of move:in	boolean	false	true, false
Completion Message	Name of additional custom action to launch after move action is completed.	custom event		

Visual Effects and Movement Parameters (continued)

<i>Parameter</i>	<i>Description</i>	<i>Value Type</i>	<i>Default</i>	<i>Value Range</i>
[34] Move By: Moves the target object a specific amount number of pixels up, down, or sideways.				
Horizontal	Number of pixels to move the target object up (-) or down (+)	number	0	
Vertical	Number of pixels to move the target object left (-) or right (+)	number	0	
Duration (seconds)	Length of time the object is to remain where it has been moved	number	10	0:9999
Ease In (seconds)	Time required to complete the move-by action (in)	number	2	0:9999
Ease Out (seconds)	Time required to remove the move-by action (out)	number	2	0:9999
Repeat (times)	Number of times the move-by action is repeated	number	1	0:9999
Reverse Direction	Indicates whether move-by:out should reverse the direction of move-by:in	boolean	false	true, false
Completion Message	Name of additional custom action to launch after move-by action is completed.	custom event		
[37] Set Collision: Sets collision avoidance on, which prevents two objects from overlapping or occupying the same space.				
Object ID	Name of the object that the target object is prevented from overlapping or intersecting	string		
When	Determines whether collision detection is in effect when the target object is dragged or dropped on the "protected" object	string	drop	drag, drop
Type	The overlap condition which triggers an objects collision avoidance behavior	string	Intersec- tion	intersection, not intersection, contained by, not contained by, contains, not contains, mouse inside, mouse not inside
Message		custom event		

Get-Value Parameters				
<i>Parameter</i>	<i>Description</i>	<i>Value Type</i>	<i>Default</i>	<i>Value Range</i>
[80] Get Default Selected For Index: Collects the default value of a specific combo box option, identified by index number.				
Index	Index number of option for which to collect the default value	number	0	
[81] Get Value For Index: Collects the current value of a specific combo box option, identified by index number.				
Index	Index number of option for which to collect the current value	number	0	
[82] Get Text For Index: Collects the text string of a specific combo box option, identified by index number.				
Index	Index number of option for which to collect the text string assigned to that option	number	0	
Set-Value Parameters				
<i>Parameter</i>	<i>Description</i>	<i>Value Type</i>	<i>Default</i>	<i>Value Range</i>
[86] Set Top: Sets the vertical position of the target object.				
Top	The Y-coordinate of the top of the target object (does not change the horizontal position of the object)	number	0	
[87] Set Left: Sets the left or horizontal position of the target object.				
Left	The X-coordinate of the left side of the target object (does not change the vertical position of the object)	number	0	
[88] Set Position: Sets the location of the top left corner of the target object.				
Top	The Y-coordinate of the top left corner of the target object	number	0	
Left	The X-coordinate of the top left corner of the target object	number	0	
[89] Set Z-Index: Determines the position of the target object in the back-to-front sequence of overlapping objects.				
z-Index	Position of target object ("1" means front, >1 positions the target object behind other objects)	number	1	
[90] Set Clip Top: Sets the top clip value of the target object.				
Value	Size of the clipped portion of the top of the target image, expressed in pixels. For example, if an image is 100 x 100 pixels and has a top clip setting of 10, only the bottom 90 pixels of the image will show.	Number		

Set-Value Parameters (continued)

<i>Parameter</i>	<i>Description</i>	<i>Value Type</i>	<i>Default</i>	<i>Value Range</i>
[91] Set Clip Bottom: Sets the bottom clip value of the target object.				
Value	Height of the visible part of the target image, measured from the top down and expressed in pixels. For example, if an image is 100 x 100 pixels and has a bottom clip setting of 90, the bottom 10 pixels of the image will not show.	Number		
[92] Set Clip Left: Sets the left clip value of the target object.				
Value	Size of the clipped portion of the top of the target image, expressed in pixels. For example, if an image is 100 x 100 pixels and has a top clip setting of 10, only the bottom 90 pixels of the image will show.	Number		
[93] Set Clip Right: Sets the right clip value of the target object.				
Value	Width of the visible part of the target image, measured from the left side and expressed in pixels. For example, if an image is 100 x 100 pixels and has a right clip setting of 90, the rightmost 10 pixels of the image will not show.	Number		
[94] Set Src: Determines the name and location of the target object's source file.				
Image	Name and location of image file to be used as the source for a picture object	image		
[95] Set Lowsrc: Determines the name and location of the source file to be used for the low resolution display of a picture object (shown while the browser is actually loading the main, or high resolution, source file).				
Image	Name and location of image file to be used as the low-resolution source for a picture object	image		
[96] Set State: Sets the Boolean state of the target object, typically to trigger additional actions or behaviors.				
State	Current state of the target object	boolean	true	true, false
[97] [98] Set Value: Sets a custom value for the target radio button or form text fields object.				
Value	Value for target radio button or form text field	String		
[99] Set Background Color: Determines the background color of the target object.				
Color	Hexadecimal value of the background color wanted for the target object	color	#000000	
[100] Set Name: Defines the object name for the target object.				
Name	Name for the target object	string		

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