

This section describes types and structures of objects of complicated actions, events, conditions There are several types of object depending on the type of a complicated action:

- IR.ADVANCED_NUMBER - when this type is used, a popup with an item is used
IR.ITEM_PICKER to select values:
 - Name: String, //Name with the help of which value inside a function can be received
 - Type: IR.ADVANCED_NUMBER, //Type
 - Min: Number //minimal value of IR.ITEM_PICKER item
 - Max: Number //maximal value of IR.ITEM_PICKER item

- IR.ADVANCED_SLIDER - when this type is used, a popup with a dimmer to select value is used :
 - Name: String, //Name with the help of which value inside a function can be received
 - Type: IR.ADVANCED_SLIDER, //Тип
 - Min: Number // minimal value of Level item
 - Max: Number //maximum value of Level item

- IR.ADVANCED_SELECT - when this type is used, a popup with a list of values is used:
 - Name: String, //Name with the help of which value inside a function can be received
 - Type: IR.ADVANCED_SELECT, //Type
 - Parameters: Array //Object array, see below

- IR.ADVANCED_STRING - when this type is used, a popup with a text field is used:
 - Name: String, //Name with the help of which value inside a function can be received
 - Type: IR.ADVANCED_STRING, //type
 - Default: String //Default value
 - Keyboard: Number //Type of keyboard: [ССЫЛКА](#)

- IR.ADVANCED_COLOR - when this type is used, a popup with ColorPicker is used:
 - Name: String, //Name with the help of which value inside a function can be received
 - Type: IR.ADVANCED_COLOR //Type