

There are several several object structures, depending on the type of a complicated actions:

- IR.ADVANCED_NUMBER - when this type is used, a popup with an item is used

IR.ITEM_PICKER (wheel) to select value:

- Name: String, //Name with the help of which value can be received inside a function
- Type: IR.ADVANCED_NUMBER, //Тип
- Min: Number //minimal item value

IR.ITEM_PICKER

- Max: Number //maximal item value IR.ITEM_PICKER

- IR.ADVANCED_SLIDER - when this type is used, a popup with a dimmer to choose value is used:

- Name: String, //Name with the help of which value can be received inside a function
- Type: IR.ADVANCED_SLIDER, //Тип
- Min: Number //mininal value of Level item
- Max: Number //maximal 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 can be received inside a function
- Type: IR.ADVANCED_SELECT, //Тип
- Parameters: Array //Object array see below

- IR.ADVANCED_STRING - when this type is used a popup with a text field to fill in is used:

- Name: String, //Name with the help of which value can be received inside a function
- Type: IR.ADVANCED_STRING, //Тип
- Default: String //Default value
- Keyboard: Number //Type of keyboard: [link](#)}}

- IR.ADVANCED_COLOR - when this type is used, a popup with a ColorPicker to choose a color is used:

- Name: String, //Name with the help of which value can be received inside a function
- Type: IR.ADVANCED_COLOR //Тип