

module.CreateItem

Creating a dialogue item

Синтаксис

```
module.CreateItem(Type, Name, X, Y, Width, Height)
```

Название	Пример	Описание
Type	IR.ITEM_BUTTON	type: Number Type of graphic item
Name	"Button 1"	type: string Item name, unique for the popup
X	30	type: Number X-axis coordinate
Y	40	type: Number Y-axis coordinate
Width	800	type: Number item width
Height	150	type: Number item height
На выходе		
Object	[Object DialogItemPrototype]	type: Object Object of graphic item

Пример

```
var src = module.CreateItem(IR.ITEM_BUTTON, "Button 1", 30, 40, 800, 150);  
IR.Log(src) // [Object DialogItemPrototype]
```

Types of graphic items created via module.CreateItem:

- IR.ITEM_POPUP - popup (Popup)

To create a dialogue item on a concrete popup, use CreateItem to the popup link:

```
var src = module.GetPopup("Popup 1").CreateItem(IR.ITEM_BUTTON, "Button  
1", 30, 40, 800, 150);  
IR.Log(src) // [Object DialogItemPrototype]
```

Types of graphic items created via Popup.CreateItem:

- IR.ITEM_BUTTON - button (Button)
- IR.ITEM_TRIGGER_BUTTON - trigger button (Trigger Button)
- IR.ITEM_MUTI_STATE_BUTTON - multistate button (Multistate Button)
- IR.ITEM_UPDOWN_BUTTON - up/down Button (Up/Down Button)
- IR.ITEM_LEVEL - level (Level)

- IR.ITEM_MUTI_STATE_LEVEL - multistate level (Multistate Level)
- IR.ITEM_EDIT_BOX - edit box (EditBox)
- IR.ITEM_VIRTUAL_KEY_BUTTON - virtual key (Virtual Key)
- IR.ITEM_JOYSTICK - joystick (Joystick)
- IR.ITEM_PICKER - item picker

Creating IR.ITEM_PICKER has the following construction:

Синтаксис

Popup.CreateItem(Type, Name, Parameters)

Название	Пример	Описание
Type	IR.ITEM_PICKER	type: Number Type of graphic item
Name	"Picker 1"	type: string Item name, unique for popup
Parameters	-	type: Object There are two variants of parameters. First: {X: Number, Y: Number, Min: Number, Max: Number, VisibleCount: Number, Template: Popup}, Second: {X: Number, Y: Number, Items: Array, VisibleCount: Number, Template: Popup}

На выходе

Object	[Object DialogItemPrototype]	type: Object Object of graphic item
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Пример

```
var Template = module.GetPopup("Template");
var Popup = module.GetPopup("Popup 1");
//Creating IR.ITEM_PICKER c Parameters v1
var Picker_1 = Popup.CreateItem(IR.ITEM_PICKER, "Picker_1", {
    X: 30, //X-axis coordinate
    Y: 40, //Y-axis coordinate
    Min: 1, //picker initial value
    Max: 31, //picker final value
    VisibleCount: 3, //Number of displayed values
    Template: Template //Template for picker
});
var Value = Picker_1.Value; //getting picker values
Picker_1.Position = 10; //setting picker position
//Creating IR.ITEM_PICKER with Parameters v2
var DayOfWeek = ["Monday", "Tuesday", "Wednesday", "Thursday", "Friday",
"Saturday", "Sunday"];
var Picker_2 = Popup.CreateItem(IR.ITEM_PICKER, "Picker_2", {
    X: 30,
```

```
        Y: 40,  
        Items: DayOfWeek, //values array  
        VisibleCount: 3,  
        Template: Template  
    });  
    var Value = Picker_2.Value; //getting picker value  
    Picker_2.Position = 3; //setting picker position
```

VisibleCount field must contain only odd numbers!