LiveCode Overview — Basic Vocabulary

The following LiveCode language vocabulary is only a small portion of the scripting language. However, even this small vocabulary can get you a long way. I suggest using this core vocabulary as a springboard toward learning to understand the basic structure and syntax of the LiveCode scripting language. Once you understand how these work you can easily find other language elements in the LiveCode Dictionary and experiment with them in your stacks.

Note: In the list below, text in *italics* are place holders to indicate the type of data or reference that should appear in that position in the statement. For example, use of the **move** command might look like this:

```
move button "mybtn" from 100,100 to 600,400 in 1 second
```

Object Types

stack
card
button
field
image
graphic
group

Messages

mouseDown
mouseUp
(pre)OpenCard

Commands

hide/show *object*
enable/disable *object*
put *text string* into | before | after *container*
grab *object*
move *object* from x_1,y_1 to x_2,y_2 in *time duration*
set the *property* of *object* to *value*
wait *time duration*
go *card* | *stack*

Functions (can be expressed in two forms)

the date -*or*- date()
the time -*or*- time()
the random of *integer* -*or*- random(*integer*)

Control Structures

Message handler

```
on message
  statements
end message
```

if-then-else structure

```
if condition then
  statements
else
  statements
end if
```

repeat loop

```
repeat with variable = lower limit to upper limit
  statements
end repeat
```

Keywords

me
the target

Properties

the location
the name
the short name
the visible
the enabled
the height/the width

Variables - untyped, declaring not required

Naming rules:
Any combination of letters, numbers and _.
Must start with letter or _
Must not be a LiveCode language token
Case insensitive
Create a variable by putting something into it:

```
put "Hello World." into theVar
```

Scope:

local *variable name* - variable is recognized in all handlers in script where declare

global *variable name* - variable is recognized in all scripts where global is declared

Operators

Comparison: `=   <>   <   >   <=   >=`
Math: `+   -   *   /   ^   div   mod`
Concatenation: `&   &&   ,`
Line continuation: `\`