



## Rapise™ Object Reference

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Global object. Use it to perform actions not related to a particular object. You do not need to record or learn this object, it is always automatically available in any test.

## Property Summary

Property	Description
<a href="#">lastPid</a>	PID of last process executed using call to a DoLaunch.

## Action Summary

Action	Description
<a href="#">DoAnalogPlay</a>	Performs Analog Playback of events recorded in a file.
<a href="#">DoAppActivate</a>	Activates window with the specified title.
<a href="#">DoClick</a>	Performs mouse click at the current position.
<a href="#">DoInvokeTest</a>	Invokes another test script (as sub-test).
<a href="#">DoKillByName</a>	Terminates a given process.
<a href="#">DoKillByPid</a>	Terminates a given process.
<a href="#">DoLaunch</a>	Executes a command specified in cmdLine.
<a href="#">DoMessageBox</a>	Shows message box (popup message) to a user.
<a href="#">DoMouseMove</a>	Moves mouse to the specified position.
<a href="#">DoSendKeys</a>	Sends series of keystrokes to a currently focused application.
<a href="#">DoSleep</a>	Pauses execution for given number of milliseconds (1000 = 1 second).
<a href="#">DoTrim</a>	Trims given string (removes left and right whitespaces).
<a href="#">DoWaitFor</a>	Waits for object specified by id to be available.
<a href="#">GetCurrentDir</a>	Gets current directory path.
<a href="#">GetFullPath</a>	Constructs an absolute file name using current directory of the test.
<a href="#">GetOsOwner</a>	Reads OS registered owner from the registry.
<a href="#">GetOsPath</a>	Reads OS root path from the registry.
<a href="#">GetOsType</a>	Reads OS type from the registry.
<a href="#">GetOsVersion</a>	Reads OS service pack version from the registry.
<a href="#">GetSpecialFolderPath</a>	Retrieves the system special folder path.

## Property Detail

### lastPid

PID of last process executed using call to a DoLaunch.

## Action Detail

### DoAnalogPlay(path, left, top)

Performs Analog Playback of events recorded in a file.

#### Parameters:

Name	Type	Description
path	String	This is a path to a file with recorded analog events.
left	Number	X-coordinate of top-left corner of the analog area.
top	Number	Y-coordinate of the top-left corner of the analog area.

### DoAppActivate(title)

Activates window with the specified title. I.e. `Global.DoAppActivate("Calculator")` will bring running instance (if any) of Windows Calculator to the foreground.

#### Parameters:

Name	Type	Description
title		

#### See:

[MSDN Article for AppActivate](#)

### DoClick(clickType)

Performs mouse click at the current position.

#### Parameters:

Name	Type	Description
clickType	String	Type of click, can be one of "L" - left click, "LD" - double left click, "R" - right click, "RD" - double right click, "M" - middle click, "MD" - double middle click, "N" - don't click. Optional, Default: "L".

### DoInvokeTest(pathToTest, optionalParams)

Invokes another test script (as sub-test). The subtest should have the set of libraries as calling test. Otherwise it may lead to a conflict.

#### Parameters:

Name	Type	Description
pathToTest	String	absolute or relative path to a subtest
optionalParams	Object	

#### Returns:

'true' if test passed.

### DoKillByName(processName)

Terminates a given process.

#### Parameters:

Name	Type	Description
processName	String	Name of the process.

#### Returns:

'true' if the process was terminated, 'false' otherwise.

### DoKillByPid(pid)

Terminates a given process.

#### Parameters:

Name	Type	Description
pid	Number	ID of the process.

#### Returns:

'true' if the process was terminated, 'false' otherwise.

### DoLaunch(cmdLine, wrkDir, attachIfExists)

Executes a command specified in cmdLine.

#### Parameters:

Name	Type	Description
cmdLine	String	Command line to execute.
wrkDir	String	Working directory for the new process. Optional.
attachIfExists	Boolean	Try to find existing process before starting new one. If no process found then new one is created. Optional.

#### Returns:

ID of the new process.

### DoMessageBox(prompt, buttons)

Shows message box (popup message) to a user.

#### Parameters:

Name	Type	Description
prompt	String	Message to display

buttons	Number	A value or a sum of values that specifies the number and type of buttons to display, the icon style to use, the identity of the default button, and the modality of the message box. Default value is 0 0 = vbOKOnly - OK button only 1 = vbOKCancel - OK and Cancel buttons 2 = vbAbortRetryIgnore - Abort, Retry, and Ignore buttons 3 = vbYesNoCancel - Yes, No, and Cancel buttons 4 = vbYesNo - Yes and No buttons 5 = vbRetryCancel - Retry and Cancel buttons 16 = vbCritical - Critical Message icon 32 = vbQuestion - Warning Query icon 48 = vbExclamation - Warning Message icon 64 = vbInformation - Information Message icon 0 = vbDefaultButton1 - First button is default 256 = vbDefaultButton2 - Second button is default 512 = vbDefaultButton3 - Third button is default 768 = vbDefaultButton4 - Fourth button is default 0 = vbApplicationModal - Application modal (the current application will not work until the user responds to the message box) 4096 = vbSystemModal - System modal (all applications wont work until the user responds to the message box) We can divide the buttons values into four groups: The first group (0–5) describes the buttons to be displayed in the message box, the second group (16, 32, 48, 64) describes the icon style, the third group (0, 256, 512, 768) indicates which button is the default; and the fourth group (0, 4096) determines the modality of the message box. When adding numbers to create a final value for the buttons parameter, use only one number from each group Optional, Default: 0.
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**Returns:**

A number representation of a button pressed by user:

vbOK	1	OK button was clicked.
vbCancel	2	Cancel button was clicked.
vbAbort	3	Abort button was clicked.
vbRetry	4	Retry button was clicked.
vbIgnore	5	Ignore button was clicked.
vbYes	6	Yes button was clicked.
vbNo	7	No button was clicked.

**DoMouseMove(x, y)**

Moves mouse to the specified position.

**Parameters:**

Name	Type	Description
x	Number	Absolute X-coordinate of the target mouse position.
y	Number	Absolute Y-coordinate of the target mouse position.

**DoSendKeys(keys)**

Sends series of keystrokes to a currently focused application.

**Parameters:**

Name	Type	Description
keys	String	A sequence of keystrokes.

**See:**

[MSDN Article for SendKeys](#)

**DoSleep(millis)**

Pauses execution for given number of milliseconds (1000 = 1 second).

**Parameters:**

Name	Type	Description
millis	Number	Number of milliseconds to sleep.

**DoTrim(str)**

Trims given string (removes left and right whitespaces).

**Parameters:**

Name	Type	Description
str	String	String to trim.

**Returns:**

Trimmed string.

**DoWaitFor(objectId, timeout)**

Waits for object specified by id to be available. Function returns if object was found or timeout.

**Parameters:**

Name	Type	Description
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Name	Type	Description
objectId	String	ID of object to wait for.
timeout	Number	Maximum time to wait.

**Returns:**

Found object or 'false'.

**GetCurrentDir()**

Gets current directory path.

**Returns:**

Path of the current directory.

**GetFullPath(fileName)**

Constructs an absolute file name using current directory of the test.

**Parameters:**

Name	Type	Description
fileName	String	Name of a file.

**Returns:**

Absolute file name.

**GetOsOwner()**

Reads OS registered owner from the registry.

**Returns:**

OS registered owner.

**GetOsPath()**

Reads OS root path from the registry.

**Returns:**

OS root path without the trailing backslash, e.g. "C:\Windows".

**GetOsType()**

Reads OS type from the registry.

**Returns:**

OS type.

**GetOsVersion()**

Reads OS service pack version from the registry.

**Returns:**

Service pack version.

**GetSpecialFolderPath(folder)**

Retrieves the system special folder path.

**Parameters:**

Name	Type	Description
folder	String	The system special folder name as defined in .NET Environment.SpecialFolder enum, e.g. "ProgramFiles". Possible values: ApplicationData      The directory that serves as a common repository for application-specific data for the current roaming user. CommonApplicationData      The directory that serves as a common repository for application-specific data that is used by all users. CommonProgramFiles      The directory for components that are shared across applications. Cookies      The directory that serves as a common

		repository for Internet cookies.
	Desktop	The logical Desktop rather than the physical file system location.
	DesktopDirectory	The directory used to physically store file objects on the desktop.
	Favorites	The directory that serves as a common repository for the user's favorite items.
	History	The directory that serves as a common repository for Internet history items.
	InternetCache	The directory that serves as a common repository for temporary Internet files.
	LocalApplicationData	The directory that serves as a common repository for application-specific data that is used by the current, non-roaming user.
	MyComputer	The "My Computer" folder.
	MyDocuments	The "My Documents" folder.
	MyMusic	The "My Music" folder.
	MyPictures	The "My Pictures" folder.
	Personal	The directory that serves as a common repository for documents.
	ProgramFiles	The program files directory.
	Programs	The directory that contains the user's program groups.
	Recent	The directory that contains the user's most recently used documents.
	SendTo	The directory that contains the Send To menu items.
	StartMenu	The directory that contains the Start menu items.
	Startup	The directory that corresponds to the user's Startup program group.
	System	The System directory.
	Templates	The directory that serves as a common repository for document templates.

**Returns:**

System specified folder path without the trailing backslash, e.g. "C:\Program Files".

## Navigator

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Navigator object. This is used to provide functions for manipulating the web browser when using the HTML libraries

## Action Summary

Action	Description
<a href="#">Find</a>	Returns the HTMLObject wrapping a DOM element for a given 'xpath'.
<a href="#">ExecJS</a>	Executes given JavaScript statement in a browser and returns results.
<a href="#">Open</a>	Opens a browser. If URL is specified, goes to URL.
<a href="#">Close</a>	Closes browser. Finishes session.
<a href="#">Navigate</a>	Redirects browser to a specified URL.
<a href="#">DoCheckAlert</a>	Waits until browser alert with a given text. Wait timeout is 10 seconds.
<a href="#">DoCheckConfirmation</a>	Waits until browser confirmation with a given text. Wait timeout is 10 seconds.
<a href="#">DoSetExpectedPromptResult</a>	Set text to return as a result of next browser 'prompt' request
<a href="#">DoSetExpectedConfirmResult</a>	Set boolean value to return as a result of next browser 'confirm' request
<a href="#">DoCheckPrompt</a>	Waits until browser prompt with a given text. Wait timeout is 10 seconds.

## Action Detail

### Find (xpath, url, title, objInfo)

Returns the HTMLObject wrapping a DOM element for a given 'xpath'

**Parameters:**

Name	Type	Description
xpath	String	The xpath selector for the object

url	String	If a new navigator is launched, this URL is used
title	String	The title of the HTML document that is being searched
objInfo	SeSObjectInfo	A populated SeSObjectInfo object

**Returns:**

The HTMLObject of the elements that matches the XPath selector

**ExecJS(scriptText)**

Executes the given JavaScript statement in a browser and returns results.

**Parameters:**

Name	Type	Description
scriptText	String	JavaScript code.

**Returns:**

The results from executing the Javascript code

**Open(url)**

Opens a browser. If URL is specified, goes to URL.

**Parameters:**

Name	Type	Description
url	String	start URL for opening browser. Can be 'null'.

**Returns:**

Nothing

**Close()**

Closes browser. Finishes session.

**Parameters:**

None

**Returns:**

Nothing

**Navigate(url)**

Redirects browser to a specified URL.

**Parameters:**

Name	Type	Description
url	String	The URL to navigate to.

**Returns:**

Nothing

**DoCheckAlert(msg)**

Waits until browser alert with a given text. Wait timeout is 10 seconds.

**Parameters:**

Name	Type	Description
msg	String	alert text. Can be exact text or regular expression

**Returns:**

'true' if browser alert had occurred, 'false' otherwise.

**DoCheckConfirmation(msg, result)**

Waits until browser confirmation with a given text. Wait timeout is 10 seconds.

**Parameters:**

Name	Type	Description
msg	String	confirmation text. Can be exact text or regular expression
result	String	Not used - can leave empty

**Returns:**

'true' if browser confirmation popup is shown, 'false' otherwise.

**DoSetExpectedPromptResult(expectedRes)**

Set text to return as a result of next browser 'prompt' request

**Parameters:**

Name	Type	Description
expectedRes	String	The text to be returned in the next request

**Returns:**

Nothing

**DoSetExpectedConfirmResult(expectedRes)**

Set boolean value to return as a result of next browser 'confirm' request

**Parameters:**

Name	Type	Description
expectedRes	String	The text to be returned in the next request

**Returns:**

'true' if browser confirmation popup is shown, 'false' otherwise.

**DoCheckPrompt(msg, result)**

Waits until browser prompt with a given text. Wait timeout is 10 seconds.

**Parameters:**

Name	Type	Description
msg	String	confirmation text. Can be exact text or regular expression
result	String	Not used - can leave empty

**Returns:**

'true' if browser confirmation popup is shown, 'false' otherwise.

## Ocr

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Optical Character Resolution (OCR) object. Use it to recognize text on the screen.

## Action Summary

Action	Description
<a href="#">DoClickTextInObject</a>	Does OCR for a given object, finds a given string and clicks on it.
<a href="#">DoClickTextInWindow</a>	Does OCR for a window that contains a given object, finds a given string and clicks on it.
<a href="#">DoExtractFromImage</a>	Does OCR for 'img'.
<a href="#">DoExtractFromObject</a>	Does OCR for a given object.
<a href="#">DoExtractFromScreen</a>	Does OCR for a given rectangle.
<a href="#">DoExtractFromWindow</a>	Does OCR for a window that contains a given object.
<a href="#">DoSelectOcrEngine</a>	Selects OCR engine by name.

## Action Detail



### DoClickTextInObject(objId, text, clickType)

Does OCR for a given object, finds a given string and clicks on it.

#### Parameters:

Name	Type	Description
objId	SeSObject   String	ID of an object or SeSObject instance.
text	String	Text to find.
clickType	String	Type of a click to perform. Optional, Default: "L".

#### Returns:

'true' if the text was found, 'false' otherwise.

### DoClickTextInWindow(objId, text, clickType)

Does OCR for a window that contains a given object, finds a given string and clicks on it.

#### Parameters:

Name	Type	Description
objId	SeSObject   String	ID of an object or SeSObject instance.
text	String	Text to find.
clickType	String	Type of a click to perform. Optional, Default: "L".

#### Returns:

'true' if the text was found, 'false' otherwise.

### DoExtractFromImage(img)

Does OCR for 'img'.

#### Parameters:

Name	Type	Description
img	SeSWrappers.Utils.ImageWrapper   String	Image (ImageWrapper object or path to a file) to do OCR.

#### Returns:

Recognized text or empty string in the case of an error.

### DoExtractFromObject(objId)

Does OCR for a given object.

#### Parameters:

Name	Type	Description
objId	SeSObject   String	ID of an object or SeSObject instance.

#### Returns:

Recognized text or empty string in the case of an error.

### DoExtractFromScreen(left, top, right, bottom)

Does OCR for a given rectangle.

#### Parameters:

Name	Type	Description
left	Number	X-coordinate of the top left corner.
top	Number	Y-coordinate of the top left corner.
right	Number	X-coordinate of the bottom right corner.
bottom	Number	Y-coordinate of the bottom right corner.

**Returns:**

Recognized text or empty string in the case of an error.

**DoExtractFromWindow(objId)**

Does OCR for a window that contains a given object.

**Parameters:**

Name	Type	Description
objId	SeSObject   String	ID of an object or SeSObject instance.

**Returns:**

Recognized text or empty string in the case of an error.

**DoSelectOcrEngine(ocrName)**

Selects OCR engine by name. The name should point to installed OCR engine.

**Parameters:**

Name	Type	Description
ocrName	String	Name of an OCR engine available to Rapise. For example, 'Textract' or 'Tesseract'.

## SeSReportException

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Used to show exception in the report.

### Action Summary

Action	Description
<a href="#">SeSReportException</a>	Used to show exception in the report.

### Action Detail

**SeSReportException(e)**

Used to show exception in the report.

**Parameters:**

Name	Type	Description
e	Error	Error object.

## SeSReportImage

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Used to show a bitmap picture in the report.

### Action Summary

Action	Description
<a href="#">SeSReportImage</a>	Used to show a bitmap picture in the report.

### Action Detail

**SeSReportImage(imgWrapper, caption)**

Used to show a bitmap picture in the report.

**Parameters:**

Name	Type	Description
imgWrapper	ImageWrapper	Instance of image wrapper with captured image.

caption	String	Image label. Optional, Default: "Image".
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## SeSReportLink

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Used to show link (url and text) in the report

### Action Summary

Action	Description
<a href="#">SeSReportLink</a>	Used to show link (url and text) in the report

### Action Detail

#### SeSReportLink(url, text)

Used to show link (url and text) in the report

#### Parameters:

Name	Type	Description
url	String	Actual link.
text	String	Text to show in the report.

## SeSReportText

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Used to show long text message in the report.

### Action Summary

Action	Description
<a href="#">SeSReportText</a>	Used to show long text message in the report.

### Action Detail

#### SeSReportText(txt, caption)

Used to show long text message in the report.

#### Parameters:

Name	Type	Description
txt	String	Message text.
caption	String	Message caption. Optional.

## Spreadsheet

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Spreadsheet object. Use it to read and write Excel and text spreadsheets.

### Action Summary

Action	Description
<a href="#">DoAttach</a>	Attaches to a sheet from a spreadsheet file.
<a href="#">DoMoveToFirstRow</a>	Moves to the first row in the current range.
<a href="#">DoMoveToLastRow</a>	Moves to the last row in the current range.
<a href="#">DoMoveToRow</a>	Moves to a given row.
<a href="#">DoRandom</a>	Selects random row and column in the range.

<a href="#">DoSequential</a>	Advances to the next row in the range.
<a href="#">GetCell</a>	Gets cell value by its coordinates.
<a href="#">GetColumnCount</a>	Gets columns count.
<a href="#">GetColumnName</a>	Gets column name.
<a href="#">GetCurrentRowIndex</a>	Gets the zero-based index of the current row in the spreadsheet.
<a href="#">GetEOF</a>	Is the current position beyond the spreadsheet range.
<a href="#">GetRowCount</a>	Gets rows count.
<a href="#">SetRange</a>	Sets cell range used in DoSequential and in DoRandom.

## Action Detail

### DoAttach(fileName, sheet)

Attaches to a sheet from a spreadsheet file.

#### Parameters:

Name	Type	Description
fileName	String	Excel or text file name.
sheet	String	Sheet name or separator for text file. Optional.

#### Returns:

true, if successful

### DoMoveToRow(rowInd)

Moves to a given row.

#### Parameters:

Name	Type	Description
rowInd	Number	Row index to set active.

### DoMoveToFirstRow()

Moves to the first row in the current range.

### DoMoveToLastRow()

Moves to the last row in the current range.

### DoRandom()

Selects random row and column in the range. The range is either set by SetRange or it is the default range that includes all rows (except first row which is considered to contain column names) and columns on the sheet.

#### Returns:

'false' if the the spreadhseet is not attached, 'true' - otherwise.

### DoSequential()

Advances to the next row in the range. The range is either set by SetRange or it is the default range that includes all rows on the sheet except first row which is considered to contain column names. When the end of the range is reached DoSequential rewinds back to the first row in the range and returns 'false'.

#### Returns:

'false' if being called when active row is the last row or the spreadsheet is not attached, 'true' - otherwise.

### GetCell(columnId, rowId)

Gets cell value by its coordinates. Returns current cell value after DoSequential or DoRandom if params not set.

#### Parameters:

Name	Type	Description
columnId	Number   String	Column index or name. If not set ActiveColumn is used. Optional.
rowId	Number	Row index. If not set ActiveRow is used. Optional.

### GetColumnCount()

Gets columns count.

**Returns:**

Number of columns in the spreadsheet.

**GetColumnName(ind)**

Gets column name.

**Parameters:**

Name	Type	Description
ind	Number	Column index.

**Returns:**

Name of column in the spreadsheet.

**GetCurrentRowIndex()**

Gets the zero-based current row index.

**GetEOF()**

Is the current position beyond the spreadsheet range.

**GetRowCount()**

Gets rows count.

**Returns:**

Number of rows in the spreadsheet.

**SetRange(startRow, endRow, startCol, endCol)**

Sets cell range used in DoSequential and in DoRandom.

**Parameters:**

Name	Type	Description
startRow	Number	Start row index.
endRow	Number	End row index.
startCol	Number	Start column index. Optional.
endCol	Number	End column index. Optional.

## Tester

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Tester object. Use it to perform assertions during test playback and output relevant information to the report. You do not need to record or learn this object, it is always automatically available in any test.

### Property Summary

Property	Description
<a href="#">Fail</a>	Test status, test failed.
<a href="#">Info</a>	Test status, test is neither passed nor failed.
<a href="#">Pass</a>	Test status, test passed.
<a href="#">Unresolved</a>	Test status, test status is unresolved, test terminated unexpectedly.

### Action Summary

Action	Description
<a href="#">Assert</a>	Checks if condition is 'true' and saves corresponding Report entry.
<a href="#">AssertEqual</a>	Checks if obj1 equals to obj2 and saves corresponding Report entry.
<a href="#">AssertImage</a>	Checks if 'img1' equals to image stored at 'path' and saves corresponding Report entry.
<a href="#">BeginTest</a>	Marks beginning of a test with a given name.
<a href="#">EndTest</a>	Marks end of a currently executed test.
<a href="#">GetReportAttribute</a>	Gets report attribute previously set by PushReportAttribute or SetReportAttribute.

<a href="#">GetTestStatus</a>	Gets status of currently executed test.
<a href="#">IgnoreStatus</a>	In IgnoreStatus mode the assertion status is always treated as "Info".
<a href="#">Message</a>	Saves corresponding Report message.
<a href="#">MessageBox</a>	Shows message box to user.
<a href="#">MessageBoxPrompt</a>	Shows message box with question to the user and checks if user presses "Yes" or "No" "Yes" => "Pass" goes to the report with this message.
<a href="#">PopReportAttribute</a>	Resets an attribute to its previous value.
<a href="#">PushReportAttribute</a>	Maintains "stacked" attributes.
<a href="#">ResetReportAttribute</a>	Removes report attribute previously set by SetReportAttribute.
<a href="#">SetReportAttribute</a>	Set persistent attribute.
<a href="#">SuppressReport</a>	In SuppressReport mode all assertions are ignored.

## Property Detail

### Fail

Test status, test failed. Constant, equal to 0.

### Info

Test status, test is neither passed nor failed. Constant, equal to -2.

### Pass

Test status, test passed. Constant, equal to 1.

### Unresolved

Test status, test status is unresolved, test terminated unexpectedly. Constant, equal to -1.

## Action Detail

### Assert(message, condition, data, tags)

Checks if condition is 'true' and saves corresponding Report entry. Assertion is an atomic piece of verification. Assertion may contain some additional data (links, images, comments) set via 'data' parameter

#### Parameters:

Name	Type	Description
message	String	Assertion text.
condition	Boolean	If 'true' - assertion is considered Passed.
data	<a href="#">SeSReportLink</a>   <a href="#">SeSReportText</a>   <a href="#">SeSReportImage</a>   Object[]   String	If "string" is passed, then data is considered as additional comment attribute. Or "array" may be passed. Each entry in the array should be one of: SeSReportLink, SeSReportImage, SeSReportText. Optional.
tags	Object	Hash of attributes to set for this particular log entry. Optional.

### AssertEqual(message, obj1, obj2, data, tags)

Checks if obj1 equals to obj2 and saves corresponding Report entry. Assertion is an atomic piece of verification. Assertion may contain some additional data (links, images, comments) set via 'data' parameter

#### Parameters:

Name	Type	Description
message	String	Assertion text.
obj1	Object	First object to compare.
obj2	Object	Second object to compare.
data	<a href="#">SeSReportLink</a>   <a href="#">SeSReportText</a>   <a href="#">SeSReportImage</a>   Object[]	If "string" is passed, then data is considered as additional comment attribute. Or "array" may be passed. Each entry in the array should be one of: SeSReportLink, SeSReportImage, SeSReportText. Optional.
tags	Object	Hash of attributes to set for this particular log entry. Optional.

### AssertImage(message, img1, path, data, tags)

Checks if 'img1' equals to image stored at 'path' and saves corresponding Report entry. Assertion is an atomic piece of verification. Assertion may contain some additional data (links, images, comments) set via 'data' parameter

#### Parameters:

Name	Type	Description
message	String	Assertion text.
img1	Object	ImageWrapper object (1st image to compare).
path	ImageWrapper	Path to the second image to compare.
data	<a href="#">SeSReportLink</a>   <a href="#">SeSReportText</a>   <a href="#">SeSReportImage</a>   Object[]	If "string" is passed, then data is considered as additional comment attribute. Or "array" may be passed. Each entry in the array should be one of: SeSReportLink, SeSReportImage, SeSReportText. Optional.
tags	Object	Hash of attributes to set for this particular log entry. Optional.

### BeginTest(name, path)

Marks beginning of a test with a given name.

#### Parameters:

Name	Type	Description
name	String	Test name.
path	String	

### EndTest()

Marks end of a currently executed test. Calculates test results and performs finalization of test execution.

### GetReportAttribute(name)

Gets report attribute previously set by PushReportAttribute or SetReportAttribute.

#### Parameters:

Name	Type	Description
name	String	Attribute name.

### GetTestStatus()

Gets status of currently executed test.

#### Returns:

One of:

Tester.Info        test is neither passed nor failed  
 Tester.Pass        test passed  
 Tester.Fail        test failed

Tester.Unresolved test status is unresolved, test terminated unexpectedly

### IgnoreStatus(ignore)

In IgnoreStatus mode the assertion status is always treated as "Info". Real status is written to "realStatus" attribute in this case and used just for information purposes (i.e. it does not affect final test status).

This function is used when the test case needs to set test status manually.

```
Tester.IgnoreStatus(true);
Tester.Assert("Ignored Assertion", false); // This assertion is failed. But its status is ignored.
Tester.IgnoreStatus(false);
Tester.Assert("Test passed", true);
// The overall test is passed because failed assertion is ignored.
```

#### Parameters:

Name	Type	Description
ignore	Boolean	'true' to ignore status of all report items.

### Message(message, data, tags)

Saves corresponding Report message. Message may contain some additional data (links, images, comments) set via 'data' parameter.

#### Parameters:

Name	Type	Description
message	String	Message text.
data	<a href="#">SeSReportLink</a>   <a href="#">SeSReportText</a>	If "string" is passed, then data is considered as additional comment attribute Or "array" may be passed. Each entry in the array should be one of: SeSReportLink, SeSReportImage, SeSReportText.

	<a href="#">SeSReportImage</a> Object[]	Optional.
tags	Object	Hash of attributes to set for this particular log entry. Optional.

### MessageBox(message)

Shows message box to user. Use it for verbose and manual testing.

#### Parameters:

Name	Type	Description
message	String	Message text.

### MessageBoxPrompt(question)

Shows message box with question to the user and checks if user presses "Yes" or "No" "Yes" => "Pass" goes to the report with this message. "No" => "Fail" is reported.

#### Parameters:

Name	Type	Description
question	String	Question text.

### PopReportAttribute(name)

Resets an attribute to its previous value. See PushReportAttribute for more information.

#### Parameters:

Name	Type	Description
name	String	Attribute name.

#### Returns:

Previous value. Null if no such stacked attribute found.

### PushReportAttribute(name, value)

Maintains "stacked" attributes. Useful for nesting.

#### Example:

Main test sets atscenario=Main. Then it calls another scenario (scenario Login) and then continues its own test actions.

We want all assertions to be attributed with current scenario name.

```
function Main()
{
    Tester.PushReportAttribute("scenario", "Main");
    Login();
    ...
    Tester.Assert("Main test passed", mainStatus); // Saved with scenario=Main
}

function Login()
{
    Tester.PushReportAttribute("scenario", "Login");
    ... // Do login logic
    Tester.Assert("Login Result", loginStatus);
    Tester.PopReportAttribute("scenario"); // Set scenario value back to caller
}
```

#### Parameters:

Name	Type	Description
name	String	Attribute name.
value	String	Attribute value.

### ResetReportAttribute(name)

Removes report attribute previously set by SetReportAttribute.

#### Parameters:

Name	Type	Description
------	------	-------------



name	String	Attribute name.
------	--------	-----------------

### SetReportAttribute(name, value)

Set persistent attribute. It will be set for all subsequent report items (assertions, tests, requirements, and so on). It may be changed by calling the ResetReportAttribute function.

#### Parameters:

Name	Type	Description
name	String	Attribute name.
value	String	Attribute value.

### SuppressReport(suppress)

In SuppressReport mode all assertions are ignored. That means no lines are added to report and all statuses are treated as "Info". This mode is like IgnoreStatus mode but no status messages are added to report.

```
Tester.SuppressReport(true);
Tester.Assert("No assertion", false); // Status of this assertion will be ignored and no record will be added to report
SeS('Obj1').DoClick(); // No line will be added to report and operation status will be ignored
Tester.SuppressReport(false);
```

#### Parameters:

Name	Type	Description
suppress	Boolean	'true' to suppress report of all report items.

## AnimationControl

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Infragistics AnimationControl. Extends [ManagedObject](#).

### Behavior Pattern: UltraAnimationControlBehavior

#### Property Summary

Property	Description	Getter	Setter
<a href="#">IsPlaying</a>	true if animation is playing, 'false' otherwise	GetIsPlaying	

#### Action Summary

Action	Description
<a href="#">DoPlay</a>	Plays the animation of this object.
<a href="#">DoStop</a>	Stops the animation of this object.

#### Property Detail

##### IsPlaying

true if animation is playing, 'false' otherwise

Accessors: GetIsPlaying

#### Action Detail

##### DoPlay()

Plays the animation of this object.

##### Returns:

'true' if success, 'false' otherwise.

##### DoStop()

Stops the animation of this object.

##### Returns:

'true' if success, 'false' otherwise.

UltraAppMenu Extends [ManagedObject](#).

## Behavior Pattern: ManagedObjectGenericBehavior

### Property Summary

Property	Description	Getter	Setter
<a href="#">ControlType</a>	Type of the object.	GetControlType	
<a href="#">Height</a>	Height of the object.	GetHeight	
<a href="#">Width</a>	Width of the object.	GetWidth	
<a href="#">X</a>	X-coordinate of the top left corner of the object.	GetX	
<a href="#">Y</a>	Y-coordinate of the top left corner of the object.	GetY	

### Action Summary

Action	Description
<a href="#">DoDumpWidget</a>	Dumps Spy data for the object.
<a href="#">DoGetWidgetProperty</a>	Returns the value of a property with a given name.

### Property Detail

#### ControlType

Type of the object.

Accessors: GetControlType

#### Height

Height of the object.

Accessors: GetHeight

#### Width

Width of the object.

Accessors: GetWidth

#### X

X-coordinate of the top left corner of the object.

Accessors: GetX

#### Y

Y-coordinate of the top left corner of the object.

Accessors: GetY

### Action Detail

#### DoDumpWidget(dumpProperties, maxDepth, trimValue, indent, filePath, append, ignoreProps)

Dumps Spy data for the object.

##### Parameters:

Name	Type	Description
dumpProperties	boolean	If 'true' then includes properties to the result. Optional, Default: false.
maxDepth	number	Determines max recursion depth. If '0' then dumps current object only, if '1' - dumps direct children as well, etc. If '-1' then dumps the whole subtree of objects. Optional, Default: 0.
trimValue	number	Determines maximum length of a property value. Excess characters are truncated. Optional, Default: 256.
indent	string	Indentation string for child objects and properties. Optional, Default: \.
filePath	string	If 'filePath' is set then outputs result to corresponding file. Optional.
append	boolean	If 'true' then file should be overwritten, if 'false' then data should be appended. Optional, Default: false.
ignoreProps	Array	Contains the names of the properties which must be ignored when writing into a file. Optional, Default: undefined.

**Returns:**

Object data if 'filePath' is not set, 'true' if file write succeeded, 'false' - otherwise.

**DoGetWidgetProperty(name)**

Returns the value of a property with a given name. Names of available properties can be seen in Spy.

**Parameters:**

Name	Type	Description
name	string	Property name.

**Returns:**

Property value if successful, an empty string if the property can not be found.

## UltraButton

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Infragistics UltraButton. Extends [ManagedObject](#).

Behavior Pattern: [ManagedObjectButtonBehavior](#)

## UltraCheckEditor

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Infragistics UltraFormattedTextEditor. Extends [ManagedObject](#).

Behavior Pattern: [ManagedObjectCheckableBehavior](#)

### Property Summary

Property	Description	Getter	Setter
<a href="#">Checked</a>	Check state of the button.	GetChecked	SetChecked

### Action Summary

Action	Description
<a href="#">DoSetCheck</a>	Sets check state of the object.

### Property Detail

**Checked**

Check state of the button. 'true' if the button is checked, 'false' otherwise.

Accessors: GetChecked, SetChecked

### Action Detail

**DoSetCheck(bcheck)**

Sets check state of the object.

**Parameters:**

Name	Type	Description
bcheck	boolean	Desired check state for the button.

**Returns:**

'true' if success, 'false' otherwise.

## UltraColorPicker

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Infragistics UltraColorPicker Extends [ManagedObject](#).

## Behavior Pattern: DXColorEditBehavior

### Property Summary

Property	Description	Getter	Setter
<a href="#">SelectedColor</a>	Selected color of the object	GetSelectedColor	SetSelectedColor
<a href="#">SelectedText</a>	Text of the selected item in a single string.	GetSelectedText	SetSelectedText
<a href="#">Text</a>	Text of the object, 'false' if text can not be read.	GetText	SetText

### Action Summary

Action	Description
<a href="#">DoSelectColor</a>	Selects a color.
<a href="#">DoSetText</a>	Sets text value of this object.

### Property Detail

#### SelectedColor

Selected color of the object

Accessors: GetSelectedColor, SetSelectedColor

#### SelectedText

Text of the selected item in a single string.

Accessors: GetSelectedText, SetSelectedText

#### Text

Text of the object, 'false' if text can not be read.

Accessors: GetText, SetText

### Action Detail

#### DoSelectColor(val)

Selects a color.

##### Parameters:

Name	Type	Description
val	struct	structure with three fields '{R, G, B}'.

##### Returns:

'true' if successfule, 'false' otherwise

#### DoSetText(val)

Sets text value of this object.

##### Parameters:

Name	Type	Description
val	string	Text value.

##### Returns:

'true' if success, 'false' otherwise.

## UltraComboEditor

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Infragistics UltraComboEditor. Extends [ManagedObject](#).

## Behavior Pattern: UltraComboBoxBehavior

### Property Summary

Property	Description	Getter	Setter
<a href="#">SelectedIndex</a>	Index of the selected element of the object.	GetSelectedIndex	SetSelectedIndex

<a href="#">SelectedItem</a>	Selected item of the object.	GetSelectedItem	SetSelectedItem
<a href="#">Text</a>	Text of the object, 'false' if text can not be read.	GetText	SetText

## Action Summary

Action	Description
<a href="#">DoSelectItem</a>	Selects an item of this object.

## Property Detail

### SelectedIndex

Index of the selected element of the object.

Accessors: GetSelectedIndex, SetSelectedIndex

### SelectedItem

Selected item of the object.

Accessors: GetSelectedItem, SetSelectedItem

### Text

Text of the object, 'false' if text can not be read.

Accessors: GetText, SetText

## Action Detail

### DoSelectItem(item)

Selects an item of this object.

#### Parameters:

Name	Type	Description
item	string   number	Item index or text value to select.

#### Returns:

'true' if success, 'false' otherwise.

## Behavior Pattern: ManagedObjectTextBehavior

## Property Summary

Property	Description	Getter	Setter
<a href="#">Text</a>	Text of the object, 'false' if text can not be read.	GetText	SetText

## Action Summary

Action	Description
<a href="#">DoSetText</a>	Sets text value of this object.

## Property Detail

### Text

Text of the object, 'false' if text can not be read.

Accessors: GetText, SetText

## Action Detail

### DoSetText(val)

Sets text value of this object.

#### Parameters:

Name	Type	Description
val	string	Text value.

#### Returns:

'true' if success, 'false' otherwise.

## UltraCurrencyEditor

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Infragistics UltraCurrencyEditor. Extends [ManagedObject](#).

### Behavior Pattern: UltraEditBehavior

### Property Summary

Property	Description	Getter	Setter
<a href="#">Text</a>	Text of the object, 'false' if text can not be read.	GetText	SetText

### Action Summary

Action	Description
<a href="#">DoSetText</a>	Sets text value of this object.

### Property Detail

#### Text

Text of the object, 'false' if text can not be read.

Accessors: GetText, SetText

### Action Detail

#### DoSetText(val)

Sets text value of this object.

#### Parameters:

Name	Type	Description
val	string	Text value.

#### Returns:

'true' if success, 'false' otherwise.

## UltraDropDownButton

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Infragistics UltraDropDownButton. Extends [ManagedObject](#).

### Behavior Pattern: ManagedObjectButtonBehavior

## UltraFontNameEditor

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Infragistics UltraComboEditor. Extends [ManagedObject](#).

### Behavior Pattern: UltraComboBoxBehavior

### Property Summary

Property	Description	Getter	Setter
<a href="#">SelectedIndex</a>	Index of the selected element of the object.	GetSelectedIndex	SetSelectedIndex
<a href="#">SelectedItem</a>	Selected item of the object.	GetSelectedItem	SetSelectedItem
<a href="#">Text</a>	Text of the object, 'false' if text can not be read.	GetText	SetText

### Action Summary

Action	Description
--------	-------------

[DoSelectItem](#) Selects an item of this object.

## Property Detail

### SelectedIndex

Index of the selected element of the object.

Accessors: GetSelectedIndex, SetSelectedIndex

### SelectedItem

Selected item of the object.

Accessors: GetSelectedItem, SetSelectedItem

### Text

Text of the object, 'false' if text can not be read.

Accessors: GetText, SetText

## Action Detail

### DoSelectItem(item)

Selects an item of this object.

#### Parameters:

Name	Type	Description
item	string   number	Item index or text value to select.

#### Returns:

'true' if success, 'false' otherwise.

## Behavior Pattern: ManagedObjectTextBehavior

## Property Summary

Property	Description	Getter	Setter
<a href="#">Text</a>	Text of the object, 'false' if text can not be read.	GetText	SetText

## Action Summary

Action	Description
<a href="#">DoSetText</a>	Sets text value of this object.

## Property Detail

### Text

Text of the object, 'false' if text can not be read.

Accessors: GetText, SetText

## Action Detail

### DoSetText(val)

Sets text value of this object.

#### Parameters:

Name	Type	Description
val	string	Text value.

#### Returns:

'true' if success, 'false' otherwise.

## UltraFormattedLinkLabel

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Infragistics UltraTextEditor. Extends [ManagedObject](#).

## Behavior Pattern: UltraLinkLabelBehavior

### Property Summary

Property	Description	Getter	Setter
<a href="#">Text</a>	Text of the object, 'false' if text can not be read.	GetText	SetText
<a href="#">Value</a>	Text of the object, 'false' if text can not be read.	GetValue	SetValue

### Action Summary

Action	Description
<a href="#">DoSetText</a>	Sets text value of this object.
<a href="#">DoSetValue</a>	Sets text value of this object.

### Property Detail

#### Text

Text of the object, 'false' if text can not be read.

Accessors: GetText, SetText

#### Value

Text of the object, 'false' if text can not be read.

Accessors: GetValue, SetValue

### Action Detail

#### DoSetText(val)

Sets text value of this object.

#### Parameters:

Name	Type	Description
val	string	Text value.

#### Returns:

'true' if success, 'false' otherwise.

#### DoSetValue(val)

Sets text value of this object.

#### Parameters:

Name	Type	Description
val	string	Text value to set

#### Returns:

'true' if success, 'false' otherwise.

## UltraFormattedTextEditor

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Infragistics UltraFormattedTextEditor. Extends [ManagedObject](#).

## Behavior Pattern: UltraFormattedTextEditorBehavior

### Property Summary

Property	Description	Getter	Setter
<a href="#">Text</a>	Text of the object, 'false' if text can not be read.	GetText	SetText

### Action Summary

Action	Description
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[DoSetText](#) Sets text value of this object.

## Property Detail

### Text

Text of the object, 'false' if text can not be read.

Accessors: GetText, SetText

## Action Detail

### DoSetText(val)

Sets text value of this object.

#### Parameters:

Name	Type	Description
val	string	Text value.

#### Returns:

'true' if success, 'false' otherwise.

## UltraGrid

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Infragistics UltraGrid. Extends [ManagedObject](#).

## Behavior Pattern: UltraGridBehavior

## Property Summary

Property	Description	Getter	Setter
<a href="#">Cell</a>	Text of the specified cell.	GetCell	
<a href="#">ColumnCount</a>	Number of columns in the table.	GetColumnCount	
<a href="#">ColumnName</a>	Caption of a column.	GetColumnName	
<a href="#">RowCount</a>	Number of rows in the table.	GetRowCount	
<a href="#">Text</a>	Text of the currently focused cell.	GetText	

## Action Summary

Action	Description
<a href="#">DoClickCell</a>	Clicks the specified cell

## Property Detail

### Cell

Text of the specified cell.

Accessors: GetCell

### ColumnCount

Number of columns in the table.

Accessors: GetColumnCount

### ColumnName

Caption of a column.

Accessors: GetColumnName

### RowCount

Number of rows in the table.

Accessors: GetRowCount

### Text

Text of the currently focused cell.

Accessors: GetText

## Action Detail

## DoClickCell(row, col, clickType, xOffset, yOffset)

Clicks the specified cell

### Parameters:

Name	Type	Description
row	number	Zero-based index if the row.
col	number	Zero-based index of the column.
clickType	string	Type of click, can be one of "L" - left click, "LD" - double left click, "R" - right click, "RD" - double right click, "M" - middle click, "MD" - double middle click, "N" - don't click Optional, Default: L.
xOffset	number	X offset to click within node. Default is a center. Optional.
yOffset	number	Y offset to click within node. Default is a center. Optional.

### Returns:

'true' if successful, 'false' otherwise

## UltraLabel

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Infragistics UltraLabel. Extends [ManagedObject](#).

### Behavior Pattern: ManagedObjectTextBehavior

### Property Summary

Property	Description	Getter	Setter
<a href="#">Text</a>	Text of the object, 'false' if text can not be read.	GetText	SetText

### Action Summary

Action	Description
<a href="#">DoSetText</a>	Sets text value of this object.

### Property Detail

#### Text

Text of the object, 'false' if text can not be read.

Accessors: GetText, SetText

### Action Detail

#### DoSetText(val)

Sets text value of this object.

### Parameters:

Name	Type	Description
val	string	Text value.

### Returns:

'true' if success, 'false' otherwise.

## UltraListBar

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Infragistics UltraListBar. Extends [ManagedObject](#).

### Behavior Pattern: UltraListBarControlBehavior

## Property Summary

Property	Description	Getter	Setter
<a href="#">Item</a>	Caption of the item specified by index	GetItem	
<a href="#">ItemCount</a>	Number of items in this navigation bar.	GetItemCount	

## Action Summary

Action	Description
<a href="#">DoClickItem</a>	Performs Click on the navigation item
<a href="#">DoExpandGroup</a>	Expand (or make active) the navigation group

## Property Detail

### Item

Caption of the item specified by index  
Accessors: GetItem

### ItemCount

Number of items in this navigation bar. All items may then be accessed by `SeS().GetItem(ind)`  
Accessors: GetItemCount

## Action Detail

### DoClickItem(nameCaptionIndex)

Performs Click on the navigation item

#### Parameters:

Name	Type	Description
nameCaptionIndex	string   number	index, name or caption of the item to be selected.

#### Returns:

'true' if successful, 'false' otherwise.

### DoExpandGroup(nameCaptionIndex)

Expand (or make active) the navigation group

#### Parameters:

Name	Type	Description
nameCaptionIndex	string   number	index, name or caption of the item to be selected.

#### Returns:

'true' if successful, 'false' otherwise.

## UltraListView

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Infragistics UltraListView. Extends [ManagedObject](#).

## Behavior Pattern: UltraListViewBehavior

## Property Summary

Property	Description	Getter	Setter
<a href="#">ItemCount</a>	Number of items.	GetItemCount	
<a href="#">ItemIndexByName</a>	Returns item index by its name.	GetItemIndexByName	
<a href="#">ItemNameByIndex</a>	Returns item name by its index.	GetItemNameByIndex	
<a href="#">SelectedIndices</a>	Returns string of indexes delimited by separator or array of indexes of selected elements.	GetSelectedIndices	
<a href="#">SelectedItems</a>	Text of all the selected items in a single string.	GetSelectedItems	

<a href="#">SelectionCount</a>	Number of selected items.	<a href="#">GetSelectionCount</a>	
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## Action Summary

Action	Description
<a href="#">DoAddSelection</a>	Extends selection.
<a href="#">DoClearSelection</a>	Clears selection.
<a href="#">DoRemoveSelection</a>	Removes selection from specified items.
<a href="#">DoSelectItem</a>	Selects items of this object.

## Property Detail

### ItemCount

Number of items.

Accessors: GetItemCount

### ItemIndexByName

Returns item index by its name. 'false' if name is not found.

Accessors: GetItemIndexByName

### ItemNameByIndex

Returns item name by its index. 'false' if name is not found.

Accessors: GetItemNameByIndex

### SelectedIndices

Returns string of indexes delimited by separator or array of indexes of selected elements.

Accessors: GetSelectedIndices

### SelectedItems

Text of all the selected items in a single string. Items are divided by ';' separator.

Accessors: GetSelectedItems

### SelectionCount

Number of selected items.

Accessors: GetSelectionCount

## Action Detail

### DoAddSelection(items, separator, itemsType)

Extends selection.

#### Parameters:

Name	Type	Description
items	array   string	Can be one of the following: 1. Number, index of an item. 2. String, item names delimited with separator. 3. String, item indexes delimited with separator. 4. Array of item names. 5. Array of item indexes.
separator	string	Separator Optional, Default: ;
itemsType	string	If it is 'name' and 'items' parameter is of Stringtype then 'items' parameter is treated as separated item names. If it is 'index' and 'items' parameter is of String type then 'items' parameter istreated as separated item indexes. If any other value is passed as 'itemsType'the behavior is undefined. Optional.

#### Returns:

'true' if success, 'false' otherwise.

### DoClearSelection()

Clears selection.

#### Returns:

'true' if success, 'false' otherwise.

### DoRemoveSelection(items, separator, itemsType)

Removes selection from specified items.

**Parameters:**

Name	Type	Description
items	array   string	Can be one of the following: 1. Number, index of an item. 2. String, item names delimited with separator. 3. String, item indexes delimited with separator. 4. Array of item names. 5. Array of item indexes.
separator	string	Separator Optional, Default: ;
itemsType	string	If it is 'name' and 'items' parameter is of Stringtype then 'items' parameter is treated as separated item names. If it is 'index' and 'items' parameter is of String type then 'items' parameter is treated as separated item indexes. If any other value is passed as 'itemsType' the behavior is undefined. Optional.

**Returns:**

'true' if success, 'false' otherwise.

**DoSelectItem(items, separator, itemsType)**

Selects items of this object. First it clears existing selection.

**Parameters:**

Name	Type	Description
items	array   string	Can be one of the following: 1. Number, index of an item. 2. String, item names delimited with separator. 3. String, item indexes delimited with separator. 4. Array of item names. 5. Array of item indexes.
separator	string	Separator Optional, Default: ;
itemsType	string	If it is 'name' and 'items' parameter is of Stringtype then 'items' parameter is treated as separated item names. If it is 'index' and 'items' parameter is of String type then 'items' parameter is treated as separated item indexes. If any other value is passed as 'itemsType' the behavior is undefined. Optional.

**Returns:**

'true' if success, 'false' otherwise.

**UltraMaskedEdit**

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Infragistics UltraMaskedEdit. Extends [ManagedObject](#).

**Behavior Pattern: UltraNumericEditBehavior****Property Summary**

Property	Description	Getter	Setter
<a href="#">MaxValue</a>	Maximum value of the object or 'false' if value can't be read.	GetMaxValue	SetMaxValue
<a href="#">MinValue</a>	Minimum value of the object or 'false' if value can't be read.	GetMinValue	SetMinValue
<a href="#">Text</a>	Text of the object, 'false' if text can not be read.	GetText	SetText

**Action Summary**

Action	Description
<a href="#">DoSetText</a>	Sets text value of this object.

**Property Detail****MaxValue**

Maximum value of the object or 'false' if value can't be read.

Accessors: GetMaxValue, SetMaxValue

**MinValue**

Minimum value of the object or 'false' if value can't be read.  
Accessors: GetMinValue, SetMinValue

### Text

Text of the object, 'false' if text can not be read.  
Accessors: GetText, SetText

## Action Detail

### DoSetText(val)

Sets text value of this object.

#### Parameters:

Name	Type	Description
val	string	Text value.

#### Returns:

'true' if success, 'false' otherwise.

## UltraNumericEditor

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Infragistics UltraNumericEditor. Extends [ManagedObject](#).

## Behavior Pattern: UltraNumericEditBehavior

## Property Summary

Property	Description	Getter	Setter
<a href="#">MaxValue</a>	Maximum value of the object or 'false' if value can't be read.	GetMaxValue	SetMaxValue
<a href="#">MinValue</a>	Minimum value of the object or 'false' if value can't be read.	GetMinValue	SetMinValue
<a href="#">Text</a>	Text of the object, 'false' if text can not be read.	GetText	SetText

## Action Summary

Action	Description
<a href="#">DoSetText</a>	Sets text value of this object.

## Property Detail

### MaxValue

Maximum value of the object or 'false' if value can't be read.  
Accessors: GetMaxValue, SetMaxValue

### MinValue

Minimum value of the object or 'false' if value can't be read.  
Accessors: GetMinValue, SetMinValue

### Text

Text of the object, 'false' if text can not be read.  
Accessors: GetText, SetText

## Action Detail

### DoSetText(val)

Sets text value of this object.

#### Parameters:

Name	Type	Description
val	string	Text value.

#### Returns:

'true' if success, 'false' otherwise.

## UltraOptionSet

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Infragistics UltraOptionSet Extends [ManagedObject](#).

### Behavior Pattern: UltraOptionSetBehavior

#### Property Summary

Property	Description	Getter	Setter
<a href="#">SelectedIndex</a>	Index of the selected element of the object.	GetSelectedIndex	
<a href="#">SelectedItem</a>	Selected item of the object.	GetSelectedItem	
<a href="#">Text</a>	Text of the selected item in a single string.	GetText	

#### Action Summary

Action	Description
<a href="#">DoSelectItem</a>	Performs click on the option set item

#### Property Detail

##### SelectedIndex

Index of the selected element of the object.

Accessors: GetSelectedIndex

##### SelectedItem

Selected item of the object.

Accessors: GetSelectedItem

##### Text

Text of the selected item in a single string.

Accessors: GetText

#### Action Detail

##### DoSelectItem(captionIndex)

Performs click on the option set item

##### Parameters:

Name	Type	Description
captionIndex	string   number	index or caption of the item to be selected.

##### Returns:

'true' if success, 'false' otherwise.

## UltraPopupMenu

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UltraPopupMenu Extends [ManagedObject](#).

### Behavior Pattern: ManagedObjectGenericBehavior

#### Property Summary

Property	Description	Getter	Setter
<a href="#">ControlType</a>	Type of the object.	GetControlType	
<a href="#">Height</a>	Height of the object.	GetHeight	
<a href="#">Width</a>	Width of the object.	GetWidth	
<a href="#">X</a>	X-coordinate of the top left corner of the object.	GetX	
<a href="#">Y</a>	Y-coordinate of the top left corner of the object.	GetY	

## Action Summary

Action	Description
<a href="#">DoDumpWidget</a>	Dumps Spy data for the object.
<a href="#">DoGetWidgetProperty</a>	Returns the value of a property with a given name.

## Property Detail

### ControlType

Type of the object.

Accessors: GetControlType

### Height

Height of the object.

Accessors: GetHeight

### Width

Width of the object.

Accessors: GetWidth

### X

X-coordinate of the top left corner of the object.

Accessors: GetX

### Y

Y-coordinate of the top left corner of the object.

Accessors: GetY

## Action Detail

### DoDumpWidget(dumpProperties, maxDepth, trimValue, indent, filePath, append, ignoreProps)

Dumps Spy data for the object.

#### Parameters:

Name	Type	Description
dumpProperties	boolean	If 'true' then includes properties to the result. Optional, Default: false.
maxDepth	number	Determines max recursion depth. If '0' then dumps current object only, if '1' - dumps direct children as well, etc. If '-1' then dumps the whole subtree of objects. Optional, Default: 0.
trimValue	number	Determines maximum length of a property value. Excess characters are truncated. Optional, Default: 256.
indent	string	Indentation string for child objects and properties. Optional, Default: \.
filePath	string	If 'filePath' is set then outputs result to corresponding file. Optional.
append	boolean	If 'true' then file should be overwritten, if 'false' then data should be appended. Optional, Default: false.
ignoreProps	Array	Contains the names of the properties which must be ignored when writing into a file. Optional, Default: undefined.

#### Returns:

Object data if 'filePath' is not set, 'true' if file write succeeded, 'false' - otherwise.

### DoGetWidgetProperty(name)

Returns the value of a property with a given name. Names of available properties can be seen in Spy.

#### Parameters:

Name	Type	Description
name	string	Property name.

#### Returns:

Property value if successful, an empty string if the property can not be found.



Infragistics UltraProgressBar. Extends [ManagedObject](#).

## Behavior Pattern: UltraProgressBarBehavior

### Property Summary

Property	Description	Getter	Setter
<a href="#">MaxValue</a>	Maximum value of the object or 'false' if value can't be read.	GetMaxValue	SetMaxValue
<a href="#">MinValue</a>	Minimum value of the object or 'false' if value can't be read.	GetMinValue	SetMinValue
<a href="#">Value</a>	Value of the object.	GetValue	SetValue

### Action Summary

Action	Description
<a href="#">DoSetValue</a>	Sets value of this object.

### Property Detail

#### MaxValue

Maximum value of the object or 'false' if value can't be read.  
Accessors: GetMaxValue, SetMaxValue

#### MinValue

Minimum value of the object or 'false' if value can't be read.  
Accessors: GetMinValue, SetMinValue

#### Value

Value of the object.  
Accessors: GetValue, SetValue

### Action Detail

#### DoSetValue(value)

Sets value of this object.

#### Parameters:

Name	Type	Description
value	string	Value to set.

#### Returns:

'true' if successful, 'false' otherwise.

## UltraTabControl

Infragistics UltraTabControl. Extends [ManagedObject](#).

## Behavior Pattern: UltraTabControlBehavior

### Property Summary

Property	Description	Getter	Setter
<a href="#">SelectedTab</a>	Text of the selected tab	GetSelectedTab	

### Action Summary

Action	Description
<a href="#">DoSelectTab</a>	Selects the tab by name.

### Property Detail

## SelectedTab

Text of the selected tab

Accessors: GetSelectedTab

## Action Detail

### DoSelectTab(tabName)

Selects the tab by name.

#### Parameters:

Name	Type	Description
tabName	string	Tab name to select

#### Returns:

'true' if success, 'false' otherwise.

## Behavior Pattern: ManagedObjectGenericBehavior

## Property Summary

Property	Description	Getter	Setter
<a href="#">ControlType</a>	Type of the object.	GetControlType	
<a href="#">Height</a>	Height of the object.	GetHeight	
<a href="#">Width</a>	Width of the object.	GetWidth	
<a href="#">X</a>	X-coordinate of the top left corner of the object.	GetX	
<a href="#">Y</a>	Y-coordinate of the top left corner of the object.	GetY	

## Action Summary

Action	Description
<a href="#">DoDumpWidget</a>	Dumps Spy data for the object.
<a href="#">DoGetWidgetProperty</a>	Returns the value of a property with a given name.

## Property Detail

### ControlType

Type of the object.

Accessors: GetControlType

### Height

Height of the object.

Accessors: GetHeight

### Width

Width of the object.

Accessors: GetWidth

### X

X-coordinate of the top left corner of the object.

Accessors: GetX

### Y

Y-coordinate of the top left corner of the object.

Accessors: GetY

## Action Detail

### DoDumpWidget(dumpProperties, maxDepth, trimValue, indent, filePath, append, ignoreProps)

Dumps Spy data for the object.

#### Parameters:

Name	Type	Description
dumpProperties	boolean	If 'true' then includes properties to the result. Optional, Default: false.

maxDepth	number	Determines max recursion depth. If '0' then dumps current object only, if '1' - dumps direct children as well, etc. If '-1' then dumps the whole subtree of objects. Optional, Default: 0.
trimValue	number	Determines maximum length of a property value. Excess characters are truncated. Optional, Default: 256.
indent	string	Indentation string for child objects and properties. Optional, Default: \.
filePath	string	If 'filePath' is set then outputs result to corresponding file. Optional.
append	boolean	If 'true' then file should be overwritten, if 'false' then data should be appended. Optional, Default: false.
ignoreProps	Array	Contains the names of the properties which must be ignored when writing into a file. Optional, Default: undefined.

**Returns:**

Object data if 'filePath' is not set, 'true' if file write succeeded, 'false' - otherwise.

**DoGetWidgetProperty(name)**

Returns the value of a property with a given name. Names of available properties can be seen in Spy.

**Parameters:**

Name	Type	Description
name	string	Property name.

**Returns:**

Property value if successful, an empty string if the property can not be found.

## UltraTextEditor

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Infragistics UltraTextEditor. Extends [ManagedObject](#).

### Behavior Pattern: ManagedObjectTextBehavior

#### Property Summary

Property	Description	Getter	Setter
<a href="#">Text</a>	Text of the object, 'false' if text can not be read.	GetText	SetText

#### Action Summary

Action	Description
<a href="#">DoSetText</a>	Sets text value of this object.

#### Property Detail

**Text**

Text of the object, 'false' if text can not be read.

Accessors: GetText, SetText

#### Action Detail

**DoSetText(val)**

Sets text value of this object.

**Parameters:**

Name	Type	Description
val	string	Text value.

**Returns:**

'true' if success, 'false' otherwise.

Infragistics UltraTimeZoneEditor. Extends [ManagedObject](#).

## Behavior Pattern: UltraComboBoxBehavior

### Property Summary

Property	Description	Getter	Setter
<a href="#">SelectedIndex</a>	Index of the selected element of the object.	GetSelectedIndex	SetSelectedIndex
<a href="#">SelectedItem</a>	Selected item of the object.	GetSelectedItem	SetSelectedItem
<a href="#">Text</a>	Text of the object, 'false' if text can not be read.	GetText	SetText

### Action Summary

Action	Description
<a href="#">DoSelectItem</a>	Selects an item of this object.

### Property Detail

#### SelectedIndex

Index of the selected element of the object.

Accessors: GetSelectedIndex, SetSelectedIndex

#### SelectedItem

Selected item of the object.

Accessors: GetSelectedItem, SetSelectedItem

#### Text

Text of the object, 'false' if text can not be read.

Accessors: GetText, SetText

### Action Detail

#### DoSelectItem(item)

Selects an item of this object.

#### Parameters:

Name	Type	Description
item	string   number	Item index or text value to select.

#### Returns:

'true' if success, 'false' otherwise.

## Behavior Pattern: ManagedObjectTextBehavior

### Property Summary

Property	Description	Getter	Setter
<a href="#">Text</a>	Text of the object, 'false' if text can not be read.	GetText	SetText

### Action Summary

Action	Description
<a href="#">DoSetText</a>	Sets text value of this object.

### Property Detail

#### Text

Text of the object, 'false' if text can not be read.

Accessors: GetText, SetText

### Action Detail

## DoSetText(val)

Sets text value of this object.

### Parameters:

Name	Type	Description
val	string	Text value.

### Returns:

'true' if success, 'false' otherwise.

## UltraTree

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Infragistics UltraTree. Extends [ManagedObject](#).

### Behavior Pattern: UltraTreeBehavior

### Property Summary

Property	Description	Getter	Setter
<a href="#">CellText</a>	Cell text for the cell specified by rowPath and col	GetCellText	
<a href="#">Checked</a>	Checked state of the selected node or a node specified by the input parameters.	GetChecked	
<a href="#">ChildrenCount</a>	Number of children of the selected node or a node specified by the input parameters.	GetChildrenCount	
<a href="#">Expanded</a>	Expanded state of the selected node or a node specified by the input parameters.	GetExpanded	
<a href="#">IndexPath</a>	Index path of the specified or selected tree node i.e.	GetIndexPath	
<a href="#">NodeText</a>	Text of the selected node or a node specified by the input parameters.	GetNodeText	
<a href="#">Selected</a>	Selected state of the selected node or a node specified by the input parameters	GetSelected	
<a href="#">Text</a>	;-combined text of all selected nodes.	GetText	

### Action Summary

Action	Description
<a href="#">DoClickCell</a>	Click the cell specified by row name or index and column name or index
<a href="#">DoClickNode</a>	Clicks specific node in the tree.
<a href="#">DoCollapse</a>	Collapses specific node in the tree.
<a href="#">DoExpand</a>	Expands specific node in the tree.
<a href="#">DoSetCheck</a>	Set 'checked' state of the specified node

### Property Detail

#### CellText

Cell text for the cell specified by rowPath and col

Accessors: GetCellText

#### Checked

Checked state of the selected node or a node specified by the input parameters.

Accessors: GetChecked

#### ChildrenCount

Number of children of the selected node or a node specified by the input parameters.

Accessors: GetChildrenCount

#### Expanded

Expanded state of the selected node or a node specified by the input parameters.

Accessors: GetExpanded

#### IndexPath

Index path of the specified or selected tree node i.e. string in form '0;5;2;1;6', 'false' if fails

Accessors: GetIndexPath

## NodeText

Text of the selected node or a node specified by the input parameters.

Accessors: GetNodeText

## Selected

Selected state of the selected node or a node specified by the input parameters

Accessors: GetSelected

## Text

;--combined text of all selected nodes.

Accessors: GetText

## Action Detail

### DoClickCell(rowPath, col, clickType, xOffset, yOffset)

Click the cell specified by row name or index and column name or index

#### Parameters:

Name	Type	Description
rowPath	string   number	Path of the top level node to select. If integer number is passed then the top level node is searched by index.
col	number   string	Column index or column name
clickType		
xOffset	number	X offset to click within object. Default is a center. Optional.
yOffset	number	X offset to click within object. Default is a center. Optional.

#### Returns:

'true' if success, 'false' otherwise.

### DoClickNode(path, separator, pathType, column, clickType, xOffset, yOffset)

Clicks specific node in the tree.

#### Parameters:

Name	Type	Description
path	string	Path of the node
separator	string	Separator Optional, Default: ;.
pathType	string	Path type. Can be one of 'name', 'id' or 'index'. Optional, Default: name.
column	number   string	Column index or column name. Default is 0 Optional.
clickType	string	Type of click, can be one of "L" - left click, "LD" - double left click, "R" - right click, "RD" - double right click, "M" - middle click, "MD" - double middle click, "N" - don't click Optional, Default: L.
xOffset	number	X offset to click within node. Default is a center. Optional.
yOffset	number	Y offset to click within node. Default is a center. Optional.

#### Returns:

'true' if success, 'false' otherwise.

### DoCollapse(path, separator, pathType)

Collapses specific node in the tree.

#### Parameters:

Name	Type	Description
path	string	Path of the node
separator	string	Separator Optional, Default: ;.
pathType	string	Path type. Can be one of 'name', 'id' or 'index'.

Optional, Default: name.

**Returns:**

'true' if success, 'false' otherwise.

**DoExpand(path, separator, pathType)**

Expands specific node in the tree.

**Parameters:**

Name	Type	Description
path	string	Path of the node
separator	string	Separator Optional, Default: ;.
pathType	string	Path type. Can be one of 'name', 'id' or 'index'. Optional, Default: name.

**Returns:**

'true' if success, 'false' otherwise.

**DoSetCheck(bcheck, path, separator, pathType)**

Set 'checked' state of the specified node

**Parameters:**

Name	Type	Description
bcheck	boolean	Check state to set
path	string	Path of the node
separator	string	Separator Optional, Default: ;.
pathType	string	Path type. Can be one of 'name', 'id' or 'index'. Optional, Default: name.

**Returns:**

'true' if success, 'false' otherwise.

## ValueListDropDownUnsafe

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Infragistics ValueListDropDownUnsafe. Extends [ManagedObject](#).

Behavior Pattern: [ManagedComboltemBehavior](#)

Behavior Pattern: [ManagedObjectGenericBehavior](#)

### Property Summary

Property	Description	Getter	Setter
<a href="#">ControlType</a>	Type of the object.	GetControlType	
<a href="#">Height</a>	Height of the object.	GetHeight	
<a href="#">Width</a>	Width of the object.	GetWidth	
<a href="#">X</a>	X-coordinate of the top left corner of the object.	GetX	
<a href="#">Y</a>	Y-coordinate of the top left corner of the object.	GetY	

### Action Summary

Action	Description
<a href="#">DoDumpWidget</a>	Dumps Spy data for the object.
<a href="#">DoGetWidgetProperty</a>	Returns the value of a property with a given name.

### Property Detail

#### ControlType

Type of the object.  
Accessors: GetControlType

### Height

Height of the object.  
Accessors: GetHeight

### Width

Width of the object.  
Accessors: GetWidth

### X

X-coordinate of the top left corner of the object.  
Accessors: GetX

### Y

Y-coordinate of the top left corner of the object.  
Accessors: GetY

## Action Detail

### DoDumpWidget(dumpProperties, maxDepth, trimValue, indent, filePath, append, ignoreProps)

Dumps Spy data for the object.

#### Parameters:

Name	Type	Description
dumpProperties	boolean	If 'true' then includes properties to the result. Optional, Default: false.
maxDepth	number	Determines max recursion depth. If '0' then dumps current object only, if '1' - dumps direct children as well, etc. If '-1' then dumps the whole subtree of objects. Optional, Default: 0.
trimValue	number	Determines maximum length of a property value. Excess characters are truncated. Optional, Default: 256.
indent	string	Indentation string for child objects and properties. Optional, Default: \.
filePath	string	If 'filePath' is set then outputs result to corresponding file. Optional.
append	boolean	If 'true' then file should be overwritten, if 'false' then data should be appended. Optional, Default: false.
ignoreProps	Array	Contains the names of the properties which must be ignored when writing into a file. Optional, Default: undefined.

#### Returns:

Object data if 'filePath' is not set, 'true' if file write succeeded, 'false' - otherwise.

### DoGetWidgetProperty(name)

Returns the value of a property with a given name. Names of available properties can be seen in Spy.

#### Parameters:

Name	Type	Description
name	string	Property name.

#### Returns:

Property value if successful, an empty string if the property can not be found.

## ManagedButton

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Managed Button. Extends [ManagedObject](#).

## Behavior Pattern: ManagedObjectButtonBehavior

## ManagedCheckBox

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Managed CheckBox. Extends [ManagedObject](#).

## Behavior Pattern: ManagedObjectCheckableBehavior

### Property Summary

Property	Description	Getter	Setter
<a href="#">Checked</a>	Check state of the button.	GetChecked	SetChecked

### Action Summary

Action	Description
<a href="#">DoSetCheck</a>	Sets check state of the object.

### Property Detail

#### Checked

Check state of the button. 'true' if the button is checked, 'false' otherwise.

Accessors: GetChecked, SetChecked

### Action Detail

#### DoSetCheck(bcheck)

Sets check state of the object.

#### Parameters:

Name	Type	Description
bcheck	boolean	Desired check state for the button.

#### Returns:

'true' if success, 'false' otherwise.

## ManagedCheckedListBox

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Managed Checked ListBox. Extends [ManagedObject](#).

## Behavior Pattern: ManagedObjectCheckedListBoxSelectableBehavior

### Property Summary

Property	Description	Getter	Setter
<a href="#">CheckedCount</a>	Returns number of checked items in ListView.	GetCheckedCount	
<a href="#">CheckedIndices</a>	Array of indices of checked elements.	GetCheckedIndices	
<a href="#">CheckedItems</a>	Array of item names of checked elements.	GetCheckedItems	
<a href="#">ItemCount</a>	Number of items.	GetItemCount	
<a href="#">ItemIndexByName</a>	Returns item index by its name.	GetItemIndexByName	
<a href="#">ItemNameByIndex</a>	Returns item name by its index.	GetItemNameByIndex	
<a href="#">SelectedIndex</a>	Index of the selected element of the object.	GetSelectedIndex	SetSelectedIndex
<a href="#">SelectedIndices</a>	Returns string of indexes delimited by separator or array of indexes of selected elements.	GetSelectedIndices	
<a href="#">SelectedItems</a>	Text of all the selected items in a single string.	GetSelectedItems	
<a href="#">SelectedText</a>	Text of the selected item in a single string.	GetSelectedText	
<a href="#">SelectionCount</a>	Number of selected items.	GetSelectionCount	

### Action Summary

Action	Description
<a href="#">DoAddSelection</a>	Extends selection.
<a href="#">DoCheckItem</a>	Checks items of this object.
<a href="#">DoClearSelection</a>	

<a href="#">DoRemoveSelection</a>	Removes selection from specified items.
<a href="#">DoSelectItem</a>	Selects items of this object.
<a href="#">DoSetCheck</a>	Sets 'checked' state of the specified node.

## Property Detail

### CheckedCount

Returns number of checked items in ListView.  
Accessors: GetCheckedCount

### CheckedIndices

Array of indices of checked elements.  
Accessors: GetCheckedIndices

### CheckedItems

Array of item names of checked elements.  
Accessors: GetCheckedItems

### ItemCount

Number of items.  
Accessors: GetItemCount

### ItemIndexByName

Returns item index by its name. 'false' if name is not found.  
Accessors: GetItemIndexByName

### ItemNameByIndex

Returns item name by its index. 'false' if name is not found.  
Accessors: GetItemNameByIndex

### SelectedIndex

Index of the selected element of the object.  
Accessors: GetSelectedIndex, SetSelectedIndex

### SelectedIndices

Returns string of indexes delimited by separator or array of indexes of selected elements.  
Accessors: GetSelectedIndices

### SelectedItems

Text of all the selected items in a single string. Items are divided by ';' separator.  
Accessors: GetSelectedItems

### SelectedText

Text of the selected item in a single string.  
Accessors: GetSelectedText

### SelectionCount

Number of selected items.  
Accessors: GetSelectionCount

## Action Detail

### DoAddSelection(items, separator, itemsType)

Extends selection.

#### Parameters:

Name	Type	Description
items	array   string	Can be one of the following: 1. Number, index of an item. 2. String, item names delimited with separator. 3. String, item indexes delimited with separator. 4. Array of item names. 5. Array of item indexes.
separator	string	Separator Optional, Default: ;
itemsType	string	If it is 'name' and 'items' parameter is of Stringtype then 'items' parameter is treated as separated item names. If it is 'index' and 'items' parameter is of String type then 'items' parameter is treated as separated item indexes. If any other value is passed as 'itemsType' the behavior is undefined. Optional.

#### Returns:

'true' if success, 'false' otherwise.

### DoCheckItem(items, separator, itemsType)

Checks items of this object.

#### Parameters:

Name	Type	Description
items	array   string	Can be one of the following: 1. Number, index of an item. 2. String, item names delimited with separator. 3. String, item indexes delimited with separator. 4. Array of item names. 5. Array of item indexes.
separator	string	Separator Optional, Default: ;.
itemsType	string	If it is 'name' and 'items' parameter is of Stringtype then 'items' parameter is treated as separated item names. If it is 'index' and 'items' parameter is of String type then 'items' parameter is treated as separated item indexes. If any other value is passed as 'itemsType' the behavior is undefined. Optional.

#### Returns:

'true' if success, 'false' otherwise.

### DoClearSelection()

### DoRemoveSelection(items, separator, itemsType)

Removes selection from specified items.

#### Parameters:

Name	Type	Description
items	array   string	Can be one of the following: 1. Number, index of an item. 2. String, item names delimited with separator. 3. String, item indexes delimited with separator. 4. Array of item names. 5. Array of item indexes.
separator	string	Separator Optional, Default: ;.
itemsType	string	If it is 'name' and 'items' parameter is of Stringtype then 'items' parameter is treated as separated item names. If it is 'index' and 'items' parameter is of String type then 'items' parameter is treated as separated item indexes. If any other value is passed as 'itemsType' the behavior is undefined. Optional.

#### Returns:

'true' if success, 'false' otherwise.

### DoSelectItem(items, separator, itemsType)

Selects items of this object. First it clears existing selection.

#### Parameters:

Name	Type	Description
items	array   string	Can be one of the following: 1. Number, index of an item. 2. String, item names delimited with separator. 3. String, item indexes delimited with separator. 4. Array of item names. 5. Array of item indexes.
separator	string	Separator Optional, Default: ;.
itemsType	string	If it is 'name' and 'items' parameter is of Stringtype then 'items' parameter is treated as separated item names. If it is 'index' and 'items' parameter is of String type then 'items' parameter is treated as separated item indexes. If any other value is passed as 'itemsType' the behavior is undefined. Optional.

#### Returns:

'true' if success, 'false' otherwise.

## DoSetCheck(bcheck, items, separator, itemsType)

Sets 'checked' state of the specified node.

### Parameters:

Name	Type	Description
bcheck	boolean	Desired check state for the button.
items	array   string	Can be one of the following: 1. Number, index of an item. 2. String, item names delimited with separator. 3. String, item indexes delimited with separator. 4. Array of item names. 5. Array of item indexes.
separator	string	Separator Optional, Default: ;.
itemsType	string	If it is 'name' and 'items' parameter is of Stringtype then 'items' parameter is treated as separated item names. If it is 'index' and 'items' parameter is of String type then 'items' parameter is treated as separated item indexes. If any other value is passed as 'itemsType' the behavior is undefined. Optional.

### Returns:

'true' if success, 'false' otherwise.

## ManagedComboBox

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Managed ComboBox. Extends [ManagedObject](#).

### Behavior Pattern: ManagedObjectSelectableBehavior

### Property Summary

Property	Description	Getter	Setter
<a href="#">SelectedIndex</a>	Index of the selected element of the object.	GetSelectedIndex	SetSelectedIndex
<a href="#">SelectedText</a>	Text of the selected item in a single string.	GetSelectedText	SetSelectedText

### Action Summary

Action	Description
<a href="#">DoSelectItem</a>	Selects an item of this object.

### Property Detail

#### SelectedIndex

Index of the selected element of the object.

Accessors: GetSelectedIndex, SetSelectedIndex

#### SelectedText

Text of the selected item in a single string.

Accessors: GetSelectedText, SetSelectedText

### Action Detail

#### DoSelectItem(item)

Selects an item of this object.

### Parameters:

Name	Type	Description
item	string   number	Item index or text value to select.

### Returns:

'true' if success, 'false' otherwise.

## Behavior Pattern: ManagedObjectTextBehavior

### Property Summary

Property	Description	Getter	Setter
<a href="#">Text</a>	Text of the object, 'false' if text can not be read.	GetText	SetText

### Action Summary

Action	Description
<a href="#">DoSetText</a>	Sets text value of this object.

### Property Detail

#### Text

Text of the object, 'false' if text can not be read.

Accessors: GetText, SetText

### Action Detail

#### DoSetText(val)

Sets text value of this object.

#### Parameters:

Name	Type	Description
val	string	Text value.

#### Returns:

'true' if success, 'false' otherwise.

## ManagedDataGridView

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Managed DataGridView. Extends [ManagedObject](#).

## Behavior Pattern: ManagedDataGridViewBehavior

### Property Summary

Property	Description	Getter	Setter
<a href="#">Cell</a>	Text of the specified cell.	GetCell	
<a href="#">ColumnCount</a>	Number of columns in the table.	GetColumnCount	
<a href="#">ColumnName</a>	Caption of a column.	GetColumnName	
<a href="#">RowCount</a>	Number of rows in the table.	GetRowCount	
<a href="#">Text</a>	Text of the currently focused cell.	GetText	

### Action Summary

Action	Description
<a href="#">DoClickCell</a>	Clicks the specified cell

### Property Detail

#### Cell

Text of the specified cell.

Accessors: GetCell

#### ColumnCount

Number of columns in the table.

Accessors: GetColumnCount

#### ColumnName

Caption of a column.

Accessors: GetColumnName

### RowCount

Number of rows in the table.  
Accessors: GetRowCount

### Text

Text of the currently focused cell.  
Accessors: GetText

## Action Detail

### DoClickCell(row, col, clickType, xOffset, yOffset)

Clicks the specified cell

#### Parameters:

Name	Type	Description
row	number	Zero-based index of the row.
col	number	Zero-based index of the column.
clickType	string	Type of click, can be one of "L" - left click, "LD" - double left click, "R" - right click, "RD" - double right click, "M" - middle click, "MD" - double middle click, "N" - don't click Optional, Default: L.
xOffset	number	X offset to click within node. Default is a center. Optional.
yOffset	number	Y offset to click within node. Default is a center. Optional.

#### Returns:

'true' if successful, 'false' otherwise

## ManagedLabel

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Managed Label. Extends [ManagedObject](#).

## Behavior Pattern: ManagedObjectTextBehavior

## Property Summary

Property	Description	Getter	Setter
<a href="#">Text</a>	Text of the object, 'false' if text can not be read.	GetText	SetText

## Action Summary

Action	Description
<a href="#">DoSetText</a>	Sets text value of this object.

## Property Detail

### Text

Text of the object, 'false' if text can not be read.  
Accessors: GetText, SetText

## Action Detail

### DoSetText(val)

Sets text value of this object.

#### Parameters:

Name	Type	Description
val	string	Text value.

#### Returns:

'true' if success, 'false' otherwise.

## ManagedLinkLabel

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Managed Link Label. Extends [ManagedObject](#).

### Behavior Pattern: ManagedObjectTextBehavior

#### Property Summary

Property	Description	Getter	Setter
<a href="#">Text</a>	Text of the object, 'false' if text can not be read.	GetText	SetText

#### Action Summary

Action	Description
<a href="#">DoSetText</a>	Sets text value of this object.

#### Property Detail

##### Text

Text of the object, 'false' if text can not be read.

Accessors: GetText, SetText

#### Action Detail

##### DoSetText(val)

Sets text value of this object.

##### Parameters:

Name	Type	Description
val	string	Text value.

##### Returns:

'true' if success, 'false' otherwise.

## ManagedListBox

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Managed ListBox. Extends [ManagedObject](#).

### Behavior Pattern: ManagedObjectListBoxSelectableBehavior

#### Property Summary

Property	Description	Getter	Setter
<a href="#">ItemCount</a>	Number of items.	GetItemCount	
<a href="#">ItemIndexByName</a>	Returns item index by its name.	GetItemIndexByName	
<a href="#">ItemNameByIndex</a>	Returns item name by its index.	GetItemNameByIndex	
<a href="#">SelectedIndex</a>	Index of the selected element of the object.	GetSelectedIndex	SetSelectedIndex
<a href="#">SelectedIndices</a>	Returns string of indexes delimited by separator or array of indexes of selected elements.	GetSelectedIndices	
<a href="#">SelectedItems</a>	Text of all the selected items in a single string.	GetSelectedItems	
<a href="#">SelectedText</a>	Text of the selected item in a single string.	GetSelectedText	
<a href="#">SelectionCount</a>	Number of selected items.	GetSelectionCount	

#### Action Summary

Action	Description
<a href="#">DoAddSelection</a>	Extends selection.

<a href="#">DoClearSelection</a>	
<a href="#">DoRemoveSelection</a>	Removes selection from specified items.
<a href="#">DoSelectItem</a>	Selects items of this object.

## Property Detail

### ItemCount

Number of items.

Accessors: GetItemCount

### ItemIndexByName

Returns item index by its name. 'false' if name is not found.

Accessors: GetItemIndexByName

### ItemNameByIndex

Returns item name by its index. 'false' if name is not found.

Accessors: GetItemNameByIndex

### SelectedIndex

Index of the selected element of the object.

Accessors: GetSelectedIndex, SetSelectedIndex

### SelectedIndices

Returns string of indexes delimited by separator or array of indexes of selected elements.

Accessors: GetSelectedIndices

### SelectedItems

Text of all the selected items in a single string. Items are divided by ';' separator.

Accessors: GetSelectedItems

### SelectedText

Text of the selected item in a single string.

Accessors: GetSelectedText

### SelectionCount

Number of selected items.

Accessors: GetSelectionCount

## Action Detail

### DoAddSelection(items, separator, itemsType)

Extends selection.

#### Parameters:

Name	Type	Description
items	array   string	Can be one of the following: 1. Number, index of an item. 2. String, item names delimited with separator. 3. String, item indexes delimited with separator. 4. Array of item names. 5. Array of item indexes.
separator	string	Separator Optional, Default: ;
itemsType	string	If it is 'name' and 'items' parameter is of Stringtype then 'items' parameter is treated as separated item names. If it is 'index' and 'items' parameter is of String type then 'items' parameter is treated as separated item indexes. If any other value is passed as 'itemsType' the behavior is undefined. Optional.

#### Returns:

'true' if success, 'false' otherwise.

### DoClearSelection()

### DoRemoveSelection(items, separator, itemsType)

Removes selection from specified items.

#### Parameters:



Name	Type	Description
items	array   string	Can be one of the following: 1. Number, index of an item. 2. String, item names delimited with separator. 3. String, item indexes delimited with separator. 4. Array of item names. 5. Array of item indexes.
separator	string	Separator Optional, Default: ;.
itemsType	string	If it is 'name' and 'items' parameter is of Stringtype then 'items' parameter is treated as separated item names. If it is 'index' and 'items' parameter is of String type then 'items' parameter is treated as separated item indexes. If any other value is passed as 'itemsType' the behavior is undefined. Optional.

**Returns:**

'true' if success, 'false' otherwise.

**DoSelectItem(items, separator, itemsType)**

Selects items of this object. First it clears existing selection.

**Parameters:**

Name	Type	Description
items	array   string	Can be one of the following: 1. Number, index of an item. 2. String, item names delimited with separator. 3. String, item indexes delimited with separator. 4. Array of item names. 5. Array of item indexes.
separator	string	Separator Optional, Default: ;.
itemsType	string	If it is 'name' and 'items' parameter is of Stringtype then 'items' parameter is treated as separated item names. If it is 'index' and 'items' parameter is of String type then 'items' parameter is treated as separated item indexes. If any other value is passed as 'itemsType' the behavior is undefined. Optional.

**Returns:**

'true' if success, 'false' otherwise.

## ManagedListView

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Managed ListView. Extends [ManagedObject](#).

### Behavior Pattern: ManagedObjectListViewSelectableBehavior

### Property Summary

Property	Description	Getter	Setter
<a href="#">CheckBoxes</a>	Returns true if items have checkboxes near them.	GetCheckBoxes	
<a href="#">CheckedCount</a>	Returns number of checked items in ListView.	GetCheckedCount	
<a href="#">CheckedIndices</a>	Array of indices of checked elements.	GetCheckedIndices	
<a href="#">ItemCount</a>	Number of items.	GetItemCount	
<a href="#">ItemIndexByName</a>	Returns item index by its name.	GetItemIndexByName	
<a href="#">ItemNameByIndex</a>	Returns item name by its index.	GetItemNameByIndex	
<a href="#">SelectedIndices</a>	Returns string of indexes delimited by separator or array of indexes of selected elements.	GetSelectedIndices	
<a href="#">SelectedItems</a>	Text of all the selected items in a single string.	GetSelectedItems	
<a href="#">SelectionCount</a>	Number of selected items.	GetSelectionCount	

### Action Summary

Action	Description
<a href="#">DoAddSelection</a>	Extends selection.
<a href="#">DoCheckItem</a>	Checks items of this object.
<a href="#">DoClearSelection</a>	Clears selection.

<a href="#">DoRemoveSelection</a>	Removes selection from specified items.
<a href="#">DoSelectItem</a>	Selects items of this object.
<a href="#">DoSetCheck</a>	Sets 'checked' state of the specified node.

## Property Detail

### CheckBoxes

Returns true if items have checkboxes near them.  
Accessors: GetCheckBoxes

### CheckedCount

Returns number of checked items in ListView.  
Accessors: GetCheckedCount

### CheckedIndices

Array of indices of checked elements.  
Accessors: GetCheckedIndices

### ItemCount

Number of items.  
Accessors: GetItemCount

### ItemIndexByName

Returns item index by its name. 'false' if name is not found.  
Accessors: GetItemIndexByName

### ItemNameByIndex

Returns item name by its index. 'false' if name is not found.  
Accessors: GetItemNameByIndex

### SelectedIndices

Returns string of indexes delimited by separator or array of indexes of selected elements.  
Accessors: GetSelectedIndices

### SelectedItems

Text of all the selected items in a single string. Items are divided by ';' separator.  
Accessors: GetSelectedItems

### SelectionCount

Number of selected items.  
Accessors: GetSelectionCount

## Action Detail

### DoAddSelection(items, separator, itemsType)

Extends selection.

#### Parameters:

Name	Type	Description
items	array   string	Can be one of the following: 1. Number, index of an item. 2. String, item names delimited with separator. 3. String, item indexes delimited with separator. 4. Array of item names. 5. Array of item indexes.
separator	string	Separator Optional, Default: ;
itemsType	string	If it is 'name' and 'items' parameter is of String type then 'items' parameter is treated as separated item names. If it is 'index' and 'items' parameter is of String type then 'items' parameter is treated as separated item indexes. If any other value is passed as 'itemsType' the behavior is undefined. Optional.

#### Returns:

'true' if success, 'false' otherwise.

### DoCheckItem(items, separator, itemsType)

Checks items of this object.

#### Parameters:

Name	Type	Description
items	array   string	Can be one of the following: 1. Number, index of an item. 2. String, item names delimited with separator. 3. String, item indexes delimited with separator. 4. Array of item names. 5. Array of item indexes.
separator	string	Separator Optional, Default: ;.
itemsType	string	If it is 'name' and 'items' parameter is of Stringtype then 'items' parameter is treated as separated item names. If it is 'index' and 'items' parameter is of String type then 'items' parameter is treated as separated item indexes. If any other value is passed as 'itemsType' the behavior is undefined. Optional.

**Returns:**

'true' if success, 'false' otherwise.

**DoClearSelection()**

Clears selection.

**Returns:**

'true' if success, 'false' otherwise.

**DoRemoveSelection(items, separator, itemsType)**

Removes selection from specified items.

**Parameters:**

Name	Type	Description
items	array   string	Can be one of the following: 1. Number, index of an item. 2. String, item names delimited with separator. 3. String, item indexes delimited with separator. 4. Array of item names. 5. Array of item indexes.
separator	string	Separator Optional, Default: ;.
itemsType	string	If it is 'name' and 'items' parameter is of Stringtype then 'items' parameter is treated as separated item names. If it is 'index' and 'items' parameter is of String type then 'items' parameter is treated as separated item indexes. If any other value is passed as 'itemsType' the behavior is undefined. Optional.

**Returns:**

'true' if success, 'false' otherwise.

**DoSelectItem(items, separator, itemsType)**

Selects items of this object. First it clears existing selection.

**Parameters:**

Name	Type	Description
items	array   string	Can be one of the following: 1. Number, index of an item. 2. String, item names delimited with separator. 3. String, item indexes delimited with separator. 4. Array of item names. 5. Array of item indexes.
separator	string	Separator Optional, Default: ;.
itemsType	string	If it is 'name' and 'items' parameter is of Stringtype then 'items' parameter is treated as separated item names. If it is 'index' and 'items' parameter is of String type then 'items' parameter is treated as separated item indexes. If any other value is passed as 'itemsType' the behavior is undefined. Optional.

**Returns:**

'true' if success, 'false' otherwise.

**DoSetCheck(bcheck, items, separator, itemsType)**

Sets 'checked' state of the specified node.

**Parameters:**

Name	Type	Description
bcheck	boolean	Desired check state for the button.
items	array   string	Can be one of the following: 1. Number, index of an item. 2. String, item names delimited with separator. 3. String, item indexes delimited with separator. 4. Array of item names. 5. Array of item indexes.
separator	string	Separator Optional, Default: ;
itemsType	string	If it is 'name' and 'items' parameter is of Stringtype then 'items' parameter is treated as separated item names. If it is 'index' and 'items' parameter is of String type then 'items' parameter is treated as separated item indexes. If any other value is passed as 'itemsType' the behavior is undefined. Optional.

**Returns:**

'true' if success, 'false' otherwise.

## ManagedMenuPopupItem

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Managed MenuPopupItem. Extends [ManagedObject](#).

### Behavior Pattern: ManagedMenuItemBehavior

### Action Summary

Action	Description
<a href="#">DoMenu</a>	Performs click on the menu item.

### Action Detail

#### DoMenu(path, separator)

Performs click on the menu item.

**Parameters:**

Name	Type	Description
path	string	Path of the menu item to select.
separator	string	Separator Optional, Default: ;

**Returns:**

'true' if success, 'false' otherwise.

## ManagedMenuStrip

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Managed MenuStrip. Extends [ManagedObject](#).

### Behavior Pattern: ManagedMenuBehavior

### Action Summary

Action	Description
<a href="#">DoClickItem</a>	Perform Click on the navigation item
<a href="#">DoMenu</a>	Performs click on the menu item.

### Action Detail

#### DoClickItem(menuitemName)

Perform Click on the navigation item

**Parameters:**

Name	Type	Description
menuItemName	string	Name of MenuStip's item to click

**Returns:**

'true' if success, 'false' otherwise.

**DoMenu(path, separator)**

Performs click on the menu item.

**Parameters:**

Name	Type	Description
path	string	Path of the menu item to select.
separator	string	Separator Optional, Default: ;.

**Returns:**

'true' if success, 'false' otherwise.

## ManagedObject

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Generic .NET Managed Object.

### Behavior Pattern: ManagedObjectGenericBehavior

### Property Summary

Property	Description	Getter	Setter
<a href="#">ControlType</a>	Type of the object.	GetControlType	
<a href="#">Height</a>	Height of the object.	GetHeight	
<a href="#">Width</a>	Width of the object.	GetWidth	
<a href="#">X</a>	X-coordinate of the top left corner of the object.	GetX	
<a href="#">Y</a>	Y-coordinate of the top left corner of the object.	GetY	

### Action Summary

Action	Description
<a href="#">DoDumpWidget</a>	Dumps Spy data for the object.
<a href="#">DoGetWidgetProperty</a>	Returns the value of a property with a given name.

### Property Detail

**ControlType**

Type of the object.

Accessors: GetControlType

**Height**

Height of the object.

Accessors: GetHeight

**Width**

Width of the object.

Accessors: GetWidth

**X**

X-coordinate of the top left corner of the object.

Accessors: GetX

**Y**

Y-coordinate of the top left corner of the object.

Accessors: GetY

## Action Detail

### DoDumpWidget(dumpProperties, maxDepth, trimValue, indent, filePath, append, ignoreProps)

Dumps Spy data for the object.

#### Parameters:

Name	Type	Description
dumpProperties	boolean	If 'true' then includes properties to the result. Optional, Default: false.
maxDepth	number	Determines max recursion depth. If '0' then dumps current object only, if '1' - dumps direct children as well, etc. If '-1' then dumps the whole subtree of objects. Optional, Default: 0.
trimValue	number	Determines maximum length of a property value. Excess characters are truncated. Optional, Default: 256.
indent	string	Indentation string for child objects and properties. Optional, Default: \.
filePath	string	If 'filePath' is set then outputs result to corresponding file. Optional.
append	boolean	If 'true' then file should be overwritten, if 'false' then data should be appended. Optional, Default: false.
ignoreProps	Array	Contains the names of the properties which must be ignored when writing into a file. Optional, Default: undefined.

#### Returns:

Object data if 'filePath' is not set, 'true' if file write succeeded, 'false' - otherwise.

### DoGetProperty(name)

Returns the value of a property with a given name. Names of available properties can be seen in Spy.

#### Parameters:

Name	Type	Description
name	string	Property name.

#### Returns:

Property value if successful, an empty string if the property can not be found.

## ManagedPropertyGrid

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Managed PropertyGrid. Extends [ManagedObject](#).

### Behavior Pattern: ManagedPropertyGridBehavior

### Property Summary

Property	Description	Getter	Setter
<a href="#">Expanded</a>	True if selected item is expanded	GetExpanded	
<a href="#">SelectedItem</a>	Returns the structure with label, value, expanded fields	GetSelectedItem	
<a href="#">SelectedLabel</a>	Label of the selected item.	GetSelectedLabel	
<a href="#">SelectedText</a>	Text of the selected item.	GetSelectedText	
<a href="#">VisibleRowCount</a>	Number of visible rows	GetVisibleRowCount	

### Action Summary

Action	Description
<a href="#">DoCollapse</a>	Collapses an item of this object.
<a href="#">DoExpand</a>	Expands an item of this object.
<a href="#">DoSelectItem</a>	Selects an item of this object.
<a href="#">DoSetValue</a>	Sets value of an grid item of this object.

### Property Detail

### Expanded

True if selected item is expanded

Accessors: GetExpanded

### SelectedItem

Returns the structure with label, value, expanded fields

Accessors: GetSelectedItem

### SelectedLabel

Label of the selected item.

Accessors: GetSelectedLabel

### SelectedText

Text of the selected item.

Accessors: GetSelectedText

### VisibleRowCount

Number of visible rows

Accessors: GetVisibleRowCount

## Action Detail

### DoCollapse(val)

Collapses an item of this object.

#### Parameters:

Name	Type	Description
val	string   number	name/index of the value to Collapse.

#### Returns:

'true' if success, 'false' otherwise.

### DoExpand(val)

Expands an item of this object.

#### Parameters:

Name	Type	Description
val	string   number	name/index of the value to Expand.

#### Returns:

'true' if success, 'false' otherwise.

### DoSelectItem(indexLabel)

Selects an item of this object.

#### Parameters:

Name	Type	Description
indexLabel	string   number	name/index of the value to select.

#### Returns:

'true' if success, 'false' otherwise.

### DoSetValue(label, val)

Sets value of an grid item of this object.

#### Parameters:

Name	Type	Description
label	string   number	Property grid row label or index
val	string	value to set

	number	
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**Returns:**

'true' if success, 'false' otherwise.

## ManagedRadioButton

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Managed Radio Button. Extends [ManagedObject](#).

### Behavior Pattern: ManagedObjectCheckableBehavior

### Property Summary

Property	Description	Getter	Setter
<a href="#">Checked</a>	Check state of the button.	GetChecked	SetChecked

### Action Summary

Action	Description
<a href="#">DoSetCheck</a>	Sets check state of the object.

### Property Detail

**Checked**

Check state of the button. 'true' if the button is checked, 'false' otherwise.

Accessors: GetChecked, SetChecked

### Action Detail

**DoSetCheck(bcheck)**

Sets check state of the object.

**Parameters:**

Name	Type	Description
bcheck	boolean	Desired check state for the button.

**Returns:**

'true' if success, 'false' otherwise.

## ManagedTextBox

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Managed Text Editor. Extends [ManagedObject](#).

### Behavior Pattern: ManagedObjectTextBehavior

### Property Summary

Property	Description	Getter	Setter
<a href="#">Text</a>	Text of the object, 'false' if text can not be read.	GetText	SetText

### Action Summary

Action	Description
<a href="#">DoSetText</a>	Sets text value of this object.

### Property Detail

**Text**

Text of the object, 'false' if text can not be read.

Accessors: GetText, SetText



## Action Detail

### DoSetText(val)

Sets text value of this object.

#### Parameters:

Name	Type	Description
val	string	Text value.

#### Returns:

'true' if success, 'false' otherwise.

## ManagedTreeView

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Managed TreeView. Extends [ManagedObject](#).

## Behavior Pattern: ManagedObjectTreeViewBehavior

## Property Summary

Property	Description	Getter	Setter
<a href="#">Checked</a>	Checked state of the selected node or a node specified by the input parameters.	GetChecked	
<a href="#">ChildrenCount</a>	Number of children of the selected node or a node specified by the input parameters.	GetChildrenCount	
<a href="#">Expanded</a>	Expanded state of the selected node or a node specified by the input parameters.	GetExpanded	
<a href="#">IndexPath</a>	Index path of the specified or selected tree node i.e.	GetIndexPath	
<a href="#">NodeText</a>	Text of the selected node or a node specified by the input parameters.	GetNodeText	
<a href="#">Selected</a>	Selected state of the selected node or a node specified by the input parameters	GetSelected	
<a href="#">Text</a>	;-combined text of all selected nodes.	GetText	

## Action Summary

Action	Description
<a href="#">DoClickNode</a>	Clicks specific node in the tree.
<a href="#">DoCollapse</a>	Collapses specific node in the tree.
<a href="#">DoExpand</a>	Expands specific node in the tree.
<a href="#">DoSetCheck</a>	Set 'checked' state of the specified node

## Property Detail

### Checked

Checked state of the selected node or a node specified by the input parameters.

Accessors: GetChecked

### ChildrenCount

Number of children of the selected node or a node specified by the input parameters.

Accessors: GetChildrenCount

### Expanded

Expanded state of the selected node or a node specified by the input parameters.

Accessors: GetExpanded

### IndexPath

Index path of the specified or selected tree node i.e. string in form '0;5;2;1;6', 'false' if fails

Accessors: GetIndexPath

### NodeText

Text of the selected node or a node specified by the input parameters.

Accessors: GetNodeText

## Selected

Selected state of the selected node or a node specified by the input parameters

Accessors: GetSelected

## Text

;-combined text of all selected nodes.

Accessors: GetText

## Action Detail

### DoClickNode(path, separator, pathType, xOffset, yOffset)

Clicks specific node in the tree.

#### Parameters:

Name	Type	Description
path	string	Path of the node
separator	string	Separator Optional, Default: ;.
pathType	string	Path type. Can be one of 'name', 'id' or 'index'. Optional, Default: name.
xOffset	number	X offset to click within node. Default is a center. Optional.
yOffset	number	Y offset to click within node. Default is a center. Optional.

#### Returns:

'true' if success, 'false' otherwise.

### DoCollapse(path, separator, pathType)

Collapses specific node in the tree.

#### Parameters:

Name	Type	Description
path	string	Path of the node
separator	string	Separator Optional, Default: ;.
pathType	string	Path type. Can be one of 'name', 'id' or 'index'. Optional, Default: name.

#### Returns:

'true' if success, 'false' otherwise.

### DoExpand(path, separator, pathType)

Expands specific node in the tree.

#### Parameters:

Name	Type	Description
path	string	Path of the node
separator	string	Separator Optional, Default: ;.
pathType	string	Path type. Can be one of 'name', 'id' or 'index'. Optional, Default: name.

#### Returns:

'true' if success, 'false' otherwise.

### DoSetCheck(bcheck, path, separator, pathType)

Set 'checked' state of the specified node

#### Parameters:

Name	Type	Description
bcheck	boolean	Check state to set
path	string	Path of the node

separator	string	Separator Optional, Default: ;.
pathType	string	Path type. Can be one of 'name', 'id' or 'index'. Optional, Default: name.

**Returns:**

'true' if success, 'false' otherwise.

## YUIButtonMenu

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YUI ButtonMenu. It is a container attached to a menu button. Using this container is useful when you need to house HTML content or another YUI widget, such as a Calendar or Color Picker. Extends [HTMLObject](#).

### Behavior Pattern: YUIButtonMenuBehavior

#### Action Summary

Action	Description
<a href="#">DoClick</a>	Clicks on the menu container.

#### Action Detail

**DoClick()**

Clicks on the menu container.

**Returns:**

'true' if successful, 'false' otherwise

## YUICalendar

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YUI Calendar. Extends [HTMLObject](#).

### Behavior Pattern: YUICalendarBehavior

#### Property Summary

Property	Description	Getter	Setter
<a href="#">Month</a>	Current month displayed by the date picker.	GetMonth	

#### Action Summary

Action	Description
<a href="#">DoNextMonth</a>	Clicks on 'Next Month' selector.
<a href="#">DoPrevMonth</a>	Clicks on 'Previous Month' selector.
<a href="#">DoSelectDate</a>	Selects specific date in the date picker.

#### Property Detail

**Month**

Current month displayed by the date picker.  
Accessors: GetMonth

#### Action Detail

**DoNextMonth()**

Clicks on 'Next Month' selector.

**Returns:**

'true' if success, 'false' otherwise

**DoPrevMonth()**

Clicks on 'Previous Month' selector.

**Returns:**

'true' if success, 'false' otherwise

**DoSelectDate(dateValue)**

Selects specific date in the date picker.

**Parameters:**

Name	Type	Description
dateValue	Date	New date to select

**Returns:**

'true' if success, 'false' otherwise

## YUICheckButton

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YUI CheckButton. Extends [HTMLObject](#).

### Behavior Pattern: YUICheckButtonBehavior

### Property Summary

Property	Description	Getter	Setter
<a href="#">Checked</a>	Check state of the button.	GetChecked	

### Action Summary

Action	Description
<a href="#">DoSetCheck</a>	Sets check state of the object.

### Property Detail

**Checked**

Check state of the button. 'true' if the button is checked, 'false' otherwise.

Accessors: GetChecked

### Action Detail

**DoSetCheck(bcheck)**

Sets check state of the object.

**Parameters:**

Name	Type	Description
bcheck	boolean	Desired check state for the button.

**Returns:**

'true' if success, 'false' otherwise.

## YUIMenu

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YUI Menu. Extends [HTMLObject](#).

### Behavior Pattern: YUIMenuBehavior

### Action Summary

Action	Description
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<a href="#">DoFindChild</a>	Searches for specific item in the menu.
<a href="#">DoMenu</a>	Performs click on the menu item.
<a href="#">DoTitleMenu</a>	Clicks menu title item.

## Action Detail

### DoFindChild(path, separator, pathType)

Searches for specific item in the menu.

#### Parameters:

Name	Type	Description
path	string	Path of the menu item to select.
separator	string	Separator Optional, Default: ;.
pathType	string	Path type. Can be one of 'name', 'index'.

#### Returns:

HTMLObject of the found node

### DoMenu(path, separator, pathType)

Performs click on the menu item.

#### Parameters:

Name	Type	Description
path	string	Path of the menu item to select.
separator	string	Separator Optional, Default: ;.
pathType	string	Path type. Can be one of 'name', 'index'.

#### Returns:

'true' if success, 'false' otherwise.

### DoTitleMenu(path, separator, pathType)

Clicks menu title item. Only 1 menu level currently supported.

#### Parameters:

Name	Type	Description
path	string	Path of the menu item to select.
separator	string	Separator Optional, Default: ;.
pathType	string	Path type. Can be one of 'name', 'index'.

#### Returns:

'true' if success, 'false' otherwise.

## YUIMenuBar

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YUI MenuBar. Extends [HTMLObject](#).

## Behavior Pattern: YUIMenuBarBehavior

## Action Summary

Action	Description
<a href="#">DoFindChild</a>	Searches for specific item in the menu.
<a href="#">DoMenu</a>	Performs click on the menu item.

## Action Detail

## DoFindChild(path, separator, pathType)

Searches for specific item in the menu.

### Parameters:

Name	Type	Description
path	string	Path of the menu item to select.
separator	string	Separator Optional, Default: ;.
pathType	string	Path type. Can be one of 'name', 'index'.

### Returns:

HTMLObject of the found node

## DoMenu(path, separator, pathType)

Performs click on the menu item.

### Parameters:

Name	Type	Description
path	string	Path of the menu item to select.
separator	string	Separator Optional, Default: ;.
pathType	string	Path type. Can be one of 'name', 'index'.

### Returns:

'true' if success, 'false' otherwise.

## YUIMenuButton

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YUI MenuButton. Extends [HTMLObject](#).

### Behavior Pattern: YUIMenuButtonBehavior

### Property Summary

Property	Description	Getter	Setter
<a href="#">Active</a>	Active state of the button.	GetActive	

### Action Summary

Action	Description
<a href="#">DoClick</a>	Clicks the menu button.

### Property Detail

#### Active

Active state of the button. If the button is active it is highlighted in YUI. Usually to make an object Active user needs to move mouse over the object

Accessors: GetActive

### Action Detail

#### DoClick()

Clicks the menu button.

### Returns:

'true' if successful, 'false' otherwise

## YUIPushButton

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YUI PushButton. Extends [HTMLObject](#).

## Behavior Pattern: YUIPushButtonBehavior

## YUIRadioButton

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YUI RadioButton. Extends [HTMLObject](#).

## Behavior Pattern: YUIRadioButtonBehavior

### Property Summary

Property	Description	Getter	Setter
<a href="#">Checked</a>	Check state of the button.	GetChecked	

### Action Summary

Action	Description
<a href="#">DoSetCheck</a>	Sets check state of the object.

### Property Detail

#### Checked

Check state of the button. 'true' if the button is checked, 'false' otherwise.

Accessors: GetChecked

### Action Detail

#### DoSetCheck(bcheck)

Sets check state of the object.

#### Parameters:

Name	Type	Description
bcheck	boolean	Desired check state for the button.

#### Returns:

'true' if success, 'false' otherwise.

## YUISliderH

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YUI Horizontal Slider. Extends [HTMLObject](#).

## Behavior Pattern: YUISliderHBehavior

### Action Summary

Action	Description
<a href="#">DoChange</a>	Changes slider position.

### Action Detail

#### DoChange(value)

Changes slider position.

#### Parameters:

Name	Type	Description
value	number	Slider position to set.

#### Returns:

'true' if successful, 'false' otherwise

## YUISliderV

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YUI Vertical Slider. Extends [HTMLObject](#).

### Behavior Pattern: YUISliderVBehavior

#### Action Summary

Action	Description
<a href="#">DoChange</a>	Changes slider position.

#### Action Detail

##### DoChange(value)

Changes slider position.

##### Parameters:

Name	Type	Description
value	number	Slider position to set.

##### Returns:

'true' if successful, 'false' otherwise

## YUISplitButton

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Standard YUI SplitButton. Extends [HTMLObject](#).

### Behavior Pattern: YUISplitButtonBehavior

#### Property Summary

Property	Description	Getter	Setter
<a href="#">Active</a>	Active state of the button.	GetActive	

#### Action Summary

Action	Description
<a href="#">DoClick</a>	Clicks the button.
<a href="#">DoMenu</a>	Clicks menu of the split button.

#### Property Detail

##### Active

Active state of the button. If the button is active it is highlighted in YUI. Usually to make an object Active user needs to move mouse over the object.

Accessors: GetActive

#### Action Detail

##### DoClick(x, y)

Clicks the button.

##### Parameters:

Name	Type	Description
x	number	x coordinate to click Optional.
y	number	y coordinate to click Optional.

##### Returns:



'true' if successful, 'false' otherwise

### DoMenu()

Clicks menu of the split button.

#### Returns:

'true' if successful, 'false' otherwise

## YUITree

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YUI Tree. Extends [HTMLObject](#).

### Behavior Pattern: YUITreeBehavior

### Property Summary

Property	Description	Getter	Setter
<a href="#">ChildrenCount</a>	Children count of the current node in the tree.	GetChildrenCount	
<a href="#">Expanded</a>	Expanded state of the current node.	GetExpanded	
<a href="#">NodeIndex</a>	Zero based index of the current node.	GetNodeIndex	
<a href="#">NodeText</a>	Text of the current node.	GetNodeText	
<a href="#">Selected</a>	Selected state of the current node.	GetSelected	
<a href="#">SelectedNodeText</a>	Text of the selected node.	GetSelectedNodeText	

### Action Summary

Action	Description
<a href="#">DoClickNode</a>	Clicks specific node in the tree.
<a href="#">DoCollapse</a>	Collapses specific node in the tree.
<a href="#">DoExpand</a>	Expands specific node in the tree.
<a href="#">DoFindChild</a>	Finds child node by its path from the current node and remembers it as the current node.
<a href="#">DoFindNode</a>	Searches for specific node in the tree and remembers it as the current node.
<a href="#">DoGetPath</a>	Returns path to the current node.

### Property Detail

#### ChildrenCount

Children count of the current node in the tree.

Accessors: GetChildrenCount

#### Expanded

Expanded state of the current node. Use DoFindNode to set current node. 0 - if the node is collapsed, 1 - if the node is expanded, 2 - if the node is a leaf.

Accessors: GetExpanded

#### NodeIndex

Zero based index of the current node. Use DoFindNode to set current node.

Accessors: GetNodeIndex

#### NodeText

Text of the current node. Use DoFindNode to set current node.

Accessors: GetNodeText

#### Selected

Selected state of the current node. Use DoFindNode to set current node. 'true' if the node is selected, 'false' otherwise.

Accessors: GetSelected

#### SelectedNodeText

Text of the selected node.

Accessors: GetSelectedNodeText

### Action Detail

#### DoClickNode(path, separator, pathType)

Clicks specific node in the tree.

**Parameters:**

Name	Type	Description
path	string	Path of the node
separator	string	Separator Optional, Default: .:
pathType	string	Path type. Can be one of 'name', 'id' or 'index'. Optional, Default: name.

**Returns:**

'true' if success, 'false' otherwise.

**DoCollapse(path, separator, pathType)**

Collapses specific node in the tree.

**Parameters:**

Name	Type	Description
path	string	Path of the node
separator	string	Separator Optional, Default: .:
pathType	string	Path type. Can be one of 'name', 'id' or 'index'. Optional, Default: name.

**Returns:**

'true' if success, 'false' otherwise.

**DoExpand(path, separator, pathType)**

Expands specific node in the tree.

**Parameters:**

Name	Type	Description
path	string	Path of the node
separator	string	Separator Optional, Default: .:
pathType	string	Path type. Can be one of 'name', 'id' or 'index'. Optional, Default: name.

**Returns:**

'true' if success, 'false' otherwise.

**DoFindChild(path, separator, pathType, expand)**

Finds child node by its path from the current node and remembers it as the current node. If current node is not set then Root node is used.

**Parameters:**

Name	Type	Description
path	string	Path of the node
separator	string	Separator Optional, Default: .:
pathType	string	Path type. Can be one of 'name', 'id' or 'index'. Optional, Default: name.
expand	boolean	is set to true, then found node is expanded

**Returns:**

HTMLObject of the found node

**DoFindNode(path, separator, pathType, expand)**

Searches for specific node in the tree and remembers it as the current node.

**Parameters:**

Name	Type	Description
------	------	-------------

path	string	Path of the node
separator	string	Separator Optional, Default: ;.
pathType	string	Path type. Can be one of 'name', 'id' or 'index'. Optional, Default: name.
expand	boolean	is set to true, then found node is expanded

**Returns:**

HTMLObject of the found node

**DoGetPath(pathType, separator)**

Returns path to the current node.

**Parameters:**

Name	Type	Description
pathType	string	Path type. Can be one of 'name', 'id' or 'index'. Optional, Default: name.
separator	string	Separator Optional, Default: ;.

**Returns:**

Path to the current node

## SimpleButton

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Button control.

### Behavior Pattern: SimplePressable

### Action Summary

Action	Description
<a href="#">DoAction</a>	Presses button using mouse click or default action.

### Action Detail

**DoAction()**

Presses button using mouse click or default action.

## SimpleButtonDropdown

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Check button control.

### Behavior Pattern: SimplePressable

### Action Summary

Action	Description
<a href="#">DoAction</a>	Presses button using mouse click or default action.

### Action Detail

**DoAction()**

Presses button using mouse click or default action.

### Behavior Pattern: SimpleDropdown

### Action Summary

Action	Description
--------	-------------

[DoDropdown](#) Opens dropdown.

## Action Detail

### DoDropdown()

Opens dropdown.

## SimpleCheckBox

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Behavior Pattern: Win32CheckBox

## SimpleComboBox

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ComboBox control.

Behavior Pattern: Win32ItemSelectable

## Action Summary

Action	Description
<a href="#">DoSelectItem</a>	Selects item of this object.

## Action Detail

### DoSelectItem(itemName)

Selects item of this object.

#### Parameters:

Name	Type	Description
itemName	string   array	This is a name of item to select. Or an array of item names in the case of multi-select.

#### Returns:

'true' if operation is successful, 'false' otherwise

Behavior Pattern: Win32ItemCombo

## Action Summary

Action	Description
<a href="#">DoSelectItem</a>	Selects item of this object.

## Action Detail

### DoSelectItem(itemName)

Selects item of this object.

#### Parameters:

Name	Type	Description
itemName	string	This is a name of item to select.

#### Returns:

'true' if operation is successful, 'false' otherwise

## SimpleGraphics

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Graphics control.

## Behavior Pattern: Win32Generic

### Property Summary

Property	Description	Getter	Setter
<a href="#">Bitmap</a>	UI Image of the object.	GetBitmap	
<a href="#">BWBitmap</a>	UI Image of the object in 1-bit format (black&white).	GetBWBitmap	
<a href="#">Class</a>	Class of the object.	GetClass	
<a href="#">Height</a>	Height of the object.	GetHeight	
<a href="#">Name</a>	Name of the object.	GetName	
<a href="#">ObjectType</a>	SeSMatcherRule type for this object.	GetObjectType	
<a href="#">State</a>	State of the object.	GetState	
<a href="#">Value</a>	Value of the object.	GetValue	SetValue
<a href="#">Width</a>	Width of the object.	GetWidth	
<a href="#">WindowText</a>	Window text of the object.	GetWindowText	SetWindowText
<a href="#">X</a>	X-coordinate of the top left corner of the object.	GetX	
<a href="#">Y</a>	Y-coordinate of the top left corner of the object.	GetY	

### Action Summary

Action	Description
<a href="#">DoAction</a>	Performs default action for an object.
<a href="#">DoAnalogPlay</a>	Plays analog recording using coordinates relative to this object.
<a href="#">DoClick</a>	Performs left click at the center of an object.
<a href="#">DoEnsureVisible</a>	Makes sure specified element is visible on the screen.
<a href="#">DoLButtonDown</a>	Performs left mouse button down.
<a href="#">DoLButtonUp</a>	Performs left mouse button up.
<a href="#">DoLClick</a>	Performs a left click at the center of an object or at the specified location.
<a href="#">DoLDClick</a>	Performs a left double click at the center of an object or at the specified location.
<a href="#">DoMButtonDown</a>	Performs middle mouse button down.
<a href="#">DoMButtonUp</a>	Performs middle mouse button up.
<a href="#">DoMClick</a>	Performs a middle click at the center of an object or at the specified location.
<a href="#">DoMDClick</a>	Performs a middle double click at the center of an object or at the specified location.
<a href="#">DoMouseMove</a>	Moves mouse cursor to a location relative to this object position.
<a href="#">DoRButtonDown</a>	Performs right mouse button down.
<a href="#">DoRButtonUp</a>	Performs right mouse button up.
<a href="#">DoRClick</a>	Performs a right click at the center of an object or at the specified location.
<a href="#">DoRDClick</a>	Performs a right double click at the center of an object or at the specified location.
<a href="#">DoSendKeys</a>	Sends series of keystrokes to an object.

### Property Detail

#### Bitmap

UI Image of the object.  
Accessors: GetBitmap

#### BWBitmap

UI Image of the object in 1-bit format (black&white).  
Accessors: GetBWBitmap

#### Class

Class of the object.  
Accessors: GetClass

#### Height

Height of the object.  
Accessors: GetHeight

#### Name

Name of the object.  
Accessors: GetName

## ObjectType

SeSMatcherRule type for this object.

Accessors: GetObjectType

## State

State of the object.

Accessors: GetState

## Value

Value of the object.

Accessors: GetValue, SetValue

## Width

Width of the object.

Accessors: GetWidth

## WindowText

Window text of the object.

Accessors: GetWindowText, SetWindowText

## X

X-coordinate of the top left corner of the object.

Accessors: GetX

## Y

Y-coordinate of the top left corner of the object.

Accessors: GetY

## Action Detail

### DoAction()

Performs default action for an object. If the object doesn't have default action then 'LClick' is performed.

### DoAnalogPlay(path, left, top)

Plays analog recording using coordinates relative to this object.

#### Parameters:

Name	Type	Description
path	string	Path to analog recording (usually an .arf file).
left	number	X-coordinate of top-left corner of the analog area, relative to object top-left corner Optional.
top	number	Y-coordinate of the top-left corner of the analog area, relative to object top-left corner. Optional.

### DoClick(clickType, xOffset, yOffset)

Performs left click at the center of an object. It is a customizable variant of LClick action.

#### Parameters:

Name	Type	Description
clickType	string	Type of click, can be one of "L" - left click, "LD" - double left click, "R" - right click, "RD" - double right click, "M" - middle click, "MD" - double middle click, "N" - don't click Optional, Default: L.
xOffset	number	X offset to click within object. Default is a center. Optional.
yOffset	number	X offset to click within object. Default is a center. Optional.

#### Returns:

'true' if operation is successful, 'false' otherwise

### DoEnsureVisible()

Makes sure specified element is visible on the screen.

### DoLButtonDown()

Performs left mouse button down. This method does not change cursor coordinates. Make sure that you use 'DoMouseMove' to position mouse cursor properly before calling this method. Note: This action must be followed by 'DoLButtonUp', otherwise it may lock mouse cursor.

### DoLButtonUp()

Performs left mouse button up. This method does not change cursor coordinates. Make sure that you use 'DoMouseMove' to position mouse cursor properly before calling this method. Note: Use this action after 'DoLButtonDown', otherwise it will have no effect.

### DoLClick(x, y)

Performs a left click at the center of an object or at the specified location.

#### Parameters:

Name	Type	Description
x	number	X-coordinate of location relative to object's left border
y	number	Y-coordinate of location relative to object's top border

#### Returns:

'true' if operation is successful, 'false' otherwise

### DoLDClick(x, y)

Performs a left double click at the center of an object or at the specified location.

#### Parameters:

Name	Type	Description
x	number	X-coordinate of location relative to object's left border
y	number	Y-coordinate of location relative to object's top border

#### Returns:

'true' if operation is successful, 'false' otherwise

### DoMButtonDown()

Performs middle mouse button down. This method does not change cursor coordinates. Make sure that you use 'DoMouseMove' to position mouse cursor properly before calling this method. Note: This action must be followed by 'DoMButtonUp', otherwise it may lock mouse cursor.

### DoMButtonUp()

Performs middle mouse button up. This method does not change cursor coordinates. Make sure that you use 'DoMouseMove' to position mouse cursor properly before calling this method. Note: Use this action after 'DoMButtonDown', otherwise it will have no effect.

### DoMClick(x, y)

Performs a middle click at the center of an object or at the specified location.

#### Parameters:

Name	Type	Description
x	number	X-coordinate of location relative to object's left border
y	number	Y-coordinate of location relative to object's top border

#### Returns:

'true' if operation is successful, 'false' otherwise

### DoMDClick(x, y)

Performs a middle double click at the center of an object or at the specified location.

#### Parameters:

Name	Type	Description
x	number	X-coordinate of location relative to object's left border
y	number	Y-coordinate of location relative to object's top border

#### Returns:

'true' if operation is successful, 'false' otherwise

### DoMouseMove(x, y)

Moves mouse cursor to a location relative to this object position.

#### Parameters:

Name	Type	Description
------	------	-------------

x	number	X-coordinate of location relative to object's left border
y	number	Y-coordinate of location relative to object's top border

### DoRButtonDown()

Performs right mouse button down. This method does not change cursor coordinates. Make sure that you use 'DoMouseMove' to position mouse cursor properly before calling this method. Note: This action must be followed by 'DoRButtonUp', otherwise it may lock mouse cursor.

### DoRButtonUp()

Performs right mouse button up. This method does not change cursor coordinates. Make sure that you use 'DoMouseMove' to position mouse cursor properly before calling this method. Note: Use this action after 'DoRButtonDown', otherwise it will have no effect.

### DoRClick(x, y)

Performs a right click at the center of an object or at the specified location.

#### Parameters:

Name	Type	Description
x	number	X-coordinate of location relative to object's left border
y	number	Y-coordinate of location relative to object's top border

#### Returns:

'true' if operation is successful, 'false' otherwise

### DoRDClick(x, y)

Performs a right double click at the center of an object or at the specified location.

#### Parameters:

Name	Type	Description
x	number	X-coordinate of location relative to object's left border
y	number	Y-coordinate of location relative to object's top border

#### Returns:

'true' if operation is successful, 'false' otherwise

### DoSendKeys(keys)

Sends series of keystrokes to an object. For example: DoSendKeys("^F") - sends {CTRL} + {F}. See [MSDN Article for SendKeys](#)

#### Parameters:

Name	Type	Description
keys	string	A sequence of keystrokes.

## SimpleLink

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Link control.

Behavior Pattern: Win32Pressable

### Action Summary

Action	Description
<a href="#">DoAction</a>	Presses the button.

### Action Detail

#### DoAction()

Presses the button.

## SimpleLinkText

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Link text control.



## Behavior Pattern: Win32Pressable

### Action Summary

Action	Description
<a href="#">DoAction</a>	Presses the button.

### Action Detail

#### DoAction()

Presses the button.

## SimpleList

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List control.

## Behavior Pattern: Win32ItemSelectable

### Action Summary

Action	Description
<a href="#">DoSelectItem</a>	Selects item of this object.

### Action Detail

#### DoSelectItem(itemName)

Selects item of this object.

#### Parameters:

Name	Type	Description
itemName	string   array	This is a name of item to select. Or an array of item names in the case of multi-select.

#### Returns:

'true' if operation is successful, 'false' otherwise

## Behavior Pattern: Win32ItemExpandable

### Action Summary

Action	Description
<a href="#">DoExpand</a>	Expands an item of this object.

### Action Detail

#### DoExpand(itemName)

Expands an item of this object.

#### Parameters:

Name	Type	Description
itemName	string	Name of the item to expand

#### Returns:

'true' if operation was successful, 'false' otherwise

## Behavior Pattern: Win32ItemCheckable

### Action Summary

Action	Description
--------	-------------

Action	Description
<a href="#">DoCheckItem</a>	Checks an item of this object.

## Action Detail

### DoCheckItem(itemName)

Checks an item of this object.

#### Parameters:

Name	Type	Description
itemName	string	Name of the item to check

## SimpleOutline

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Outline control.

## Behavior Pattern: Win32ItemSelectable

### Action Summary

Action	Description
<a href="#">DoSelectItem</a>	Selects item of this object.

## Action Detail

### DoSelectItem(itemName)

Selects item of this object.

#### Parameters:

Name	Type	Description
itemName	string   array	This is a name of item to select. Or an array of item names in the case of multi-select.

#### Returns:

'true' if operation is successful, 'false' otherwise

## Behavior Pattern: Win32ItemExpandable

### Action Summary

Action	Description
<a href="#">DoExpand</a>	Expands an item of this object.

## Action Detail

### DoExpand(itemName)

Expands an item of this object.

#### Parameters:

Name	Type	Description
itemName	string	Name of the item to expand

#### Returns:

'true' if operation was successful, 'false' otherwise

## Behavior Pattern: Win32ItemCheckable

### Action Summary

Action	Description
<a href="#">DoCheckItem</a>	Checks an item of this object.

## Action Detail

### DoCheckItem(itemName)

Checks an item of this object.

#### Parameters:

Name	Type	Description
itemName	string	Name of the item to check

## SimpleRadioButton

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Static text control.

## Behavior Pattern: Win32Radio

## SimpleText

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## Behavior Pattern: Win32TextEditable

## Property Summary

Property	Description	Getter	Setter
<a href="#">Text</a>	Text of the object, 'false' if text can not be read.	GetText	SetText

## Action Summary

Action	Description
<a href="#">DoSetText</a>	Sets text value of this object.

## Property Detail

### Text

Text of the object, 'false' if text can not be read.

Accessors: GetText, SetText

## Action Detail

### DoSetText(val)

Sets text value of this object.

#### Parameters:

Name	Type	Description
val	string	Text value.

#### Returns:

'true' if success, 'false' otherwise.

## JavaButton

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Java Button. Extends [JavaObject](#).

## Behavior Pattern: JavaObjectButtonBehavior

## JavaCheckBox

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Java CheckBox. Extends [JavaObject](#).

### Behavior Pattern: JavaObjectCheckableBehavior

#### Property Summary

Property	Description	Getter	Setter
<a href="#">Checked</a>	Check state of the button.	GetChecked	SetChecked

#### Action Summary

Action	Description
<a href="#">DoSetCheck</a>	Sets check state of the object.

#### Property Detail

##### Checked

Check state of the button. 'true' if the button is checked, 'false' otherwise.  
Accessors: GetChecked, SetChecked

#### Action Detail

##### DoSetCheck(bcheck)

Sets check state of the object.

##### Parameters:

Name	Type	Description
bcheck	boolean	Desired check state for the button.

##### Returns:

'true' if success, 'false' otherwise.

## JavaChoice

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Java Choice. Extends [JavaObject](#).

### Behavior Pattern: JavaObjectSelectableBehavior

#### Property Summary

Property	Description	Getter	Setter
<a href="#">SelectedIndex</a>	Index of the selected element of the object.	GetSelectedIndex	SetSelectedIndex
<a href="#">SelectedText</a>	Text of the selected item in a single string.	GetSelectedText	SetSelectedText

#### Action Summary

Action	Description
<a href="#">DoSelectItem</a>	Selects an item of this object.

#### Property Detail

##### SelectedIndex

Index of the selected element of the object.  
Accessors: GetSelectedIndex, SetSelectedIndex

##### SelectedText

Text of the selected item in a single string.

Accessors: GetSelectedText, SetSelectedText

## Action Detail

### DoSelectItem(item)

Selects an item of this object.

#### Parameters:

Name	Type	Description
item	string   number	Item index or text value to select.

#### Returns:

'true' if success, 'false' otherwise.

## JavaLabel

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Java Label. Extends [JavaObject](#).

## Behavior Pattern: JavaObjectLabelBehavior

## Property Summary

Property	Description	Getter	Setter
<a href="#">Text</a>	Text of the object, 'false' if text can not be read.	GetText	

## Property Detail

### Text

Text of the object, 'false' if text can not be read.

Accessors: GetText

## JavaList

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Java List. Extends [JavaObject](#).

## Behavior Pattern: JavaObjectListSelectableBehavior

## Property Summary

Property	Description	Getter	Setter
<a href="#">ItemCount</a>	Number of items.	GetItemCount	
<a href="#">ItemIndexByName</a>	Returns item index by its name.	GetItemIndexByName	
<a href="#">ItemNameByIndex</a>	Returns item name by its index.	GetItemNameByIndex	
<a href="#">SelectedIndex</a>	Index of the selected element of the object.	GetSelectedIndex	SetSelectedIndex
<a href="#">SelectedIndices</a>	Returns string of indexes delimited by separator or array of indexes of selected elements.	GetSelectedIndices	
<a href="#">SelectedItems</a>	Text of all the selected items in a single string.	GetSelectedItems	
<a href="#">SelectedText</a>	Text of the selected item in a single string.	GetSelectedText	
<a href="#">SelectionCount</a>	Number of selected items.	GetSelectionCount	

## Action Summary

Action	Description
<a href="#">DoAddSelection</a>	Extends selection.
<a href="#">DoClearSelection</a>	Clears selection.
<a href="#">DoRemoveSelection</a>	Removes selection from specified items.
<a href="#">DoSelectItem</a>	Selects items of this object.

## Property Detail

### ItemCount

Number of items.

Accessors: GetItemCount

### ItemIndexByName

Returns item index by its name. 'false' if name is not found.

Accessors: GetItemIndexByName

### ItemNameByIndex

Returns item name by its index. 'false' if name is not found.

Accessors: GetItemNameByIndex

### SelectedIndex

Index of the selected element of the object.

Accessors: GetSelectedIndex, SetSelectedIndex

### SelectedIndices

Returns string of indexes delimited by separator or array of indexes of selected elements.

Accessors: GetSelectedIndices

### SelectedItems

Text of all the selected items in a single string. Items are divided by ';' separator.

Accessors: GetSelectedItems

### SelectedText

Text of the selected item in a single string.

Accessors: GetSelectedText

### SelectionCount

Number of selected items.

Accessors: GetSelectionCount

## Action Detail

### DoAddSelection(items, separator, itemsType)

Extends selection.

#### Parameters:

Name	Type	Description
items	array   string	Can be one of the following: 1. Number, index of an item. 2. String, item names delimited with separator. 3. String, item indexes delimited with separator. 4. Array of item names. 5. Array of item indexes.
separator	string	Separator Optional, Default: ;.
itemsType	string	If it is 'name' and 'items' parameter is of String type then 'items' parameter is treated as separated item names. If it is 'index' and 'items' parameter is of String type then 'items' parameter is treated as separated item indexes. If any other value is passed as 'itemsType' the behavior is undefined. Optional.

#### Returns:

'true' if success, 'false' otherwise.

### DoClearSelection()

Clears selection.

#### Returns:

'true' if success, 'false' otherwise.

### DoRemoveSelection(items, separator, itemsType)

Removes selection from specified items.

#### Parameters:

Name	Type	Description
------	------	-------------

items	array   string	Can be one of the following: 1. Number, index of an item. 2. String, item names delimited with separator. 3. String, item indexes delimited with separator. 4. Array of item names. 5. Array of item indexes.
separator	string	Separator Optional, Default: ;.
itemsType	string	If it is 'name' and 'items' parameter is of Stringtype then 'items' parameter is treated as separated item names. If it is 'index' and 'items' parameter is of String type then 'items' parameter is treated as separated item indexes. If any other value is passed as 'itemsType' the behavior is undefined. Optional.

**Returns:**

'true' if success, 'false' otherwise.

**DoSelectItem(items, separator, itemsType)**

Selects items of this object. First it clears existing selection.

**Parameters:**

Name	Type	Description
items	array   string	Can be one of the following: 1. Number, index of an item. 2. String, item names delimited with separator. 3. String, item indexes delimited with separator. 4. Array of item names. 5. Array of item indexes.
separator	string	Separator Optional, Default: ;.
itemsType	string	If it is 'name' and 'items' parameter is of Stringtype then 'items' parameter is treated as separated item names. If it is 'index' and 'items' parameter is of String type then 'items' parameter is treated as separated item indexes. If any other value is passed as 'itemsType' the behavior is undefined. Optional.

**Returns:**

'true' if success, 'false' otherwise.

## JavaObject

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Standard Java (AWT, Swing) Object.

### Behavior Pattern: JavaObjectGenericBehavior

### Property Summary

Property	Description	Getter	Setter
<a href="#">ControlType</a>	Type of the object.	GetControlType	
<a href="#">Height</a>	Height of the object.	GetHeight	
<a href="#">Width</a>	Width of the object.	GetWidth	
<a href="#">X</a>	X-coordinate of the top left corner of the object.	GetX	
<a href="#">Y</a>	Y-coordinate of the top left corner of the object.	GetY	

### Action Summary

Action	Description
<a href="#">DoAction</a>	Clicks in the middle of the control.
<a href="#">DoDumpWidget</a>	Dumps Spy data for the object.
<a href="#">DoGetWidgetProperty</a>	Returns the value of a property with a given name.

### Property Detail

**ControlType**

Type of the object.

Accessors: GetControlType

## Height

Height of the object.

Accessors: GetHeight

## Width

Width of the object.

Accessors: GetWidth

## X

X-coordinate of the top left corner of the object.

Accessors: GetX

## Y

Y-coordinate of the top left corner of the object.

Accessors: GetY

## Action Detail

### DoAction()

Clicks in the middle of the control.

#### Returns:

'true' if success, 'false' otherwise.

### DoDumpWidget(dumpProperties, maxDepth, trimValue, indent, filePath, append)

Dumps Spy data for the object.

#### Parameters:

Name	Type	Description
dumpProperties	boolean	If 'true' then includes properties to the result. Optional, Default: false.
maxDepth	number	Determines max recursion depth. If '0' then dumps current object only, if '1' - dumps direct children as well, etc. If '-1' then dumps the whole subtree of objects. Optional, Default: 0.
trimValue	number	Determines maximum length of a property value. Excess characters are truncated. Optional, Default: 256.
indent	string	Indentation string for child objects and properties. Optional, Default: \.
filePath	string	If 'filePath' is set then outputs result to corresponding file. Optional.
append	boolean	If 'true' then file should be overwritten, if 'false' then data should be appended. Optional, Default: false.

#### Returns:

Object data if 'filePath' is not set, 'true' if file write succeeded, 'false' - otherwise.

### DoGetWidgetProperty(name)

Returns the value of a property with a given name. Names of available properties can be seen in Spy.

#### Parameters:

Name	Type	Description
name	string	Property name.

#### Returns:

Property value if successful, an empty string if the property can not be found.

## JavaSwingButton

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Java Swing Button. Extends [JavaObject](#).

### Behavior Pattern: JavaObjectButtonBehavior



Java Swing CheckBox. Extends [JavaObject](#).

## Behavior Pattern: JavaSwingObjectCheckableBehavior

### Property Summary

Property	Description	Getter	Setter
<a href="#">Checked</a>	Check state of the button.	GetChecked	SetChecked

### Action Summary

Action	Description
<a href="#">DoSetCheck</a>	Sets check state of the object.

### Property Detail

#### Checked

Check state of the button. 'true' if the button is checked, 'false' otherwise.

Accessors: GetChecked, SetChecked

### Action Detail

#### DoSetCheck(bcheck)

Sets check state of the object.

#### Parameters:

Name	Type	Description
bcheck	boolean	Desired check state for the button.

#### Returns:

'true' if success, 'false' otherwise.

Java Swing Combo Box. Extends [JavaObject](#).

## Behavior Pattern: JavaSwingObjectSelectableBehavior

### Property Summary

Property	Description	Getter	Setter
<a href="#">ItemIndexByName</a>	Returns item index by its name.	GetItemIndexByName	
<a href="#">SelectedIndex</a>	Index of the selected element of the object.	GetSelectedIndex	SetSelectedIndex
<a href="#">SelectedText</a>	Text of the selected item in a single string.	GetSelectedText	SetSelectedText

### Action Summary

Action	Description
<a href="#">DoSelectItem</a>	Selects an item of this object.

### Property Detail

#### ItemIndexByName

Returns item index by its name. 'false' if name is not found.

Accessors: GetItemIndexByName

#### SelectedIndex

Index of the selected element of the object.

Accessors: GetSelectedIndex, SetSelectedIndex

## SelectedText

Text of the selected item in a single string.

Accessors: GetSelectedText, SetSelectedText

## Action Detail

### DoSelectItem(item)

Selects an item of this object.

#### Parameters:

Name	Type	Description
item	string   number	Item index or text value to select.

#### Returns:

'true' if success, 'false' otherwise.

## JavaSwingLabel

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Java Swing Label. Extends [JavaObject](#).

## Behavior Pattern: JavaObjectLabelBehavior

## Property Summary

Property	Description	Getter	Setter
<a href="#">Text</a>	Text of the object, 'false' if text can not be read.	GetText	

## Property Detail

### Text

Text of the object, 'false' if text can not be read.

Accessors: GetText

## JavaSwingList

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Java Swing List. Extends [JavaObject](#).

## Behavior Pattern: JavaSwingObjectListSelectableBehavior

## Property Summary

Property	Description	Getter	Setter
<a href="#">ItemCount</a>	Number of items.	GetItemCount	
<a href="#">ItemIndexByName</a>	Returns item index by its name.	GetItemIndexByName	
<a href="#">ItemNameByIndex</a>	Returns item name by its index.	GetItemNameByIndex	
<a href="#">SelectedIndex</a>	Index of the selected element of the object.	GetSelectedIndex	SetSelectedIndex
<a href="#">SelectedIndices</a>	Returns string of indexes delimited by separator or array of indexes of selected elements.	GetSelectedIndices	
<a href="#">SelectedItems</a>	Text of all the selected items in a single string.	GetSelectedItems	
<a href="#">SelectedText</a>	Text of the selected item in a single string.	GetSelectedText	
<a href="#">SelectionCount</a>	Number of selected items.	GetSelectionCount	

## Action Summary

Action	Description
<a href="#">DoAddSelection</a>	Extends selection.
<a href="#">DoClearSelection</a>	Clears selection.
<a href="#">DoRemoveSelection</a>	Removes selection from specified items.

[DoSelectItem](#) Selects items of this object.

## Property Detail

### ItemCount

Number of items.

Accessors: GetItemCount

### ItemIndexByName

Returns item index by its name. 'false' if name is not found.

Accessors: GetItemIndexByName

### ItemNameByIndex

Returns item name by its index. 'false' if name is not found.

Accessors: GetItemNameByIndex

### SelectedIndex

Index of the selected element of the object.

Accessors: GetSelectedIndex, SetSelectedIndex

### SelectedIndices

Returns string of indexes delimited by separator or array of indexes of selected elements.

Accessors: GetSelectedIndices

### SelectedItems

Text of all the selected items in a single string. Items are divided by ';' separator.

Accessors: GetSelectedItems

### SelectedText

Text of the selected item in a single string.

Accessors: GetSelectedText

### SelectionCount

Number of selected items.

Accessors: GetSelectionCount

## Action Detail

### DoAddSelection(items, separator, itemsType)

Extends selection.

#### Parameters:

Name	Type	Description
items	array   string	Can be one of the following: 1. Number, index of an item. 2. String, item names delimited with separator. 3. String, item indexes delimited with separator. 4. Array of item names. 5. Array of item indexes.
separator	string	Separator Optional, Default: ;
itemsType	string	If it is 'name' and 'items' parameter is of Stringtype then 'items' parameter is treated as separated item names. If it is 'index' and 'items' parameter is of String type then 'items' parameter is treated as separated item indexes. If any other value is passed as 'itemsType' the behavior is undefined. Optional.

#### Returns:

'true' if success, 'false' otherwise.

### DoClearSelection()

Clears selection.

#### Returns:

'true' if success, 'false' otherwise.

### DoRemoveSelection(items, separator, itemsType)

Removes selection from specified items.

#### Parameters:

Name	Type	Description
items	array   string	Can be one of the following: 1. Number, index of an item. 2. String, item names delimited with separator. 3. String, item indexes delimited with separator. 4. Array of item names. 5. Array of item indexes.
separator	string	Separator Optional, Default: ;.
itemsType	string	If it is 'name' and 'items' parameter is of Stringtype then 'items' parameter is treated as separated item names. If it is 'index' and 'items' parameter is of String type then 'items' parameter is treated as separated item indexes. If any other value is passed as 'itemsType' the behavior is undefined. Optional.

**Returns:**

'true' if success, 'false' otherwise.

**DoSelectItem(items, separator, itemsType)**

Selects items of this object. First it clears existing selection.

**Parameters:**

Name	Type	Description
items	array   string	Can be one of the following: 1. Number, index of an item. 2. String, item names delimited with separator. 3. String, item indexes delimited with separator. 4. Array of item names. 5. Array of item indexes.
separator	string	Separator Optional, Default: ;.
itemsType	string	If it is 'name' and 'items' parameter is of Stringtype then 'items' parameter is treated as separated item names. If it is 'index' and 'items' parameter is of String type then 'items' parameter is treated as separated item indexes. If any other value is passed as 'itemsType' the behavior is undefined. Optional.

**Returns:**

'true' if success, 'false' otherwise.

## JavaSwingMenuBar

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Java Swing Menu Bar. Extends [JavaObject](#).

### Behavior Pattern: JavaSwingObjectMenuBarBehavior

#### Action Summary

Action	Description
<a href="#">DoFullText</a>	Returns text representation of the menu or saves it to a file.
<a href="#">DoGetSubmenuCount</a>	Gets the number of submenu items for a given menu path.
<a href="#">DoGetSubmenuProperty</a>	Gets submenu property.
<a href="#">DoGetSubmenuText</a>	Gets submenu text.
<a href="#">DoMenu</a>	Performs click on the menu item.

#### Action Detail

**DoFullText(separator, filePath, append, includeSeparators)**

Returns text representation of the menu or saves it to a file.

**Parameters:**

Name	Type	Description
separator	string	Separator Optional, Default: ;.
filePath	string	Name of a file that should hold text representation of the menu.

append	boolean	If 'false' then file should be overwritten, if 'true' then data should be appended. Optional, Default: false.
includeSeparators	boolean	If 'true' then menu separators are included to the result. Optional, Default: false.

**Returns:**

Text representation of the menu, 'true' if the file was successfully written, 'false' otherwise.

**DoGetSubmenuCount(path, separator)**

Gets the number of submenu items for a given menu path.

**Parameters:**

Name	Type	Description
path	string	Path of the menu item to select.
separator	string	Separator Optional, Default: ;.

**Returns:**

Number of submenu items, 'false' otherwise.

**DoGetSubmenuProperty(path, index, property, separator)**

Gets submenu property.

**Parameters:**

Name	Type	Description
path	string	Path of the menu item to select.
index	number	Index of the submenu.
property	string	Name of a property. Available properties can be seen in Java Spy.
separator	string	Separator Optional, Default: ;.

**Returns:**

Submenu property, 'false' otherwise.

**DoGetSubmenuText(path, index, separator)**

Gets submenu text.

**Parameters:**

Name	Type	Description
path	string	Path of the menu item to select.
index	number	Index of the submenu.
separator	string	Separator Optional, Default: ;.

**Returns:**

Submenu text, 'false' otherwise.

**DoMenu(path, separator)**

Performs click on the menu item.

**Parameters:**

Name	Type	Description
path	string	Path of the menu item to select.
separator	string	Separator Optional, Default: ;.

**Returns:**

'true' if success, 'false' otherwise.

Java Swing Password Field. Extends [JavaObject](#).

## Behavior Pattern: JavaObjectTextFieldBehavior

### Property Summary

Property	Description	Getter	Setter
<a href="#">Text</a>	Text of the object, 'false' if text can not be read.	GetText	SetText

### Action Summary

Action	Description
<a href="#">DoSetText</a>	Sets text value of this object.

### Property Detail

#### Text

Text of the object, 'false' if text can not be read.

Accessors: GetText, SetText

### Action Detail

#### DoSetText(val)

Sets text value of this object.

#### Parameters:

Name	Type	Description
val	string	Text value.

#### Returns:

'true' if success, 'false' otherwise.

Java Swing Progress Bar. Extends [JavaObject](#).

## Behavior Pattern: JavaSwingObjectProgressBarBehavior

### Property Summary

Property	Description	Getter	Setter
<a href="#">MaxValue</a>	Maximum value of the object or 'false' if value can't be read.	GetMaxValue	SetMaxValue
<a href="#">MinValue</a>	Minimum value of the object or 'false' if value can't be read.	GetMinValue	SetMinValue
<a href="#">Value</a>	Value of the object.	GetValue	SetValue

### Property Detail

#### MaxValue

Maximum value of the object or 'false' if value can't be read.

Accessors: GetMaxValue, SetMaxValue

#### MinValue

Minimum value of the object or 'false' if value can't be read.

Accessors: GetMinValue, SetMinValue

#### Value

Value of the object.

Accessors: GetValue, SetValue

Java Swing Radio Button. Extends [JavaObject](#).

## Behavior Pattern: JavaSwingObjectCheckableBehavior

### Property Summary

Property	Description	Getter	Setter
<a href="#">Checked</a>	Check state of the button.	GetChecked	SetChecked

### Action Summary

Action	Description
<a href="#">DoSetCheck</a>	Sets check state of the object.

### Property Detail

#### Checked

Check state of the button. 'true' if the button is checked, 'false' otherwise.

Accessors: GetChecked, SetChecked

### Action Detail

#### DoSetCheck(bcheck)

Sets check state of the object.

#### Parameters:

Name	Type	Description
bcheck	boolean	Desired check state for the button.

#### Returns:

'true' if success, 'false' otherwise.

# JavaSwingSlider

Java Swing Slider. Extends [JavaObject](#).

## Behavior Pattern: JavaSwingObjectProgressBarBehavior

### Property Summary

Property	Description	Getter	Setter
<a href="#">MaxValue</a>	Maximum value of the object or 'false' if value can't be read.	GetMaxValue	SetMaxValue
<a href="#">MinValue</a>	Minimum value of the object or 'false' if value can't be read.	GetMinValue	SetMinValue
<a href="#">Value</a>	Value of the object.	GetValue	SetValue

### Property Detail

#### MaxValue

Maximum value of the object or 'false' if value can't be read.

Accessors: GetMaxValue, SetMaxValue

#### MinValue

Minimum value of the object or 'false' if value can't be read.

Accessors: GetMinValue, SetMinValue

#### Value

Value of the object.

Accessors: GetValue, SetValue

Java Swing Table. Extends [JavaObject](#).

## Behavior Pattern: JavaSwingObjectTableBehavior

### Property Summary

Property	Description	Getter	Setter
<a href="#">Cell</a>	Text of the specified cell.	GetCell	
<a href="#">ColumnCount</a>	Number of columns in the table.	GetColumnCount	
<a href="#">ColumnName</a>	Caption of a column.	GetColumnName	
<a href="#">RowCount</a>	Number of rows in the table.	GetRowCount	
<a href="#">SelectedCells</a>	Returns string of cell coordinates delimited by separators or an array of coordinate objects for selected cells.	GetSelectedCells	
<a href="#">SelectedColumn</a>	Index of the selected column.	GetSelectedColumn	
<a href="#">SelectedColumnCount</a>	Number of selected columns.	GetSelectedColumnCount	
<a href="#">SelectedColumns</a>	Returns string of indexes delimited by separator or array of indexes of selected columns.	GetSelectedColumns	
<a href="#">SelectedRow</a>	Index of the selected row.	GetSelectedRow	
<a href="#">SelectedRowCount</a>	Number of selected rows.	GetSelectedRowCount	
<a href="#">SelectedRows</a>	Returns string of indexes delimited by separator or array of indexes of selected rows.	GetSelectedRows	
<a href="#">Text</a>	Text of the currently focused cell.	GetText	

### Action Summary

Action	Description
<a href="#">DoClickCell</a>	Clicks the specified cell
<a href="#">DoFullText</a>	Read and return full text contents of the table

### Property Detail

#### Cell

Text of the specified cell.  
Accessors: GetCell

#### ColumnCount

Number of columns in the table.  
Accessors: GetColumnCount

#### ColumnName

Caption of a column.  
Accessors: GetColumnName

#### RowCount

Number of rows in the table.  
Accessors: GetRowCount

#### SelectedCells

Returns string of cell coordinates delimited by separators or an array of coordinate objects for selected cells.  
Accessors: GetSelectedCells

#### SelectedColumn

Index of the selected column.  
Accessors: GetSelectedColumn

#### SelectedColumnCount

Number of selected columns.  
Accessors: GetSelectedColumnCount

#### SelectedColumns

Returns string of indexes delimited by separator or array of indexes of selected columns.  
Accessors: GetSelectedColumns

#### SelectedRow

Index of the selected row.



Accessors: GetSelectedRow

### SelectedRowCount

Number of selected rows.

Accessors: GetSelectedRowCount

### SelectedRows

Returns string of indexes delimited by separator or array of indexes of selected rows.

Accessors: GetSelectedRows

### Text

Text of the currently focused cell.

Accessors: GetText

## Action Detail

### DoClickCell(row, col, clickType, xOffset, yOffset)

Clicks the specified cell

#### Parameters:

Name	Type	Description
row	number	Zero-based index if the row.
col	number	Zero-based index of the column.
clickType	string	Type of click, can be one of "L" - left click, "LD" - double left click, "R" - right click, "RD" - double right click, "M" - middle click, "MD" - double middle click, "N" - don't click Optional, Default: L.
xOffset	number	X offset to click within node. Default is a center. Optional.
yOffset	number	Y offset to click within node. Default is a center. Optional.

#### Returns:

'true' if successful, 'false' otherwise

### DoFullText()

Read and return full text contents of the table

#### Returns:

Full text of the table (may be very long!), 'false' otherwise

## JavaSwingTextArea

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Java Swing Text Area. Extends [JavaObject](#).

## Behavior Pattern: JavaObjectTextFieldBehavior

## Property Summary

Property	Description	Getter	Setter
<a href="#">Text</a>	Text of the object, 'false' if text can not be read.	GetText	SetText

## Action Summary

Action	Description
<a href="#">DoSetText</a>	Sets text value of this object.

## Property Detail

### Text

Text of the object, 'false' if text can not be read.

Accessors: GetText, SetText

## Action Detail

## DoSetText(val)

Sets text value of this object.

### Parameters:

Name	Type	Description
val	string	Text value.

### Returns:

'true' if success, 'false' otherwise.

## JavaSwingTextField

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Java Swing Text Field. Extends [JavaObject](#).

### Behavior Pattern: JavaObjectTextFieldBehavior

### Property Summary

Property	Description	Getter	Setter
<a href="#">Text</a>	Text of the object, 'false' if text can not be read.	GetText	SetText

### Action Summary

Action	Description
<a href="#">DoSetText</a>	Sets text value of this object.

### Property Detail

#### Text

Text of the object, 'false' if text can not be read.

Accessors: GetText, SetText

### Action Detail

## DoSetText(val)

Sets text value of this object.

### Parameters:

Name	Type	Description
val	string	Text value.

### Returns:

'true' if success, 'false' otherwise.

## JavaSwingToggleButton

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Java Swing ToggleButton. Extends [JavaObject](#).

### Behavior Pattern: JavaSwingObjectCheckableBehavior

### Property Summary

Property	Description	Getter	Setter
<a href="#">Checked</a>	Check state of the button.	GetChecked	SetChecked

### Action Summary

Action	Description
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[DoSetCheck](#) Sets check state of the object.

## Property Detail

### Checked

Check state of the button. 'true' if the button is checked, 'false' otherwise.

Accessors: GetChecked, SetChecked

## Action Detail

### DoSetCheck(bcheck)

Sets check state of the object.

#### Parameters:

Name	Type	Description
bcheck	boolean	Desired check state for the button.

#### Returns:

'true' if success, 'false' otherwise.

## JavaSwingTree

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Java Swing Tree. Extends [JavaObject](#).

## Behavior Pattern: JavaSwingObjectTreeBehavior

## Property Summary

Property	Description	Getter	Setter
<a href="#">ChildrenCount</a>	Number of children of the selected node or a node specified by the input parameters.	GetChildrenCount	
<a href="#">Expanded</a>	Expanded state of the selected node or a node specified by the input parameters.	GetExpanded	
<a href="#">IndexPath</a>	Index path of the specified or selected tree node i.e.	GetIndexPath	
<a href="#">NodeText</a>	Text of the selected node or a node specified by the input parameters.	GetNodeText	
<a href="#">Selected</a>	Selected state of the selected node or a node specified by the input parameters	GetSelected	

## Action Summary

Action	Description
<a href="#">DoClickNode</a>	Clicks specific node in the tree.
<a href="#">DoCollapse</a>	Collapses specific node in the tree.
<a href="#">DoExpand</a>	Expands specific node in the tree.

## Property Detail

### ChildrenCount

Number of children of the selected node or a node specified by the input parameters.

Accessors: GetChildrenCount

### Expanded

Expanded state of the selected node or a node specified by the input parameters.

Accessors: GetExpanded

### IndexPath

Index path of the specified or selected tree node i.e. string in form '0;5;2;1;6', 'false' if fails

Accessors: GetIndexPath

### NodeText

Text of the selected node or a node specified by the input parameters.

Accessors: GetNodeText

### Selected

Selected state of the selected node or a node specified by the input parameters  
Accessors: GetSelected

## Action Detail

### DoClickNode(path, separator, pathType, clickType, xOffset, yOffset)

Clicks specific node in the tree.

#### Parameters:

Name	Type	Description
path	string	Path of the node
separator	string	Separator Optional, Default: ;.
pathType	string	Path type. Can be one of 'name', 'id' or 'index'. Optional, Default: name.
clickType	string	Type of click, can be one of "L" - left click, "LD" - double left click, "R" - right click, "RD" - double right click, "M" - middle click, "MD" - double middle click, "N" - don't click Optional, Default: L.
xOffset	number	X offset to click within node. Default is a center. Optional.
yOffset	number	Y offset to click within node. Default is a center. Optional.

#### Returns:

'true' if success, 'false' otherwise.

### DoCollapse(path, separator, pathType)

Collapses specific node in the tree.

#### Parameters:

Name	Type	Description
path	string	Path of the node
separator	string	Separator Optional, Default: ;.
pathType	string	Path type. Can be one of 'name', 'id' or 'index'. Optional, Default: name.

#### Returns:

'true' if success, 'false' otherwise.

### DoExpand(path, separator, pathType)

Expands specific node in the tree.

#### Parameters:

Name	Type	Description
path	string	Path of the node
separator	string	Separator Optional, Default: ;.
pathType	string	Path type. Can be one of 'name', 'id' or 'index'. Optional, Default: name.

#### Returns:

'true' if success, 'false' otherwise.

## JavaTextArea

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Java Text Area. Extends [JavaObject](#).

### Behavior Pattern: JavaObjectTextFieldBehavior

### Property Summary

Property	Description	Getter	Setter
<a href="#">Text</a>	Text of the object, 'false' if text can not be read.	GetText	SetText

## Action Summary

Action	Description
<a href="#">DoSetText</a>	Sets text value of this object.

## Property Detail

### Text

Text of the object, 'false' if text can not be read.  
Accessors: GetText, SetText

## Action Detail

### DoSetText(val)

Sets text value of this object.

#### Parameters:

Name	Type	Description
val	string	Text value.

#### Returns:

'true' if success, 'false' otherwise.

## JavaTextField

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Java Text Field. Extends [JavaObject](#).

## Behavior Pattern: JavaObjectTextFieldBehavior

## Property Summary

Property	Description	Getter	Setter
<a href="#">Text</a>	Text of the object, 'false' if text can not be read.	GetText	SetText

## Action Summary

Action	Description
<a href="#">DoSetText</a>	Sets text value of this object.

## Property Detail

### Text

Text of the object, 'false' if text can not be read.  
Accessors: GetText, SetText

## Action Detail

### DoSetText(val)

Sets text value of this object.

#### Parameters:

Name	Type	Description
val	string	Text value.

#### Returns:

'true' if success, 'false' otherwise.

Extends [UIObject](#). Extends [SeSSimulatedObject](#).

## Behavior Pattern: SWTComboBoxBehavior

### Property Summary

Property	Description	Getter	Setter
<a href="#">Text</a>	Text of the object, 'false' if text can not be read.	GetText	SetText

### Action Summary

Action	Description
<a href="#">DoSelectItem</a>	Selects an item of this object.
<a href="#">DoSetText</a>	Set text into combobox with an edit box.

### Property Detail

#### Text

Text of the object, 'false' if text can not be read.

Accessors: GetText, SetText

### Action Detail

#### DoSelectItem(item)

Selects an item of this object.

##### Parameters:

Name	Type	Description
item	string   number	Item index or text value to select.

##### Returns:

'true' if success, 'false' otherwise.

#### DoSetText(newText)

Set text into combobox with an edit box.

##### Parameters:

Name	Type	Description
newText	string	Text to set

##### Returns:

'true' if successful, 'false' otherwise

# SWTComboBoxEdit

Extends [UIObject](#). Extends [SeSSimulatedObject](#).

## Behavior Pattern: SWTComboBoxBehavior

### Property Summary

Property	Description	Getter	Setter
<a href="#">Text</a>	Text of the object, 'false' if text can not be read.	GetText	SetText

### Action Summary

Action	Description
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<a href="#">DoSelectItem</a>	Selects an item of this object.
<a href="#">DoSetText</a>	Set text into combobox with an edit box.

## Property Detail

### Text

Text of the object, 'false' if text can not be read.

Accessors: GetText, SetText

## Action Detail

### DoSelectItem(item)

Selects an item of this object.

#### Parameters:

Name	Type	Description
item	string   number	Item index or text value to select.

#### Returns:

'true' if success, 'false' otherwise.

### DoSetText(newText)

Set text into combobox with an edit box.

#### Parameters:

Name	Type	Description
newText	string	Text to set

#### Returns:

'true' if successful, 'false' otherwise

## Behavior Pattern: SWTTextBoxBehavior

## Property Summary

Property	Description	Getter	Setter
<a href="#">Text</a>	Text of the object, 'false' if text can not be read.	GetText	SetText

## Action Summary

Action	Description
<a href="#">DoSetText</a>	Sets text value of this object.

## Property Detail

### Text

Text of the object, 'false' if text can not be read.

Accessors: GetText, SetText

## Action Detail

### DoSetText(val)

Sets text value of this object.

#### Parameters:

Name	Type	Description
val	string	Text value.

#### Returns:

'true' if success, 'false' otherwise.

Extends [UIAObject](#). Extends [SeSSimulatedObject](#).

## Behavior Pattern: SWTListBehavior

## Property Summary

Property	Description	Getter	Setter
<a href="#">ItemCount</a>	Number of items.	GetItemCount	SetItemCount
<a href="#">ItemIndexByName</a>	Returns item index by its name.	GetItemIndexByName	
<a href="#">ItemNameByIndex</a>	Returns item name by its index.	GetItemNameByIndex	
<a href="#">SelectedIndex</a>	Index of the selected element of the object.	GetSelectedIndex	
<a href="#">SelectedIndices</a>	Returns string of indexes delimited by separator or array of indexes of selected elements.	GetSelectedIndices	
<a href="#">SelectedItems</a>	Text of all the selected items in a single string.	GetSelectedItems	SetSelectedItems
<a href="#">SelectedText</a>	Text of the selected item in a single string.	GetSelectedText	SetSelectedText
<a href="#">SelectionCount</a>	Number of selected items.	GetSelectionCount	SetSelectionCount

## Action Summary

Action	Description
<a href="#">DoAddSelection</a>	Extends selection.
<a href="#">DoClickItem</a>	Performs click on the item
<a href="#">DoRemoveSelection</a>	Removes selection from specified items.
<a href="#">DoSelectItem</a>	Selects items of this object.

## Property Detail

### ItemCount

Number of items.

Accessors: [GetItemCount](#), [SetItemCount](#)

### ItemIndexByName

Returns item index by its name. 'false' if name is not found.

Accessors: [GetItemIndexByName](#)

### ItemNameByIndex

Returns item name by its index. 'false' if name is not found.

Accessors: [GetItemNameByIndex](#)

### SelectedIndex

Index of the selected element of the object.

Accessors: [GetSelectedIndex](#)

### SelectedIndices

Returns string of indexes delimited by separator or array of indexes of selected elements.

Accessors: [GetSelectedIndices](#)

### SelectedItems

Text of all the selected items in a single string. Items are divided by ';' separator.

Accessors: [GetSelectedItems](#), [SetSelectedItems](#)

### SelectedText

Text of the selected item in a single string.

Accessors: [GetSelectedText](#), [SetSelectedText](#)

### SelectionCount

Number of selected items.

Accessors: [GetSelectionCount](#), [SetSelectionCount](#)

## Action Detail

### DoAddSelection(items, separator, itemsType)

Extends selection.



**Parameters:**

Name	Type	Description
items	array   string	Can be one of the following: 1. Number, index of an item. 2. String, item names delimited with separator. 3. String, item indexes delimited with separator. 4. Array of item names. 5. Array of item indexes.
separator	string	Separator Optional, Default: ;.
itemsType	string	If it is 'name' and 'items' parameter is of Stringtype then 'items' parameter is treated as separated item names. If it is 'index' and 'items' parameter is of String type then 'items' parameter is treated as separated item indexes. If any other value is passed as 'itemsType' the behavior is undefined. Optional.

**Returns:**

'true' if success, 'false' otherwise.

**DoClickItem(nameCaptionIndex, xOffset, yOffset, clickType)**

Performs click on the item

**Parameters:**

Name	Type	Description
nameCaptionIndex	string   number	index or name of the item to be selected.
xOffset	number	X offset to click within object. Default is a center. Optional.
yOffset	number	X offset to click within object. Default is a center. Optional.
clickType	string	Type of click, can be one of "L" - left click, "LD" - double left click, "R" - right click, "RD" - double right click, "M" - middle click, "MD" - double middle click, "N" - don't click Optional, Default: L.

**Returns:**

'true' if successful, 'false' otherwise.

**DoRemoveSelection(items, separator, itemsType)**

Removes selection from specified items.

**Parameters:**

Name	Type	Description
items	array   string	Can be one of the following: 1. Number, index of an item. 2. String, item names delimited with separator. 3. String, item indexes delimited with separator. 4. Array of item names. 5. Array of item indexes.
separator	string	Separator Optional, Default: ;.
itemsType	string	If it is 'name' and 'items' parameter is of Stringtype then 'items' parameter is treated as separated item names. If it is 'index' and 'items' parameter is of String type then 'items' parameter is treated as separated item indexes. If any other value is passed as 'itemsType' the behavior is undefined. Optional.

**Returns:**

'true' if success, 'false' otherwise.

**DoSelectItem(items, separator, itemsType)**

Selects items of this object. First it clears existing selection.

**Parameters:**

Name	Type	Description
items	array   string	Can be one of the following: 1. Number, index of an item. 2. String, item names delimited with separator.

		3. String, item indexes delimited with separator. 4. Array of item names. 5. Array of item indexes.
separator	string	Separator Optional, Default: ;.
itemsType	string	If it is 'name' and 'items' parameter is of Stringtype then 'items' parameter is treated as separated item names. If it is 'index' and 'items' parameter is of String type then 'items' parameter is treated as separated item indexes. If any other value is passed as 'itemsType' the behavior is undefined. Optional.

**Returns:**

'true' if success, 'false' otherwise.

## SWTTree

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Extends [UIObject](#). Extends [SeSSimulatedObject](#).

### Behavior Pattern: SWTTreeBehavior

### Property Summary

Property	Description	Getter	Setter
<a href="#">Checked</a>	Checked state of the selected node or a node specified by the input parameters.	GetChecked	SetChecked
<a href="#">ChildrenCount</a>	Number of children of the selected node or a node specified by the input parameters.	GetChildrenCount	SetChildrenCount
<a href="#">Expanded</a>	Expanded state of the selected node or a node specified by the input parameters.	GetExpanded	SetExpanded
<a href="#">NodeText</a>	Text of the selected node or a node specified by the input parameters.	GetNodeText	SetNodeText
<a href="#">Selected</a>	Selected state of the selected node or a node specified by the input parameters	GetSelected	SetSelected

### Action Summary

Action	Description
<a href="#">DoCollapse</a>	Clicks specific node in the tree.
<a href="#">DoExpand</a>	Clicks specific node in the tree.
<a href="#">DoSelectItem</a>	Selects specified item in the tree

### Property Detail

**Checked**

Checked state of the selected node or a node specified by the input parameters.  
Accessors: GetChecked, SetChecked

**ChildrenCount**

Number of children of the selected node or a node specified by the input parameters.  
Accessors: GetChildrenCount, SetChildrenCount

**Expanded**

Expanded state of the selected node or a node specified by the input parameters.  
Accessors: GetExpanded, SetExpanded

**NodeText**

Text of the selected node or a node specified by the input parameters.  
Accessors: GetNodeText, SetNodeText

**Selected**

Selected state of the selected node or a node specified by the input parameters  
Accessors: GetSelected, SetSelected

### Action Detail

**DoCollapse(path, separator, pathType)**

Clicks specific node in the tree.

**Parameters:**

Name	Type	Description
path	string	Path of the node
separator	string	Separator Optional, Default: ;.
pathType	string	Path type. Can be one of 'name', 'id' or 'index'. Optional, Default: name.

**Returns:**

'true' if success, 'false' otherwise.

**DoExpand(node)**

Expands a specific node in the tree.

**Parameters:**

Name	Type	Description
node	string	Name of the node

**Returns:**

'true' if success, 'false' otherwise.

**DoSelectItem(value)**

Selects specified item in the tree

**Parameters:**

Name	Type	Description
value	string	Item to select

**Returns:**

'true' if successful, 'false' otherwise.

## GWTCheckBox

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GWT CheckBox. Extends [HTMLObject](#).

### Behavior Pattern: GWTCheckBoxBehavior

### Property Summary

Property	Description	Getter	Setter
<a href="#">Checked</a>	Check state of the button.	GetChecked	

### Action Summary

Action	Description
<a href="#">DoSetCheck</a>	Sets check state of the object.

### Property Detail

**Checked**

Check state of the button. 'true' if the button is checked, 'false' otherwise.

Accessors: GetChecked

### Action Detail

**DoSetCheck(bcheck)**

Sets check state of the object.

**Parameters:**

Name	Type	Description
bcheck	boolean	Desired check state for the button.

**Returns:**

'true' if success, 'false' otherwise.

## GWTDatePicker

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GWT DatePicker. Extends [HTMLObject](#).

### Behavior Pattern: GWTDatePickerBehavior

### Property Summary

Property	Description	Getter	Setter
<a href="#">Month</a>	Current month displayed by the date picker.	GetMonth	

### Action Summary

Action	Description
<a href="#">DoNextMonth</a>	Clicks on 'Next Month' selector.
<a href="#">DoPrevMonth</a>	Clicks on 'Previous Month' selector.
<a href="#">DoSelectDate</a>	Selects specific date in the date picker.

### Property Detail

**Month**

Current month displayed by the date picker.

Accessors: GetMonth

### Action Detail

**DoNextMonth()**

Clicks on 'Next Month' selector.

**Returns:**

'true' if success, 'false' otherwise

**DoPrevMonth()**

Clicks on 'Previous Month' selector.

**Returns:**

'true' if success, 'false' otherwise

**DoSelectDate(dateValue)**

Selects specific date in the date picker.

**Parameters:**

Name	Type	Description
dateValue	Date	New date to select

**Returns:**

'true' if success, 'false' otherwise

## GWTDecoratedStackPanel

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GWT Decorated StackPanel. Extends [HTMLObject](#).

### Behavior Pattern: GWTDecoratedStackPanelBehavior

## Action Summary

Action	Description
<a href="#">DoSelect</a>	Selects specified panel.

## Action Detail

### DoSelect(name)

Selects specified panel.

#### Parameters:

Name	Type	Description
name	string	Panel name to select.

#### Returns:

'true' if success, 'false' otherwise.

## GWTMenuBar

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GWT MenuBar. Extends [HTMLObject](#).

## Behavior Pattern: GWTMenuBarBehavior

## Action Summary

Action	Description
<a href="#">DoMenu</a>	Performs click on the menu item.

## Action Detail

### DoMenu(path, separator)

Performs click on the menu item.

#### Parameters:

Name	Type	Description
path	string	Path of the menu item to select.
separator	string	Separator Optional, Default: ;.

#### Returns:

'true' if success, 'false' otherwise.

## GWTPushButton

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GWT PushButton. Use DoClick() to push it. Extends [HTMLObject](#).

## Behavior Pattern: GWTPushButtonBehavior

## Property Summary

Property	Description	Getter	Setter
<a href="#">Disabled</a>	Disable state of the button.	GetDisabled	

## Property Detail

### Disabled

Disable state of the button.

Accessors: GetDisabled

GWT Radio. Extends [HTMLObject](#).

## Behavior Pattern: GWTRadioBehavior

### Property Summary

Property	Description	Getter	Setter
<a href="#">Checked</a>	Check state of the button.	GetChecked	

### Action Summary

Action	Description
<a href="#">DoSetCheck</a>	Sets check state of the object.

### Property Detail

#### Checked

Check state of the button. 'true' if the button is checked, 'false' otherwise.  
Accessors: GetChecked

### Action Detail

#### DoSetCheck(bcheck)

Sets check state of the object.

#### Parameters:

Name	Type	Description
bcheck	boolean	Desired check state for the button.

#### Returns:

'true' if success, 'false' otherwise.

GWT StackPanel. Extends [HTMLObject](#).

## Behavior Pattern: GWTStackPanelBehavior

### Action Summary

Action	Description
<a href="#">DoSelect</a>	Selects specified panel.

### Action Detail

#### DoSelect(name)

Selects specified panel.

#### Parameters:

Name	Type	Description
name	string	Panel name to select.

#### Returns:

'true' if success, 'false' otherwise.

GWT ToggleButton. Extends [HTMLObject](#).

## Behavior Pattern: GWTToggleButtonBehavior

### Property Summary

Property	Description	Getter	Setter
<a href="#">Checked</a>	Check state of the button.	GetChecked	

### Action Summary

Action	Description
<a href="#">DoSetCheck</a>	Sets check state of the object.

### Property Detail

#### Checked

Check state of the button. 'true' if the button is checked, 'false' otherwise.

Accessors: GetChecked

### Action Detail

#### DoSetCheck(bcheck)

Sets check state of the object.

#### Parameters:

Name	Type	Description
bcheck	boolean	Desired check state for the button.

#### Returns:

'true' if success, 'false' otherwise.

GWT Tree. Extends [HTMLObject](#).

## Behavior Pattern: GWTTreeBehavior

### Property Summary

Property	Description	Getter	Setter
<a href="#">ChildrenCount</a>	Children count of the current node in the tree.	GetChildrenCount	
<a href="#">Expanded</a>	Expanded state of the current node.	GetExpanded	
<a href="#">NodeIndex</a>	Zero based index of the current node.	GetNodeIndex	
<a href="#">NodeText</a>	Text of the current node.	GetNodeText	
<a href="#">Selected</a>	Selected state of the current node.	GetSelected	
<a href="#">SelectedNodeText</a>	Text of the selected node.	GetSelectedNodeText	

### Action Summary

Action	Description
<a href="#">DoClickNode</a>	Clicks specific node in the tree.
<a href="#">DoCollapse</a>	Collapses specific node in the tree.
<a href="#">DoExpand</a>	Expands specific node in the tree.
<a href="#">DoFindChild</a>	Finds child node by its path from the current node and remembers it as the current node.
<a href="#">DoFindNode</a>	Searches for specific node in the tree and remembers it as the current node.
<a href="#">DoGetPath</a>	Returns path to the current node.

## Property Detail

### ChildrenCount

Children count of the current node in the tree.

Accessors: GetChildrenCount

### Expanded

Expanded state of the current node. Use DoFindNode to set current node. 0 - if the node is collapsed, 1 - if the node is expanded, 2 - if the node is a leaf.

Accessors: GetExpanded

### NodeIndex

Zero based index of the current node. Use DoFindNode to set current node.

Accessors: GetNodeIndex

### NodeText

Text of the current node. Use DoFindNode to set current node.

Accessors: GetNodeText

### Selected

Selected state of the current node. Use DoFindNode to set current node. 'true' if the node is selected, 'false' otherwise.

Accessors: GetSelected

### SelectedNodeText

Text of the selected node.

Accessors: GetSelectedNodeText

## Action Detail

### DoClickNode(path, separator, pathType)

Clicks specific node in the tree.

#### Parameters:

Name	Type	Description
path	string	Path of the node
separator	string	Separator Optional, Default: ;.
pathType	string	Path type. Can be one of 'name', 'id' or 'index'. Optional, Default: name.

#### Returns:

'true' if success, 'false' otherwise.

### DoCollapse(path, separator, pathType)

Collapses specific node in the tree.

#### Parameters:

Name	Type	Description
path	string	Path of the node
separator	string	Separator Optional, Default: ;.
pathType	string	Path type. Can be one of 'name', 'id' or 'index'. Optional, Default: name.

#### Returns:

'true' if success, 'false' otherwise.

### DoExpand(path, separator, pathType)

Expands specific node in the tree.

#### Parameters:

Name	Type	Description
path	string	Path of the node
separator	string	Separator Optional, Default: ;.
pathType	string	Path type. Can be one of 'name', 'id' or 'index'.



Optional, Default: name.

**Returns:**

'true' if success, 'false' otherwise.

**DoFindChild(path, separator, pathType, expand)**

Finds child node by its path from the current node and remembers it as the current node. If current node is not set then Root node is used.

**Parameters:**

Name	Type	Description
path	string	Path of the node
separator	string	Separator Optional, Default: ;.
pathType	string	Path type. Can be one of 'name', 'id' or 'index'. Optional, Default: name.
expand	boolean	is set to true, then found node is expanded

**Returns:**

HTMLObject of the found node

**DoFindNode(path, separator, pathType, expand)**

Searches for specific node in the tree and remembers it as the current node.

**Parameters:**

Name	Type	Description
path	string	Path of the node
separator	string	Separator Optional, Default: ;.
pathType	string	Path type. Can be one of 'name', 'id' or 'index'. Optional, Default: name.
expand	boolean	is set to true, then found node is expanded

**Returns:**

HTMLObject of the found node

**DoGetPath(pathType, separator)**

Returns path to the current node.

**Parameters:**

Name	Type	Description
pathType	string	Path type. Can be one of 'name', 'id' or 'index'. Optional, Default: name.
separator	string	Separator Optional, Default: ;.

**Returns:**

Path to the current node

## TelerikDropDownPopupForm

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Telerik DropDownPopupForm. Extends [ManagedButton](#). Extends [SeSSimulatedObject](#).

Behavior Pattern: [TelerikComboPopupBehavior](#)

## TelerikRadApplicationMenu

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Telerik RadApplicationMenu. Extends [ManagedObject](#). Extends [SeSSimulatedObject](#).

## Behavior Pattern: TelerikDropDownButtonBehavior

### Action Summary

Action	Description
<a href="#">DoMenu</a>	Performs click on the menu item.

### Action Detail

#### DoMenu(path, separator)

Performs click on the menu item.

#### Parameters:

Name	Type	Description
path	string	Path of the menu item to select.
separator	string	Separator Optional, Default: ;.

#### Returns:

'true' if success, 'false' otherwise.

## TelerikRadApplicationMenuDropDown

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Telerik RadApplicationMenuDropDown. Extends [ManagedMenuItem](#). Extends [SeSSimulatedObject](#).

## TelerikRadButton

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Telerik RadButton. Extends [ManagedObject](#). Extends [SeSSimulatedObject](#).

## Behavior Pattern: ManagedObjectButtonBehavior

## TelerikRadCheckBox

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Telerik RadCheckBox. Extends [ManagedCheckBox](#). Extends [SeSSimulatedObject](#).

## Behavior Pattern: ManagedObjectCheckableBehavior

### Property Summary

Property	Description	Getter	Setter
<a href="#">Checked</a>	Check state of the button.	GetChecked	SetChecked

### Action Summary

Action	Description
<a href="#">DoSetCheck</a>	Sets check state of the object.

### Property Detail

#### Checked

Check state of the button. 'true' if the button is checked, 'false' otherwise.

Accessors: GetChecked, SetChecked

### Action Detail

#### DoSetCheck(bcheck)

Sets check state of the object.

#### Parameters:

Name	Type	Description
bcheck	boolean	Desired check state for the button.

**Returns:**

'true' if success, 'false' otherwise.

## TelerikRadDateTimePicker

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Telerik RadDateTimePicker. Extends [ManagedObject](#). Extends [SeSSimulatedObject](#).

### Behavior Pattern: TelerikDateTimePickerBehavior

### Property Summary

Property	Description	Getter	Setter
<a href="#">Month</a>	Current month displayed by the date picker.	GetMonth	

### Action Summary

Action	Description
<a href="#">DoNextMonth</a>	Clicks on 'Next Month' selector.
<a href="#">DoPrevMonth</a>	Clicks on 'Previous Month' selector.
<a href="#">DoSelectDate</a>	Selects specific date in the date picker.

### Property Detail

**Month**

Current month displayed by the date picker.

Accessors: GetMonth

### Action Detail

**DoNextMonth()**

Clicks on 'Next Month' selector.

**Returns:**

'true' if success, 'false' otherwise

**DoPrevMonth()**

Clicks on 'Previous Month' selector.

**Returns:**

'true' if success, 'false' otherwise

**DoSelectDate(day, month, year)**

Selects specific date in the date picker.

**Parameters:**

Name	Type	Description
day	number	Day to set
month	number	Month to set
year	number	Year to set

**Returns:**

'true' if success, 'false' otherwise

## TelerikRadDropDownButton

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Telerik RadDropDownButton. Extends [ManagedButton](#). Extends [SeSSimulatedObject](#).

## Behavior Pattern: TelerikDropDownButtonBehavior

### Action Summary

Action	Description
<a href="#">DoMenu</a>	Performs click on the menu item.

### Action Detail

#### DoMenu(path, separator)

Performs click on the menu item.

#### Parameters:

Name	Type	Description
path	string	Path of the menu item to select.
separator	string	Separator Optional, Default: ;.

#### Returns:

'true' if success, 'false' otherwise.

## TelerikRadDropDownButtonPopup

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Telerik RadDropDownButtonPopup. Extends [ManagedMenuPopupItem](#). Extends [SeSSimulatedObject](#).

## TelerikRadDropDownList

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Telerik RadDropDownList. Extends [ManagedComboBox](#). Extends [SeSSimulatedObject](#).

## Behavior Pattern: ManagedObjectSelectableBehavior

### Property Summary

Property	Description	Getter	Setter
<a href="#">SelectedIndex</a>	Index of the selected element of the object.	GetSelectedIndex	SetSelectedIndex
<a href="#">SelectedText</a>	Text of the selected item in a single string.	GetSelectedText	SetSelectedText

### Action Summary

Action	Description
<a href="#">DoSelectItem</a>	Selects an item of this object.

### Property Detail

#### SelectedIndex

Index of the selected element of the object.

Accessors: GetSelectedIndex, SetSelectedIndex

#### SelectedText

Text of the selected item in a single string.

Accessors: GetSelectedText, SetSelectedText

### Action Detail

#### DoSelectItem(item)

Selects an item of this object.

#### Parameters:

Name	Type	Description
item	string   number	Item index or text value to select.

**Returns:**

'true' if success, 'false' otherwise.

Behavior Pattern: TelerikSelectableBehavior

Behavior Pattern: ManagedObjectTextBehavior

Property Summary

Property	Description	Getter	Setter
<a href="#">Text</a>	Text of the object, 'false' if text can not be read.	GetText	SetText

Action Summary

Action	Description
<a href="#">DoSetText</a>	Sets text value of this object.

Property Detail

**Text**

Text of the object, 'false' if text can not be read.

Accessors: GetText, SetText

Action Detail

**DoSetText(val)**

Sets text value of this object.

**Parameters:**

Name	Type	Description
val	string	Text value.

**Returns:**

'true' if success, 'false' otherwise.

**TelerikRadDropDownMenu**

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Telerik RadDropDownMenu. Extends [ManagedMenuPopuItem](#). Extends [SeSSimulatedObject](#).

**TelerikRadGridView**

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Telerik RadGridView. Extends [ManagedDataGridView](#). Extends [SeSSimulatedObject](#).

Behavior Pattern: TelerikGridViewBehavior

Property Summary

Property	Description	Getter	Setter
<a href="#">Cell</a>	Text of the specified cell.	GetCell	
<a href="#">ColumnCount</a>	Number of columns in the table.	GetColumnCount	
<a href="#">ColumnName</a>	Caption of a column.	GetColumnName	
<a href="#">RowCount</a>	Number of rows in the table.	GetRowCount	
<a href="#">SelectedCell</a>	Selected Cell	GetSelectedCell	
<a href="#">Text</a>	Text of the currently focused cell.	GetText	

## Action Summary

Action	Description
<a href="#">DoClickCell</a>	Clicks the specified cell

## Property Detail

### Cell

Text of the specified cell.  
Accessors: GetCell

### ColumnCount

Number of columns in the table.  
Accessors: GetColumnCount

### ColumnName

Caption of a column.  
Accessors: GetColumnName

### RowCount

Number of rows in the table.  
Accessors: GetRowCount

### SelectedCell

Selected Cell  
Accessors: GetSelectedCell

### Text

Text of the currently focused cell.  
Accessors: GetText

## Action Detail

### DoClickCell(row, col)

Clicks the specified cell

#### Parameters:

Name	Type	Description
row	number	Zero-based index if the row.
col	number	Zero-based index of the column.

#### Returns:

'true' if successful, 'false' otherwise

## TelerikRadLabel

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Telerik RadLabel. Extends [ManagedObject](#). Extends [SeSSimulatedObject](#).

## Behavior Pattern: TelerikLabelBehavior

## TelerikRadListControl

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Telerik RadListControl. Extends [ManagedObject](#). Extends [SeSSimulatedObject](#).

## Behavior Pattern: ManagedObjectListBoxSelectableBehavior

## Property Summary

Property	Description	Getter	Setter
<a href="#">ItemCount</a>	Number of items.	GetItemCount	
<a href="#">ItemIndexByName</a>	Returns item index by its name.	GetItemIndexByName	
<a href="#">ItemNameByIndex</a>	Returns item name by its index.	GetItemNameByIndex	

<a href="#">SelectedIndex</a>	Index of the selected element of the object.	GetSelectedIndex	SetSelectedIndex
<a href="#">SelectedIndices</a>	Returns string of indexes delimited by separator or array of indexes of selected elements.	GetSelectedIndices	
<a href="#">SelectedItems</a>	Text of all the selected items in a single string.	GetSelectedItems	
<a href="#">SelectedText</a>	Text of the selected item in a single string.	GetSelectedText	
<a href="#">SelectionCount</a>	Number of selected items.	GetSelectionCount	

## Action Summary

Action	Description
<a href="#">DoAddSelection</a>	Extends selection.
<a href="#">DoClearSelection</a>	Clears selection.
<a href="#">DoRemoveSelection</a>	Removes selection from specified items.
<a href="#">DoSelectItem</a>	Selects items of this object.

## Property Detail

### ItemCount

Number of items.

Accessors: GetItemCount

### ItemIndexByName

Returns item index by its name. 'false' if name is not found.

Accessors: GetItemIndexByName

### ItemNameByIndex

Returns item name by its index.'false' if name is not found.

Accessors: GetItemNameByIndex

### SelectedIndex

Index of the selected element of the object.

Accessors: GetSelectedIndex, SetSelectedIndex

### SelectedIndices

Returns string of indexes delimited by separator or array of indexes of selected elements.

Accessors: GetSelectedIndices

### SelectedItems

Text of all the selected items in a single string. Items are divided by ';' separator.

Accessors: GetSelectedItems

### SelectedText

Text of the selected item in a single string.

Accessors: GetSelectedText

### SelectionCount

Number of selected items.

Accessors: GetSelectionCount

## Action Detail

### DoAddSelection(items, separator, itemsType)

Extends selection.

#### Parameters:

Name	Type	Description
items	array   string	Can be one of the following: 1. Number, index of an item. 2. String, item names delimited with separator. 3. String, item indexes delimited with separator. 4. Array of item names. 5. Array of item indexes.
separator	string	Separator Optional, Default: ;.
itemsType	string	If it is 'name' and 'items' parameter is of Stringtype then 'items' parameter is treated as separated item names. If it is 'index' and 'items' parameter is of String type then 'items' parameter is treated as separated item indexes. If any other value is passed as 'itemsType' the behavior is undefined. Optional.

**Returns:**

'true' if success, 'false' otherwise.

**DoClearSelection()**

Clears selection.

**Returns:**

'true' if success, 'false' otherwise.

**DoRemoveSelection(items, separator, itemsType)**

Removes selection from specified items.

**Parameters:**

Name	Type	Description
items	array   string	Can be one of the following: 1. Number, index of an item. 2. String, item names delimited with separator. 3. String, item indexes delimited with separator. 4. Array of item names. 5. Array of item indexes.
separator	string	Separator Optional, Default: ;
itemsType	string	If it is 'name' and 'items' parameter is of Stringtype then 'items' parameter is treated as separated item names. If it is 'index' and 'items' parameter is of String type then 'items' parameter is treated as separated item indexes. If any other value is passed as 'itemsType' the behavior is undefined. Optional.

**Returns:**

'true' if success, 'false' otherwise.

**DoSelectItem(items, separator, itemsType)**

Selects items of this object. First it clears existing selection.

**Parameters:**

Name	Type	Description
items	array   string	Can be one of the following: 1. Number, index of an item. 2. String, item names delimited with separator. 3. String, item indexes delimited with separator. 4. Array of item names. 5. Array of item indexes.
separator	string	Separator Optional, Default: ;
itemsType	string	If it is 'name' and 'items' parameter is of Stringtype then 'items' parameter is treated as separated item names. If it is 'index' and 'items' parameter is of String type then 'items' parameter is treated as separated item indexes. If any other value is passed as 'itemsType' the behavior is undefined. Optional.

**Returns:**

'true' if success, 'false' otherwise.

**Behavior Pattern: TelerikListControlBehavior****Property Summary**

Property	Description	Getter	Setter
<a href="#">ItemIndexByName</a>	Returns item index by its name.	GetItemIndexByName	
<a href="#">ItemNameByIndex</a>	Returns item name by its index.	GetItemNameByIndex	
<a href="#">SelectedIndices</a>	Returns string of indexes delimited by separator or array of indexes of selected elements.	GetSelectedIndices	
<a href="#">SelectedText</a>	Text of the selected item in a single string.	GetSelectedText	

**Action Summary**

Action	Description



<a href="#">DoAddSelection</a>	Extends selection.
<a href="#">DoRemoveSelection</a>	Removes selection from specified items.

## Property Detail

### ItemIndexByName

Returns item index by its name. 'false' if name is not found.

Accessors: GetItemIndexByName

### ItemNameByIndex

Returns item name by its index. 'false' if name is not found.

Accessors: GetItemNameByIndex

### SelectedIndices

Returns string of indexes delimited by separator or array of indexes of selected elements.

Accessors: GetSelectedIndices

### SelectedText

Text of the selected item in a single string.

Accessors: GetSelectedText

## Action Detail

### DoAddSelection(items, separator, itemsType)

Extends selection.

#### Parameters:

Name	Type	Description
items	array   string	Can be one of the following: 1. Number, index of an item. 2. String, item names delimited with separator. 3. String, item indexes delimited with separator. 4. Array of item names. 5. Array of item indexes.
separator	string	Separator Optional, Default: ;
itemsType	string	If it is 'name' and 'items' parameter is of Stringtype then 'items' parameter is treated as separated item names. If it is 'index' and 'items' parameter is of String type then 'items' parameter is treated as separated item indexes. If any other value is passed as 'itemsType' the behavior is undefined. Optional.

#### Returns:

'true' if success, 'false' otherwise.

### DoRemoveSelection(items, separator, itemsType)

Removes selection from specified items.

#### Parameters:

Name	Type	Description
items	array   string	Can be one of the following: 1. Number, index of an item. 2. String, item names delimited with separator. 3. String, item indexes delimited with separator. 4. Array of item names. 5. Array of item indexes.
separator	string	Separator Optional, Default: ;
itemsType	string	If it is 'name' and 'items' parameter is of Stringtype then 'items' parameter is treated as separated item names. If it is 'index' and 'items' parameter is of String type then 'items' parameter is treated as separated item indexes. If any other value is passed as 'itemsType' the behavior is undefined. Optional.

#### Returns:

'true' if success, 'false' otherwise.

Telerik RadMaskedTextBox. Extends [ManagedTextBox](#). Extends [SeSSimulatedObject](#).

## Behavior Pattern: ManagedObjectTextBehavior

### Property Summary

Property	Description	Getter	Setter
<a href="#">Text</a>	Text of the object, 'false' if text can not be read.	GetText	SetText

### Action Summary

Action	Description
<a href="#">DoSetText</a>	Sets text value of this object.

### Property Detail

#### Text

Text of the object, 'false' if text can not be read.

Accessors: GetText, SetText

### Action Detail

#### DoSetText(val)

Sets text value of this object.

#### Parameters:

Name	Type	Description
val	string	Text value.

#### Returns:

'true' if success, 'false' otherwise.

## TelerikRadMenu

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Telerik RadMenu. Extends [ManagedObject](#). Extends [SeSSimulatedObject](#).

## Behavior Pattern: TelerikDropDownButtonBehavior

### Action Summary

Action	Description
<a href="#">DoMenu</a>	Performs click on the menu item.

### Action Detail

#### DoMenu(path, separator)

Performs click on the menu item.

#### Parameters:

Name	Type	Description
path	string	Path of the menu item to select.
separator	string	Separator Optional, Default: ;

#### Returns:

'true' if success, 'false' otherwise.

## Behavior Pattern: TelerikMenuBehavior

### Action Summary

Action	Description
<a href="#">DoClickItem</a>	Perform Click on the navigation item

## Action Detail

### DoClickItem(menuitemName)

Perform Click on the navigation item

#### Parameters:

Name	Type	Description
menuitemName	string	MenuItem name to click at.

#### Returns:

'true' if success, 'false' otherwise.

## TelerikRadProgressBar

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Telerik RadProgressBar. Extends [ManagedObject](#). Extends [SeSSimulatedObject](#).

## Behavior Pattern: TelerikProgressBarBehavior

## Property Summary

Property	Description	Getter	Setter
<a href="#">MaxValue</a>	Maximum value of the object or 'false' if value can't be read.	GetMaxValue	SetMaxValue
<a href="#">MinValue</a>	Minimum value of the object or 'false' if value can't be read.	GetMinValue	SetMinValue
<a href="#">Value</a>	Value of the object.	GetValue	SetValue
<a href="#">Value1</a>	Gets or sets the value of the first progress line.	GetValue1	SetValue1
<a href="#">Value2</a>	Gets or sets the value of the second progress line.	GetValue2	SetValue2

## Property Detail

### MaxValue

Maximum value of the object or 'false' if value can't be read.

Accessors: GetMaxValue, SetMaxValue

### MinValue

Minimum value of the object or 'false' if value can't be read.

Accessors: GetMinValue, SetMinValue

### Value

Value of the object.

Accessors: GetValue, SetValue

### Value1

Gets or sets the value of the first progress line. There could be two progress lines in the progress bar.

Accessors: GetValue1, SetValue1

### Value2

Gets or sets the value of the second progress line. There could be two progress lines in the progress bar. The second one is visualized by making the fill primitive semi-transparent.

Accessors: GetValue2, SetValue2

## TelerikRadRadioButton

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Telerik RadRadioButton. Extends [ManagedRadioButton](#). Extends [SeSSimulatedObject](#).

## Behavior Pattern: ManagedObjectCheckableBehavior

## Property Summary

Property	Description	Getter	Setter
<a href="#">Checked</a>	Check state of the button.	GetChecked	SetChecked

## Action Summary

Action	Description
<a href="#">DoSetCheck</a>	Sets check state of the object.

## Property Detail

### Checked

Check state of the button. 'true' if the button is checked, 'false' otherwise.  
Accessors: GetChecked, SetChecked

## Action Detail

### DoSetCheck(bcheck)

Sets check state of the object.

#### Parameters:

Name	Type	Description
bcheck	boolean	Desired check state for the button.

#### Returns:

'true' if success, 'false' otherwise.

## Behavior Pattern: TelerikToggleBehavior

## Property Summary

Property	Description	Getter	Setter
<a href="#">Checked</a>	Check state of the button.	GetChecked	SetChecked

## Property Detail

### Checked

Check state of the button. 'true' if the button is checked, 'false' otherwise.  
Accessors: GetChecked, SetChecked

## TelerikRadRibbonBar

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Telerik RadRibbonBar. Extends [ManagedObject](#). Extends [SeSSimulatedObject](#).

## Behavior Pattern: TelerikRadRibbonBarBehavior

## Action Summary

Action	Description
<a href="#">DoClickApplicationButton</a>	Clicks specified application button of the ribbon
<a href="#">DoClickItem</a>	Clicks specified element of the ribbon
<a href="#">DoClickTab</a>	Clicks specified tab of the ribbon

## Action Detail

### DoClickApplicationButton(caption)

Clicks specified application button of the ribbon

#### Parameters:

Name	Type	Description
caption	string	Caption to click at.

**Returns:**

'true' if success, 'false' otherwise.

**DoClickItem(caption, xOffset, yOffset)**

Clicks specified element of the ribbon

**Parameters:**

Name	Type	Description
caption	string	Caption to click at.
xOffset	number	X offset to click within object. Default is a center. Optional.
yOffset	number	X offset to click within object. Default is a center. Optional.

**Returns:**

'true' if success, 'false' otherwise.

**DoClickTab(caption)**

Clicks specified tab of the ribbon

**Parameters:**

Name	Type	Description
caption	string	Caption to click at.

**Returns:**

'true' if success, 'false' otherwise.

## TelerikRadSpinEditor

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Telerik RadSpinEditor. Extends [ManagedObject](#). Extends [SeSSimulatedObject](#).

### Behavior Pattern: TelerikSpinEditBehavior

### Property Summary

Property	Description	Getter	Setter
<a href="#">Increment</a>	Number value that means how much is added or removed when user clicks up or down.	GetIncrement	SetIncrement
<a href="#">MaxValue</a>	Maximum value of the object or 'false' if value can't be read.	GetMaxValue	SetMaxValue
<a href="#">MinValue</a>	Minimum value of the object or 'false' if value can't be read.	GetMinValue	SetMinValue
<a href="#">Text</a>	Text of the object, 'false' if text can not be read.	GetText	SetText
<a href="#">Value</a>	Value of the object.	GetValue	SetValue

### Action Summary

Action	Description
<a href="#">DoDown</a>	Decrements the value of an object
<a href="#">DoSetText</a>	Sets text value of this object.
<a href="#">DoUp</a>	Increments the Value of an object.

### Property Detail

**Increment**

Number value that means how much is added or removed when user clicks up or down.

Accessors: GetIncrement, SetIncrement

**MaxValue**

Maximum value of the object or 'false' if value can't be read.

Accessors: GetMaxValue, SetMaxValue

**MinValue**

Minimum value of the object or 'false' if value can't be read.  
Accessors: GetMinValue, SetMinValue

### Text

Text of the object, 'false' if text can not be read.  
Accessors: GetText, SetText

### Value

Value of the object.  
Accessors: GetValue, SetValue

## Action Detail

### DoDown()

Decrements the value of an object

#### Returns:

'true' if success, 'false' otherwise.

### DoSetText(val)

Sets text value of this object.

#### Parameters:

Name	Type	Description
val	string	Text value.

#### Returns:

'true' if success, 'false' otherwise.

### DoUp()

Increments the Value of an object.

#### Returns:

'true' if success, 'false' otherwise.

## TelerikRadTextBox

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Telerik RadTextBox. Extends [ManagedTextBox](#). Extends [SeSSimulatedObject](#).

## Behavior Pattern: ManagedObjectTextBehavior

## Property Summary

Property	Description	Getter	Setter
<a href="#">Text</a>	Text of the object, 'false' if text can not be read.	GetText	SetText

## Action Summary

Action	Description
<a href="#">DoSetText</a>	Sets text value of this object.

## Property Detail

### Text

Text of the object, 'false' if text can not be read.  
Accessors: GetText, SetText

## Action Detail

### DoSetText(val)

Sets text value of this object.

#### Parameters:

Name	Type	Description
val	string	Text value.

**Returns:**

'true' if success, 'false' otherwise.

## TelerikRadTitleBar

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Telerik RadTitleBar. Extends [ManagedObject](#). Extends [SeSSimulatedObject](#).

Behavior Pattern: TelerikLabelBehavior

## TelerikRadToggleButton

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Telerik RadToggleButton. Extends [ManagedCheckBox](#). Extends [SeSSimulatedObject](#).

Behavior Pattern: ManagedObjectCheckableBehavior

### Property Summary

Property	Description	Getter	Setter
<a href="#">Checked</a>	Check state of the button.	GetChecked	SetChecked

### Action Summary

Action	Description
<a href="#">DoSetCheck</a>	Sets check state of the object.

### Property Detail

**Checked**

Check state of the button. 'true' if the button is checked, 'false' otherwise.

Accessors: GetChecked, SetChecked

### Action Detail

**DoSetCheck(bcheck)**

Sets check state of the object.

**Parameters:**

Name	Type	Description
bcheck	boolean	Desired check state for the button.

**Returns:**

'true' if success, 'false' otherwise.

Behavior Pattern: TelerikToggleBehavior

### Property Summary

Property	Description	Getter	Setter
<a href="#">Checked</a>	Check state of the button.	GetChecked	SetChecked

### Property Detail

**Checked**

Check state of the button. 'true' if the button is checked, 'false' otherwise.

Accessors: GetChecked, SetChecked

## TelerikRadTrackBar

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Telerik RadTrackBar (slider). Extends [ManagedObject](#). Extends [SeSSimulatedObject](#).

### Behavior Pattern: TelerikTrackBarBehavior

#### Property Summary

Property	Description	Getter	Setter
<a href="#">MaxValue</a>	Maximum value of the object or 'false' if value can't be read.	GetMaxValue	SetMaxValue
<a href="#">MinValue</a>	Minimum value of the object or 'false' if value can't be read.	GetMinValue	SetMinValue
<a href="#">Position</a>	Gets or sets the position of the track bar.	GetPosition	SetPosition

#### Property Detail

##### MaxValue

Maximum value of the object or 'false' if value can't be read.

Accessors: GetMaxValue, SetMaxValue

##### MinValue

Minimum value of the object or 'false' if value can't be read.

Accessors: GetMinValue, SetMinValue

##### Position

Gets or sets the position of the track bar.

Accessors: GetPosition, SetPosition

## TelerikRadTreeView

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Telerik RadTreeView. Extends [ManagedObject](#). Extends [SeSSimulatedObject](#).

### Behavior Pattern: TelerikRadTreeViewBehavior

#### Property Summary

Property	Description	Getter	Setter
<a href="#">Checked</a>	Checked state of the selected node or a node specified by the input parameters.	GetChecked	
<a href="#">ChildrenCount</a>	Number of children of the selected node or a node specified by the input parameters.	GetChildrenCount	
<a href="#">Expanded</a>	Expanded state of the selected node or a node specified by the input parameters.	GetExpanded	
<a href="#">IndexPath</a>	Index path of the specified or selected tree node i.e.	GetIndexPath	
<a href="#">NodeText</a>	Text of the selected node or a node specified by the input parameters.	GetNodeText	
<a href="#">Selected</a>	Selected state of the selected node or a node specified by the input parameters	GetSelected	
<a href="#">State</a>	Selected state of the selected node or a node specified by the input parameters.	GetState	
<a href="#">Text</a>	;-combined text of all selected nodes.	GetText	

#### Action Summary

Action	Description
<a href="#">DoClickNode</a>	Clicks specific node in the tree.
<a href="#">DoCollapse</a>	Collapses specific node in the tree.
<a href="#">DoExpand</a>	Expands specific node in the tree.
<a href="#">DoSetCheck</a>	Checks or unchecks specified element.

#### Property Detail

##### Checked

Checked state of the selected node or a node specified by the input parameters.



Accessors: GetChecked

### ChildrenCount

Number of children of the selected node or a node specified by the input parameters.

Accessors: GetChildrenCount

### Expanded

Expanded state of the selected node or a node specified by the input parameters.

Accessors: GetExpanded

### IndexPath

Index path of the specified or selected tree node i.e. string in form '0;5;2;1;6', 'false' if fails

Accessors: GetIndexPath

### NodeText

Text of the selected node or a node specified by the input parameters.

Accessors: GetNodeText

### Selected

Selected state of the selected node or a node specified by the input parameters

Accessors: GetSelected

### State

Selected state of the selected node or a node specified by the input parameters.

Accessors: GetState

### Text

;-combined text of all selected nodes.

Accessors: GetText

## Action Detail

### DoClickNode(path, separator, pathType, xOffset, yOffset)

Clicks specific node in the tree.

#### Parameters:

Name	Type	Description
path	string	Path of the node
separator	string	Separator Optional, Default: ;.
pathType	string	Path type. Can be one of 'name', 'id' or 'index'. Optional, Default: name.
xOffset	number	X offset to click within node. Default is a center. Optional.
yOffset	number	Y offset to click within node. Default is a center. Optional.

#### Returns:

'true' if success, 'false' otherwise.

### DoCollapse(path, separator, pathType)

Collapses specific node in the tree.

#### Parameters:

Name	Type	Description
path	string	Path of the node
separator	string	Separator Optional, Default: ;.
pathType	string	Path type. Can be one of 'name', 'id' or 'index'. Optional, Default: name.

#### Returns:

'true' if success, 'false' otherwise.

### DoExpand(path, separator, pathType)

Expands specific node in the tree.

**Parameters:**

Name	Type	Description
path	string	Path of the node
separator	string	Separator Optional, Default: ;.
pathType	string	Path type. Can be one of 'name', 'id' or 'index'. Optional, Default: name.

**Returns:**

'true' if success, 'false' otherwise.

**DoSetCheck(bcheck, path, separator, pathType)**

Checks or unchecks specified element.

**Parameters:**

Name	Type	Description
bcheck	boolean	Desired check state.
path	string	Path of the node
separator	string	Separator Optional, Default: ;.
pathType	string	Path type. Can be one of 'name', 'id' or 'index'. Optional, Default: name.

**Returns:**

'true' if success, 'false' otherwise

**SeSSimulatedObject**

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This is a rule for simulated objects.

**Behavior Pattern: Win32Generic****Property Summary**

Property	Description	Getter	Setter
<a href="#">Bitmap</a>	UI Image of the object.	GetBitmap	
<a href="#">BWBitmap</a>	UI Image of the object in 1-bit format (black&white).	GetBWBitmap	
<a href="#">Class</a>	Class of the object.	GetClass	
<a href="#">Height</a>	Height of the object.	GetHeight	
<a href="#">Name</a>	Name of the object.	GetName	
<a href="#">ObjectType</a>	SeSMatcherRule type for this object.	GetObjectType	
<a href="#">State</a>	State of the object.	GetState	
<a href="#">Value</a>	Value of the object.	GetValue	SetValue
<a href="#">Width</a>	Width of the object.	GetWidth	
<a href="#">WindowText</a>	Window text of the object.	GetWindowText	SetWindowText
<a href="#">X</a>	X-coordinate of the top left corner of the object.	GetX	
<a href="#">Y</a>	Y-coordinate of the top left corner of the object.	GetY	

**Action Summary**

Action	Description
<a href="#">DoAction</a>	Performs default action for an object.
<a href="#">DoAnalogPlay</a>	Plays analog recording using coordinates relative to this object.
<a href="#">DoClick</a>	Performs left click at the center of an object.
<a href="#">DoEnsureVisible</a>	Makes sure specified element is visible on the screen.
<a href="#">DoLButtonDown</a>	Performs left mouse button down.
<a href="#">DoLButtonUp</a>	Performs left mouse button up.
<a href="#">DoLClick</a>	Performs a left click at the center of an object or at the specified location.

<a href="#">DoLDClick</a>	Performs a left double click at the center of an object or at the specified location.
<a href="#">DoMButtonDown</a>	Performs middle mouse button down.
<a href="#">DoMButtonUp</a>	Performs middle mouse button up.
<a href="#">DoMClick</a>	Performs a middle click at the center of an object or at the specified location.
<a href="#">DoMDClick</a>	Performs a middle double click at the center of an object or at the specified location.
<a href="#">DoMouseMove</a>	Moves mouse cursor to a location relative to this object position.
<a href="#">DoRButtonDown</a>	Performs right mouse button down.
<a href="#">DoRButtonUp</a>	Performs right mouse button up.
<a href="#">DoRClick</a>	Performs a right click at the center of an object or at the specified location.
<a href="#">DoRDClick</a>	Performs a right double click at the center of an object or at the specified location.
<a href="#">DoSendKeys</a>	Sends series of keystrokes to an object.

## Property Detail

### Bitmap

UI Image of the object.  
Accessors: GetBitmap

### BWBitmap

UI Image of the object in 1-bit format (black&white).  
Accessors: GetBWBitmap

### Class

Class of the object.  
Accessors: GetClass

### Height

Height of the object.  
Accessors: GetHeight

### Name

Name of the object.  
Accessors: GetName

### ObjectType

SeSMatcherRule type for this object.  
Accessors: GetObjectType

### State

State of the object.  
Accessors: GetState

### Value

Value of the object.  
Accessors: GetValue, SetValue

### Width

Width of the object.  
Accessors: GetWidth

### WindowText

Window text of the object.  
Accessors: GetWindowText, SetWindowText

### X

X-coordinate of the top left corner of the object.  
Accessors: GetX

### Y

Y-coordinate of the top left corner of the object.  
Accessors: GetY

## Action Detail

### DoAction()

Performs default action for an object. If the object doesn't have default action then 'LClick' is performed.

### DoAnalogPlay(path, left, top)

Plays analog recording using coordinates relative to this object.

**Parameters:**

Name	Type	Description
path	string	Path to analog recording (usually an .arf file).
left	number	X-coordinate of top-left corner of the analog area, relative to object top-left corner. Optional.
top	number	Y-coordinate of the top-left corner of the analog area, relative to object top-left corner. Optional.

**DoClick(clickType, xOffset, yOffset)**

Performs left click at the center of an object. It is a customizable variant of LClick action.

**Parameters:**

Name	Type	Description
clickType	string	Type of click, can be one of "L" - left click, "LD" - double left click, "R" - right click, "RD" - double right click, "M" - middle click, "MD" - double middle click, "N" - don't click. Optional, Default: L.
xOffset	number	X offset to click within object. Default is a center. Optional.
yOffset	number	Y offset to click within object. Default is a center. Optional.

**Returns:**

'true' if operation is successful, 'false' otherwise

**DoEnsureVisible()**

Makes sure specified element is visible on the screen.

**DoLButtonDown()**

Performs left mouse button down. This method does not change cursor coordinates. Make sure that you use 'DoMouseMove' to position mouse cursor properly before calling this method. Note: This action must be followed by 'DoLButtonUp', otherwise it may lock mouse cursor.

**DoLButtonUp()**

Performs left mouse button up. This method does not change cursor coordinates. Make sure that you use 'DoMouseMove' to position mouse cursor properly before calling this method. Note: Use this action after 'DoLButtonDown', otherwise it will have no effect.

**DoLClick(x, y)**

Performs a left click at the center of an object or at the specified location.

**Parameters:**

Name	Type	Description
x	number	X-coordinate of location relative to object's left border
y	number	Y-coordinate of location relative to object's top border

**Returns:**

'true' if operation is successful, 'false' otherwise

**DoLDClick(x, y)**

Performs a left double click at the center of an object or at the specified location.

**Parameters:**

Name	Type	Description
x	number	X-coordinate of location relative to object's left border
y	number	Y-coordinate of location relative to object's top border

**Returns:**

'true' if operation is successful, 'false' otherwise

**DoMButtonDown()**

Performs middle mouse button down. This method does not change cursor coordinates. Make sure that you use 'DoMouseMove' to position mouse cursor properly before calling this method. Note: This action must be followed by 'DoMButtonUp', otherwise it may lock mouse cursor.

**DoMButtonUp()**

Performs middle mouse button up. This method does not change cursor coordinates. Make sure that you use 'DoMouseMove' to position mouse cursor properly

before calling this method. Note: Use this action after 'DoMButtonDown', otherwise it will have no effect.

### DoMClick(x, y)

Performs a middle click at the center of an object or at the specified location.

#### Parameters:

Name	Type	Description
x	number	X-coordinate of location relative to object's left border
y	number	Y-coordinate of location relative to object's top border

#### Returns:

'true' if operation is successful, 'false' otherwise

### DoMDClick(x, y)

Performs a middle double click at the center of an object or at the specified location.

#### Parameters:

Name	Type	Description
x	number	X-coordinate of location relative to object's left border
y	number	Y-coordinate of location relative to object's top border

#### Returns:

'true' if operation is successful, 'false' otherwise

### DoMouseMove(x, y)

Moves mouse cursor to a location relative to this object position.

#### Parameters:

Name	Type	Description
x	number	X-coordinate of location relative to object's left border
y	number	Y-coordinate of location relative to object's top border

### DoRButtonDown()

Performs right mouse button down. This method does not change cursor coordinates. Make sure that you use 'DoMouseMove' to position mouse cursor properly before calling this method. Note: This action must be followed by 'DoRButtonUp', otherwise it may lock mouse cursor.

### DoRButtonUp()

Performs right mouse button up. This method does not change cursor coordinates. Make sure that you use 'DoMouseMove' to position mouse cursor properly before calling this method. Note: Use this action after 'DoRButtonDown', otherwise it will have no effect.

### DoRClick(x, y)

Performs a right click at the center of an object or at the specified location.

#### Parameters:

Name	Type	Description
x	number	X-coordinate of location relative to object's left border
y	number	Y-coordinate of location relative to object's top border

#### Returns:

'true' if operation is successful, 'false' otherwise

### DoRDClick(x, y)

Performs a right double click at the center of an object or at the specified location.

#### Parameters:

Name	Type	Description
x	number	X-coordinate of location relative to object's left border
y	number	Y-coordinate of location relative to object's top border

#### Returns:

'true' if operation is successful, 'false' otherwise

## DoSendKeys(keys)

Sends series of keystrokes to an object. For example: DoSendKeys("^F") - sends {CTRL} + {F}. See [MSDN Article for SendKeys](#)

### Parameters:

Name	Type	Description
keys	string	A sequence of keystrokes.

## Win32Button

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This is generic Win32 button. Use DoAction to press it. Extends [SeSSimulatedObject](#).

### Behavior Pattern: Win32Pressable

### Action Summary

Action	Description
<a href="#">DoAction</a>	Presses the button.

### Action Detail

#### DoAction()

Presses the button.

## Win32CheckButton

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This is generic Win32 check box. Use DoAction to toggle its state. Extends [SeSSimulatedObject](#).

### Behavior Pattern: Win32CheckBox

## Win32ComboBox

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This is generic Win32 combo box. Use DoSelectItem to select a particular item. Extends [SeSSimulatedObject](#).

### Behavior Pattern: Win32ItemSelectable

### Action Summary

Action	Description
<a href="#">DoSelectItem</a>	Selects item of this object.

### Action Detail

#### DoSelectItem(itemName)

Selects item of this object.

### Parameters:

Name	Type	Description
itemName	string   array	This is a name of item to select. Or an array of item names in the case of multi-select.

### Returns:

'true' if operation is successful, 'false' otherwise

## Win32ComboBoxEdit

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This is generic Win32 editable combo box. Use DoSelectItem to select a particular item and DoSetText to set a custom value. Extends [SeSSimulatedObject](#).

## Behavior Pattern: Win32TextEditable

### Property Summary

Property	Description	Getter	Setter
<a href="#">Text</a>	Text of the object, 'false' if text can not be read.	GetText	SetText

### Action Summary

Action	Description
<a href="#">DoSetText</a>	Sets text value of this object.

### Property Detail

#### Text

Text of the object, 'false' if text can not be read.  
Accessors: GetText, SetText

### Action Detail

#### DoSetText(val)

Sets text value of this object.

#### Parameters:

Name	Type	Description
val	string	Text value.

#### Returns:

'true' if success, 'false' otherwise.

## Behavior Pattern: Win32ItemSelectable

### Action Summary

Action	Description
<a href="#">DoSelectItem</a>	Selects item of this object.

### Action Detail

#### DoSelectItem(itemName)

Selects item of this object.

#### Parameters:

Name	Type	Description
itemName	string   array	This is a name of item to select. Or an array of item names in the case of multi-select.

#### Returns:

'true' if operation is successful, 'false' otherwise

## Behavior Pattern: Win32ItemCombo

### Action Summary

Action	Description
<a href="#">DoSelectItem</a>	Selects item of this object.

### Action Detail

#### DoSelectItem(itemName)

Selects item of this object.

**Parameters:**

Name	Type	Description
itemName	string	This is a name of item to select.

**Returns:**

'true' if operation is successful, 'false' otherwise

## Win32ContextMenu

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This is generic Win32 context menu. Use DoClickItem to click a particular item from the menu Extends [SeSSimulatedObject](#).

### Behavior Pattern: Win32ItemClickable

### Action Summary

Action	Description
<a href="#">DoClickItem</a>	Performs click on an item of this object.

### Action Detail

#### DoClickItem(itemName)

Performs click on an item of this object.

**Parameters:**

Name	Type	Description
itemName	string	Name of the item to click

**Returns:**

'true' if operation was successful, 'false' otherwise

## Win32Link

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This is a generic Win32 link. Use DoAction to activate the link. Extends [SeSSimulatedObject](#).

### Behavior Pattern: Win32Simulated

## Win32List

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This is generic Win32 list. Use DoSelectItem to select a particular item. Extends [SeSSimulatedObject](#).

### Behavior Pattern: Win32ItemSelectable

### Action Summary

Action	Description
<a href="#">DoSelectItem</a>	Selects item of this object.

### Action Detail

#### DoSelectItem(itemName)

Selects item of this object.

**Parameters:**

Name	Type	Description
itemName	string	This is a name of item to select. Or an array of item names in the case of multi-select.



array

**Returns:**

'true' if operation is successful, 'false' otherwise

**Behavior Pattern: Win32ItemExpandable**

**Action Summary**

Action	Description
<a href="#">DoExpand</a>	Expands an item of this object.

**Action Detail**

**DoExpand(itemName)**

Expands an item of this object.

**Parameters:**

Name	Type	Description
itemName	string	Name of the item to expand

**Returns:**

'true' if operation was successful, 'false' otherwise

**Win32ListCheckable**

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This is generic Win32 list with a check box near each item. Use DoSelectItem to select a particular item and DoCheckItem to change corresponding check box state. Extends [SeSSimulatedObject](#).

**Behavior Pattern: Win32ItemSelectable**

**Action Summary**

Action	Description
<a href="#">DoSelectItem</a>	Selects item of this object.

**Action Detail**

**DoSelectItem(itemName)**

Selects item of this object.

**Parameters:**

Name	Type	Description
itemName	string   array	This is a name of item to select. Or an array of item names in the case of multi-select.

**Returns:**

'true' if operation is successful, 'false' otherwise

**Behavior Pattern: Win32ItemCheckable**

**Action Summary**

Action	Description
<a href="#">DoCheckItem</a>	Checks an item of this object.

**Action Detail**

**DoCheckItem(itemName)**

Checks an item of this object.

**Parameters:**

Name	Type	Description
itemName	string	Name of the item to check

## Win32MenuBar

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This is generic Win32 menu bar (e.g. main menu of the application). Use DoClickItem to click a particular item from the menu and DoMenu to choose a menu item at the specified path. Extends [SeSSimulatedObject](#).

### Behavior Pattern: Win32ItemClickable

### Action Summary

Action	Description
<a href="#">DoClickItem</a>	Performs click on an item of this object.

### Action Detail

#### DoClickItem(itemName)

Performs click on an item of this object.

**Parameters:**

Name	Type	Description
itemName	string	Name of the item to click

**Returns:**

'true' if operation was successful, 'false' otherwise

### Behavior Pattern: Win32Menu

### Action Summary

Action	Description
<a href="#">DoMenu</a>	Performs click on the menu item.

### Action Detail

#### DoMenu(path, sep)

Performs click on the menu item.

**Parameters:**

Name	Type	Description
path	string	Path of the menu item to select.
sep	string	Separator Optional, Default: ;.

**Returns:**

'true' if success, 'false' otherwise.

## Win32Outline

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This is generic Win32 tree. Use DoSelectItem to select and DoExpand to expand/collapse a particular node. Extends [SeSSimulatedObject](#).

### Behavior Pattern: Win32ItemSelectable

### Action Summary

Action	Description
<a href="#">DoSelectItem</a>	Selects item of this object.

## Action Detail

### DoSelectItem(itemName)

Selects item of this object.

#### Parameters:

Name	Type	Description
itemName	string   array	This is a name of item to select. Or an array of item names in the case of multi-select.

#### Returns:

'true' if operation is successful, 'false' otherwise

## Behavior Pattern: Win32ItemExpandable

## Action Summary

Action	Description
<a href="#">DoExpand</a>	Expands an item of this object.

## Action Detail

### DoExpand(itemName)

Expands an item of this object.

#### Parameters:

Name	Type	Description
itemName	string	Name of the item to expand

#### Returns:

'true' if operation was successful, 'false' otherwise

## Win32PopupMenu

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This is generic Win32 popup menu. Use DoClickItem to click a particular item from the menu. Extends [SeSSimulatedObject](#).

## Behavior Pattern: Win32ItemClickable

## Action Summary

Action	Description
<a href="#">DoClickItem</a>	Performs click on an item of this object.

## Action Detail

### DoClickItem(itemName)

Performs click on an item of this object.

#### Parameters:

Name	Type	Description
itemName	string	Name of the item to click

#### Returns:

'true' if operation was successful, 'false' otherwise

## Win32RadioButton

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This is generic Win32 radio button. Use DoAction to select the button. Extends [SeSSimulatedObject](#).

Behavior Pattern: Win32Radio

## Win32StaticText

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This is generic Win32 label. Use WindowText property to read/write label text. Extends [SeSSimulatedObject](#).

Behavior Pattern: Win32Simulated

## Win32Text

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This is generic Win32 edit box. Use DoSetText to set the value of the edit box and GetText to read current value. Extends [SeSSimulatedObject](#).

Behavior Pattern: Win32TextEditable

### Property Summary

Property	Description	Getter	Setter
<a href="#">Text</a>	Text of the object, 'false' if text can not be read.	GetText	SetText

### Action Summary

Action	Description
<a href="#">DoSetText</a>	Sets text value of this object.

### Property Detail

#### Text

Text of the object, 'false' if text can not be read.

Accessors: GetText, SetText

### Action Detail

#### DoSetText(val)

Sets text value of this object.

#### Parameters:

Name	Type	Description
val	string	Text value.

#### Returns:

'true' if success, 'false' otherwise.

## Win32TreeCheckable

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This is generic Win32 tree with a check box near each item. Use DoSelectItem to select and DoExpand to expand/collapse a particular item. Use DoCheckItem to change corresponding check box state. Extends [SeSSimulatedObject](#).

Behavior Pattern: Win32ItemSelectable

### Action Summary

Action	Description
<a href="#">DoSelectItem</a>	Selects item of this object.

## Action Detail

### DoSelectItem(itemName)

Selects item of this object.

#### Parameters:

Name	Type	Description
itemName	string   array	This is a name of item to select. Or an array of item names in the case of multi-select.

#### Returns:

'true' if operation is successful, 'false' otherwise

## Behavior Pattern: Win32ItemCheckable

### Action Summary

Action	Description
<a href="#">DoCheckItem</a>	Checks an item of this object.

## Action Detail

### DoCheckItem(itemName)

Checks an item of this object.

#### Parameters:

Name	Type	Description
itemName	string	Name of the item to check

## Behavior Pattern: Win32ItemExpandable

### Action Summary

Action	Description
<a href="#">DoExpand</a>	Expands an item of this object.

## Action Detail

### DoExpand(itemName)

Expands an item of this object.

#### Parameters:

Name	Type	Description
itemName	string	Name of the item to expand

#### Returns:

'true' if operation was successful, 'false' otherwise

## HTMLObject

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This object contains actions and properties for DOM elements of Web page.

## Behavior Pattern: HTMLFirefoxBehavior

### Property Summary

Property	Description	Getter	Setter
<a href="#">Alt</a>	Alt of the element.	GetAlt	
<a href="#">Checked</a>	'Checked' state of the element.	GetChecked	

<a href="#">Class</a>	Class of the element.	GetClass	
<a href="#">ClientX</a>	X-coordinate of the top left corner of the element relative to browser window.	GetClientX	
<a href="#">ClientY</a>	Y-coordinate of the top left corner of the element relative to browser window.	GetClientY	
<a href="#">Enabled</a>	'Enabled' state of the element.	GetEnabled	SetEnabled
<a href="#">Height</a>	Height of the element.	GetHeight	
<a href="#">Href</a>	HREF of the element.	GetHref	
<a href="#">Id</a>	ID of the element.	GetId	
<a href="#">InnerText</a>	Inner text of the element.	GetInnerText	
<a href="#">Label</a>	Label of the element.	GetLabel	
<a href="#">Name</a>	Name of the element.	GetName	
<a href="#">NodeText</a>	Text of the element without children.	GetNodeText	
<a href="#">PageTitle</a>	Title of the HTML document.	GetPageTitle	
<a href="#">PageURL</a>	Location URL of the HTML document.	GetPageURL	
<a href="#">Style</a>	Style of the element.	GetStyle	
<a href="#">Tag</a>	Tag of the element.	GetTag	
<a href="#">Title</a>	Title of the element.	GetTitle	
<a href="#">Value</a>	Value of the element.	GetValue	
<a href="#">Width</a>	Width of the element.	GetWidth	
<a href="#">X</a>	X-coordinate of the top left corner of the element.	GetX	
<a href="#">XPath</a>	XPath of the element.	GetXPath	
<a href="#">Y</a>	Y-coordinate of the top left corner of the element.	GetY	

## Action Summary

Action	Description
<a href="#">DoAddSelection</a>	Adds selection of specified option in multi-select element.
<a href="#">DoClick</a>	Clicks on HTML element (button, link).
<a href="#">DoDbClick</a>	Double-Clicks on HTML element (button, link).
<a href="#">DoDOMChildAt</a>	Returns n-th child (zero-based).
<a href="#">DoDOMChildrenCount</a>	Returns number of children elements for this one.
<a href="#">DoDOMConvert</a>	Creates a clone of this object converted to a requested type.
<a href="#">DoDOMFindParentWithAttribute</a>	Returns parent element (if any) with given attribute matching given string or 'regex:..
<a href="#">DoDOMGetAttribute</a>	Returns specified attribute.
<a href="#">DoDOMGetAttributes</a>	Returns all attributes of a node.
<a href="#">DoDOMNextSibling</a>	Returns next sibling element for this one.
<a href="#">DoDOMParent</a>	Returns parent element having this element.
<a href="#">DoDOMPrevSibling</a>	Return previous sibling element for this one.
<a href="#">DoDOMQueryXPath</a>	Gets array of elements matching XPath query on this object.
<a href="#">DoDOMRoot</a>	Returns Root element having this element.
<a href="#">DoEnsureVisible</a>	Makes sure specified element is visible on the screen.
<a href="#">DoGetRect</a>	Finds screen rectangle for this object.
<a href="#">DoRemoveSelection</a>	Unselect of specified option in multi-select element.
<a href="#">DoSelect</a>	Selects specified element in <select> control.
<a href="#">DoSetCheck</a>	Sets specified state of check box.
<a href="#">DoSetText</a>	Sets text for input edit or textarea.

## Property Detail

### Alt

Alt of the element.  
Accessors: GetAlt

### Checked

'Checked' state of the element.  
Accessors: GetChecked

### Class

Class of the element.  
Accessors: GetClass

**ClientX**

X-coordinate of the top left corner of the element relative to browser window.

Accessors: GetClientX

**ClientY**

Y-coordinate of the top left corner of the element relative to browser window.

Accessors: GetClientY

**Enabled**

'Enabled' state of the element.

Accessors: GetEnabled, SetEnabled

**Height**

Height of the element.

Accessors: GetHeight

**Href**

HREF of the element.

Accessors: GetHref

**Id**

ID of the element.

Accessors: GetId

**InnerText**

Inner text of the element.

Accessors: GetInnerText

**Label**

Label of the element.

Accessors: GetLabel

**Name**

Name of the element.

Accessors: GetName

**NodeText**

Text of the element without children.

Accessors: GetNodeText

**PageTitle**

Title of the HTML document.

Accessors: GetPageTitle

**PageURL**

Location URL of the HTML document.

Accessors: GetPageURL

**Style**

Style of the element.

Accessors: GetStyle

**Tag**

Tag of the element.

Accessors: GetTag

**Title**

Title of the element.

Accessors: GetTitle

**Value**

Value of the element.

Accessors: GetValue

**Width**

Width of the element.

Accessors: GetWidth

**X**

X-coordinate of the top left corner of the element.

Accessors: GetX

## XPath

XPath of the element.  
Accessors: GetXPath

## Y

Y-coordinate of the top left corner of the element.  
Accessors: GetY

## Action Detail

### DoAddSelection(optionText)

Adds selection of specified option in multi-select element.

#### Parameters:

Name	Type	Description
optionText	string	Element to select

#### Returns:

'true' if successful, 'false' otherwise'

### DoClick(x, y, forceEvent)

Clicks on HTML element (button, link).

#### Parameters:

Name	Type	Description
x	number	X coordinate to click.
y	number	Y coordinate to click.
forceEvent	boolean	Pass 'true' to force browser event without actual mouse click Optional, Default: false.

#### Returns:

'true' if successful, 'false' otherwise'

### DoDbClick()

Double-Clicks on HTML element (button, link).

#### Returns:

'true' if successful, 'false' otherwise'

### DoDOMChildAt(n)

Returns n-th child (zero-based).

#### Parameters:

Name	Type	Description
n	number	n Index of the child element.

#### Returns:

n-th child.

### DoDOMChildrenCount()

Returns number of children elements for this one.

#### Returns:

Number of children elements.

### DoDOMConvert(type)

Creates a clone of this object converted to a requested type.

#### Parameters:

Name	Type	Description
type	string	Type of an object.



**Returns:**

New Object of requested type or HTMLObject if type not found, null if error occur.

**DoDOMFindParentWithAttribute(attrName, match)**

Returns parent element (if any) with given attribute matching given string or 'regex:...' expression.

**Parameters:**

Name	Type	Description
attrName	string	Name of an attribute.
match	string	Match string.

**Returns:**

Matched element or 'null'.

**DoDOMGetAttribute(attrName)**

Returns specified attribute.

**Parameters:**

Name	Type	Description
attrName	string	Name of an attribute.

**Returns:**

Attribute value.

**DoDOMGetAttributes()**

Returns all attributes of a node.

**Returns:**

Array of attributes.

**DoDOMNextSibling()**

Returns next sibling element for this one.

**Returns:**

Next sibling element.

**DoDOMParent()**

Returns parent element having this element.

**Returns:**

Parent element.

**DoDOMPrevSibling()**

Return previous sibling element for this one.

**Returns:**

Previous sibling element.

**DoDOMQueryXPath(xpath)**

Gets array of elements matching XPath query on this object.

**Parameters:**

Name	Type	Description
xpath	string	Xpath query.

**Returns:**

Array of matched elements.

**DoDOMRoot()**

Returns Root element having this element.

**Returns:**

Root element having this element.

**DoEnsureVisible()**

Makes sure specified element is visible on the screen.

**Returns:**

Rectangle of the element if it became visible, 'null' otherwise.

**DoGetRect()**

Finds screen rectangle for this object.

**Returns:**

Object {x, y, w, h}

**DoRemoveSelection(optionText)**

Unselect of specified option in multi-select element.

**Parameters:**

Name	Type	Description
optionText	string	Element to remove selection

**Returns:**

'true' if successful, 'false' otherwise'

**DoSelect(txt)**

Selects specified element in <select> control.

**Parameters:**

Name	Type	Description
txt	string	Element to select

**Returns:**

'true' if successful, 'false' otherwise'

**DoSetCheck(bcheck)**

Sets specified state of check box.

**Parameters:**

Name	Type	Description
bcheck	boolean	State to set

**Returns:**

'true' if successful, 'false' otherwise'

**DoSetText(txt)**

Sets text for input edit or textarea.

**Parameters:**

Name	Type	Description
txt	string	Text to set

**Returns:**

'true' if successful, 'false' otherwise'

Behavior Pattern: HTMLFirefoxFlashBehavior

Standard .NET menu bar.

## Behavior Pattern: Win32Generic

### Property Summary

Property	Description	Getter	Setter
<a href="#">Bitmap</a>	UI Image of the object.	GetBitmap	
<a href="#">BWBitmap</a>	UI Image of the object in 1-bit format (black&white).	GetBWBitmap	
<a href="#">Class</a>	Class of the object.	GetClass	
<a href="#">Height</a>	Height of the object.	GetHeight	
<a href="#">Name</a>	Name of the object.	GetName	
<a href="#">ObjectType</a>	SeSMatcherRule type for this object.	GetObjectType	
<a href="#">State</a>	State of the object.	GetState	
<a href="#">Value</a>	Value of the object.	GetValue	SetValue
<a href="#">Width</a>	Width of the object.	GetWidth	
<a href="#">WindowText</a>	Window text of the object.	GetWindowText	SetWindowText
<a href="#">X</a>	X-coordinate of the top left corner of the object.	GetX	
<a href="#">Y</a>	Y-coordinate of the top left corner of the object.	GetY	

### Action Summary

Action	Description
<a href="#">DoAction</a>	Performs default action for an object.
<a href="#">DoAnalogPlay</a>	Plays analog recording using coordinates relative to this object.
<a href="#">DoClick</a>	Performs left click at the center of an object.
<a href="#">DoEnsureVisible</a>	Makes sure specified element is visible on the screen.
<a href="#">DoLButtonDown</a>	Performs left mouse button down.
<a href="#">DoLButtonUp</a>	Performs left mouse button up.
<a href="#">DoLClick</a>	Performs a left click at the center of an object or at the specified location.
<a href="#">DoLDClick</a>	Performs a left double click at the center of an object or at the specified location.
<a href="#">DoMButtonDown</a>	Performs middle mouse button down.
<a href="#">DoMButtonUp</a>	Performs middle mouse button up.
<a href="#">DoMClick</a>	Performs a middle click at the center of an object or at the specified location.
<a href="#">DoMDClick</a>	Performs a middle double click at the center of an object or at the specified location.
<a href="#">DoMouseMove</a>	Moves mouse cursor to a location relative to this object position.
<a href="#">DoRButtonDown</a>	Performs right mouse button down.
<a href="#">DoRButtonUp</a>	Performs right mouse button up.
<a href="#">DoRClick</a>	Performs a right click at the center of an object or at the specified location.
<a href="#">DoRDClick</a>	Performs a right double click at the center of an object or at the specified location.
<a href="#">DoSendKeys</a>	Sends series of keystrokes to an object.

### Property Detail

#### Bitmap

UI Image of the object.  
Accessors: GetBitmap

#### BWBitmap

UI Image of the object in 1-bit format (black&white).  
Accessors: GetBWBitmap

#### Class

Class of the object.  
Accessors: GetClass

#### Height

Height of the object.  
Accessors: GetHeight

**Name**

Name of the object.  
Accessors: GetName

**ObjectType**

SeSMatcherRule type for this object.  
Accessors: GetObjectType

**State**

State of the object.  
Accessors: GetState

**Value**

Value of the object.  
Accessors: GetValue, SetValue

**Width**

Width of the object.  
Accessors: GetWidth

**WindowText**

Window text of the object.  
Accessors: GetWindowText, SetWindowText

**X**

X-coordinate of the top left corner of the object.  
Accessors: GetX

**Y**

Y-coordinate of the top left corner of the object.  
Accessors: GetY

**Action Detail****DoAction()**

Performs default action for an object. If the object doesn't have default action then 'LClick' is performed.

**DoAnalogPlay(path, left, top)**

Plays analog recording using coordinates relative to this object.

**Parameters:**

Name	Type	Description
path	string	Path to analog recording (usually an .arf file).
left	number	X-coordinate of top-left corner of the analog area, relative to object top-left corner Optional.
top	number	Y-coordinate of the top-left corner of the analog area, relative to object top-left corner. Optional.

**DoClick(clickType, xOffset, yOffset)**

Performs left click at the center of an object. It is a customizable variant of LClick action.

**Parameters:**

Name	Type	Description
clickType	string	Type of click, can be one of "L" - left click, "LD" - double left click, "R" - right click, "RD" - double right click, "M" - middle click, "MD" - double middle click, "N" - don't click Optional, Default: L.
xOffset	number	X offset to click within object. Default is a center. Optional.
yOffset	number	X offset to click within object. Default is a center. Optional.

**Returns:**

'true' if operation is successful, 'false' otherwise

**DoEnsureVisible()**

Makes sure specified element is visible on the screen.

**DoLButtonDown()**

Performs left mouse button down. This method does not change cursor coordinates. Make sure that you use 'DoMouseMove' to position mouse cursor properly before calling this method. Note: This action must be followed by 'DoLButtonUp', otherwise it may lock mouse cursor.

### DoLButtonUp()

Performs left mouse button up. This method does not change cursor coordinates. Make sure that you use 'DoMouseMove' to position mouse cursor properly before calling this method. Note: Use this action after 'DoLButtonDown', otherwise it will have no effect.

### DoLClick(x, y)

Performs a left click at the center of an object or at the specified location.

#### Parameters:

Name	Type	Description
x	number	X-coordinate of location relative to object's left border
y	number	Y-coordinate of location relative to object's top border

#### Returns:

'true' if operation is successful, 'false' otherwise

### DoLDClick(x, y)

Performs a left double click at the center of an object or at the specified location.

#### Parameters:

Name	Type	Description
x	number	X-coordinate of location relative to object's left border
y	number	Y-coordinate of location relative to object's top border

#### Returns:

'true' if operation is successful, 'false' otherwise

### DoMButtonDown()

Performs middle mouse button down. This method does not change cursor coordinates. Make sure that you use 'DoMouseMove' to position mouse cursor properly before calling this method. Note: This action must be followed by 'DoMButtonUp', otherwise it may lock mouse cursor.

### DoMButtonUp()

Performs middle mouse button up. This method does not change cursor coordinates. Make sure that you use 'DoMouseMove' to position mouse cursor properly before calling this method. Note: Use this action after 'DoMButtonDown', otherwise it will have no effect.

### DoMClick(x, y)

Performs a middle click at the center of an object or at the specified location.

#### Parameters:

Name	Type	Description
x	number	X-coordinate of location relative to object's left border
y	number	Y-coordinate of location relative to object's top border

#### Returns:

'true' if operation is successful, 'false' otherwise

### DoMDClick(x, y)

Performs a middle double click at the center of an object or at the specified location.

#### Parameters:

Name	Type	Description
x	number	X-coordinate of location relative to object's left border
y	number	Y-coordinate of location relative to object's top border

#### Returns:

'true' if operation is successful, 'false' otherwise

### DoMouseMove(x, y)

Moves mouse cursor to a location relative to this object position.

#### Parameters:

Name	Type	Description
x	number	X-coordinate of location relative to object's left border
y	number	Y-coordinate of location relative to object's top border

### DoRButtonDown()

Performs right mouse button down. This method does not change cursor coordinates. Make sure that you use 'DoMouseMove' to position mouse cursor properly before calling this method. Note: This action must be followed by 'DoRButtonUp', otherwise it may lock mouse cursor.

### DoRButtonUp()

Performs right mouse button up. This method does not change cursor coordinates. Make sure that you use 'DoMouseMove' to position mouse cursor properly before calling this method. Note: Use this action after 'DoRButtonDown', otherwise it will have no effect.

### DoRClick(x, y)

Performs a right click at the center of an object or at the specified location.

#### Parameters:

Name	Type	Description
x	number	X-coordinate of location relative to object's left border
y	number	Y-coordinate of location relative to object's top border

#### Returns:

'true' if operation is successful, 'false' otherwise

### DoRDClick(x, y)

Performs a right double click at the center of an object or at the specified location.

#### Parameters:

Name	Type	Description
x	number	X-coordinate of location relative to object's left border
y	number	Y-coordinate of location relative to object's top border

#### Returns:

'true' if operation is successful, 'false' otherwise

### DoSendKeys(keys)

Sends series of keystrokes to an object. For example: DoSendKeys("^F") - sends {CTRL} + {F}. See [MSDN Article for SendKeys](#)

#### Parameters:

Name	Type	Description
keys	string	A sequence of keystrokes.

## DotNetToolBarButton

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Standard .NET toolbar button. Use DoAction to press it.

### Behavior Pattern: Win32Pressable

### Action Summary

Action	Description
<a href="#">DoAction</a>	Presses the button.

### Action Detail

#### DoAction()

Presses the button.

## FlexAccordion

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## Behavior Pattern: FlexAccordionBehavior

## Property Summary

Property	Description	Getter	Setter
<a href="#">Alpha</a>		GetAlpha	
<a href="#">AutomationClassName</a>		GetAutomationClassName	
<a href="#">AutomationIndex</a>		GetAutomationIndex	
<a href="#">AutomationName</a>		GetAutomationName	
<a href="#">BackgroundAlpha</a>		GetBackgroundAlpha	
<a href="#">BackgroundColor</a>		GetBackgroundColor	
<a href="#">BackgroundDisabledColor</a>		GetBackgroundDisabledColor	
<a href="#">BackgroundImage</a>		GetBackgroundImage	
<a href="#">BackgroundSize</a>		GetBackgroundSize	
<a href="#">ClassName</a>		GetClassName	
<a href="#">CreationIndex</a>		GetCreationIndex	
<a href="#">CreationPolicy</a>		GetCreationPolicy	
<a href="#">CurrentState</a>		GetCurrentState	
<a href="#">Enabled</a>		GetEnabled	
<a href="#">ErrorColor</a>		GetErrorColor	
<a href="#">ErrorString</a>		GetErrorString	
<a href="#">FillAlphas</a>		GetFillAlphas	
<a href="#">FillColors</a>		GetFillColors	
<a href="#">FlexX</a>		GetFlexX	
<a href="#">FlexY</a>		GetFlexY	
<a href="#">FocusEnabled</a>		GetFocusEnabled	
<a href="#">FontFamily</a>		GetFontFamily	
<a href="#">FontSize</a>		GetFontSize	
<a href="#">FontStyle</a>		GetFontStyle	
<a href="#">FontWeight</a>		GetFontWeight	
<a href="#">HeaderHeight</a>		GetHeaderHeight	
<a href="#">Height</a>		GetHeight	
<a href="#">HorizontalGap</a>		GetHorizontalGap	
<a href="#">Id</a>		GetId	
<a href="#">Label</a>		GetLabel	
<a href="#">MouseEnabled</a>		GetMouseEnabled	
<a href="#">NumAutomationChildren</a>		GetNumAutomationChildren	
<a href="#">NumChildren</a>		GetNumChildren	
<a href="#">PaddingBottom</a>		GetPaddingBottom	
<a href="#">PaddingTop</a>		GetPaddingTop	
<a href="#">PercentHeight</a>		GetPercentHeight	
<a href="#">PercentWidth</a>		GetPercentWidth	
<a href="#">ScaleX</a>		GetScaleX	
<a href="#">ScaleY</a>		GetScaleY	
<a href="#">SelectedChild</a>		GetSelectedChild	
<a href="#">SelectedIndex</a>		GetSelectedIndex	
<a href="#">TabChildren</a>		GetTabChildren	
<a href="#">TabEnabled</a>		GetTabEnabled	
<a href="#">TabIndex</a>		GetTabIndex	
<a href="#">TextSelectedColor</a>		GetTextSelectedColor	
<a href="#">ThemeColor</a>		GetThemeColor	
<a href="#">ToolTip</a>		GetToolTip	
<a href="#">UseHandCursor</a>		GetUseHandCursor	
<a href="#">VerticalGap</a>		GetVerticalGap	
<a href="#">Visible</a>		GetVisible	
<a href="#">Width</a>		GetWidth	

X		GetX	
Y		GetY	

## Action Summary

Action	Description
<a href="#">DoChange</a>	
<a href="#">DoChangeFocus</a>	
<a href="#">DoClick</a>	
<a href="#">DoDragCancel</a>	
<a href="#">DoDragDrop</a>	
<a href="#">DoDragStart</a>	
<a href="#">DoMouseMove</a>	
<a href="#">DoMouseScroll</a>	
<a href="#">DoScroll</a>	
<a href="#">DoType</a>	

## Property Detail

### Alpha

Accessors: GetAlpha

### AutomationClassName

Accessors: GetAutomationClassName

### AutomationIndex

Accessors: GetAutomationIndex

### AutomationName

Accessors: GetAutomationName

### BackgroundAlpha

Accessors: GetBackgroundAlpha

### BackgroundColor

Accessors: GetBackgroundColor

### BackgroundDisabledColor

Accessors: GetBackgroundDisabledColor

### BackgroundImage

Accessors: GetBackgroundImage

### BackgroundSize

Accessors: GetBackgroundSize

### ClassName

Accessors: GetClassName

### CreationIndex

Accessors: GetCreationIndex

### CreationPolicy

Accessors: GetCreationPolicy

### CurrentState



Accessors: GetCurrentState

### **Enabled**

Accessors: GetEnabled

### **ErrorColor**

Accessors: GetErrorColor

### **ErrorString**

Accessors: GetErrorString

### **FillAlphas**

Accessors: GetFillAlphas

### **FillColors**

Accessors: GetFillColors

### **FlexX**

Accessors: GetFlexX

### **FlexY**

Accessors: GetFlexY

### **FocusEnabled**

Accessors: GetFocusEnabled

### **FontFamily**

Accessors: GetFontFamily

### **FontSize**

Accessors: GetFontSize

### **FontStyle**

Accessors: GetFontStyle

### **FontWeight**

Accessors: GetFontWeight

### **HeaderHeight**

Accessors: GetHeaderHeight

### **Height**

Accessors: GetHeight

### **HorizontalGap**

Accessors: GetHorizontalGap

### **Id**

Accessors: GetId

### **Label**

Accessors: GetLabel

### **MouseEnabled**

Accessors: GetMouseEnabled

**NumAutomationChildren**

Accessors: GetNumAutomationChildren

**NumChildren**

Accessors: GetNumChildren

**PaddingBottom**

Accessors: GetPaddingBottom

**PaddingTop**

Accessors: GetPaddingTop

**PercentHeight**

Accessors: GetPercentHeight

**PercentWidth**

Accessors: GetPercentWidth

**ScaleX**

Accessors: GetScaleX

**ScaleY**

Accessors: GetScaleY

**SelectedChild**

Accessors: GetSelectedChild

**SelectedIndex**

Accessors: GetSelectedIndex

**TabChildren**

Accessors: GetTabChildren

**TabEnabled**

Accessors: GetTabEnabled

**TabIndex**

Accessors: GetTabIndex

**TextSelectedColor**

Accessors: GetTextSelectedColor

**ThemeColor**

Accessors: GetThemeColor

**ToolTip**

Accessors: GetToolTip

**UseHandCursor**

Accessors: GetUseHandCursor

**VerticalGap**

Accessors: GetVerticalGap

## Visible

Accessors: GetVisible

## Width

Accessors: GetWidth

## X

Accessors: GetX

## Y

Accessors: GetY

## Action Detail

### DoChange(relatedObject)

#### Parameters:

Name	Type	Description
relatedObject	String	Optional, Default: mouse.

### DoChangeFocus(shiftKey, keyCode)

#### Parameters:

Name	Type	Description
shiftKey	Boolean	Optional, Default: false.
keyCode	String	Optional, Default: TAB.

### DoClick(keyModifier)

#### Parameters:

Name	Type	Description
keyModifier	Number	<p>FlexKeyModifierValues</p> <ol style="list-style-type: none"><li>1 flexControl</li><li>2 flexShift</li><li>4 flexAlt</li><li>3 flexControlShift</li><li>5 flexControlAlt</li><li>6 flexShiftAlt</li><li>7 flexControlShiftAlt</li></ol> <p>Optional, Default: 0.</p>

### DoDragCancel(keyModifier)

#### Parameters:

Name	Type	Description
keyModifier	Number	<p>FlexKeyModifierValues</p> <ol style="list-style-type: none"><li>1 flexControl</li><li>2 flexShift</li><li>4 flexAlt</li><li>3 flexControlShift</li><li>5 flexControlAlt</li></ol>

		6 flexShiftAlt
		7 flexControlShiftAlt
		Optional, Default: 0.

### DoDragDrop(action, draggedItem, keyModifier)

#### Parameters:

Name	Type	Description
action	String	
draggedItem	String	Optional.
keyModifier	Number	FlexKeyModifierValues 1 flexControl 2 flexShift 4 flexAlt 3 flexControlShift 5 flexControlAlt 6 flexShiftAlt 7 flexControlShiftAlt  Optional, Default: 0.

### DoDragStart(draggedItem, keyModifier)

#### Parameters:

Name	Type	Description
draggedItem	String	
keyModifier	Number	FlexKeyModifierValues 1 flexControl 2 flexShift 4 flexAlt 3 flexControlShift 5 flexControlAlt 6 flexShiftAlt 7 flexControlShiftAlt  Optional, Default: 0.

### DoMouseMove(localX, localY, keyModifier)

#### Parameters:

Name	Type	Description
localX	Number	Optional, Default: 0.
localY	Number	Optional, Default: 0.
keyModifier	Number	FlexKeyModifierValues 1 flexControl 2 flexShift 4 flexAlt 3 flexControlShift 5 flexControlAlt 6 flexShiftAlt 7 flexControlShiftAlt  Optional, Default: 0.

## DoMouseScroll(delta)

### Parameters:

Name	Type	Description
delta	Number	Optional, Default: 0.

## DoScroll(position, direction, detail)

### Parameters:

Name	Type	Description
position	Number	
direction	Number	FlexScrollDirectionValues 1 flexScrollHorizontal 2 flexScrollVertical
detail	Number	FlexScrollDetailValues 1 flexAtBottom 2 flexAtLeft 3 flexAtRight 4 flexAtTop 5 flexLineDown 6 flexLineLeft 7 flexLineRight 8 flexLineUp 9 flexPageDown 10 flexPageLeft 11 flexPageRight 12 flexPageUp 13 flexThumbPosition 14 flexThumbTrack  Optional, Default: null.

## DoType(keyCode, keyModifier)

### Parameters:

Name	Type	Description
keyCode	String	
keyModifier	Number	FlexKeyModifierValues 1 flexControl 2 flexShift 4 flexAlt 3 flexControlShift 5 flexControlAlt 6 flexShiftAlt 7 flexControlShiftAlt  Optional, Default: 0.

## Behavior Pattern: Win32Generic

## Property Summary

Property	Description	Getter	Setter
<a href="#">Bitmap</a>	UI Image of the object.	GetBitmap	

<a href="#">BWBitmap</a>	UI Image of the object in 1-bit format (black&white).	GetBWBitmap	
<a href="#">Class</a>	Class of the object.	GetClass	
<a href="#">Height</a>	Height of the object.	GetHeight	
<a href="#">Name</a>	Name of the object.	GetName	
<a href="#">ObjectType</a>	SeSMatcherRule type for this object.	GetObjectType	
<a href="#">State</a>	State of the object.	GetState	
<a href="#">Value</a>	Value of the object.	GetValue	SetValue
<a href="#">Width</a>	Width of the object.	GetWidth	
<a href="#">WindowText</a>	Window text of the object.	GetWindowText	SetWindowText
<a href="#">X</a>	X-coordinate of the top left corner of the object.	GetX	
<a href="#">Y</a>	Y-coordinate of the top left corner of the object.	GetY	

## Action Summary

Action	Description
<a href="#">DoAction</a>	Performs default action for an object.
<a href="#">DoAnalogPlay</a>	Plays analog recording using coordinates relative to this object.
<a href="#">DoClick</a>	Performs left click at the center of an object.
<a href="#">DoEnsureVisible</a>	Makes sure specified element is visible on the screen.
<a href="#">DoLButtonDown</a>	Performs left mouse button down.
<a href="#">DoLButtonUp</a>	Performs left mouse button up.
<a href="#">DoLClick</a>	Performs a left click at the center of an object or at the specified location.
<a href="#">DoLDClick</a>	Performs a left double click at the center of an object or at the specified location.
<a href="#">DoMButtonDown</a>	Performs middle mouse button down.
<a href="#">DoMButtonUp</a>	Performs middle mouse button up.
<a href="#">DoMClick</a>	Performs a middle click at the center of an object or at the specified location.
<a href="#">DoMDClick</a>	Performs a middle double click at the center of an object or at the specified location.
<a href="#">DoMouseMove</a>	Moves mouse cursor to a location relative to this object position.
<a href="#">DoRButtonDown</a>	Performs right mouse button down.
<a href="#">DoRButtonUp</a>	Performs right mouse button up.
<a href="#">DoRClick</a>	Performs a right click at the center of an object or at the specified location.
<a href="#">DoRDClick</a>	Performs a right double click at the center of an object or at the specified location.
<a href="#">DoSendKeys</a>	Sends series of keystrokes to an object.

## Property Detail

### Bitmap

UI Image of the object.  
Accessors: GetBitmap

### BWBitmap

UI Image of the object in 1-bit format (black&white).  
Accessors: GetBWBitmap

### Class

Class of the object.  
Accessors: GetClass

### Height

Height of the object.  
Accessors: GetHeight

### Name

Name of the object.  
Accessors: GetName

### ObjectType

SeSMatcherRule type for this object.  
Accessors: GetObjectType

### State

State of the object.  
Accessors: GetState

### Value

Value of the object.  
Accessors: GetValue, SetValue

### Width

Width of the object.  
Accessors: GetWidth

### WindowText

Window text of the object.  
Accessors: GetWindowText, SetWindowText

### X

X-coordinate of the top left corner of the object.  
Accessors: GetX

### Y

Y-coordinate of the top left corner of the object.  
Accessors: GetY

## Action Detail

### DoAction()

Performs default action for an object. If the object doesn't have default action then 'LClick' is performed.

### DoAnalogPlay(path, left, top)

Plays analog recording using coordinates relative to this object.

#### Parameters:

Name	Type	Description
path	string	Path to analog recording (usually an .arf file).
left	number	X-coordinate of top-left corner of the analog area, relative to object top-left corner Optional.
top	number	Y-coordinate of the top-left corner of the analog area, relative to object top-left corner. Optional.

### DoClick(clickType, xOffset, yOffset)

Performs left click at the center of an object. It is a customizable variant of LClick action.

#### Parameters:

Name	Type	Description
clickType	string	Type of click, can be one of "L" - left click, "LD" - double left click, "R" - right click, "RD" - double right click, "M" - middle click, "MD" - double middle click, "N" - don't click Optional, Default: L.
xOffset	number	X offset to click within object. Default is a center. Optional.
yOffset	number	X offset to click within object. Default is a center. Optional.

#### Returns:

'true' if operation is successful, 'false' otherwise

### DoEnsureVisible()

Makes sure specified element is visible on the screen.

### DoLButtonDown()

Performs left mouse button down. This method does not change cursor coordinates. Make sure that you use 'DoMouseMove' to position mouse cursor properly before calling this method. Note: This action must be followed by 'DoLButtonUp', otherwise it may lock mouse cursor.

### DoLButtonUp()

Performs left mouse button up. This method does not change cursor coordinates. Make sure that you use 'DoMouseMove' to position mouse cursor properly before calling this method. Note: Use this action after 'DoLButtonDown', otherwise it will have no effect.

### DoLClick(x, y)

Performs a left click at the center of an object or at the specified location.

#### Parameters:

Name	Type	Description
------	------	-------------

x	number	X-coordinate of location relative to object's left border
y	number	Y-coordinate of location relative to object's top border

**Returns:**

'true' if operation is successful, 'false' otherwise

**DoLDClick(x, y)**

Performs a left double click at the center of an object or at the specified location.

**Parameters:**

Name	Type	Description
x	number	X-coordinate of location relative to object's left border
y	number	Y-coordinate of location relative to object's top border

**Returns:**

'true' if operation is successful, 'false' otherwise

**DoMButtonDown()**

Performs middle mouse button down. This method does not change cursor coordinates. Make sure that you use 'DoMouseMove' to position mouse cursor properly before calling this method. Note: This action must be followed by 'DoMButtonUp', otherwise it may lock mouse cursor.

**DoMButtonUp()**

Performs middle mouse button up. This method does not change cursor coordinates. Make sure that you use 'DoMouseMove' to position mouse cursor properly before calling this method. Note: Use this action after 'DoMButtonDown', otherwise it will have no effect.

**DoMClick(x, y)**

Performs a middle click at the center of an object or at the specified location.

**Parameters:**

Name	Type	Description
x	number	X-coordinate of location relative to object's left border
y	number	Y-coordinate of location relative to object's top border

**Returns:**

'true' if operation is successful, 'false' otherwise

**DoMDClick(x, y)**

Performs a middle double click at the center of an object or at the specified location.

**Parameters:**

Name	Type	Description
x	number	X-coordinate of location relative to object's left border
y	number	Y-coordinate of location relative to object's top border

**Returns:**

'true' if operation is successful, 'false' otherwise

**DoMouseMove(x, y)**

Moves mouse cursor to a location relative to this object position.

**Parameters:**

Name	Type	Description
x	number	X-coordinate of location relative to object's left border
y	number	Y-coordinate of location relative to object's top border

**DoRButtonDown()**

Performs right mouse button down. This method does not change cursor coordinates. Make sure that you use 'DoMouseMove' to position mouse cursor properly before calling this method. Note: This action must be followed by 'DoRButtonUp', otherwise it may lock mouse cursor.

**DoRButtonUp()**

Performs right mouse button up. This method does not change cursor coordinates. Make sure that you use 'DoMouseMove' to position mouse cursor properly before calling this method. Note: Use this action after 'DoRButtonDown', otherwise it will have no effect.



## DoRClick(x, y)

Performs a right click at the center of an object or at the specified location.

### Parameters:

Name	Type	Description
x	number	X-coordinate of location relative to object's left border
y	number	Y-coordinate of location relative to object's top border

### Returns:

'true' if operation is successful, 'false' otherwise

## DoRDClick(x, y)

Performs a right double click at the center of an object or at the specified location.

### Parameters:

Name	Type	Description
x	number	X-coordinate of location relative to object's left border
y	number	Y-coordinate of location relative to object's top border

### Returns:

'true' if operation is successful, 'false' otherwise

## DoSendKeys(keys)

Sends series of keystrokes to an object. For example: DoSendKeys("^F") - sends {CTRL} + {F}. See [MSDN Article for SendKeys](#)

### Parameters:

Name	Type	Description
keys	string	A sequence of keystrokes.

# FlexAlert

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FlexAlert

## Behavior Pattern: FlexAlertBehavior

## Property Summary

Property	Description	Getter	Setter
<a href="#">Alpha</a>		GetAlpha	
<a href="#">AutomationClassName</a>		GetAutomationClassName	
<a href="#">AutomationIndex</a>		GetAutomationIndex	
<a href="#">AutomationName</a>		GetAutomationName	
<a href="#">BackgroundAlpha</a>		GetBackgroundAlpha	
<a href="#">BackgroundColor</a>		GetBackgroundColor	
<a href="#">BackgroundDisabledColor</a>		GetBackgroundDisabledColor	
<a href="#">BackgroundImage</a>		GetBackgroundImage	
<a href="#">BackgroundSize</a>		GetBackgroundSize	
<a href="#">CancelLabel</a>		GetCancelLabel	
<a href="#">ClassName</a>		GetClassName	
<a href="#">CreationIndex</a>		GetCreationIndex	
<a href="#">CreationPolicy</a>		GetCreationPolicy	
<a href="#">CurrentState</a>		GetCurrentState	
<a href="#">DefaultButtonFlag</a>		GetDefaultButtonFlag	
<a href="#">DropShadowEnabled</a>		GetDropShadowEnabled	
<a href="#">Enabled</a>		GetEnabled	
<a href="#">ErrorColor</a>		GetErrorColor	
<a href="#">ErrorString</a>		GetErrorString	

<a href="#">FillAlphas</a>		GetFillAlphas	
<a href="#">FillColors</a>		GetFillColors	
<a href="#">FlexX</a>		GetFlexX	
<a href="#">FlexY</a>		GetFlexY	
<a href="#">FocusEnabled</a>		GetFocusEnabled	
<a href="#">FontFamily</a>		GetFontFamily	
<a href="#">FontSize</a>		GetFontSize	
<a href="#">FontStyle</a>		GetFontStyle	
<a href="#">FontWeight</a>		GetFontWeight	
<a href="#">FooterColors</a>		GetFooterColors	
<a href="#">HeaderColors</a>		GetHeaderColors	
<a href="#">HeaderHeight</a>		GetHeaderHeight	
<a href="#">Height</a>		GetHeight	
<a href="#">Id</a>		GetId	
<a href="#">Label</a>		GetLabel	
<a href="#">MouseEnabled</a>		GetMouseEnabled	
<a href="#">NoLabel</a>		GetNoLabel	
<a href="#">NumAutomationChildren</a>		GetNumAutomationChildren	
<a href="#">NumChildren</a>		GetNumChildren	
<a href="#">OkLabel</a>		GetOkLabel	
<a href="#">PercentHeight</a>		GetPercentHeight	
<a href="#">PercentWidth</a>		GetPercentWidth	
<a href="#">ScaleX</a>		GetScaleX	
<a href="#">ScaleY</a>		GetScaleY	
<a href="#">Status</a>		GetStatus	
<a href="#">TabChildren</a>		GetTabChildren	
<a href="#">TabEnabled</a>		GetTabEnabled	
<a href="#">TabIndex</a>		GetTabIndex	
<a href="#">Text</a>		GetText	
<a href="#">ThemeColor</a>		GetThemeColor	
<a href="#">Title</a>		GetTitle	
<a href="#">ToolTip</a>		GetToolTip	
<a href="#">UseHandCursor</a>		GetUseHandCursor	
<a href="#">Visible</a>		GetVisible	
<a href="#">Width</a>		GetWidth	
<a href="#">X</a>		GetX	
<a href="#">Y</a>		GetY	
<a href="#">YesLabel</a>		GetYesLabel	

## Action Summary

Action	Description
<a href="#">DoChangeFocus</a>	
<a href="#">DoClick</a>	
<a href="#">DoDragCancel</a>	
<a href="#">DoDragDrop</a>	
<a href="#">DoDragStart</a>	
<a href="#">DoMouseMove</a>	
<a href="#">DoMouseScroll</a>	
<a href="#">DoScroll</a>	
<a href="#">DoType</a>	

## Property Detail

### Alpha

Accessors: GetAlpha

### AutomationClassName

Accessors: GetAutomationClassName

### **AutomationIndex**

Accessors: GetAutomationIndex

### **AutomationName**

Accessors: GetAutomationName

### **BackgroundAlpha**

Accessors: GetBackgroundAlpha

### **BackgroundColor**

Accessors: GetBackgroundColor

### **BackgroundDisabledColor**

Accessors: GetBackgroundDisabledColor

### **BackgroundImage**

Accessors: GetBackgroundImage

### **BackgroundSize**

Accessors: GetBackgroundSize

### **CancelLabel**

Accessors: GetCancelLabel

### **ClassName**

Accessors: GetClassName

### **CreationIndex**

Accessors: GetCreationIndex

### **CreationPolicy**

Accessors: GetCreationPolicy

### **CurrentState**

Accessors: GetCurrentState

### **DefaultButtonFlag**

Accessors: GetDefaultButtonFlag

### **DropShadowEnabled**

Accessors: GetDropShadowEnabled

### **Enabled**

Accessors: GetEnabled

### **ErrorColor**

Accessors: GetErrorColor

### **ErrorString**

Accessors: GetErrorString

### **FillAlphas**

Accessors: GetFillAlphas

**FillColor**

Accessors: GetFillColor

**FlexX**

Accessors: GetFlexX

**FlexY**

Accessors: GetFlexY

**FocusEnabled**

Accessors: GetFocusEnabled

**FontFamily**

Accessors: GetFontFamily

**FontSize**

Accessors: GetFontSize

**FontStyle**

Accessors: GetFontStyle

**FontWeight**

Accessors: GetFontWeight

**FooterColors**

Accessors: GetFooterColors

**HeaderColors**

Accessors: GetHeaderColors

**HeaderHeight**

Accessors: GetHeaderHeight

**Height**

Accessors: GetHeight

**Id**

Accessors: GetId

**Label**

Accessors: GetLabel

**MouseEnabled**

Accessors: GetMouseEnabled

**NoLabel**

Accessors: GetNoLabel

**NumAutomationChildren**

Accessors: GetNumAutomationChildren

**NumChildren**

Accessors: GetNumChildren

**OkLabel**

Accessors: GetOkLabel

**PercentHeight**

Accessors: GetPercentHeight

**PercentWidth**

Accessors: GetPercentWidth

**ScaleX**

Accessors: GetScaleX

**ScaleY**

Accessors: GetScaleY

**Status**

Accessors: GetStatus

**TabChildren**

Accessors: GetTabChildren

**TabEnabled**

Accessors: GetTabEnabled

**TabIndex**

Accessors: GetTabIndex

**Text**

Accessors: GetText

**ThemeColor**

Accessors: GetThemeColor

**Title**

Accessors: GetTitle

**ToolTip**

Accessors: GetToolTip

**UseHandCursor**

Accessors: GetUseHandCursor

**Visible**

Accessors: GetVisible

**Width**

Accessors: GetWidth

**X**

Accessors: GetX

**Y**

Accessors: GetY

## YesLabel

Accessors: GetYesLabel

## Action Detail

### DoChangeFocus(shiftKey, keyCode)

#### Parameters:

Name	Type	Description
shiftKey	Boolean	Optional, Default: false.
keyCode	String	Optional, Default: TAB.

### DoClick(keyModifier)

#### Parameters:

Name	Type	Description
keyModifier	Number	<p>FlexKeyModifierValues</p> <ol style="list-style-type: none"><li>1 flexControl</li><li>2 flexShift</li><li>4 flexAlt</li><li>3 flexControlShift</li><li>5 flexControlAlt</li><li>6 flexShiftAlt</li><li>7 flexControlShiftAlt</li></ol> <p>Optional, Default: 0.</p>

### DoDragCancel(keyModifier)

#### Parameters:

Name	Type	Description
keyModifier	Number	<p>FlexKeyModifierValues</p> <ol style="list-style-type: none"><li>1 flexControl</li><li>2 flexShift</li><li>4 flexAlt</li><li>3 flexControlShift</li><li>5 flexControlAlt</li><li>6 flexShiftAlt</li><li>7 flexControlShiftAlt</li></ol> <p>Optional, Default: 0.</p>

### DoDragDrop(action, draggedItem, keyModifier)

#### Parameters:

Name	Type	Description
action	String	
draggedItem	String	Optional.
keyModifier	Number	<p>FlexKeyModifierValues</p> <ol style="list-style-type: none"><li>1 flexControl</li><li>2 flexShift</li><li>4 flexAlt</li></ol>

		3 flexControlShift
		5 flexControlAlt
		6 flexShiftAlt
		7 flexControlShiftAlt
		Optional, Default: 0.

### DoDragStart(draggedItem, keyModifier)

Parameters:

Name	Type	Description
draggedItem	String	
keyModifier	Number	FlexKeyModifierValues 1 flexControl 2 flexShift 4 flexAlt 3 flexControlShift 5 flexControlAlt 6 flexShiftAlt 7 flexControlShiftAlt  Optional, Default: 0.

### DoMouseMove(localX, localY, keyModifier)

Parameters:

Name	Type	Description
localX	Number	Optional, Default: 0.
localY	Number	Optional, Default: 0.
keyModifier	Number	FlexKeyModifierValues 1 flexControl 2 flexShift 4 flexAlt 3 flexControlShift 5 flexControlAlt 6 flexShiftAlt 7 flexControlShiftAlt  Optional, Default: 0.

### DoMouseScroll(delta)

Parameters:

Name	Type	Description
delta	Number	Optional, Default: 0.

### DoScroll(position, direction, detail)

Parameters:

Name	Type	Description
position	Number	
direction	Number	FlexScrollDirectionValues 1 flexScrollHorizontal

		2 flexScrollVertical
detail	Number	<p>FlexScrollDetailValues</p> <ol style="list-style-type: none"> <li>1 flexAtBottom</li> <li>2 flexAtLeft</li> <li>3 flexAtRight</li> <li>4 flexAtTop</li> <li>5 flexLineDown</li> <li>6 flexLineLeft</li> <li>7 flexLineRight</li> <li>8 flexLineUp</li> <li>9 flexPageDown</li> <li>10 flexPageLeft</li> <li>11 flexPageRight</li> <li>12 flexPageUp</li> <li>13 flexThumbPosition</li> <li>14 flexThumbTrack</li> </ol> <p>Optional, Default: null.</p>

### DoType(keyCode, keyModifier)

#### Parameters:

Name	Type	Description
keyCode	String	
keyModifier	Number	<p>FlexKeyModifierValues</p> <ol style="list-style-type: none"> <li>1 flexControl</li> <li>2 flexShift</li> <li>4 flexAlt</li> <li>3 flexControlShift</li> <li>5 flexControlAlt</li> <li>6 flexShiftAlt</li> <li>7 flexControlShiftAlt</li> </ol> <p>Optional, Default: 0.</p>

### Behavior Pattern: Win32Generic

#### Property Summary

Property	Description	Getter	Setter
<a href="#">Bitmap</a>	UI Image of the object.	GetBitmap	
<a href="#">BWBitmap</a>	UI Image of the object in 1-bit format (black&white).	GetBWBitmap	
<a href="#">Class</a>	Class of the object.	GetClass	
<a href="#">Height</a>	Height of the object.	GetHeight	
<a href="#">Name</a>	Name of the object.	GetName	
<a href="#">ObjectType</a>	SeSMatcherRule type for this object.	GetObjectType	
<a href="#">State</a>	State of the object.	GetState	
<a href="#">Value</a>	Value of the object.	GetValue	SetValue
<a href="#">Width</a>	Width of the object.	GetWidth	
<a href="#">WindowText</a>	Window text of the object.	GetWindowText	SetWindowText
<a href="#">X</a>	X-coordinate of the top left corner of the object.	GetX	
<a href="#">Y</a>	Y-coordinate of the top left corner of the object.	GetY	

#### Action Summary

Action	Description
<a href="#">DoAction</a>	Performs default action for an object.
<a href="#">DoAnalogPlay</a>	Plays analog recording using coordinates relative to this object.



<a href="#">DoClick</a>	Performs left click at the center of an object.
<a href="#">DoEnsureVisible</a>	Makes sure specified element is visible on the screen.
<a href="#">DoLButtonDown</a>	Performs left mouse button down.
<a href="#">DoLButtonUp</a>	Performs left mouse button up.
<a href="#">DoLClick</a>	Performs a left click at the center of an object or at the specified location.
<a href="#">DoLDClick</a>	Performs a left double click at the center of an object or at the specified location.
<a href="#">DoMButtonDown</a>	Performs middle mouse button down.
<a href="#">DoMButtonUp</a>	Performs middle mouse button up.
<a href="#">DoMClick</a>	Performs a middle click at the center of an object or at the specified location.
<a href="#">DoMDClick</a>	Performs a middle double click at the center of an object or at the specified location.
<a href="#">DoMouseMove</a>	Moves mouse cursor to a location relative to this object position.
<a href="#">DoRButtonDown</a>	Performs right mouse button down.
<a href="#">DoRButtonUp</a>	Performs right mouse button up.
<a href="#">DoRClick</a>	Performs a right click at the center of an object or at the specified location.
<a href="#">DoRDClick</a>	Performs a right double click at the center of an object or at the specified location.
<a href="#">DoSendKeys</a>	Sends series of keystrokes to an object.

## Property Detail

### Bitmap

UI Image of the object.  
Accessors: GetBitmap

### BWBitmap

UI Image of the object in 1-bit format (black&white).  
Accessors: GetBWBitmap

### Class

Class of the object.  
Accessors: GetClass

### Height

Height of the object.  
Accessors: GetHeight

### Name

Name of the object.  
Accessors: GetName

### ObjectType

SeSMatcherRule type for this object.  
Accessors: GetObjectType

### State

State of the object.  
Accessors: GetState

### Value

Value of the object.  
Accessors: GetValue, SetValue

### Width

Width of the object.  
Accessors: GetWidth

### WindowText

Window text of the object.  
Accessors: GetWindowText, SetWindowText

### X

X-coordinate of the top left corner of the object.  
Accessors: GetX

### Y

Y-coordinate of the top left corner of the object.  
Accessors: GetY

## Action Detail

### DoAction()

Performs default action for an object. If the object doesn't have default action then 'LClick' is performed.

### DoAnalogPlay(path, left, top)

Plays analog recording using coordinates relative to this object.

#### Parameters:

Name	Type	Description
path	string	Path to analog recording (usually an .arf file).
left	number	X-coordinate of top-left corner of the analog area, relative to object top-left corner. Optional.
top	number	Y-coordinate of the top-left corner of the analog area, relative to object top-left corner. Optional.

### DoClick(clickType, xOffset, yOffset)

Performs left click at the center of an object. It is a customizable variant of LClick action.

#### Parameters:

Name	Type	Description
clickType	string	Type of click, can be one of "L" - left click, "LD" - double left click, "R" - right click, "RD" - double right click, "M" - middle click, "MD" - double middle click, "N" - don't click. Optional, Default: L.
xOffset	number	X offset to click within object. Default is a center. Optional.
yOffset	number	X offset to click within object. Default is a center. Optional.

#### Returns:

'true' if operation is successful, 'false' otherwise

### DoEnsureVisible()

Makes sure specified element is visible on the screen.

### DoLButtonDown()

Performs left mouse button down. This method does not change cursor coordinates. Make sure that you use 'DoMouseMove' to position mouse cursor properly before calling this method. Note: This action must be followed by 'DoLButtonUp', otherwise it may lock mouse cursor.

### DoLButtonUp()

Performs left mouse button up. This method does not change cursor coordinates. Make sure that you use 'DoMouseMove' to position mouse cursor properly before calling this method. Note: Use this action after 'DoLButtonDown', otherwise it will have no effect.

### DoLClick(x, y)

Performs a left click at the center of an object or at the specified location.

#### Parameters:

Name	Type	Description
x	number	X-coordinate of location relative to object's left border
y	number	Y-coordinate of location relative to object's top border

#### Returns:

'true' if operation is successful, 'false' otherwise

### DoLDClick(x, y)

Performs a left double click at the center of an object or at the specified location.

#### Parameters:

Name	Type	Description
x	number	X-coordinate of location relative to object's left border
y	number	Y-coordinate of location relative to object's top border

#### Returns:

'true' if operation is successful, 'false' otherwise

### DoMButtonDown()

Performs middle mouse button down. This method does not change cursor coordinates. Make sure that you use 'DoMouseMove' to position mouse cursor properly before calling this method. Note: This action must be followed by 'DoMButtonUp', otherwise it may lock mouse cursor.

### DoMButtonUp()

Performs middle mouse button up. This method does not change cursor coordinates. Make sure that you use 'DoMouseMove' to position mouse cursor properly before calling this method. Note: Use this action after 'DoMButtonDown', otherwise it will have no effect.

### DoMClick(x, y)

Performs a middle click at the center of an object or at the specified location.

#### Parameters:

Name	Type	Description
x	number	X-coordinate of location relative to object's left border
y	number	Y-coordinate of location relative to object's top border

#### Returns:

'true' if operation is successful, 'false' otherwise

### DoMDClick(x, y)

Performs a middle double click at the center of an object or at the specified location.

#### Parameters:

Name	Type	Description
x	number	X-coordinate of location relative to object's left border
y	number	Y-coordinate of location relative to object's top border

#### Returns:

'true' if operation is successful, 'false' otherwise

### DoMouseMove(x, y)

Moves mouse cursor to a location relative to this object position.

#### Parameters:

Name	Type	Description
x	number	X-coordinate of location relative to object's left border
y	number	Y-coordinate of location relative to object's top border

### DoRButtonDown()

Performs right mouse button down. This method does not change cursor coordinates. Make sure that you use 'DoMouseMove' to position mouse cursor properly before calling this method. Note: This action must be followed by 'DoRButtonUp', otherwise it may lock mouse cursor.

### DoRButtonUp()

Performs right mouse button up. This method does not change cursor coordinates. Make sure that you use 'DoMouseMove' to position mouse cursor properly before calling this method. Note: Use this action after 'DoRButtonDown', otherwise it will have no effect.

### DoRClick(x, y)

Performs a right click at the center of an object or at the specified location.

#### Parameters:

Name	Type	Description
x	number	X-coordinate of location relative to object's left border
y	number	Y-coordinate of location relative to object's top border

#### Returns:

'true' if operation is successful, 'false' otherwise

### DoRDClick(x, y)

Performs a right double click at the center of an object or at the specified location.

#### Parameters:

Name	Type	Description
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Name	Type	Description
x	number	X-coordinate of location relative to object's left border
y	number	Y-coordinate of location relative to object's top border

**Returns:**

'true' if operation is successful, 'false' otherwise

**DoSendKeys(keys)**

Sends series of keystrokes to an object. For example: DoSendKeys("^F") - sends {CTRL} + {F}. See [MSDN Article for SendKeys](#)

**Parameters:**

Name	Type	Description
keys	string	A sequence of keystrokes.

## FlexApplication

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FlexApplication

### Behavior Pattern: FlexApplicationBehavior

### Property Summary

Property	Description	Getter	Setter
<a href="#">Alpha</a>		GetAlpha	
<a href="#">AutomationClassName</a>		GetAutomationClassName	
<a href="#">AutomationIndex</a>		GetAutomationIndex	
<a href="#">AutomationName</a>		GetAutomationName	
<a href="#">BackgroundAlpha</a>		GetBackgroundAlpha	
<a href="#">BackgroundColor</a>		GetBackgroundColor	
<a href="#">BackgroundDisabledColor</a>		GetBackgroundDisabledColor	
<a href="#">BackgroundImage</a>		GetBackgroundImage	
<a href="#">BackgroundSize</a>		GetBackgroundSize	
<a href="#">ClassName</a>		GetClassName	
<a href="#">CreationIndex</a>		GetCreationIndex	
<a href="#">CreationPolicy</a>		GetCreationPolicy	
<a href="#">CurrentState</a>		GetCurrentState	
<a href="#">Direction</a>		GetDirection	
<a href="#">Enabled</a>		GetEnabled	
<a href="#">ErrorColor</a>		GetErrorColor	
<a href="#">ErrorString</a>		GetErrorString	
<a href="#">FillAlphas</a>		GetFillAlphas	
<a href="#">FillColors</a>		GetFillColors	
<a href="#">FlexX</a>		GetFlexX	
<a href="#">FlexY</a>		GetFlexY	
<a href="#">FocusEnabled</a>		GetFocusEnabled	
<a href="#">FontFamily</a>		GetFontFamily	
<a href="#">FontSize</a>		GetFontSize	
<a href="#">FontStyle</a>		GetFontStyle	
<a href="#">FontWeight</a>		GetFontWeight	
<a href="#">Height</a>		GetHeight	
<a href="#">HorizontalAlign</a>		GetHorizontalAlign	
<a href="#">Id</a>		GetId	
<a href="#">Label</a>		GetLabel	
<a href="#">MouseEnabled</a>		GetMouseEnabled	
<a href="#">NumAutomationChildren</a>		GetNumAutomationChildren	
<a href="#">NumChildren</a>		GetNumChildren	
<a href="#">PercentHeight</a>		GetPercentHeight	
<a href="#">PercentWidth</a>		GetPercentWidth	

<a href="#">ScaleX</a>		GetScaleX	
<a href="#">ScaleY</a>		GetScaleY	
<a href="#">TabChildren</a>		GetTabChildren	
<a href="#">TabEnabled</a>		GetTabEnabled	
<a href="#">TabIndex</a>		GetTabIndex	
<a href="#">ThemeColor</a>		GetThemeColor	
<a href="#">ToolTip</a>		GetToolTip	
<a href="#">Url</a>		GetUrl	
<a href="#">UseHandCursor</a>		GetUseHandCursor	
<a href="#">VerticalAlign</a>		GetVerticalAlign	
<a href="#">Visible</a>		GetVisible	
<a href="#">Width</a>		GetWidth	
<a href="#">X</a>		GetX	
<a href="#">Y</a>		GetY	

## Action Summary

Action	Description
<a href="#">DoChangeFocus</a>	
<a href="#">DoClick</a>	
<a href="#">DoDragCancel</a>	
<a href="#">DoDragDrop</a>	
<a href="#">DoDragStart</a>	
<a href="#">DoMouseMove</a>	
<a href="#">DoMouseScroll</a>	
<a href="#">DoScroll</a>	

## Property Detail

### Alpha

Accessors: GetAlpha

### AutomationClassName

Accessors: GetAutomationClassName

### AutomationIndex

Accessors: GetAutomationIndex

### AutomationName

Accessors: GetAutomationName

### BackgroundAlpha

Accessors: GetBackgroundAlpha

### BackgroundColor

Accessors: GetBackgroundColor

### BackgroundDisabledColor

Accessors: GetBackgroundDisabledColor

### BackgroundImage

Accessors: GetBackgroundImage

### BackgroundSize

Accessors: GetBackgroundSize

### ClassName

Accessors: GetClassName

### **CreationIndex**

Accessors: GetCreationIndex

### **CreationPolicy**

Accessors: GetCreationPolicy

### **CurrentState**

Accessors: GetCurrentState

### **Direction**

Accessors: GetDirection

### **Enabled**

Accessors: GetEnabled

### **ErrorColor**

Accessors: GetErrorColor

### **ErrorString**

Accessors: GetErrorString

### **FillAlphas**

Accessors: GetFillAlphas

### **FillColors**

Accessors: GetFillColors

### **FlexX**

Accessors: GetFlexX

### **FlexY**

Accessors: GetFlexY

### **FocusEnabled**

Accessors: GetFocusEnabled

### **FontFamily**

Accessors: GetFontFamily

### **FontSize**

Accessors: GetFontSize

### **FontStyle**

Accessors: GetFontStyle

### **FontWeight**

Accessors: GetFontWeight

### **Height**

Accessors: GetHeight

### **HorizontalAlign**

Accessors: GetHorizontalAlign

## **Id**

Accessors: GetId

## **Label**

Accessors: GetLabel

## **MouseEnabled**

Accessors: GetMouseEnabled

## **NumAutomationChildren**

Accessors: GetNumAutomationChildren

## **NumChildren**

Accessors: GetNumChildren

## **PercentHeight**

Accessors: GetPercentHeight

## **PercentWidth**

Accessors: GetPercentWidth

## **ScaleX**

Accessors: GetScaleX

## **ScaleY**

Accessors: GetScaleY

## **TabChildren**

Accessors: GetTabChildren

## **TabEnabled**

Accessors: GetTabEnabled

## **TabIndex**

Accessors: GetTabIndex

## **ThemeColor**

Accessors: GetThemeColor

## **ToolTip**

Accessors: GetToolTip

## **Url**

Accessors: GetUrl

## **UseHandCursor**

Accessors: GetUseHandCursor

## **VerticalAlign**

Accessors: GetVerticalAlign

## **Visible**

Accessors: GetVisible

## Width

Accessors: GetWidth

## X

Accessors: GetX

## Y

Accessors: GetY

## Action Detail

### DoChangeFocus(shiftKey, keyCode)

#### Parameters:

Name	Type	Description
shiftKey	Boolean	Optional, Default: false.
keyCode	String	Optional, Default: TAB.

### DoClick(keyModifier)

#### Parameters:

Name	Type	Description
keyModifier	Number	<p>FlexKeyModifierValues</p> <ol style="list-style-type: none"><li>1 flexControl</li><li>2 flexShift</li><li>4 flexAlt</li><li>3 flexControlShift</li><li>5 flexControlAlt</li><li>6 flexShiftAlt</li><li>7 flexControlShiftAlt</li></ol> <p>Optional, Default: 0.</p>

### DoDragCancel(keyModifier)

#### Parameters:

Name	Type	Description
keyModifier	Number	<p>FlexKeyModifierValues</p> <ol style="list-style-type: none"><li>1 flexControl</li><li>2 flexShift</li><li>4 flexAlt</li><li>3 flexControlShift</li><li>5 flexControlAlt</li><li>6 flexShiftAlt</li><li>7 flexControlShiftAlt</li></ol> <p>Optional, Default: 0.</p>

### DoDragDrop(action, draggedItem, keyModifier)

#### Parameters:

Name	Type	Description
------	------	-------------



action	String	
draggedItem	String	Optional.
keyModifier	Number	<p>FlexKeyModifierValues</p> <ul style="list-style-type: none"> <li>1 flexControl</li> <li>2 flexShift</li> <li>4 flexAlt</li> <li>3 flexControlShift</li> <li>5 flexControlAlt</li> <li>6 flexShiftAlt</li> <li>7 flexControlShiftAlt</li> </ul> <p>Optional, Default: 0.</p>

### DoDragStart(draggedItem, keyModifier)

#### Parameters:

Name	Type	Description
draggedItem	String	
keyModifier	Number	<p>FlexKeyModifierValues</p> <ul style="list-style-type: none"> <li>1 flexControl</li> <li>2 flexShift</li> <li>4 flexAlt</li> <li>3 flexControlShift</li> <li>5 flexControlAlt</li> <li>6 flexShiftAlt</li> <li>7 flexControlShiftAlt</li> </ul> <p>Optional, Default: 0.</p>

### DoMouseMove(localX, localY, keyModifier)

#### Parameters:

Name	Type	Description
localX	Number	Optional, Default: 0.
localY	Number	Optional, Default: 0.
keyModifier	Number	<p>FlexKeyModifierValues</p> <ul style="list-style-type: none"> <li>1 flexControl</li> <li>2 flexShift</li> <li>4 flexAlt</li> <li>3 flexControlShift</li> <li>5 flexControlAlt</li> <li>6 flexShiftAlt</li> <li>7 flexControlShiftAlt</li> </ul> <p>Optional, Default: 0.</p>

### DoMouseScroll(delta)

#### Parameters:

Name	Type	Description
delta	Number	Optional, Default: 0.

### DoScroll(position, direction, detail)

**Parameters:**

Name	Type	Description
position	Number	
direction	Number	FlexScrollDirectionValues 1 flexScrollHorizontal 2 flexScrollVertical
detail	Number	FlexScrollDetailValues 1 flexAtBottom 2 flexAtLeft 3 flexAtRight 4 flexAtTop 5 flexLineDown 6 flexLineLeft 7 flexLineRight 8 flexLineUp 9 flexPageDown 10 flexPageLeft 11 flexPageRight 12 flexPageUp 13 flexThumbPosition 14 flexThumbTrack  Optional, Default: null.

**Behavior Pattern: Win32Generic**

**Property Summary**

Property	Description	Getter	Setter
<a href="#">Bitmap</a>	UI Image of the object.	GetBitmap	
<a href="#">BWBitmap</a>	UI Image of the object in 1-bit format (black&white).	GetBWBitmap	
<a href="#">Class</a>	Class of the object.	GetClass	
<a href="#">Height</a>	Height of the object.	GetHeight	
<a href="#">Name</a>	Name of the object.	GetName	
<a href="#">ObjectType</a>	SeSMatcherRule type for this object.	GetObjectType	
<a href="#">State</a>	State of the object.	GetState	
<a href="#">Value</a>	Value of the object.	GetValue	SetValue
<a href="#">Width</a>	Width of the object.	GetWidth	
<a href="#">WindowText</a>	Window text of the object.	GetWindowText	SetWindowText
<a href="#">X</a>	X-coordinate of the top left corner of the object.	GetX	
<a href="#">Y</a>	Y-coordinate of the top left corner of the object.	GetY	

**Action Summary**

Action	Description
<a href="#">DoAction</a>	Performs default action for an object.
<a href="#">DoAnalogPlay</a>	Plays analog recording using coordinates relative to this object.
<a href="#">DoClick</a>	Performs left click at the center of an object.
<a href="#">DoEnsureVisible</a>	Makes sure specified element is visible on the screen.
<a href="#">DoLButtonDown</a>	Performs left mouse button down.
<a href="#">DoLButtonUp</a>	Performs left mouse button up.
<a href="#">DoLClick</a>	Performs a left click at the center of an object or at the specified location.
<a href="#">DoLDClick</a>	Performs a left double click at the center of an object or at the specified location.
<a href="#">DoMButtonDown</a>	Performs middle mouse button down.
<a href="#">DoMButtonUp</a>	Performs middle mouse button up.
<a href="#">DoMClick</a>	Performs a middle click at the center of an object or at the specified location.
<a href="#">DoMDClick</a>	Performs a middle double click at the center of an object or at the specified location.

<a href="#">DoMouseMove</a>	Moves mouse cursor to a location relative to this object position.
<a href="#">DoRButtonDown</a>	Performs right mouse button down.
<a href="#">DoRButtonUp</a>	Performs right mouse button up.
<a href="#">DoRClick</a>	Performs a right click at the center of an object or at the specified location.
<a href="#">DoRDClick</a>	Performs a right double click at the center of an object or at the specified location.
<a href="#">DoSendKeys</a>	Sends series of keystrokes to an object.

## Property Detail

### Bitmap

UI Image of the object.  
Accessors: GetBitmap

### BWBitmap

UI Image of the object in 1-bit format (black&white).  
Accessors: GetBWBitmap

### Class

Class of the object.  
Accessors: GetClass

### Height

Height of the object.  
Accessors: GetHeight

### Name

Name of the object.  
Accessors: GetName

### ObjectType

SeSMatcherRule type for this object.  
Accessors: GetObjectType

### State

State of the object.  
Accessors: GetState

### Value

Value of the object.  
Accessors: GetValue, SetValue

### Width

Width of the object.  
Accessors: GetWidth

### WindowText

Window text of the object.  
Accessors: GetWindowText, SetWindowText

### X

X-coordinate of the top left corner of the object.  
Accessors: GetX

### Y

Y-coordinate of the top left corner of the object.  
Accessors: GetY

## Action Detail

### DoAction()

Performs default action for an object. If the object doesn't have default action then 'LClick' is performed.

### DoAnalogPlay(path, left, top)

Plays analog recording using coordinates relative to this object.

#### Parameters:

Name	Type	Description
path	string	Path to analog recording (usually an .arf file).
left	number	X-coordinate of top-left corner of the analog area, relative to object top-left corner

		Optional.
top	number	Y-coordinate of the top-left corner of the analog area, relative to object top-left corner. Optional.

### DoClick(clickType, xOffset, yOffset)

Performs left click at the center of an object. It is a customizable variant of LClick action.

#### Parameters:

Name	Type	Description
clickType	string	Type of click, can be one of "L" - left click, "LD" - double left click, "R" - right click, "RD" - double right click, "M" - middle click, "MD" - double middle click, "N" - don't click Optional, Default: L.
xOffset	number	X offset to click within object. Default is a center. Optional.
yOffset	number	X offset to click within object. Default is a center. Optional.

#### Returns:

'true' if operation is successful, 'false' otherwise

### DoEnsureVisible()

Makes sure specified element is visible on the screen.

### DoLButtonDown()

Performs left mouse button down. This method does not change cursor coordinates. Make sure that you use 'DoMouseMove' to position mouse cursor properly before calling this method. Note: This action must be followed by 'DoLButtonUp', otherwise it may lock mouse cursor.

### DoLButtonUp()

Performs left mouse button up. This method does not change cursor coordinates. Make sure that you use 'DoMouseMove' to position mouse cursor properly before calling this method. Note: Use this action after 'DoLButtonDown', otherwise it will have no effect.

### DoLClick(x, y)

Performs a left click at the center of an object or at the specified location.

#### Parameters:

Name	Type	Description
x	number	X-coordinate of location relative to object's left border
y	number	Y-coordinate of location relative to object's top border

#### Returns:

'true' if operation is successful, 'false' otherwise

### DoLDClick(x, y)

Performs a left double click at the center of an object or at the specified location.

#### Parameters:

Name	Type	Description
x	number	X-coordinate of location relative to object's left border
y	number	Y-coordinate of location relative to object's top border

#### Returns:

'true' if operation is successful, 'false' otherwise

### DoMButtonDown()

Performs middle mouse button down. This method does not change cursor coordinates. Make sure that you use 'DoMouseMove' to position mouse cursor properly before calling this method. Note: This action must be followed by 'DoMButtonUp', otherwise it may lock mouse cursor.

### DoMButtonUp()

Performs middle mouse button up. This method does not change cursor coordinates. Make sure that you use 'DoMouseMove' to position mouse cursor properly before calling this method. Note: Use this action after 'DoMButtonDown', otherwise it will have no effect.

### DoMClick(x, y)

Performs a middle click at the center of an object or at the specified location.

#### Parameters:

Name	Type	Description
x	number	X-coordinate of location relative to object's left border
y	number	Y-coordinate of location relative to object's top border

**Returns:**

'true' if operation is successful, 'false' otherwise

**DoMDClick(x, y)**

Performs a middle double click at the center of an object or at the specified location.

**Parameters:**

Name	Type	Description
x	number	X-coordinate of location relative to object's left border
y	number	Y-coordinate of location relative to object's top border

**Returns:**

'true' if operation is successful, 'false' otherwise

**DoMouseMove(x, y)**

Moves mouse cursor to a location relative to this object position.

**Parameters:**

Name	Type	Description
x	number	X-coordinate of location relative to object's left border
y	number	Y-coordinate of location relative to object's top border

**DoRButtonDown()**

Performs right mouse button down. This method does not change cursor coordinates. Make sure that you use 'DoMouseMove' to position mouse cursor properly before calling this method. Note: This action must be followed by 'DoRButtonUp', otherwise it may lock mouse cursor.

**DoRButtonUp()**

Performs right mouse button up. This method does not change cursor coordinates. Make sure that you use 'DoMouseMove' to position mouse cursor properly before calling this method. Note: Use this action after 'DoRButtonDown', otherwise it will have no effect.

**DoRClick(x, y)**

Performs a right click at the center of an object or at the specified location.

**Parameters:**

Name	Type	Description
x	number	X-coordinate of location relative to object's left border
y	number	Y-coordinate of location relative to object's top border

**Returns:**

'true' if operation is successful, 'false' otherwise

**DoRDClick(x, y)**

Performs a right double click at the center of an object or at the specified location.

**Parameters:**

Name	Type	Description
x	number	X-coordinate of location relative to object's left border
y	number	Y-coordinate of location relative to object's top border

**Returns:**

'true' if operation is successful, 'false' otherwise

**DoSendKeys(keys)**

Sends series of keystrokes to an object. For example: DoSendKeys("^F") - sends {CTRL} + {F}. See [MSDN Article for SendKeys](#)

**Parameters:**

Name	Type	Description
keys	string	A sequence of keystrokes.

## FlexAreaChart

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FlexAreaChart

### Behavior Pattern: FlexAreaChartBehavior

### Property Summary

Property	Description	Getter	Setter
<a href="#">Alpha</a>		GetAlpha	
<a href="#">AutomationClassName</a>		GetAutomationClassName	
<a href="#">AutomationIndex</a>		GetAutomationIndex	
<a href="#">AutomationName</a>		GetAutomationName	
<a href="#">ClassName</a>		GetClassName	
<a href="#">ClipContent</a>		GetClipContent	
<a href="#">CurrentState</a>		GetCurrentState	
<a href="#">DataTipLayerIndex</a>		GetDataTipLayerIndex	
<a href="#">DataTipMode</a>		GetDataTipMode	
<a href="#">Description</a>		GetDescription	
<a href="#">Enabled</a>		GetEnabled	
<a href="#">ErrorColor</a>		GetErrorColor	
<a href="#">ErrorString</a>		GetErrorString	
<a href="#">FlexX</a>		GetFlexX	
<a href="#">FlexY</a>		GetFlexY	
<a href="#">FocusEnabled</a>		GetFocusEnabled	
<a href="#">FontFamily</a>		GetFontFamily	
<a href="#">FontSize</a>		GetFontSize	
<a href="#">GutterBottom</a>		GetGutterBottom	
<a href="#">GutterLeft</a>		GetGutterLeft	
<a href="#">GutterRight</a>		GetGutterRight	
<a href="#">GutterTop</a>		GetGutterTop	
<a href="#">Height</a>		GetHeight	
<a href="#">HorizontalAxisRatio</a>		GetHorizontalAxisRatio	
<a href="#">Id</a>		GetId	
<a href="#">MaximumDataTipCount</a>		GetMaximumDataTipCount	
<a href="#">MouseEnabled</a>		GetMouseEnabled	
<a href="#">MouseSensitivity</a>		GetMouseSensitivity	
<a href="#">NumAutomationChildren</a>		GetNumAutomationChildren	
<a href="#">PaddingBottom</a>		GetPaddingBottom	
<a href="#">PaddingLeft</a>		GetPaddingLeft	
<a href="#">PaddingRight</a>		GetPaddingRight	
<a href="#">PaddingTop</a>		GetPaddingTop	
<a href="#">PercentHeight</a>		GetPercentHeight	
<a href="#">PercentWidth</a>		GetPercentWidth	
<a href="#">ScaleX</a>		GetScaleX	
<a href="#">ScaleY</a>		GetScaleY	
<a href="#">ShowDataTips</a>		GetShowDataTips	
<a href="#">ShowDataTipTargets</a>		GetShowDataTipTargets	
<a href="#">TabChildren</a>		GetTabChildren	
<a href="#">TabEnabled</a>		GetTabEnabled	
<a href="#">TabIndex</a>		GetTabIndex	
<a href="#">TextAlign</a>		GetTextAlign	
<a href="#">ThemeColor</a>		GetThemeColor	
<a href="#">ToolTip</a>		GetToolTip	

<a href="#">Type</a>		GetType	
<a href="#">UseHandCursor</a>		GetUseHandCursor	
<a href="#">Visible</a>		GetVisible	
<a href="#">Width</a>		GetWidth	
<a href="#">X</a>		GetX	
<a href="#">Y</a>		GetY	

## Action Summary

Action	Description
<a href="#">DoChangeFocus</a>	
<a href="#">DoClick</a>	
<a href="#">DoMouseMove</a>	

## Property Detail

### Alpha

Accessors: GetAlpha

### AutomationClassName

Accessors: GetAutomationClassName

### AutomationIndex

Accessors: GetAutomationIndex

### AutomationName

Accessors: GetAutomationName

### ClassName

Accessors: GetClassName

### ClipContent

Accessors: GetClipContent

### CurrentState

Accessors: GetCurrentState

### DataTipLayerIndex

Accessors: GetDataTipLayerIndex

### DataTipMode

Accessors: GetDataTipMode

### Description

Accessors: GetDescription

### Enabled

Accessors: GetEnabled

### ErrorColor

Accessors: GetErrorColor

### ErrorString

Accessors: GetErrorString

### FlexX

Accessors: GetFlexX

### **FlexY**

Accessors: GetFlexY

### **FocusEnabled**

Accessors: GetFocusEnabled

### **FontFamily**

Accessors: GetFontFamily

### **FontSize**

Accessors: GetFontSize

### **GutterBottom**

Accessors: GetGutterBottom

### **GutterLeft**

Accessors: GetGutterLeft

### **GutterRight**

Accessors: GetGutterRight

### **GutterTop**

Accessors: GetGutterTop

### **Height**

Accessors: GetHeight

### **HorizontalAxisRatio**

Accessors: GetHorizontalAxisRatio

### **Id**

Accessors: GetId

### **MaximumDataTipCount**

Accessors: GetMaximumDataTipCount

### **MouseEnabled**

Accessors: GetMouseEnabled

### **MouseSensitivity**

Accessors: GetMouseSensitivity

### **NumAutomationChildren**

Accessors: GetNumAutomationChildren

### **PaddingBottom**

Accessors: GetPaddingBottom

### **PaddingLeft**

Accessors: GetPaddingLeft

### **PaddingRight**



Accessors: GetPaddingRight

### **PaddingTop**

Accessors: GetPaddingTop

### **PercentHeight**

Accessors: GetPercentHeight

### **PercentWidth**

Accessors: GetPercentWidth

### **ScaleX**

Accessors: GetScaleX

### **ScaleY**

Accessors: GetScaleY

### **ShowDataTips**

Accessors: GetShowDataTips

### **ShowDataTipTargets**

Accessors: GetShowDataTipTargets

### **TabChildren**

Accessors: GetTabChildren

### **TabEnabled**

Accessors: GetTabEnabled

### **TabIndex**

Accessors: GetTabIndex

### **TextAlign**

Accessors: GetTextAlign

### **ThemeColor**

Accessors: GetThemeColor

### **ToolTip**

Accessors: GetToolTip

### **Type**

Accessors: GetType

### **UseHandCursor**

Accessors: GetUseHandCursor

### **Visible**

Accessors: GetVisible

### **Width**

Accessors: GetWidth

### **X**

Accessors: GetX

## Y

Accessors: GetY

### Action Detail

#### DoChangeFocus(shiftKey, keyCode)

##### Parameters:

Name	Type	Description
shiftKey	Boolean	Optional, Default: false.
keyCode	String	Optional, Default: TAB.

#### DoClick(keyModifier)

##### Parameters:

Name	Type	Description
keyModifier	Number	<p>FlexKeyModifierValues</p> <ol style="list-style-type: none"><li>1 flexControl</li><li>2 flexShift</li><li>4 flexAlt</li><li>3 flexControlShift</li><li>5 flexControlAlt</li><li>6 flexShiftAlt</li><li>7 flexControlShiftAlt</li></ol> <p>Optional, Default: 0.</p>

#### DoMouseMove(localX, localY, keyModifier)

##### Parameters:

Name	Type	Description
localX	Number	Optional, Default: 0.
localY	Number	Optional, Default: 0.
keyModifier	Number	<p>FlexKeyModifierValues</p> <ol style="list-style-type: none"><li>1 flexControl</li><li>2 flexShift</li><li>4 flexAlt</li><li>3 flexControlShift</li><li>5 flexControlAlt</li><li>6 flexShiftAlt</li><li>7 flexControlShiftAlt</li></ol> <p>Optional, Default: 0.</p>

### Behavior Pattern: Win32Generic

### Property Summary

Property	Description	Getter	Setter
<a href="#">Bitmap</a>	UI Image of the object.	GetBitmap	
<a href="#">BWBitmap</a>	UI Image of the object in 1-bit format (black&white).	GetBWBitmap	
<a href="#">Class</a>	Class of the object.	GetClass	
<a href="#">Height</a>	Height of the object.	GetHeight	

<u>Name</u>	Name of the object.	GetName	
<u>ObjectType</u>	SeSMatcherRule type for this object.	GetObjectType	
<u>State</u>	State of the object.	GetState	
<u>Value</u>	Value of the object.	GetValue	SetValue
<u>Width</u>	Width of the object.	GetWidth	
<u>WindowText</u>	Window text of the object.	GetWindowText	SetWindowText
<u>X</u>	X-coordinate of the top left corner of the object.	GetX	
<u>Y</u>	Y-coordinate of the top left corner of the object.	GetY	

## Action Summary

Action	Description
<u>DoAction</u>	Performs default action for an object.
<u>DoAnalogPlay</u>	Plays analog recording using coordinates relative to this object.
<u>DoClick</u>	Performs left click at the center of an object.
<u>DoEnsureVisible</u>	Makes sure specified element is visible on the screen.
<u>DoLButtonDown</u>	Performs left mouse button down.
<u>DoLButtonUp</u>	Performs left mouse button up.
<u>DoLClick</u>	Performs a left click at the center of an object or at the specified location.
<u>DoLDClick</u>	Performs a left double click at the center of an object or at the specified location.
<u>DoMButtonDown</u>	Performs middle mouse button down.
<u>DoMButtonUp</u>	Performs middle mouse button up.
<u>DoMClick</u>	Performs a middle click at the center of an object or at the specified location.
<u>DoMDClick</u>	Performs a middle double click at the center of an object or at the specified location.
<u>DoMouseMove</u>	Moves mouse cursor to a location relative to this object position.
<u>DoRButtonDown</u>	Performs right mouse button down.
<u>DoRButtonUp</u>	Performs right mouse button up.
<u>DoRClick</u>	Performs a right click at the center of an object or at the specified location.
<u>DoRDClick</u>	Performs a right double click at the center of an object or at the specified location.
<u>DoSendKeys</u>	Sends series of keystrokes to an object.

## Property Detail

### Bitmap

UI Image of the object.  
Accessors: GetBitmap

### BWBitmap

UI Image of the object in 1-bit format (black&white).  
Accessors: GetBWBitmap

### Class

Class of the object.  
Accessors: GetClass

### Height

Height of the object.  
Accessors: GetHeight

### Name

Name of the object.  
Accessors: GetName

### ObjectType

SeSMatcherRule type for this object.  
Accessors: GetObjectType

### State

State of the object.  
Accessors: GetState

### Value

Value of the object.  
Accessors: GetValue, SetValue

## Width

Width of the object.  
Accessors: GetWidth

## WindowText

Window text of the object.  
Accessors: GetWindowText, SetWindowText

## X

X-coordinate of the top left corner of the object.  
Accessors: GetX

## Y

Y-coordinate of the top left corner of the object.  
Accessors: GetY

## Action Detail

### DoAction()

Performs default action for an object. If the object doesn't have default action then 'LClick' is performed.

### DoAnalogPlay(path, left, top)

Plays analog recording using coordinates relative to this object.

#### Parameters:

Name	Type	Description
path	string	Path to analog recording (usually an .arf file).
left	number	X-coordinate of top-left corner of the analog area, relative to object top-left corner. Optional.
top	number	Y-coordinate of the top-left corner of the analog area, relative to object top-left corner. Optional.

### DoClick(clickType, xOffset, yOffset)

Performs left click at the center of an object. It is a customizable variant of LClick action.

#### Parameters:

Name	Type	Description
clickType	string	Type of click, can be one of "L" - left click, "LD" - double left click, "R" - right click, "RD" - double right click, "M" - middle click, "MD" - double middle click, "N" - don't click. Optional, Default: L.
xOffset	number	X offset to click within object. Default is a center. Optional.
yOffset	number	X offset to click within object. Default is a center. Optional.

#### Returns:

'true' if operation is successful, 'false' otherwise

### DoEnsureVisible()

Makes sure specified element is visible on the screen.

### DoLButtonDown()

Performs left mouse button down. This method does not change cursor coordinates. Make sure that you use 'DoMouseMove' to position mouse cursor properly before calling this method. Note: This action must be followed by 'DoLButtonUp', otherwise it may lock mouse cursor.

### DoLButtonUp()

Performs left mouse button up. This method does not change cursor coordinates. Make sure that you use 'DoMouseMove' to position mouse cursor properly before calling this method. Note: Use this action after 'DoLButtonDown', otherwise it will have no effect.

### DoLClick(x, y)

Performs a left click at the center of an object or at the specified location.

#### Parameters:

Name	Type	Description
x	number	X-coordinate of location relative to object's left border
y	number	Y-coordinate of location relative to object's top border

**Returns:**

'true' if operation is successful, 'false' otherwise

**DoLDClick(x, y)**

Performs a left double click at the center of an object or at the specified location.

**Parameters:**

Name	Type	Description
x	number	X-coordinate of location relative to object's left border
y	number	Y-coordinate of location relative to object's top border

**Returns:**

'true' if operation is successful, 'false' otherwise

**DoMButtonDown()**

Performs middle mouse button down. This method does not change cursor coordinates. Make sure that you use 'DoMouseMove' to position mouse cursor properly before calling this method. Note: This action must be followed by 'DoMButtonUp', otherwise it may lock mouse cursor.

**DoMButtonUp()**

Performs middle mouse button up. This method does not change cursor coordinates. Make sure that you use 'DoMouseMove' to position mouse cursor properly before calling this method. Note: Use this action after 'DoMButtonDown', otherwise it will have no effect.

**DoMClick(x, y)**

Performs a middle click at the center of an object or at the specified location.

**Parameters:**

Name	Type	Description
x	number	X-coordinate of location relative to object's left border
y	number	Y-coordinate of location relative to object's top border

**Returns:**

'true' if operation is successful, 'false' otherwise

**DoMDClick(x, y)**

Performs a middle double click at the center of an object or at the specified location.

**Parameters:**

Name	Type	Description
x	number	X-coordinate of location relative to object's left border
y	number	Y-coordinate of location relative to object's top border

**Returns:**

'true' if operation is successful, 'false' otherwise

**DoMouseMove(x, y)**

Moves mouse cursor to a location relative to this object position.

**Parameters:**

Name	Type	Description
x	number	X-coordinate of location relative to object's left border
y	number	Y-coordinate of location relative to object's top border

**DoRButtonDown()**

Performs right mouse button down. This method does not change cursor coordinates. Make sure that you use 'DoMouseMove' to position mouse cursor properly before calling this method. Note: This action must be followed by 'DoRButtonUp', otherwise it may lock mouse cursor.

**DoRButtonUp()**

Performs right mouse button up. This method does not change cursor coordinates. Make sure that you use 'DoMouseMove' to position mouse cursor properly before calling this method. Note: Use this action after 'DoRButtonDown', otherwise it will have no effect.

**DoRClick(x, y)**

Performs a right click at the center of an object or at the specified location.

**Parameters:**

Name	Type	Description
x	number	X-coordinate of location relative to object's left border
y	number	Y-coordinate of location relative to object's top border

**Returns:**

'true' if operation is successful, 'false' otherwise

**DoRDClick(x, y)**

Performs a right double click at the center of an object or at the specified location.

**Parameters:**

Name	Type	Description
x	number	X-coordinate of location relative to object's left border
y	number	Y-coordinate of location relative to object's top border

**Returns:**

'true' if operation is successful, 'false' otherwise

**DoSendKeys(keys)**

Sends series of keystrokes to an object. For example: DoSendKeys("^F") - sends {CTRL} + {F}. See [MSDN Article for SendKeys](#)

**Parameters:**

Name	Type	Description
keys	string	A sequence of keystrokes.

## FlexAreaSeries

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FlexAreaSeries

### Behavior Pattern: FlexAreaSeriesBehavior

### Property Summary

Property	Description	Getter	Setter
<a href="#">Alpha</a>		GetAlpha	
<a href="#">AutomationClassName</a>		GetAutomationClassName	
<a href="#">AutomationIndex</a>		GetAutomationIndex	
<a href="#">AutomationName</a>		GetAutomationName	
<a href="#">ClassName</a>		GetClassName	
<a href="#">CurrentState</a>		GetCurrentState	
<a href="#">Enabled</a>		GetEnabled	
<a href="#">ErrorColor</a>		GetErrorColor	
<a href="#">ErrorString</a>		GetErrorString	
<a href="#">FlexX</a>		GetFlexX	
<a href="#">FlexY</a>		GetFlexY	
<a href="#">FocusEnabled</a>		GetFocusEnabled	
<a href="#">Form</a>		GetForm	
<a href="#">Height</a>		GetHeight	
<a href="#">Id</a>		GetId	
<a href="#">MinField</a>		GetMinField	
<a href="#">MouseEnabled</a>		GetMouseEnabled	
<a href="#">NumAutomationChildren</a>		GetNumAutomationChildren	
<a href="#">PercentHeight</a>		GetPercentHeight	
<a href="#">PercentWidth</a>		GetPercentWidth	
<a href="#">Radius</a>		GetRadius	

<a href="#">ScaleX</a>		GetScaleX	
<a href="#">ScaleY</a>		GetScaleY	
<a href="#">TabChildren</a>		GetTabChildren	
<a href="#">TabEnabled</a>		GetTabEnabled	
<a href="#">TabIndex</a>		GetTabIndex	
<a href="#">ThemeColor</a>		GetThemeColor	
<a href="#">ToolTip</a>		GetToolTip	
<a href="#">UseHandCursor</a>		GetUseHandCursor	
<a href="#">Visible</a>		GetVisible	
<a href="#">Width</a>		GetWidth	
<a href="#">X</a>		GetX	
<a href="#">XField</a>		GetXField	
<a href="#">Y</a>		GetY	
<a href="#">YField</a>		GetYField	

## Action Summary

Action	Description
<a href="#">DoChangeFocus</a>	
<a href="#">DoClick</a>	
<a href="#">DoDoubleClick</a>	
<a href="#">DoItemRollOver</a>	
<a href="#">DoMouseMove</a>	

## Property Detail

### Alpha

Accessors: GetAlpha

### AutomationClassName

Accessors: GetAutomationClassName

### AutomationIndex

Accessors: GetAutomationIndex

### AutomationName

Accessors: GetAutomationName

### ClassName

Accessors: GetClassName

### CurrentState

Accessors: GetCurrentState

### Enabled

Accessors: GetEnabled

### ErrorColor

Accessors: GetErrorColor

### ErrorString

Accessors: GetErrorString

### FlexX

Accessors: GetFlexX

### FlexY

Accessors: GetFlexY

### **FocusEnabled**

Accessors: GetFocusEnabled

### **Form**

Accessors: GetForm

### **Height**

Accessors: GetHeight

### **Id**

Accessors: GetId

### **MinField**

Accessors: GetMinField

### **MouseEnabled**

Accessors: GetMouseEnabled

### **NumAutomationChildren**

Accessors: GetNumAutomationChildren

### **PercentHeight**

Accessors: GetPercentHeight

### **PercentWidth**

Accessors: GetPercentWidth

### **Radius**

Accessors: GetRadius

### **ScaleX**

Accessors: GetScaleX

### **ScaleY**

Accessors: GetScaleY

### **TabChildren**

Accessors: GetTabChildren

### **TabEnabled**

Accessors: GetTabEnabled

### **TabIndex**

Accessors: GetTabIndex

### **ThemeColor**

Accessors: GetThemeColor

### **ToolTip**

Accessors: GetToolTip

### **UseHandCursor**



Accessors: GetUseHandCursor

## Visible

Accessors: GetVisible

## Width

Accessors: GetWidth

## X

Accessors: GetX

## XField

Accessors: GetXField

## Y

Accessors: GetY

## YField

Accessors: GetYField

## Action Detail

### DoChangeFocus(shiftKey, keyCode)

#### Parameters:

Name	Type	Description
shiftKey	Boolean	Optional, Default: false.
keyCode	String	Optional, Default: TAB.

### DoClick(keyModifier)

#### Parameters:

Name	Type	Description
keyModifier	Number	<p>FlexKeyModifierValues</p> <ol style="list-style-type: none"><li>1 flexControl</li><li>2 flexShift</li><li>4 flexAlt</li><li>3 flexControlShift</li><li>5 flexControlAlt</li><li>6 flexShiftAlt</li><li>7 flexControlShiftAlt</li></ol> <p>Optional, Default: 0.</p>

### DoDoubleClick(hitSet)

#### Parameters:

Name	Type	Description
hitSet	Number	

### DoItemRollOver(hitSet)

#### Parameters:

---

Name	Type	Description
hitSet	Number	

### DoMouseMove(localX, localY, keyModifier)

#### Parameters:

Name	Type	Description
localX	Number	Optional, Default: 0.
localY	Number	Optional, Default: 0.
keyModifier	Number	<p>FlexKeyModifierValues</p> <ul style="list-style-type: none"> <li>1 flexControl</li> <li>2 flexShift</li> <li>4 flexAlt</li> <li>3 flexControlShift</li> <li>5 flexControlAlt</li> <li>6 flexShiftAlt</li> <li>7 flexControlShiftAlt</li> </ul> <p>Optional, Default: 0.</p>

### Behavior Pattern: Win32Generic

### Property Summary

Property	Description	Getter	Setter
<a href="#">Bitmap</a>	UI Image of the object.	GetBitmap	
<a href="#">BWBitmap</a>	UI Image of the object in 1-bit format (black&white).	GetBWBitmap	
<a href="#">Class</a>	Class of the object.	GetClass	
<a href="#">Height</a>	Height of the object.	GetHeight	
<a href="#">Name</a>	Name of the object.	GetName	
<a href="#">ObjectType</a>	SeSMatcherRule type for this object.	GetObjectType	
<a href="#">State</a>	State of the object.	GetState	
<a href="#">Value</a>	Value of the object.	GetValue	SetValue
<a href="#">Width</a>	Width of the object.	GetWidth	
<a href="#">WindowText</a>	Window text of the object.	GetWindowText	SetWindowText
<a href="#">X</a>	X-coordinate of the top left corner of the object.	GetX	
<a href="#">Y</a>	Y-coordinate of the top left corner of the object.	GetY	

### Action Summary

Action	Description
<a href="#">DoAction</a>	Performs default action for an object.
<a href="#">DoAnalogPlay</a>	Plays analog recording using coordinates relative to this object.
<a href="#">DoClick</a>	Performs left click at the center of an object.
<a href="#">DoEnsureVisible</a>	Makes sure specified element is visible on the screen.
<a href="#">DoLButtonDown</a>	Performs left mouse button down.
<a href="#">DoLButtonUp</a>	Performs left mouse button up.
<a href="#">DoLClick</a>	Performs a left click at the center of an object or at the specified location.
<a href="#">DoLDClick</a>	Performs a left double click at the center of an object or at the specified location.
<a href="#">DoMButtonDown</a>	Performs middle mouse button down.
<a href="#">DoMButtonUp</a>	Performs middle mouse button up.
<a href="#">DoMClick</a>	Performs a middle click at the center of an object or at the specified location.
<a href="#">DoMDClick</a>	Performs a middle double click at the center of an object or at the specified location.
<a href="#">DoMouseMove</a>	Moves mouse cursor to a location relative to this object position.
<a href="#">DoRButtonDown</a>	Performs right mouse button down.
<a href="#">DoRButtonUp</a>	Performs right mouse button up.
<a href="#">DoRClick</a>	Performs a right click at the center of an object or at the specified location.

<a href="#">DoRDClick</a>	Performs a right double click at the center of an object or at the specified location.
<a href="#">DoSendKeys</a>	Sends series of keystrokes to an object.

## Property Detail

### Bitmap

UI Image of the object.  
Accessors: GetBitmap

### BWBitmap

UI Image of the object in 1-bit format (black&white).  
Accessors: GetBWBitmap

### Class

Class of the object.  
Accessors: GetClass

### Height

Height of the object.  
Accessors: GetHeight

### Name

Name of the object.  
Accessors: GetName

### ObjectType

SeSMatcherRule type for this object.  
Accessors: GetObjectType

### State

State of the object.  
Accessors: GetState

### Value

Value of the object.  
Accessors: GetValue, SetValue

### Width

Width of the object.  
Accessors: GetWidth

### WindowText

Window text of the object.  
Accessors: GetWindowText, SetWindowText

### X

X-coordinate of the top left corner of the object.  
Accessors: GetX

### Y

Y-coordinate of the top left corner of the object.  
Accessors: GetY

## Action Detail

### DoAction()

Performs default action for an object. If the object doesn't have default action then 'LClick' is performed.

### DoAnalogPlay(path, left, top)

Plays analog recording using coordinates relative to this object.

#### Parameters:

Name	Type	Description
path	string	Path to analog recording (usually an .arf file).
left	number	X-coordinate of top-left corner of the analog area, relative to object top-left corner Optional.
top	number	Y-coordinate of the top-left corner of the analog area, relative to object top-left corner. Optional.

### DoClick(clickType, xOffset, yOffset)

Performs left click at the center of an object. It is a customizable variant of LClick action.

**Parameters:**

Name	Type	Description
clickType	string	Type of click, can be one of "L" - left click, "LD" - double left click, "R" - right click, "RD" - double right click, "M" - middle click, "MD" - double middle click, "N" - don't click Optional, Default: L.
xOffset	number	X offset to click within object. Default is a center. Optional.
yOffset	number	X offset to click within object. Default is a center. Optional.

**Returns:**

'true' if operation is successful, 'false' otherwise

**DoEnsureVisible()**

Makes sure specified element is visible on the screen.

**DoLButtonDown()**

Performs left mouse button down. This method does not change cursor coordinates. Make sure that you use 'DoMouseMove' to position mouse cursor properly before calling this method. Note: This action must be followed by 'DoLButtonUp', otherwise it may lock mouse cursor.

**DoLButtonUp()**

Performs left mouse button up. This method does not change cursor coordinates. Make sure that you use 'DoMouseMove' to position mouse cursor properly before calling this method. Note: Use this action after 'DoLButtonDown', otherwise it will have no effect.

**DoLClick(x, y)**

Performs a left click at the center of an object or at the specified location.

**Parameters:**

Name	Type	Description
x	number	X-coordinate of location relative to object's left border
y	number	Y-coordinate of location relative to object's top border

**Returns:**

'true' if operation is successful, 'false' otherwise

**DoLDClick(x, y)**

Performs a left double click at the center of an object or at the specified location.

**Parameters:**

Name	Type	Description
x	number	X-coordinate of location relative to object's left border
y	number	Y-coordinate of location relative to object's top border

**Returns:**

'true' if operation is successful, 'false' otherwise

**DoMButtonDown()**

Performs middle mouse button down. This method does not change cursor coordinates. Make sure that you use 'DoMouseMove' to position mouse cursor properly before calling this method. Note: This action must be followed by 'DoMButtonUp', otherwise it may lock mouse cursor.

**DoMButtonUp()**

Performs middle mouse button up. This method does not change cursor coordinates. Make sure that you use 'DoMouseMove' to position mouse cursor properly before calling this method. Note: Use this action after 'DoMButtonDown', otherwise it will have no effect.

**DoMClick(x, y)**

Performs a middle click at the center of an object or at the specified location.

**Parameters:**

Name	Type	Description
x	number	X-coordinate of location relative to object's left border
y	number	Y-coordinate of location relative to object's top border

**Returns:**

'true' if operation is successful, 'false' otherwise

**DoMDClick(x, y)**

Performs a middle double click at the center of an object or at the specified location.

**Parameters:**

Name	Type	Description
x	number	X-coordinate of location relative to object's left border
y	number	Y-coordinate of location relative to object's top border

**Returns:**

'true' if operation is successful, 'false' otherwise

**DoMouseMove(x, y)**

Moves mouse cursor to a location relative to this object position.

**Parameters:**

Name	Type	Description
x	number	X-coordinate of location relative to object's left border
y	number	Y-coordinate of location relative to object's top border

**DoRButtonDown()**

Performs right mouse button down. This method does not change cursor coordinates. Make sure that you use 'DoMouseMove' to position mouse cursor properly before calling this method. Note: This action must be followed by 'DoRButtonUp', otherwise it may lock mouse cursor.

**DoRButtonUp()**

Performs right mouse button up. This method does not change cursor coordinates. Make sure that you use 'DoMouseMove' to position mouse cursor properly before calling this method. Note: Use this action after 'DoRButtonDown', otherwise it will have no effect.

**DoRClick(x, y)**

Performs a right click at the center of an object or at the specified location.

**Parameters:**

Name	Type	Description
x	number	X-coordinate of location relative to object's left border
y	number	Y-coordinate of location relative to object's top border

**Returns:**

'true' if operation is successful, 'false' otherwise

**DoRDClick(x, y)**

Performs a right double click at the center of an object or at the specified location.

**Parameters:**

Name	Type	Description
x	number	X-coordinate of location relative to object's left border
y	number	Y-coordinate of location relative to object's top border

**Returns:**

'true' if operation is successful, 'false' otherwise

**DoSendKeys(keys)**

Sends series of keystrokes to an object. For example: DoSendKeys("^F") - sends {CTRL} + {F}. See [MSDN Article for SendKeys](#)

**Parameters:**

Name	Type	Description
keys	string	A sequence of keystrokes.

FlexAxisRenderer

Behavior Pattern: FlexAxisRendererBehavior

Property Summary

Property	Description	Getter	Setter
<a href="#">Alpha</a>		GetAlpha	
<a href="#">AutomationClassName</a>		GetAutomationClassName	
<a href="#">AutomationIndex</a>		GetAutomationIndex	
<a href="#">AutomationName</a>		GetAutomationName	
<a href="#">CanDropLabels</a>		GetCanDropLabels	
<a href="#">CanStagger</a>		GetCanStagger	
<a href="#">ClassName</a>		GetClassName	
<a href="#">CurrentState</a>		GetCurrentState	
<a href="#">Enabled</a>		GetEnabled	
<a href="#">ErrorColor</a>		GetErrorColor	
<a href="#">ErrorString</a>		GetErrorString	
<a href="#">FlexX</a>		GetFlexX	
<a href="#">FlexY</a>		GetFlexY	
<a href="#">FocusEnabled</a>		GetFocusEnabled	
<a href="#">Height</a>		GetHeight	
<a href="#">HeightLimit</a>		GetHeightLimit	
<a href="#">Id</a>		GetId	
<a href="#">LabelGap</a>		GetLabelGap	
<a href="#">LabelRotation</a>		GetLabelRotation	
<a href="#">Length</a>		GetLength	
<a href="#">MinorTickLength</a>		GetMinorTickLength	
<a href="#">MinorTickPlacement</a>		GetMinorTickPlacement	
<a href="#">MinorTicks</a>		GetMinorTicks	
<a href="#">MouseEnabled</a>		GetMouseEnabled	
<a href="#">NumAutomationChildren</a>		GetNumAutomationChildren	
<a href="#">PercentHeight</a>		GetPercentHeight	
<a href="#">PercentWidth</a>		GetPercentWidth	
<a href="#">Placement</a>		GetPlacement	
<a href="#">ScaleX</a>		GetScaleX	
<a href="#">ScaleY</a>		GetScaleY	
<a href="#">ShowLabels</a>		GetShowLabels	
<a href="#">ShowLine</a>		GetShowLine	
<a href="#">TabChildren</a>		GetTabChildren	
<a href="#">TabEnabled</a>		GetTabEnabled	
<a href="#">TabIndex</a>		GetTabIndex	
<a href="#">ThemeColor</a>		GetThemeColor	
<a href="#">TickLength</a>		GetTickLength	
<a href="#">TickPlacement</a>		GetTickPlacement	
<a href="#">Ticks</a>		GetTicks	
<a href="#">ToolTip</a>		GetToolTip	
<a href="#">UseHandCursor</a>		GetUseHandCursor	
<a href="#">Visible</a>		GetVisible	
<a href="#">Width</a>		GetWidth	
<a href="#">X</a>		GetX	
<a href="#">Y</a>		GetY	

Action Summary

Action	Description
<a href="#">DoChangeFocus</a>	

<a href="#">DoClick</a>	
<a href="#">DoMouseMove</a>	

## Property Detail

### Alpha

Accessors: GetAlpha

### AutomationClassName

Accessors: GetAutomationClassName

### AutomationIndex

Accessors: GetAutomationIndex

### AutomationName

Accessors: GetAutomationName

### CanDropLabels

Accessors: GetCanDropLabels

### CanStagger

Accessors: GetCanStagger

### ClassName

Accessors: GetClassName

### CurrentState

Accessors: GetCurrentState

### Enabled

Accessors: GetEnabled

### ErrorColor

Accessors: GetErrorColor

### ErrorString

Accessors: GetErrorString

### FlexX

Accessors: GetFlexX

### FlexY

Accessors: GetFlexY

### FocusEnabled

Accessors: GetFocusEnabled

### Height

Accessors: GetHeight

### HeightLimit

Accessors: GetHeightLimit

### Id

Accessors: GetId

**LabelGap**

Accessors: GetLabelGap

**LabelRotation**

Accessors: GetLabelRotation

**Length**

Accessors: GetLength

**MinorTickLength**

Accessors: GetMinorTickLength

**MinorTickPlacement**

Accessors: GetMinorTickPlacement

**MinorTicks**

Accessors: GetMinorTicks

**MouseEnabled**

Accessors: GetMouseEnabled

**NumAutomationChildren**

Accessors: GetNumAutomationChildren

**PercentHeight**

Accessors: GetPercentHeight

**PercentWidth**

Accessors: GetPercentWidth

**Placement**

Accessors: GetPlacement

**ScaleX**

Accessors: GetScaleX

**ScaleY**

Accessors: GetScaleY

**ShowLabels**

Accessors: GetShowLabels

**ShowLine**

Accessors: GetShowLine

**TabChildren**

Accessors: GetTabChildren

**TabEnabled**

Accessors: GetTabEnabled

**TabIndex**

Accessors: GetTabIndex



## ThemeColor

Accessors: GetThemeColor

## TickLength

Accessors: GetTickLength

## TickPlacement

Accessors: GetTickPlacement

## Ticks

Accessors: GetTicks

## ToolTip

Accessors: GetToolTip

## UseHandCursor

Accessors: GetUseHandCursor

## Visible

Accessors: GetVisible

## Width

Accessors: GetWidth

## X

Accessors: GetX

## Y

Accessors: GetY

## Action Detail

### DoChangeFocus(shiftKey, keyCode)

#### Parameters:

Name	Type	Description
shiftKey	Boolean	Optional, Default: false.
keyCode	String	Optional, Default: TAB.

### DoClick(keyModifier)

#### Parameters:

Name	Type	Description
keyModifier	Number	<p>FlexKeyModifierValues</p> <ol style="list-style-type: none"><li>1 flexControl</li><li>2 flexShift</li><li>4 flexAlt</li><li>3 flexControlShift</li><li>5 flexControlAlt</li><li>6 flexShiftAlt</li><li>7 flexControlShiftAlt</li></ol> <p>Optional, Default: 0.</p>

## DoMouseMove(localX, localY, keyModifier)

### Parameters:

Name	Type	Description
localX	Number	Optional, Default: 0.
localY	Number	Optional, Default: 0.
keyModifier	Number	<p>FlexKeyModifierValues</p> <ol style="list-style-type: none"><li>1 flexControl</li><li>2 flexShift</li><li>4 flexAlt</li><li>3 flexControlShift</li><li>5 flexControlAlt</li><li>6 flexShiftAlt</li><li>7 flexControlShiftAlt</li></ol> <p>Optional, Default: 0.</p>

## Behavior Pattern: Win32Generic

### Property Summary

Property	Description	Getter	Setter
<a href="#">Bitmap</a>	UI Image of the object.	GetBitmap	
<a href="#">BWBitmap</a>	UI Image of the object in 1-bit format (black&white).	GetBWBitmap	
<a href="#">Class</a>	Class of the object.	GetClass	
<a href="#">Height</a>	Height of the object.	GetHeight	
<a href="#">Name</a>	Name of the object.	GetName	
<a href="#">ObjectType</a>	SeSMatcherRule type for this object.	GetObjectType	
<a href="#">State</a>	State of the object.	GetState	
<a href="#">Value</a>	Value of the object.	GetValue	SetValue
<a href="#">Width</a>	Width of the object.	GetWidth	
<a href="#">WindowText</a>	Window text of the object.	GetWindowText	SetWindowText
<a href="#">X</a>	X-coordinate of the top left corner of the object.	GetX	
<a href="#">Y</a>	Y-coordinate of the top left corner of the object.	GetY	

### Action Summary

Action	Description
<a href="#">DoAction</a>	Performs default action for an object.
<a href="#">DoAnalogPlay</a>	Plays analog recording using coordinates relative to this object.
<a href="#">DoClick</a>	Performs left click at the center of an object.
<a href="#">DoEnsureVisible</a>	Makes sure specified element is visible on the screen.
<a href="#">DoLButtonDown</a>	Performs left mouse button down.
<a href="#">DoLButtonUp</a>	Performs left mouse button up.
<a href="#">DoLClick</a>	Performs a left click at the center of an object or at the specified location.
<a href="#">DoLDClick</a>	Performs a left double click at the center of an object or at the specified location.
<a href="#">DoMButtonDown</a>	Performs middle mouse button down.
<a href="#">DoMButtonUp</a>	Performs middle mouse button up.
<a href="#">DoMClick</a>	Performs a middle click at the center of an object or at the specified location.
<a href="#">DoMDClick</a>	Performs a middle double click at the center of an object or at the specified location.
<a href="#">DoMouseMove</a>	Moves mouse cursor to a location relative to this object position.
<a href="#">DoRButtonDown</a>	Performs right mouse button down.
<a href="#">DoRButtonUp</a>	Performs right mouse button up.
<a href="#">DoRClick</a>	Performs a right click at the center of an object or at the specified location.
<a href="#">DoRDClick</a>	Performs a right double click at the center of an object or at the specified location.
<a href="#">DoSendKeys</a>	Sends series of keystrokes to an object.

## Property Detail

### Bitmap

UI Image of the object.  
Accessors: GetBitmap

### BWBitmap

UI Image of the object in 1-bit format (black&white).  
Accessors: GetBWBitmap

### Class

Class of the object.  
Accessors: GetClass

### Height

Height of the object.  
Accessors: GetHeight

### Name

Name of the object.  
Accessors: GetName

### ObjectType

SeSMatcherRule type for this object.  
Accessors: GetObjectType

### State

State of the object.  
Accessors: GetState

### Value

Value of the object.  
Accessors: GetValue, SetValue

### Width

Width of the object.  
Accessors: GetWidth

### WindowText

Window text of the object.  
Accessors: GetWindowText, SetWindowText

### X

X-coordinate of the top left corner of the object.  
Accessors: GetX

### Y

Y-coordinate of the top left corner of the object.  
Accessors: GetY

## Action Detail

### DoAction()

Performs default action for an object. If the object doesn't have default action then 'LClick' is performed.

### DoAnalogPlay(path, left, top)

Plays analog recording using coordinates relative to this object.

#### Parameters:

Name	Type	Description
path	string	Path to analog recording (usually an .arf file).
left	number	X-coordinate of top-left corner of the analog area, relative to object top-left corner Optional.
top	number	Y-coordinate of the top-left corner of the analog area, relative to object top-left corner. Optional.

### DoClick(clickType, xOffset, yOffset)

Performs left click at the center of an object. It is a customizable variant of LClick action.

**Parameters:**

Name	Type	Description
clickType	string	Type of click, can be one of "L" - left click, "LD" - double left click, "R" - right click, "RD" - double right click, "M" - middle click, "MD" - double middle click, "N" - don't click Optional, Default: L.
xOffset	number	X offset to click within object. Default is a center. Optional.
yOffset	number	X offset to click within object. Default is a center. Optional.

**Returns:**

'true' if operation is successful, 'false' otherwise

**DoEnsureVisible()**

Makes sure specified element is visible on the screen.

**DoLButtonDown()**

Performs left mouse button down. This method does not change cursor coordinates. Make sure that you use 'DoMouseMove' to position mouse cursor properly before calling this method. Note: This action must be followed by 'DoLButtonUp', otherwise it may lock mouse cursor.

**DoLButtonUp()**

Performs left mouse button up. This method does not change cursor coordinates. Make sure that you use 'DoMouseMove' to position mouse cursor properly before calling this method. Note: Use this action after 'DoLButtonDown', otherwise it will have no effect.

**DoLClick(x, y)**

Performs a left click at the center of an object or at the specified location.

**Parameters:**

Name	Type	Description
x	number	X-coordinate of location relative to object's left border
y	number	Y-coordinate of location relative to object's top border

**Returns:**

'true' if operation is successful, 'false' otherwise

**DoLDClick(x, y)**

Performs a left double click at the center of an object or at the specified location.

**Parameters:**

Name	Type	Description
x	number	X-coordinate of location relative to object's left border
y	number	Y-coordinate of location relative to object's top border

**Returns:**

'true' if operation is successful, 'false' otherwise

**DoMButtonDown()**

Performs middle mouse button down. This method does not change cursor coordinates. Make sure that you use 'DoMouseMove' to position mouse cursor properly before calling this method. Note: This action must be followed by 'DoMButtonUp', otherwise it may lock mouse cursor.

**DoMButtonUp()**

Performs middle mouse button up. This method does not change cursor coordinates. Make sure that you use 'DoMouseMove' to position mouse cursor properly before calling this method. Note: Use this action after 'DoMButtonDown', otherwise it will have no effect.

**DoMClick(x, y)**

Performs a middle click at the center of an object or at the specified location.

**Parameters:**

Name	Type	Description
x	number	X-coordinate of location relative to object's left border
y	number	Y-coordinate of location relative to object's top border

**Returns:**

'true' if operation is successful, 'false' otherwise

### DoMDClick(x, y)

Performs a middle double click at the center of an object or at the specified location.

#### Parameters:

Name	Type	Description
x	number	X-coordinate of location relative to object's left border
y	number	Y-coordinate of location relative to object's top border

#### Returns:

'true' if operation is successful, 'false' otherwise

### DoMouseMove(x, y)

Moves mouse cursor to a location relative to this object position.

#### Parameters:

Name	Type	Description
x	number	X-coordinate of location relative to object's left border
y	number	Y-coordinate of location relative to object's top border

### DoRButtonDown()

Performs right mouse button down. This method does not change cursor coordinates. Make sure that you use 'DoMouseMove' to position mouse cursor properly before calling this method. Note: This action must be followed by 'DoRButtonUp', otherwise it may lock mouse cursor.

### DoRButtonUp()

Performs right mouse button up. This method does not change cursor coordinates. Make sure that you use 'DoMouseMove' to position mouse cursor properly before calling this method. Note: Use this action after 'DoRButtonDown', otherwise it will have no effect.

### DoRClick(x, y)

Performs a right click at the center of an object or at the specified location.

#### Parameters:

Name	Type	Description
x	number	X-coordinate of location relative to object's left border
y	number	Y-coordinate of location relative to object's top border

#### Returns:

'true' if operation is successful, 'false' otherwise

### DoRDClick(x, y)

Performs a right double click at the center of an object or at the specified location.

#### Parameters:

Name	Type	Description
x	number	X-coordinate of location relative to object's left border
y	number	Y-coordinate of location relative to object's top border

#### Returns:

'true' if operation is successful, 'false' otherwise

### DoSendKeys(keys)

Sends series of keystrokes to an object. For example: DoSendKeys("^F") - sends {CTRL} + {F}. See [MSDN Article for SendKeys](#)

#### Parameters:

Name	Type	Description
keys	string	A sequence of keystrokes.

## Behavior Pattern: FlexBarChartBehavior

## Property Summary

Property	Description	Getter	Setter
<a href="#">Alpha</a>		GetAlpha	
<a href="#">AutomationClassName</a>		GetAutomationClassName	
<a href="#">AutomationIndex</a>		GetAutomationIndex	
<a href="#">AutomationName</a>		GetAutomationName	
<a href="#">BarWidthRatio</a>		GetBarWidthRatio	
<a href="#">ClassName</a>		GetClassName	
<a href="#">ClipContent</a>		GetClipContent	
<a href="#">CurrentState</a>		GetCurrentState	
<a href="#">DataTipLayerIndex</a>		GetDataTipLayerIndex	
<a href="#">DataTipMode</a>		GetDataTipMode	
<a href="#">Description</a>		GetDescription	
<a href="#">Enabled</a>		GetEnabled	
<a href="#">ErrorColor</a>		GetErrorColor	
<a href="#">ErrorString</a>		GetErrorString	
<a href="#">FlexX</a>		GetFlexX	
<a href="#">FlexY</a>		GetFlexY	
<a href="#">FocusEnabled</a>		GetFocusEnabled	
<a href="#">FontFamily</a>		GetFontFamily	
<a href="#">FontSize</a>		GetFontSize	
<a href="#">GutterBottom</a>		GetGutterBottom	
<a href="#">GutterLeft</a>		GetGutterLeft	
<a href="#">GutterRight</a>		GetGutterRight	
<a href="#">GutterTop</a>		GetGutterTop	
<a href="#">Height</a>		GetHeight	
<a href="#">HorizontalAxisRatio</a>		GetHorizontalAxisRatio	
<a href="#">Id</a>		GetId	
<a href="#">MaxBarWidth</a>		GetMaxBarWidth	
<a href="#">MaximumDataTipCount</a>		GetMaximumDataTipCount	
<a href="#">MouseEnabled</a>		GetMouseEnabled	
<a href="#">MouseSensitivity</a>		GetMouseSensitivity	
<a href="#">NumAutomationChildren</a>		GetNumAutomationChildren	
<a href="#">PaddingBottom</a>		GetPaddingBottom	
<a href="#">PaddingLeft</a>		GetPaddingLeft	
<a href="#">PaddingRight</a>		GetPaddingRight	
<a href="#">PaddingTop</a>		GetPaddingTop	
<a href="#">PercentHeight</a>		GetPercentHeight	
<a href="#">PercentWidth</a>		GetPercentWidth	
<a href="#">ScaleX</a>		GetScaleX	
<a href="#">ScaleY</a>		GetScaleY	
<a href="#">ShowDataTips</a>		GetShowDataTips	
<a href="#">ShowDataTipTargets</a>		GetShowDataTipTargets	
<a href="#">TabChildren</a>		GetTabChildren	
<a href="#">TabEnabled</a>		GetTabEnabled	
<a href="#">TabIndex</a>		GetTabIndex	
<a href="#">TextAlign</a>		GetTextAlign	
<a href="#">ThemeColor</a>		GetThemeColor	
<a href="#">ToolTip</a>		GetToolTip	
<a href="#">UseHandCursor</a>		GetUseHandCursor	
<a href="#">Visible</a>		GetVisible	
<a href="#">Width</a>		GetWidth	
<a href="#">X</a>		GetX	

## Action Summary

Action	Description
<a href="#">DoChangeFocus</a>	
<a href="#">DoClick</a>	
<a href="#">DoMouseMove</a>	

## Property Detail

### Alpha

Accessors: GetAlpha

### AutomationClassName

Accessors: GetAutomationClassName

### AutomationIndex

Accessors: GetAutomationIndex

### AutomationName

Accessors: GetAutomationName

### BarWidthRatio

Accessors: GetBarWidthRatio

### ClassName

Accessors: GetClassName

### ClipContent

Accessors: GetClipContent

### CurrentState

Accessors: GetCurrentState

### DataTipLayerIndex

Accessors: GetDataTipLayerIndex

### DataTipMode

Accessors: GetDataTipMode

### Description

Accessors: GetDescription

### Enabled

Accessors: GetEnabled

### ErrorColor

Accessors: GetErrorColor

### ErrorString

Accessors: GetErrorString

### FlexX

Accessors: GetFlexX

**FlexY**

Accessors: GetFlexY

**FocusEnabled**

Accessors: GetFocusEnabled

**FontFamily**

Accessors: GetFontFamily

**FontSize**

Accessors: GetFontSize

**GutterBottom**

Accessors: GetGutterBottom

**GutterLeft**

Accessors: GetGutterLeft

**GutterRight**

Accessors: GetGutterRight

**GutterTop**

Accessors: GetGutterTop

**Height**

Accessors: GetHeight

**HorizontalAxisRatio**

Accessors: GetHorizontalAxisRatio

**Id**

Accessors: GetId

**MaxBarWidth**

Accessors: GetMaxBarWidth

**MaximumDataTipCount**

Accessors: GetMaximumDataTipCount

**MouseEnabled**

Accessors: GetMouseEnabled

**MouseSensitivity**

Accessors: GetMouseSensitivity

**NumAutomationChildren**

Accessors: GetNumAutomationChildren

**PaddingBottom**

Accessors: GetPaddingBottom

**PaddingLeft**

Accessors: GetPaddingLeft



**PaddingRight**

Accessors: GetPaddingRight

**PaddingTop**

Accessors: GetPaddingTop

**PercentHeight**

Accessors: GetPercentHeight

**PercentWidth**

Accessors: GetPercentWidth

**ScaleX**

Accessors: GetScaleX

**ScaleY**

Accessors: GetScaleY

**ShowDataTips**

Accessors: GetShowDataTips

**ShowDataTipTargets**

Accessors: GetShowDataTipTargets

**TabChildren**

Accessors: GetTabChildren

**TabEnabled**

Accessors: GetTabEnabled

**TabIndex**

Accessors: GetTabIndex

**TextAlign**

Accessors: GetTextAlign

**ThemeColor**

Accessors: GetThemeColor

**ToolTip**

Accessors: GetToolTip

**UseHandCursor**

Accessors: GetUseHandCursor

**Visible**

Accessors: GetVisible

**Width**

Accessors: GetWidth

**X**

Accessors: GetX

## Y

Accessors: GetY

### Action Detail

#### DoChangeFocus(shiftKey, keyCode)

##### Parameters:

Name	Type	Description
shiftKey	Boolean	Optional, Default: false.
keyCode	String	Optional, Default: TAB.

#### DoClick(keyModifier)

##### Parameters:

Name	Type	Description
keyModifier	Number	<p>FlexKeyModifierValues</p> <ol style="list-style-type: none"><li>1 flexControl</li><li>2 flexShift</li><li>4 flexAlt</li><li>3 flexControlShift</li><li>5 flexControlAlt</li><li>6 flexShiftAlt</li><li>7 flexControlShiftAlt</li></ol> <p>Optional, Default: 0.</p>

#### DoMouseMove(localX, localY, keyModifier)

##### Parameters:

Name	Type	Description
localX	Number	Optional, Default: 0.
localY	Number	Optional, Default: 0.
keyModifier	Number	<p>FlexKeyModifierValues</p> <ol style="list-style-type: none"><li>1 flexControl</li><li>2 flexShift</li><li>4 flexAlt</li><li>3 flexControlShift</li><li>5 flexControlAlt</li><li>6 flexShiftAlt</li><li>7 flexControlShiftAlt</li></ol> <p>Optional, Default: 0.</p>

### Behavior Pattern: Win32Generic

### Property Summary

Property	Description	Getter	Setter
<a href="#">Bitmap</a>	UI Image of the object.	GetBitmap	
<a href="#">BWBitmap</a>	UI Image of the object in 1-bit format (black&white).	GetBWBitmap	
<a href="#">Class</a>	Class of the object.	GetClass	
<a href="#">Height</a>	Height of the object.	GetHeight	
<a href="#">Name</a>	Name of the object.	GetName	

<a href="#">ObjectType</a>	SeSMatcherRule type for this object.	GetObjectType	
<a href="#">State</a>	State of the object.	GetState	
<a href="#">Value</a>	Value of the object.	GetValue	SetValue
<a href="#">Width</a>	Width of the object.	GetWidth	
<a href="#">WindowText</a>	Window text of the object.	GetWindowText	SetWindowText
<a href="#">X</a>	X-coordinate of the top left corner of the object.	GetX	
<a href="#">Y</a>	Y-coordinate of the top left corner of the object.	GetY	

## Action Summary

Action	Description
<a href="#">DoAction</a>	Performs default action for an object.
<a href="#">DoAnalogPlay</a>	Plays analog recording using coordinates relative to this object.
<a href="#">DoClick</a>	Performs left click at the center of an object.
<a href="#">DoEnsureVisible</a>	Makes sure specified element is visible on the screen.
<a href="#">DoLButtonDown</a>	Performs left mouse button down.
<a href="#">DoLButtonUp</a>	Performs left mouse button up.
<a href="#">DoLClick</a>	Performs a left click at the center of an object or at the specified location.
<a href="#">DoLDClick</a>	Performs a left double click at the center of an object or at the specified location.
<a href="#">DoMButtonDown</a>	Performs middle mouse button down.
<a href="#">DoMButtonUp</a>	Performs middle mouse button up.
<a href="#">DoMClick</a>	Performs a middle click at the center of an object or at the specified location.
<a href="#">DoMDClick</a>	Performs a middle double click at the center of an object or at the specified location.
<a href="#">DoMouseMove</a>	Moves mouse cursor to a location relative to this object position.
<a href="#">DoRButtonDown</a>	Performs right mouse button down.
<a href="#">DoRButtonUp</a>	Performs right mouse button up.
<a href="#">DoRClick</a>	Performs a right click at the center of an object or at the specified location.
<a href="#">DoRDClick</a>	Performs a right double click at the center of an object or at the specified location.
<a href="#">DoSendKeys</a>	Sends series of keystrokes to an object.

## Property Detail

### Bitmap

UI Image of the object.  
Accessors: GetBitmap

### BWBitmap

UI Image of the object in 1-bit format (black&white).  
Accessors: GetBWBitmap

### Class

Class of the object.  
Accessors: GetClass

### Height

Height of the object.  
Accessors: GetHeight

### Name

Name of the object.  
Accessors: GetName

### ObjectType

SeSMatcherRule type for this object.  
Accessors: GetObjectType

### State

State of the object.  
Accessors: GetState

### Value

Value of the object.  
Accessors: GetValue, SetValue

### Width

Width of the object.

Accessors: GetWidth

### WindowText

Window text of the object.

Accessors: GetWindowText, SetWindowText

### X

X-coordinate of the top left corner of the object.

Accessors: GetX

### Y

Y-coordinate of the top left corner of the object.

Accessors: GetY

## Action Detail

### DoAction()

Performs default action for an object. If the object doesn't have default action then 'LClick' is performed.

### DoAnalogPlay(path, left, top)

Plays analog recording using coordinates relative to this object.

#### Parameters:

Name	Type	Description
path	string	Path to analog recording (usually an .arf file).
left	number	X-coordinate of top-left corner of the analog area, relative to object top-left corner Optional.
top	number	Y-coordinate of the top-left corner of the analog area, relative to object top-left corner. Optional.

### DoClick(clickType, xOffset, yOffset)

Performs left click at the center of an object. It is a customizable variant of LClick action.

#### Parameters:

Name	Type	Description
clickType	string	Type of click, can be one of "L" - left click, "LD" - double left click, "R" - right click, "RD" - double right click, "M" - middle click, "MD" - double middle click, "N" - don't click Optional, Default: L.
xOffset	number	X offset to click within object. Default is a center. Optional.
yOffset	number	Y offset to click within object. Default is a center. Optional.

#### Returns:

'true' if operation is successful, 'false' otherwise

### DoEnsureVisible()

Makes sure specified element is visible on the screen.

### DoLButtonDown()

Performs left mouse button down. This method does not change cursor coordinates. Make sure that you use 'DoMouseMove' to position mouse cursor properly before calling this method. Note: This action must be followed by 'DoLButtonUp', otherwise it may lock mouse cursor.

### DoLButtonUp()

Performs left mouse button up. This method does not change cursor coordinates. Make sure that you use 'DoMouseMove' to position mouse cursor properly before calling this method. Note: Use this action after 'DoLButtonDown', otherwise it will have no effect.

### DoLClick(x, y)

Performs a left click at the center of an object or at the specified location.

#### Parameters:

Name	Type	Description
x	number	X-coordinate of location relative to object's left border
y	number	Y-coordinate of location relative to object's top border

#### Returns:

'true' if operation is successful, 'false' otherwise

### DoLDClick(x, y)

Performs a left double click at the center of an object or at the specified location.

#### Parameters:

Name	Type	Description
x	number	X-coordinate of location relative to object's left border
y	number	Y-coordinate of location relative to object's top border

#### Returns:

'true' if operation is successful, 'false' otherwise

### DoMButtonDown()

Performs middle mouse button down. This method does not change cursor coordinates. Make sure that you use 'DoMouseMove' to position mouse cursor properly before calling this method. Note: This action must be followed by 'DoMButtonUp', otherwise it may lock mouse cursor.

### DoMButtonUp()

Performs middle mouse button up. This method does not change cursor coordinates. Make sure that you use 'DoMouseMove' to position mouse cursor properly before calling this method. Note: Use this action after 'DoMButtonDown', otherwise it will have no effect.

### DoMClick(x, y)

Performs a middle click at the center of an object or at the specified location.

#### Parameters:

Name	Type	Description
x	number	X-coordinate of location relative to object's left border
y	number	Y-coordinate of location relative to object's top border

#### Returns:

'true' if operation is successful, 'false' otherwise

### DoMDClick(x, y)

Performs a middle double click at the center of an object or at the specified location.

#### Parameters:

Name	Type	Description
x	number	X-coordinate of location relative to object's left border
y	number	Y-coordinate of location relative to object's top border

#### Returns:

'true' if operation is successful, 'false' otherwise

### DoMouseMove(x, y)

Moves mouse cursor to a location relative to this object position.

#### Parameters:

Name	Type	Description
x	number	X-coordinate of location relative to object's left border
y	number	Y-coordinate of location relative to object's top border

### DoRButtonDown()

Performs right mouse button down. This method does not change cursor coordinates. Make sure that you use 'DoMouseMove' to position mouse cursor properly before calling this method. Note: This action must be followed by 'DoRButtonUp', otherwise it may lock mouse cursor.

### DoRButtonUp()

Performs right mouse button up. This method does not change cursor coordinates. Make sure that you use 'DoMouseMove' to position mouse cursor properly before calling this method. Note: Use this action after 'DoRButtonDown', otherwise it will have no effect.

### DoRClick(x, y)

Performs a right click at the center of an object or at the specified location.

#### Parameters:

Name	Type	Description
x	number	X-coordinate of location relative to object's left border
y	number	Y-coordinate of location relative to object's top border

**Returns:**

'true' if operation is successful, 'false' otherwise

**DoRDClick(x, y)**

Performs a right double click at the center of an object or at the specified location.

**Parameters:**

Name	Type	Description
x	number	X-coordinate of location relative to object's left border
y	number	Y-coordinate of location relative to object's top border

**Returns:**

'true' if operation is successful, 'false' otherwise

**DoSendKeys(keys)**

Sends series of keystrokes to an object. For example: DoSendKeys("^F") - sends {CTRL} + {F}. See [MSDN Article for SendKeys](#)

**Parameters:**

Name	Type	Description
keys	string	A sequence of keystrokes.

## FlexBarSeries

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FlexBarSeries

### Behavior Pattern: FlexBarSeriesBehavior

### Property Summary

Property	Description	Getter	Setter
<a href="#">Alpha</a>		GetAlpha	
<a href="#">AutomationClassName</a>		GetAutomationClassName	
<a href="#">AutomationIndex</a>		GetAutomationIndex	
<a href="#">AutomationName</a>		GetAutomationName	
<a href="#">BarWidthRatio</a>		GetBarWidthRatio	
<a href="#">ClassName</a>		GetClassName	
<a href="#">CurrentState</a>		GetCurrentState	
<a href="#">Enabled</a>		GetEnabled	
<a href="#">ErrorColor</a>		GetErrorColor	
<a href="#">ErrorString</a>		GetErrorString	
<a href="#">FlexX</a>		GetFlexX	
<a href="#">FlexY</a>		GetFlexY	
<a href="#">FocusEnabled</a>		GetFocusEnabled	
<a href="#">Height</a>		GetHeight	
<a href="#">Id</a>		GetId	
<a href="#">MaxBarWidth</a>		GetMaxBarWidth	
<a href="#">MinField</a>		GetMinField	
<a href="#">MouseEnabled</a>		GetMouseEnabled	
<a href="#">NumAutomationChildren</a>		GetNumAutomationChildren	
<a href="#">Offset</a>		GetOffset	
<a href="#">PercentHeight</a>		GetPercentHeight	
<a href="#">PercentWidth</a>		GetPercentWidth	
<a href="#">ScaleX</a>		GetScaleX	

<a href="#">ScaleY</a>		GetScaleY	
<a href="#">TabChildren</a>		GetTabChildren	
<a href="#">TabEnabled</a>		GetTabEnabled	
<a href="#">TabIndex</a>		GetTabIndex	
<a href="#">ThemeColor</a>		GetThemeColor	
<a href="#">ToolTip</a>		GetToolTip	
<a href="#">UseHandCursor</a>		GetUseHandCursor	
<a href="#">Visible</a>		GetVisible	
<a href="#">Width</a>		GetWidth	
<a href="#">X</a>		GetX	
<a href="#">XField</a>		GetXField	
<a href="#">Y</a>		GetY	
<a href="#">YField</a>		GetYField	

## Action Summary

Action	Description
<a href="#">DoChangeFocus</a>	
<a href="#">DoClick</a>	
<a href="#">DoDoubleClick</a>	
<a href="#">DoItemRollOver</a>	
<a href="#">DoMouseMove</a>	

## Property Detail

### Alpha

Accessors: GetAlpha

### AutomationClassName

Accessors: GetAutomationClassName

### AutomationIndex

Accessors: GetAutomationIndex

### AutomationName

Accessors: GetAutomationName

### BarWidthRatio

Accessors: GetBarWidthRatio

### ClassName

Accessors: GetClassName

### CurrentState

Accessors: GetCurrentState

### Enabled

Accessors: GetEnabled

### ErrorColor

Accessors: GetErrorColor

### ErrorString

Accessors: GetErrorString

### FlexX

Accessors: GetFlexX

### **FlexY**

Accessors: GetFlexY

### **FocusEnabled**

Accessors: GetFocusEnabled

### **Height**

Accessors: GetHeight

### **Id**

Accessors: GetId

### **MaxBarWidth**

Accessors: GetMaxBarWidth

### **MinField**

Accessors: GetMinField

### **MouseEnabled**

Accessors: GetMouseEnabled

### **NumAutomationChildren**

Accessors: GetNumAutomationChildren

### **Offset**

Accessors: GetOffset

### **PercentHeight**

Accessors: GetPercentHeight

### **PercentWidth**

Accessors: GetPercentWidth

### **ScaleX**

Accessors: GetScaleX

### **ScaleY**

Accessors: GetScaleY

### **TabChildren**

Accessors: GetTabChildren

### **TabEnabled**

Accessors: GetTabEnabled

### **TabIndex**

Accessors: GetTabIndex

### **ThemeColor**

Accessors: GetThemeColor

### **ToolTip**

Accessors: GetToolTip



## UseHandCursor

Accessors: GetUseHandCursor

## Visible

Accessors: GetVisible

## Width

Accessors: GetWidth

## X

Accessors: GetX

## XField

Accessors: GetXField

## Y

Accessors: GetY

## YField

Accessors: GetYField

## Action Detail

### DoChangeFocus(shiftKey, keyCode)

#### Parameters:

Name	Type	Description
shiftKey	Boolean	Optional, Default: false.
keyCode	String	Optional, Default: TAB.

### DoClick(keyModifier)

#### Parameters:

Name	Type	Description
keyModifier	Number	<p>FlexKeyModifierValues</p> <ol style="list-style-type: none"><li>1 flexControl</li><li>2 flexShift</li><li>4 flexAlt</li><li>3 flexControlShift</li><li>5 flexControlAlt</li><li>6 flexShiftAlt</li><li>7 flexControlShiftAlt</li></ol> <p>Optional, Default: 0.</p>

### DoDoubleClick(hitSet)

#### Parameters:

Name	Type	Description
hitSet	Number	

### DoItemRollOver(hitSet)

**Parameters:**

Name	Type	Description
hitSet	Number	

**DoMouseMove(localX, localY, keyModifier)****Parameters:**

Name	Type	Description														
localX	Number	Optional, Default: 0.														
localY	Number	Optional, Default: 0.														
keyModifier	Number	<p>FlexKeyModifierValues</p> <table border="0"> <tr><td>1</td><td>flexControl</td></tr> <tr><td>2</td><td>flexShift</td></tr> <tr><td>4</td><td>flexAlt</td></tr> <tr><td>3</td><td>flexControlShift</td></tr> <tr><td>5</td><td>flexControlAlt</td></tr> <tr><td>6</td><td>flexShiftAlt</td></tr> <tr><td>7</td><td>flexControlShiftAlt</td></tr> </table> <p>Optional, Default: 0.</p>	1	flexControl	2	flexShift	4	flexAlt	3	flexControlShift	5	flexControlAlt	6	flexShiftAlt	7	flexControlShiftAlt
1	flexControl															
2	flexShift															
4	flexAlt															
3	flexControlShift															
5	flexControlAlt															
6	flexShiftAlt															
7	flexControlShiftAlt															

**Behavior Pattern: Win32Generic****Property Summary**

Property	Description	Getter	Setter
<a href="#">Bitmap</a>	UI Image of the object.	GetBitmap	
<a href="#">BWBitmap</a>	UI Image of the object in 1-bit format (black&white).	GetBWBitmap	
<a href="#">Class</a>	Class of the object.	GetClass	
<a href="#">Height</a>	Height of the object.	GetHeight	
<a href="#">Name</a>	Name of the object.	GetName	
<a href="#">ObjectType</a>	SeSMatcherRule type for this object.	GetObjectType	
<a href="#">State</a>	State of the object.	GetState	
<a href="#">Value</a>	Value of the object.	GetValue	SetValue
<a href="#">Width</a>	Width of the object.	GetWidth	
<a href="#">WindowText</a>	Window text of the object.	GetWindowText	SetWindowText
<a href="#">X</a>	X-coordinate of the top left corner of the object.	GetX	
<a href="#">Y</a>	Y-coordinate of the top left corner of the object.	GetY	

**Action Summary**

Action	Description
<a href="#">DoAction</a>	Performs default action for an object.
<a href="#">DoAnalogPlay</a>	Plays analog recording using coordinates relative to this object.
<a href="#">DoClick</a>	Performs left click at the center of an object.
<a href="#">DoEnsureVisible</a>	Makes sure specified element is visible on the screen.
<a href="#">DoLButtonDown</a>	Performs left mouse button down.
<a href="#">DoLButtonUp</a>	Performs left mouse button up.
<a href="#">DoLClick</a>	Performs a left click at the center of an object or at the specified location.
<a href="#">DoLDClick</a>	Performs a left double click at the center of an object or at the specified location.
<a href="#">DoMButtonDown</a>	Performs middle mouse button down.
<a href="#">DoMButtonUp</a>	Performs middle mouse button up.
<a href="#">DoMClick</a>	Performs a middle click at the center of an object or at the specified location.
<a href="#">DoMDClick</a>	Performs a middle double click at the center of an object or at the specified location.
<a href="#">DoMouseMove</a>	Moves mouse cursor to a location relative to this object position.
<a href="#">DoRButtonDown</a>	Performs right mouse button down.

<a href="#">DoRButtonUp</a>	Performs right mouse button up.
<a href="#">DoRClick</a>	Performs a right click at the center of an object or at the specified location.
<a href="#">DoRDClick</a>	Performs a right double click at the center of an object or at the specified location.
<a href="#">DoSendKeys</a>	Sends series of keystrokes to an object.

## Property Detail

### Bitmap

UI Image of the object.  
Accessors: GetBitmap

### BWBitmap

UI Image of the object in 1-bit format (black&white).  
Accessors: GetBWBitmap

### Class

Class of the object.  
Accessors: GetClass

### Height

Height of the object.  
Accessors: GetHeight

### Name

Name of the object.  
Accessors: GetName

### ObjectType

SeSMatcherRule type for this object.  
Accessors: GetObjectType

### State

State of the object.  
Accessors: GetState

### Value

Value of the object.  
Accessors: GetValue, SetValue

### Width

Width of the object.  
Accessors: GetWidth

### WindowText

Window text of the object.  
Accessors: GetWindowText, SetWindowText

### X

X-coordinate of the top left corner of the object.  
Accessors: GetX

### Y

Y-coordinate of the top left corner of the object.  
Accessors: GetY

## Action Detail

### DoAction()

Performs default action for an object. If the object doesn't have default action then 'LClick' is performed.

### DoAnalogPlay(path, left, top)

Plays analog recording using coordinates relative to this object.

#### Parameters:

Name	Type	Description
path	string	Path to analog recording (usually an .arf file).
left	number	X-coordinate of top-left corner of the analog area, relative to object top-left corner Optional.
top	number	Y-coordinate of the top-left corner of the analog area, relative to object top-left corner.

Optional.

### DoClick(clickType, xOffset, yOffset)

Performs left click at the center of an object. It is a customizable variant of LClick action.

#### Parameters:

Name	Type	Description
clickType	string	Type of click, can be one of "L" - left click, "LD" - double left click, "R" - right click, "RD" - double right click, "M" - middle click, "MD" - double middle click, "N" - don't click Optional, Default: L.
xOffset	number	X offset to click within object. Default is a center. Optional.
yOffset	number	X offset to click within object. Default is a center. Optional.

#### Returns:

'true' if operation is successful, 'false' otherwise

### DoEnsureVisible()

Makes sure specified element is visible on the screen.

### DoLButtonDown()

Performs left mouse button down. This method does not change cursor coordinates. Make sure that you use 'DoMouseMove' to position mouse cursor properly before calling this method. Note: This action must be followed by 'DoLButtonUp', otherwise it may lock mouse cursor.

### DoLButtonUp()

Performs left mouse button up. This method does not change cursor coordinates. Make sure that you use 'DoMouseMove' to position mouse cursor properly before calling this method. Note: Use this action after 'DoLButtonDown', otherwise it will have no effect.

### DoLClick(x, y)

Performs a left click at the center of an object or at the specified location.

#### Parameters:

Name	Type	Description
x	number	X-coordinate of location relative to object's left border
y	number	Y-coordinate of location relative to object's top border

#### Returns:

'true' if operation is successful, 'false' otherwise

### DoLDClick(x, y)

Performs a left double click at the center of an object or at the specified location.

#### Parameters:

Name	Type	Description
x	number	X-coordinate of location relative to object's left border
y	number	Y-coordinate of location relative to object's top border

#### Returns:

'true' if operation is successful, 'false' otherwise

### DoMButtonDown()

Performs middle mouse button down. This method does not change cursor coordinates. Make sure that you use 'DoMouseMove' to position mouse cursor properly before calling this method. Note: This action must be followed by 'DoMButtonUp', otherwise it may lock mouse cursor.

### DoMButtonUp()

Performs middle mouse button up. This method does not change cursor coordinates. Make sure that you use 'DoMouseMove' to position mouse cursor properly before calling this method. Note: Use this action after 'DoMButtonDown', otherwise it will have no effect.

### DoMClick(x, y)

Performs a middle click at the center of an object or at the specified location.

#### Parameters:

Name	Type	Description
------	------	-------------

x	number	X-coordinate of location relative to object's left border
y	number	Y-coordinate of location relative to object's top border

**Returns:**

'true' if operation is successful, 'false' otherwise

**DoMDClick(x, y)**

Performs a middle double click at the center of an object or at the specified location.

**Parameters:**

Name	Type	Description
x	number	X-coordinate of location relative to object's left border
y	number	Y-coordinate of location relative to object's top border

**Returns:**

'true' if operation is successful, 'false' otherwise

**DoMouseMove(x, y)**

Moves mouse cursor to a location relative to this object position.

**Parameters:**

Name	Type	Description
x	number	X-coordinate of location relative to object's left border
y	number	Y-coordinate of location relative to object's top border

**DoRButtonDown()**

Performs right mouse button down. This method does not change cursor coordinates. Make sure that you use 'DoMouseMove' to position mouse cursor properly before calling this method. Note: This action must be followed by 'DoRButtonUp', otherwise it may lock mouse cursor.

**DoRButtonUp()**

Performs right mouse button up. This method does not change cursor coordinates. Make sure that you use 'DoMouseMove' to position mouse cursor properly before calling this method. Note: Use this action after 'DoRButtonDown', otherwise it will have no effect.

**DoRClick(x, y)**

Performs a right click at the center of an object or at the specified location.

**Parameters:**

Name	Type	Description
x	number	X-coordinate of location relative to object's left border
y	number	Y-coordinate of location relative to object's top border

**Returns:**

'true' if operation is successful, 'false' otherwise

**DoRDClick(x, y)**

Performs a right double click at the center of an object or at the specified location.

**Parameters:**

Name	Type	Description
x	number	X-coordinate of location relative to object's left border
y	number	Y-coordinate of location relative to object's top border

**Returns:**

'true' if operation is successful, 'false' otherwise

**DoSendKeys(keys)**

Sends series of keystrokes to an object. For example: DoSendKeys("^F") - sends {CTRL} + {F}. See [MSDN Article for SendKeys](#)

**Parameters:**

Name	Type	Description

keys | string | A sequence of keystrokes.

## FlexBox

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FlexBox

### Behavior Pattern: FlexBoxBehavior

### Property Summary

Property	Description	Getter	Setter
<a href="#">Alpha</a>		GetAlpha	
<a href="#">AutomationClassName</a>		GetAutomationClassName	
<a href="#">AutomationIndex</a>		GetAutomationIndex	
<a href="#">AutomationName</a>		GetAutomationName	
<a href="#">BackgroundAlpha</a>		GetBackgroundAlpha	
<a href="#">BackgroundColor</a>		GetBackgroundColor	
<a href="#">BackgroundDisabledColor</a>		GetBackgroundDisabledColor	
<a href="#">BackgroundImage</a>		GetBackgroundImage	
<a href="#">BackgroundSize</a>		GetBackgroundSize	
<a href="#">ClassName</a>		GetClassName	
<a href="#">CreationIndex</a>		GetCreationIndex	
<a href="#">CreationPolicy</a>		GetCreationPolicy	
<a href="#">CurrentState</a>		GetCurrentState	
<a href="#">Direction</a>		GetDirection	
<a href="#">Enabled</a>		GetEnabled	
<a href="#">ErrorColor</a>		GetErrorColor	
<a href="#">ErrorString</a>		GetErrorString	
<a href="#">FillAlphas</a>		GetFillAlphas	
<a href="#">FillColors</a>		GetFillColors	
<a href="#">FlexX</a>		GetFlexX	
<a href="#">FlexY</a>		GetFlexY	
<a href="#">FocusEnabled</a>		GetFocusEnabled	
<a href="#">FontFamily</a>		GetFontFamily	
<a href="#">FontSize</a>		GetFontSize	
<a href="#">FontStyle</a>		GetFontStyle	
<a href="#">FontWeight</a>		GetFontWeight	
<a href="#">Height</a>		GetHeight	
<a href="#">HorizontalAlign</a>		GetHorizontalAlign	
<a href="#">Id</a>		GetId	
<a href="#">Label</a>		GetLabel	
<a href="#">MouseEnabled</a>		GetMouseEnabled	
<a href="#">NumAutomationChildren</a>		GetNumAutomationChildren	
<a href="#">NumChildren</a>		GetNumChildren	
<a href="#">PercentHeight</a>		GetPercentHeight	
<a href="#">PercentWidth</a>		GetPercentWidth	
<a href="#">ScaleX</a>		GetScaleX	
<a href="#">ScaleY</a>		GetScaleY	
<a href="#">TabChildren</a>		GetTabChildren	
<a href="#">TabEnabled</a>		GetTabEnabled	
<a href="#">TabIndex</a>		GetTabIndex	
<a href="#">ThemeColor</a>		GetThemeColor	
<a href="#">ToolTip</a>		GetToolTip	
<a href="#">UseHandCursor</a>		GetUseHandCursor	
<a href="#">VerticalAlign</a>		GetVerticalAlign	
<a href="#">Visible</a>		GetVisible	
<a href="#">Width</a>		GetWidth	
<a href="#">X</a>		GetX	

## Action Summary

Action	Description
<a href="#">DoChangeFocus</a>	
<a href="#">DoClick</a>	
<a href="#">DoDragCancel</a>	
<a href="#">DoDragDrop</a>	
<a href="#">DoDragStart</a>	
<a href="#">DoMouseMove</a>	
<a href="#">DoMouseScroll</a>	
<a href="#">DoScroll</a>	

## Property Detail

### Alpha

Accessors: GetAlpha

### AutomationClassName

Accessors: GetAutomationClassName

### AutomationIndex

Accessors: GetAutomationIndex

### AutomationName

Accessors: GetAutomationName

### BackgroundAlpha

Accessors: GetBackgroundAlpha

### BackgroundColor

Accessors: GetBackgroundColor

### BackgroundDisabledColor

Accessors: GetBackgroundDisabledColor

### BackgroundImage

Accessors: GetBackgroundImage

### BackgroundSize

Accessors: GetBackgroundSize

### ClassName

Accessors: GetClassName

### CreationIndex

Accessors: GetCreationIndex

### CreationPolicy

Accessors: GetCreationPolicy

### CurrentState

Accessors: GetCurrentState

### Direction

Accessors: GetDirection

### **Enabled**

Accessors: GetEnabled

### **ErrorColor**

Accessors: GetErrorColor

### **ErrorString**

Accessors: GetErrorString

### **FillAlphas**

Accessors: GetFillAlphas

### **FillColors**

Accessors: GetFillColors

### **FlexX**

Accessors: GetFlexX

### **FlexY**

Accessors: GetFlexY

### **FocusEnabled**

Accessors: GetFocusEnabled

### **FontFamily**

Accessors: GetFontFamily

### **FontSize**

Accessors: GetFontSize

### **FontStyle**

Accessors: GetFontStyle

### **FontWeight**

Accessors: GetFontWeight

### **Height**

Accessors: GetHeight

### **HorizontalAlign**

Accessors: GetHorizontalAlign

### **Id**

Accessors: GetId

### **Label**

Accessors: GetLabel

### **MouseEnabled**

Accessors: GetMouseEnabled

### **NumAutomationChildren**



Accessors: GetNumAutomationChildren

### **NumChildren**

Accessors: GetNumChildren

### **PercentHeight**

Accessors: GetPercentHeight

### **PercentWidth**

Accessors: GetPercentWidth

### **ScaleX**

Accessors: GetScaleX

### **ScaleY**

Accessors: GetScaleY

### **TabChildren**

Accessors: GetTabChildren

### **TabEnabled**

Accessors: GetTabEnabled

### **TabIndex**

Accessors: GetTabIndex

### **ThemeColor**

Accessors: GetThemeColor

### **ToolTip**

Accessors: GetToolTip

### **UseHandCursor**

Accessors: GetUseHandCursor

### **VerticalAlign**

Accessors: GetVerticalAlign

### **Visible**

Accessors: GetVisible

### **Width**

Accessors: GetWidth

### **X**

Accessors: GetX

### **Y**

Accessors: GetY

## **Action Detail**

### **DoChangeFocus(shiftKey, keyCode)**

**Parameters:**

Name	Type	Description
shiftKey	Boolean	Optional, Default: false.
keyCode	String	Optional, Default: TAB.

### DoClick(keyModifier)

#### Parameters:

Name	Type	Description
keyModifier	Number	<p>FlexKeyModifierValues</p> <ol style="list-style-type: none"> <li>1 flexControl</li> <li>2 flexShift</li> <li>4 flexAlt</li> <li>3 flexControlShift</li> <li>5 flexControlAlt</li> <li>6 flexShiftAlt</li> <li>7 flexControlShiftAlt</li> </ol> <p>Optional, Default: 0.</p>

### DoDragCancel(keyModifier)

#### Parameters:

Name	Type	Description
keyModifier	Number	<p>FlexKeyModifierValues</p> <ol style="list-style-type: none"> <li>1 flexControl</li> <li>2 flexShift</li> <li>4 flexAlt</li> <li>3 flexControlShift</li> <li>5 flexControlAlt</li> <li>6 flexShiftAlt</li> <li>7 flexControlShiftAlt</li> </ol> <p>Optional, Default: 0.</p>

### DoDragDrop(action, draggedItem, keyModifier)

#### Parameters:

Name	Type	Description
action	String	
draggedItem	String	Optional.
keyModifier	Number	<p>FlexKeyModifierValues</p> <ol style="list-style-type: none"> <li>1 flexControl</li> <li>2 flexShift</li> <li>4 flexAlt</li> <li>3 flexControlShift</li> <li>5 flexControlAlt</li> <li>6 flexShiftAlt</li> <li>7 flexControlShiftAlt</li> </ol> <p>Optional, Default: 0.</p>

### DoDragStart(draggedItem, keyModifier)

**Parameters:**

Name	Type	Description
draggedItem	String	
keyModifier	Number	FlexKeyModifierValues 1 flexControl 2 flexShift 4 flexAlt 3 flexControlShift 5 flexControlAlt 6 flexShiftAlt 7 flexControlShiftAlt  Optional, Default: 0.

**DoMouseMove(localX, localY, keyModifier)**

**Parameters:**

Name	Type	Description
localX	Number	Optional, Default: 0.
localY	Number	Optional, Default: 0.
keyModifier	Number	FlexKeyModifierValues 1 flexControl 2 flexShift 4 flexAlt 3 flexControlShift 5 flexControlAlt 6 flexShiftAlt 7 flexControlShiftAlt  Optional, Default: 0.

**DoMouseScroll(delta)**

**Parameters:**

Name	Type	Description
delta	Number	Optional, Default: 0.

**DoScroll(position, direction, detail)**

**Parameters:**

Name	Type	Description
position	Number	
direction	Number	FlexScrollDirectionValues 1 flexScrollHorizontal 2 flexScrollVertical
detail	Number	FlexScrollDetailValues 1 flexAtBottom 2 flexAtLeft 3 flexAtRight 4 flexAtTop 5 flexLineDown 6 flexLineLeft

	7	flexLineRight
	8	flexLineUp
	9	flexPageDown
	10	flexPageLeft
	11	flexPageRight
	12	flexPageUp
	13	flexThumbPosition
	14	flexThumbTrack
	Optional, Default: null.	

## Behavior Pattern: Win32Generic

## Property Summary

Property	Description	Getter	Setter
<a href="#">Bitmap</a>	UI Image of the object.	GetBitmap	
<a href="#">BWBitmap</a>	UI Image of the object in 1-bit format (black&white).	GetBWBitmap	
<a href="#">Class</a>	Class of the object.	GetClass	
<a href="#">Height</a>	Height of the object.	GetHeight	
<a href="#">Name</a>	Name of the object.	GetName	
<a href="#">ObjectType</a>	SeSMatcherRule type for this object.	GetObjectType	
<a href="#">State</a>	State of the object.	GetState	
<a href="#">Value</a>	Value of the object.	GetValue	SetValue
<a href="#">Width</a>	Width of the object.	GetWidth	
<a href="#">WindowText</a>	Window text of the object.	GetWindowText	SetWindowText
<a href="#">X</a>	X-coordinate of the top left corner of the object.	GetX	
<a href="#">Y</a>	Y-coordinate of the top left corner of the object.	GetY	

## Action Summary

Action	Description
<a href="#">DoAction</a>	Performs default action for an object.
<a href="#">DoAnalogPlay</a>	Plays analog recording using coordinates relative to this object.
<a href="#">DoClick</a>	Performs left click at the center of an object.
<a href="#">DoEnsureVisible</a>	Makes sure specified element is visible on the screen.
<a href="#">DoLButtonDown</a>	Performs left mouse button down.
<a href="#">DoLButtonUp</a>	Performs left mouse button up.
<a href="#">DoLClick</a>	Performs a left click at the center of an object or at the specified location.
<a href="#">DoLDClick</a>	Performs a left double click at the center of an object or at the specified location.
<a href="#">DoMButtonDown</a>	Performs middle mouse button down.
<a href="#">DoMButtonUp</a>	Performs middle mouse button up.
<a href="#">DoMClick</a>	Performs a middle click at the center of an object or at the specified location.
<a href="#">DoMDClick</a>	Performs a middle double click at the center of an object or at the specified location.
<a href="#">DoMouseMove</a>	Moves mouse cursor to a location relative to this object position.
<a href="#">DoRButtonDown</a>	Performs right mouse button down.
<a href="#">DoRButtonUp</a>	Performs right mouse button up.
<a href="#">DoRClick</a>	Performs a right click at the center of an object or at the specified location.
<a href="#">DoRDClick</a>	Performs a right double click at the center of an object or at the specified location.
<a href="#">DoSendKeys</a>	Sends series of keystrokes to an object.

## Property Detail

### Bitmap

UI Image of the object.  
Accessors: GetBitmap

### BWBitmap

UI Image of the object in 1-bit format (black&white).  
Accessors: GetBWBitmap

### Class

Class of the object.  
Accessors: GetClass

### Height

Height of the object.  
Accessors: GetHeight

### Name

Name of the object.  
Accessors: GetName

### ObjectType

SeSMatcherRule type for this object.  
Accessors: GetObjectType

### State

State of the object.  
Accessors: GetState

### Value

Value of the object.  
Accessors: GetValue, SetValue

### Width

Width of the object.  
Accessors: GetWidth

### WindowText

Window text of the object.  
Accessors: GetWindowText, SetWindowText

### X

X-coordinate of the top left corner of the object.  
Accessors: GetX

### Y

Y-coordinate of the top left corner of the object.  
Accessors: GetY

## Action Detail

### DoAction()

Performs default action for an object. If the object doesn't have default action then 'LClick' is performed.

### DoAnalogPlay(path, left, top)

Plays analog recording using coordinates relative to this object.

#### Parameters:

Name	Type	Description
path	string	Path to analog recording (usually an .arf file).
left	number	X-coordinate of top-left corner of the analog area, relative to object top-left corner Optional.
top	number	Y-coordinate of the top-left corner of the analog area, relative to object top-left corner. Optional.

### DoClick(clickType, xOffset, yOffset)

Performs left click at the center of an object. It is a customizable variant of LClick action.

#### Parameters:

Name	Type	Description
clickType	string	Type of click, can be one of "L" - left click, "LD" - double left click, "R" - right click, "RD" - double right click, "M" - middle click, "MD" - double middle click, "N" - don't click Optional, Default: L.
xOffset	number	X offset to click within object. Default is a center. Optional.
yOffset	number	Y offset to click within object. Default is a center. Optional.

#### Returns:

'true' if operation is successful, 'false' otherwise

### **DoEnsureVisible()**

Makes sure specified element is visible on the screen.

### **DoLButtonDown()**

Performs left mouse button down. This method does not change cursor coordinates. Make sure that you use 'DoMouseMove' to position mouse cursor properly before calling this method. Note: This action must be followed by 'DoLButtonUp', otherwise it may lock mouse cursor.

### **DoLButtonUp()**

Performs left mouse button up. This method does not change cursor coordinates. Make sure that you use 'DoMouseMove' to position mouse cursor properly before calling this method. Note: Use this action after 'DoLButtonDown', otherwise it will have no effect.

### **DoLClick(x, y)**

Performs a left click at the center of an object or at the specified location.

#### **Parameters:**

Name	Type	Description
x	number	X-coordinate of location relative to object's left border
y	number	Y-coordinate of location relative to object's top border

#### **Returns:**

'true' if operation is successful, 'false' otherwise

### **DoLDClick(x, y)**

Performs a left double click at the center of an object or at the specified location.

#### **Parameters:**

Name	Type	Description
x	number	X-coordinate of location relative to object's left border
y	number	Y-coordinate of location relative to object's top border

#### **Returns:**

'true' if operation is successful, 'false' otherwise

### **DoMButtonDown()**

Performs middle mouse button down. This method does not change cursor coordinates. Make sure that you use 'DoMouseMove' to position mouse cursor properly before calling this method. Note: This action must be followed by 'DoMButtonUp', otherwise it may lock mouse cursor.

### **DoMButtonUp()**

Performs middle mouse button up. This method does not change cursor coordinates. Make sure that you use 'DoMouseMove' to position mouse cursor properly before calling this method. Note: Use this action after 'DoMButtonDown', otherwise it will have no effect.

### **DoMClick(x, y)**

Performs a middle click at the center of an object or at the specified location.

#### **Parameters:**

Name	Type	Description
x	number	X-coordinate of location relative to object's left border
y	number	Y-coordinate of location relative to object's top border

#### **Returns:**

'true' if operation is successful, 'false' otherwise

### **DoMDClick(x, y)**

Performs a middle double click at the center of an object or at the specified location.

#### **Parameters:**

Name	Type	Description
x	number	X-coordinate of location relative to object's left border
y	number	Y-coordinate of location relative to object's top border

**Returns:**

'true' if operation is successful, 'false' otherwise

**DoMouseMove(x, y)**

Moves mouse cursor to a location relative to this object position.

**Parameters:**

Name	Type	Description
x	number	X-coordinate of location relative to object's left border
y	number	Y-coordinate of location relative to object's top border

**DoRButtonDown()**

Performs right mouse button down. This method does not change cursor coordinates. Make sure that you use 'DoMouseMove' to position mouse cursor properly before calling this method. Note: This action must be followed by 'DoRButtonUp', otherwise it may lock mouse cursor.

**DoRButtonUp()**

Performs right mouse button up. This method does not change cursor coordinates. Make sure that you use 'DoMouseMove' to position mouse cursor properly before calling this method. Note: Use this action after 'DoRButtonDown', otherwise it will have no effect.

**DoRClick(x, y)**

Performs a right click at the center of an object or at the specified location.

**Parameters:**

Name	Type	Description
x	number	X-coordinate of location relative to object's left border
y	number	Y-coordinate of location relative to object's top border

**Returns:**

'true' if operation is successful, 'false' otherwise

**DoRDClick(x, y)**

Performs a right double click at the center of an object or at the specified location.

**Parameters:**

Name	Type	Description
x	number	X-coordinate of location relative to object's left border
y	number	Y-coordinate of location relative to object's top border

**Returns:**

'true' if operation is successful, 'false' otherwise

**DoSendKeys(keys)**

Sends series of keystrokes to an object. For example: DoSendKeys("{F}") - sends {CTRL} + {F}. See [MSDN Article for SendKeys](#)

**Parameters:**

Name	Type	Description
keys	string	A sequence of keystrokes.

## FlexBubbleSeries

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FlexBubbleSeries

### Behavior Pattern: FlexBubbleSeriesBehavior

### Property Summary

Property	Description	Getter	Setter
<a href="#">Alpha</a>		GetAlpha	
<a href="#">AutomationClassName</a>		GetAutomationClassName	

<a href="#">AutomationIndex</a>		GetAutomationIndex	
<a href="#">AutomationName</a>		GetAutomationName	
<a href="#">ClassName</a>		GetClassName	
<a href="#">CurrentState</a>		GetCurrentState	
<a href="#">Enabled</a>		GetEnabled	
<a href="#">ErrorColor</a>		GetErrorColor	
<a href="#">ErrorString</a>		GetErrorString	
<a href="#">FlexX</a>		GetFlexX	
<a href="#">FlexY</a>		GetFlexY	
<a href="#">FocusEnabled</a>		GetFocusEnabled	
<a href="#">Height</a>		GetHeight	
<a href="#">Id</a>		GetId	
<a href="#">MaxRadius</a>		GetMaxRadius	
<a href="#">MouseEnabled</a>		GetMouseEnabled	
<a href="#">NumAutomationChildren</a>		GetNumAutomationChildren	
<a href="#">PercentHeight</a>		GetPercentHeight	
<a href="#">PercentWidth</a>		GetPercentWidth	
<a href="#">RadiusField</a>		GetRadiusField	
<a href="#">ScaleX</a>		GetScaleX	
<a href="#">ScaleY</a>		GetScaleY	
<a href="#">TabChildren</a>		GetTabChildren	
<a href="#">TabEnabled</a>		GetTabEnabled	
<a href="#">TabIndex</a>		GetTabIndex	
<a href="#">ThemeColor</a>		GetThemeColor	
<a href="#">ToolTip</a>		GetToolTip	
<a href="#">UseHandCursor</a>		GetUseHandCursor	
<a href="#">Visible</a>		GetVisible	
<a href="#">Width</a>		GetWidth	
<a href="#">X</a>		GetX	
<a href="#">XField</a>		GetXField	
<a href="#">Y</a>		GetY	
<a href="#">YField</a>		GetYField	

## Action Summary

Action	Description
<a href="#">DoChangeFocus</a>	
<a href="#">DoClick</a>	
<a href="#">DoDoubleClick</a>	
<a href="#">DoItemRollOver</a>	
<a href="#">DoMouseMove</a>	

## Property Detail

### Alpha

Accessors: GetAlpha

### AutomationClassName

Accessors: GetAutomationClassName

### AutomationIndex

Accessors: GetAutomationIndex

### AutomationName

Accessors: GetAutomationName

### ClassName

Accessors: GetClassName



**CurrentState**

Accessors: GetCurrentState

**Enabled**

Accessors: GetEnabled

**ErrorColor**

Accessors: GetErrorColor

**ErrorString**

Accessors: GetErrorString

**FlexX**

Accessors: GetFlexX

**FlexY**

Accessors: GetFlexY

**FocusEnabled**

Accessors: GetFocusEnabled

**Height**

Accessors: GetHeight

**Id**

Accessors: GetId

**MaxRadius**

Accessors: GetMaxRadius

**MouseEnabled**

Accessors: GetMouseEnabled

**NumAutomationChildren**

Accessors: GetNumAutomationChildren

**PercentHeight**

Accessors: GetPercentHeight

**PercentWidth**

Accessors: GetPercentWidth

**RadiusField**

Accessors: GetRadiusField

**ScaleX**

Accessors: GetScaleX

**ScaleY**

Accessors: GetScaleY

**TabChildren**

Accessors: GetTabChildren

## TabEnabled

Accessors: GetTabEnabled

## TabIndex

Accessors: GetTabIndex

## ThemeColor

Accessors: GetThemeColor

## ToolTip

Accessors: GetToolTip

## UseHandCursor

Accessors: GetUseHandCursor

## Visible

Accessors: GetVisible

## Width

Accessors: GetWidth

## X

Accessors: GetX

## XField

Accessors: GetXField

## Y

Accessors: GetY

## YField

Accessors: GetYField

## Action Detail

### DoChangeFocus(shiftKey, keyCode)

#### Parameters:

Name	Type	Description
shiftKey	Boolean	Optional, Default: false.
keyCode	String	Optional, Default: TAB.

### DoClick(keyModifier)

#### Parameters:

Name	Type	Description
keyModifier	Number	<p>FlexKeyModifierValues</p> <ol style="list-style-type: none"><li>1 flexControl</li><li>2 flexShift</li><li>4 flexAlt</li><li>3 flexControlShift</li><li>5 flexControlAlt</li><li>6 flexShiftAlt</li></ol>

		7 flexControlShiftAlt
		Optional, Default: 0.

### DoDoubleClick(hitSet)

#### Parameters:

Name	Type	Description
hitSet	Number	

### DoItemRollOver(hitSet)

#### Parameters:

Name	Type	Description
hitSet	Number	

### DoMouseMove(localX, localY, keyModifier)

#### Parameters:

Name	Type	Description
localX	Number	Optional, Default: 0.
localY	Number	Optional, Default: 0.
keyModifier	Number	FlexKeyModifierValues 1 flexControl 2 flexShift 4 flexAlt 3 flexControlShift 5 flexControlAlt 6 flexShiftAlt 7 flexControlShiftAlt  Optional, Default: 0.

## Behavior Pattern: Win32Generic

### Property Summary

Property	Description	Getter	Setter
<a href="#">Bitmap</a>	UI Image of the object.	GetBitmap	
<a href="#">BWBitmap</a>	UI Image of the object in 1-bit format (black&white).	GetBWBitmap	
<a href="#">Class</a>	Class of the object.	GetClass	
<a href="#">Height</a>	Height of the object.	GetHeight	
<a href="#">Name</a>	Name of the object.	GetName	
<a href="#">ObjectType</a>	SeSMatcherRule type for this object.	GetObjectType	
<a href="#">State</a>	State of the object.	GetState	
<a href="#">Value</a>	Value of the object.	GetValue	SetValue
<a href="#">Width</a>	Width of the object.	GetWidth	
<a href="#">WindowText</a>	Window text of the object.	GetWindowText	SetWindowText
<a href="#">X</a>	X-coordinate of the top left corner of the object.	GetX	
<a href="#">Y</a>	Y-coordinate of the top left corner of the object.	GetY	

### Action Summary

Action	Description
<a href="#">DoAction</a>	Performs default action for an object.

<a href="#">DoAnalogPlay</a>	Plays analog recording using coordinates relative to this object.
<a href="#">DoClick</a>	Performs left click at the center of an object.
<a href="#">DoEnsureVisible</a>	Makes sure specified element is visible on the screen.
<a href="#">DoLButtonDown</a>	Performs left mouse button down.
<a href="#">DoLButtonUp</a>	Performs left mouse button up.
<a href="#">DoLClick</a>	Performs a left click at the center of an object or at the specified location.
<a href="#">DoLDClick</a>	Performs a left double click at the center of an object or at the specified location.
<a href="#">DoMButtonDown</a>	Performs middle mouse button down.
<a href="#">DoMButtonUp</a>	Performs middle mouse button up.
<a href="#">DoMClick</a>	Performs a middle click at the center of an object or at the specified location.
<a href="#">DoMDClick</a>	Performs a middle double click at the center of an object or at the specified location.
<a href="#">DoMouseMove</a>	Moves mouse cursor to a location relative to this object position.
<a href="#">DoRButtonDown</a>	Performs right mouse button down.
<a href="#">DoRButtonUp</a>	Performs right mouse button up.
<a href="#">DoRClick</a>	Performs a right click at the center of an object or at the specified location.
<a href="#">DoRDClick</a>	Performs a right double click at the center of an object or at the specified location.
<a href="#">DoSendKeys</a>	Sends series of keystrokes to an object.

## Property Detail

### Bitmap

UI Image of the object.

Accessors: GetBitmap

### BWBitmap

UI Image of the object in 1-bit format (black&white).

Accessors: GetBWBitmap

### Class

Class of the object.

Accessors: GetClass

### Height

Height of the object.

Accessors: GetHeight

### Name

Name of the object.

Accessors: GetName

### ObjectType

SeSMatcherRule type for this object.

Accessors: GetObjectType

### State

State of the object.

Accessors: GetState

### Value

Value of the object.

Accessors: GetValue, SetValue

### Width

Width of the object.

Accessors: GetWidth

### WindowText

Window text of the object.

Accessors: GetWindowText, SetWindowText

### X

X-coordinate of the top left corner of the object.

Accessors: GetX

### Y

Y-coordinate of the top left corner of the object.

Accessors: GetY

## Action Detail

### DoAction()

Performs default action for an object. If the object doesn't have default action then 'LClick' is performed.

### DoAnalogPlay(path, left, top)

Plays analog recording using coordinates relative to this object.

#### Parameters:

Name	Type	Description
path	string	Path to analog recording (usually an .arf file).
left	number	X-coordinate of top-left corner of the analog area, relative to object top-left corner Optional.
top	number	Y-coordinate of the top-left corner of the analog area, relative to object top-left corner. Optional.

### DoClick(clickType, xOffset, yOffset)

Performs left click at the center of an object. It is a customizable variant of LClick action.

#### Parameters:

Name	Type	Description
clickType	string	Type of click, can be one of "L" - left click, "LD" - double left click, "R" - right click, "RD" - double right click, "M" - middle click, "MD" - double middle click, "N" - don't click Optional, Default: L.
xOffset	number	X offset to click within object. Default is a center. Optional.
yOffset	number	X offset to click within object. Default is a center. Optional.

#### Returns:

'true' if operation is successful, 'false' otherwise

### DoEnsureVisible()

Makes sure specified element is visible on the screen.

### DoLButtonDown()

Performs left mouse button down. This method does not change cursor coordinates. Make sure that you use 'DoMouseMove' to position mouse cursor properly before calling this method. Note: This action must be followed by 'DoLButtonUp', otherwise it may lock mouse cursor.

### DoLButtonUp()

Performs left mouse button up. This method does not change cursor coordinates. Make sure that you use 'DoMouseMove' to position mouse cursor properly before calling this method. Note: Use this action after 'DoLButtonDown', otherwise it will have no effect.

### DoLClick(x, y)

Performs a left click at the center of an object or at the specified location.

#### Parameters:

Name	Type	Description
x	number	X-coordinate of location relative to object's left border
y	number	Y-coordinate of location relative to object's top border

#### Returns:

'true' if operation is successful, 'false' otherwise

### DoLDClick(x, y)

Performs a left double click at the center of an object or at the specified location.

#### Parameters:

Name	Type	Description
x	number	X-coordinate of location relative to object's left border
y	number	Y-coordinate of location relative to object's top border

#### Returns:

'true' if operation is successful, 'false' otherwise

### DoMButtonDown()

Performs middle mouse button down. This method does not change cursor coordinates. Make sure that you use 'DoMouseMove' to position mouse cursor properly before calling this method. Note: This action must be followed by 'DoMButtonUp', otherwise it may lock mouse cursor.

### DoMButtonUp()

Performs middle mouse button up. This method does not change cursor coordinates. Make sure that you use 'DoMouseMove' to position mouse cursor properly before calling this method. Note: Use this action after 'DoMButtonDown', otherwise it will have no effect.

### DoMClick(x, y)

Performs a middle click at the center of an object or at the specified location.

#### Parameters:

Name	Type	Description
x	number	X-coordinate of location relative to object's left border
y	number	Y-coordinate of location relative to object's top border

#### Returns:

'true' if operation is successful, 'false' otherwise

### DoMDClick(x, y)

Performs a middle double click at the center of an object or at the specified location.

#### Parameters:

Name	Type	Description
x	number	X-coordinate of location relative to object's left border
y	number	Y-coordinate of location relative to object's top border

#### Returns:

'true' if operation is successful, 'false' otherwise

### DoMouseMove(x, y)

Moves mouse cursor to a location relative to this object position.

#### Parameters:

Name	Type	Description
x	number	X-coordinate of location relative to object's left border
y	number	Y-coordinate of location relative to object's top border

### DoRButtonDown()

Performs right mouse button down. This method does not change cursor coordinates. Make sure that you use 'DoMouseMove' to position mouse cursor properly before calling this method. Note: This action must be followed by 'DoRButtonUp', otherwise it may lock mouse cursor.

### DoRButtonUp()

Performs right mouse button up. This method does not change cursor coordinates. Make sure that you use 'DoMouseMove' to position mouse cursor properly before calling this method. Note: Use this action after 'DoRButtonDown', otherwise it will have no effect.

### DoRClick(x, y)

Performs a right click at the center of an object or at the specified location.

#### Parameters:

Name	Type	Description
x	number	X-coordinate of location relative to object's left border
y	number	Y-coordinate of location relative to object's top border

#### Returns:

'true' if operation is successful, 'false' otherwise

### DoRDClick(x, y)

Performs a right double click at the center of an object or at the specified location.

#### Parameters:

Name	Type	Description
x	number	X-coordinate of location relative to object's left border
y	number	Y-coordinate of location relative to object's top border

**Returns:**

'true' if operation is successful, 'false' otherwise

**DoSendKeys(keys)**

Sends series of keystrokes to an object. For example: DoSendKeys("^F") - sends {CTRL} + {F}. See [MSDN Article for SendKeys](#)

**Parameters:**

Name	Type	Description
keys	string	A sequence of keystrokes.

## FlexButton

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FlexButton

### Behavior Pattern: FlexButtonBehavior

### Property Summary

Property	Description	Getter	Setter
<a href="#">Alpha</a>		GetAlpha	
<a href="#">AutomationClassName</a>		GetAutomationClassName	
<a href="#">AutomationIndex</a>		GetAutomationIndex	
<a href="#">AutomationName</a>		GetAutomationName	
<a href="#">ClassName</a>		GetClassName	
<a href="#">Color</a>		GetColor	
<a href="#">CurrentState</a>		GetCurrentState	
<a href="#">DisabledColor</a>		GetDisabledColor	
<a href="#">Enabled</a>		GetEnabled	
<a href="#">ErrorColor</a>		GetErrorColor	
<a href="#">ErrorString</a>		GetErrorString	
<a href="#">FillAlphas</a>		GetFillAlphas	
<a href="#">FillColors</a>		GetFillColors	
<a href="#">FlexX</a>		GetFlexX	
<a href="#">FlexY</a>		GetFlexY	
<a href="#">FocusAlpha</a>		GetFocusAlpha	
<a href="#">FocusEnabled</a>		GetFocusEnabled	
<a href="#">FontFamily</a>		GetFontFamily	
<a href="#">FontSize</a>		GetFontSize	
<a href="#">FontStyle</a>		GetFontStyle	
<a href="#">FontWeight</a>		GetFontWeight	
<a href="#">Height</a>		GetHeight	
<a href="#">Id</a>		GetId	
<a href="#">Label</a>		GetLabel	
<a href="#">LabelPlacement</a>		GetLabelPlacement	
<a href="#">MouseEnabled</a>		GetMouseEnabled	
<a href="#">NumAutomationChildren</a>		GetNumAutomationChildren	
<a href="#">PercentHeight</a>		GetPercentHeight	
<a href="#">PercentWidth</a>		GetPercentWidth	
<a href="#">ScaleX</a>		GetScaleX	
<a href="#">ScaleY</a>		GetScaleY	
<a href="#">Selected</a>		GetSelected	
<a href="#">TabChildren</a>		GetTabChildren	
<a href="#">TabEnabled</a>		GetTabEnabled	

<a href="#">TabIndex</a>		GetTabIndex	
<a href="#">TextAlign</a>		GetTextAlign	
<a href="#">TextDecoration</a>		GetTextDecoration	
<a href="#">TextIndent</a>		GetTextIndent	
<a href="#">TextRollOverColor</a>		GetTextRollOverColor	
<a href="#">TextSelectedColor</a>		GetTextSelectedColor	
<a href="#">ThemeColor</a>		GetThemeColor	
<a href="#">Toggle</a>		GetToggle	
<a href="#">ToolTip</a>		GetToolTip	
<a href="#">UseHandCursor</a>		GetUseHandCursor	
<a href="#">Visible</a>		GetVisible	
<a href="#">Width</a>		GetWidth	
<a href="#">X</a>		GetX	
<a href="#">Y</a>		GetY	

## Action Summary

Action	Description
<a href="#">DoChangeFocus</a>	
<a href="#">DoClick</a>	
<a href="#">DoMouseMove</a>	
<a href="#">DoType</a>	

## Property Detail

### Alpha

Accessors: GetAlpha

### AutomationClassName

Accessors: GetAutomationClassName

### AutomationIndex

Accessors: GetAutomationIndex

### AutomationName

Accessors: GetAutomationName

### ClassName

Accessors: GetClassName

### Color

Accessors: GetColor

### CurrentState

Accessors: GetCurrentState

### DisabledColor

Accessors: GetDisabledColor

### Enabled

Accessors: GetEnabled

### ErrorColor

Accessors: GetErrorColor

### ErrorString



Accessors: GetErrorString

### **FillAlphas**

Accessors: GetFillAlphas

### **FillColors**

Accessors: GetFillColors

### **FlexX**

Accessors: GetFlexX

### **FlexY**

Accessors: GetFlexY

### **FocusAlpha**

Accessors: GetFocusAlpha

### **FocusEnabled**

Accessors: GetFocusEnabled

### **FontFamily**

Accessors: GetFontFamily

### **FontSize**

Accessors: GetFontSize

### **FontStyle**

Accessors: GetFontStyle

### **FontWeight**

Accessors: GetFontWeight

### **Height**

Accessors: GetHeight

### **Id**

Accessors: GetId

### **Label**

Accessors: GetLabel

### **LabelPlacement**

Accessors: GetLabelPlacement

### **MouseEnabled**

Accessors: GetMouseEnabled

### **NumAutomationChildren**

Accessors: GetNumAutomationChildren

### **PercentHeight**

Accessors: GetPercentHeight

### **PercentWidth**

Accessors: GetPercentWidth

## **ScaleX**

Accessors: GetScaleX

## **ScaleY**

Accessors: GetScaleY

## **Selected**

Accessors: GetSelected

## **TabChildren**

Accessors: GetTabChildren

## **TabEnabled**

Accessors: GetTabEnabled

## **TabIndex**

Accessors: GetTabIndex

## **TextAlign**

Accessors: GetTextAlign

## **TextDecoration**

Accessors: GetTextDecoration

## **TextIndent**

Accessors: GetTextIndent

## **TextRollOverColor**

Accessors: GetTextRollOverColor

## **TextSelectedColor**

Accessors: GetTextSelectedColor

## **ThemeColor**

Accessors: GetThemeColor

## **Toggle**

Accessors: GetToggle

## **ToolTip**

Accessors: GetToolTip

## **UseHandCursor**

Accessors: GetUseHandCursor

## **Visible**

Accessors: GetVisible

## **Width**

Accessors: GetWidth

## **X**

Accessors: GetX

Y

Accessors: GetY

## Action Detail

### DoChangeFocus(shiftKey, keyCode)

**Parameters:**

Name	Type	Description
shiftKey	Boolean	Optional, Default: false.
keyCode	String	Optional, Default: TAB.

### DoClick(keyModifier)

**Parameters:**

Name	Type	Description
keyModifier	Number	<p>FlexKeyModifierValues</p> <ol style="list-style-type: none"><li>1 flexControl</li><li>2 flexShift</li><li>4 flexAlt</li><li>3 flexControlShift</li><li>5 flexControlAlt</li><li>6 flexShiftAlt</li><li>7 flexControlShiftAlt</li></ol> <p>Optional, Default: 0.</p>

### DoMouseMove(localX, localY, keyModifier)

**Parameters:**

Name	Type	Description
localX	Number	Optional, Default: 0.
localY	Number	Optional, Default: 0.
keyModifier	Number	<p>FlexKeyModifierValues</p> <ol style="list-style-type: none"><li>1 flexControl</li><li>2 flexShift</li><li>4 flexAlt</li><li>3 flexControlShift</li><li>5 flexControlAlt</li><li>6 flexShiftAlt</li><li>7 flexControlShiftAlt</li></ol> <p>Optional, Default: 0.</p>

### DoType(keyCode, keyModifier)

**Parameters:**

Name	Type	Description
keyCode	String	Optional, Default: SPACE.
keyModifier	Number	<p>FlexKeyModifierValues</p> <ol style="list-style-type: none"><li>1 flexControl</li></ol>

	2	flexShift
	4	flexAlt
	3	flexControlShift
	5	flexControlAlt
	6	flexShiftAlt
	7	flexControlShiftAlt
	Optional, Default: 0.	

## Behavior Pattern: Win32Generic

## Property Summary

Property	Description	Getter	Setter
<a href="#">Bitmap</a>	UI Image of the object.	GetBitmap	
<a href="#">BWBitmap</a>	UI Image of the object in 1-bit format (black&white).	GetBWBitmap	
<a href="#">Class</a>	Class of the object.	GetClass	
<a href="#">Height</a>	Height of the object.	GetHeight	
<a href="#">Name</a>	Name of the object.	GetName	
<a href="#">ObjectType</a>	SeSMatcherRule type for this object.	GetObjectType	
<a href="#">State</a>	State of the object.	GetState	
<a href="#">Value</a>	Value of the object.	GetValue	SetValue
<a href="#">Width</a>	Width of the object.	GetWidth	
<a href="#">WindowText</a>	Window text of the object.	GetWindowText	SetWindowText
<a href="#">X</a>	X-coordinate of the top left corner of the object.	GetX	
<a href="#">Y</a>	Y-coordinate of the top left corner of the object.	GetY	

## Action Summary

Action	Description
<a href="#">DoAction</a>	Performs default action for an object.
<a href="#">DoAnalogPlay</a>	Plays analog recording using coordinates relative to this object.
<a href="#">DoClick</a>	Performs left click at the center of an object.
<a href="#">DoEnsureVisible</a>	Makes sure specified element is visible on the screen.
<a href="#">DoLButtonDown</a>	Performs left mouse button down.
<a href="#">DoLButtonUp</a>	Performs left mouse button up.
<a href="#">DoLClick</a>	Performs a left click at the center of an object or at the specified location.
<a href="#">DoLDClick</a>	Performs a left double click at the center of an object or at the specified location.
<a href="#">DoMButtonDown</a>	Performs middle mouse button down.
<a href="#">DoMButtonUp</a>	Performs middle mouse button up.
<a href="#">DoMClick</a>	Performs a middle click at the center of an object or at the specified location.
<a href="#">DoMDClick</a>	Performs a middle double click at the center of an object or at the specified location.
<a href="#">DoMouseMove</a>	Moves mouse cursor to a location relative to this object position.
<a href="#">DoRButtonDown</a>	Performs right mouse button down.
<a href="#">DoRButtonUp</a>	Performs right mouse button up.
<a href="#">DoRClick</a>	Performs a right click at the center of an object or at the specified location.
<a href="#">DoRDClick</a>	Performs a right double click at the center of an object or at the specified location.
<a href="#">DoSendKeys</a>	Sends series of keystrokes to an object.

## Property Detail

### Bitmap

UI Image of the object.  
Accessors: GetBitmap

### BWBitmap

UI Image of the object in 1-bit format (black&white).  
Accessors: GetBWBitmap

### Class

Class of the object.  
Accessors: GetClass

**Height**

Height of the object.  
Accessors: GetHeight

**Name**

Name of the object.  
Accessors: GetName

**ObjectType**

SeSMatcherRule type for this object.  
Accessors: GetObjectType

**State**

State of the object.  
Accessors: GetState

**Value**

Value of the object.  
Accessors: GetValue, SetValue

**Width**

Width of the object.  
Accessors: GetWidth

**WindowText**

Window text of the object.  
Accessors: GetWindowText, SetWindowText

**X**

X-coordinate of the top left corner of the object.  
Accessors: GetX

**Y**

Y-coordinate of the top left corner of the object.  
Accessors: GetY

**Action Detail****DoAction()**

Performs default action for an object. If the object doesn't have default action then 'LClick' is performed.

**DoAnalogPlay(path, left, top)**

Plays analog recording using coordinates relative to this object.

**Parameters:**

Name	Type	Description
path	string	Path to analog recording (usually an .arf file).
left	number	X-coordinate of top-left corner of the analog area, relative to object top-left corner Optional.
top	number	Y-coordinate of the top-left corner of the analog area, relative to object top-left corner. Optional.

**DoClick(clickType, xOffset, yOffset)**

Performs left click at the center of an object. It is a customizable variant of LClick action.

**Parameters:**

Name	Type	Description
clickType	string	Type of click, can be one of "L" - left click, "LD" - double left click, "R" - right click, "RD" - double right click, "M" - middle click, "MD" - double middle click, "N" - don't click Optional, Default: L.
xOffset	number	X offset to click within object. Default is a center. Optional.
yOffset	number	Y offset to click within object. Default is a center. Optional.

**Returns:**

'true' if operation is successful, 'false' otherwise

### DoEnsureVisible()

Makes sure specified element is visible on the screen.

### DoLButtonDown()

Performs left mouse button down. This method does not change cursor coordinates. Make sure that you use 'DoMouseMove' to position mouse cursor properly before calling this method. Note: This action must be followed by 'DoLButtonUp', otherwise it may lock mouse cursor.

### DoLButtonUp()

Performs left mouse button up. This method does not change cursor coordinates. Make sure that you use 'DoMouseMove' to position mouse cursor properly before calling this method. Note: Use this action after 'DoLButtonDown', otherwise it will have no effect.

### DoLClick(x, y)

Performs a left click at the center of an object or at the specified location.

#### Parameters:

Name	Type	Description
x	number	X-coordinate of location relative to object's left border
y	number	Y-coordinate of location relative to object's top border

#### Returns:

'true' if operation is successful, 'false' otherwise

### DoLDClick(x, y)

Performs a left double click at the center of an object or at the specified location.

#### Parameters:

Name	Type	Description
x	number	X-coordinate of location relative to object's left border
y	number	Y-coordinate of location relative to object's top border

#### Returns:

'true' if operation is successful, 'false' otherwise

### DoMButtonDown()

Performs middle mouse button down. This method does not change cursor coordinates. Make sure that you use 'DoMouseMove' to position mouse cursor properly before calling this method. Note: This action must be followed by 'DoMButtonUp', otherwise it may lock mouse cursor.

### DoMButtonUp()

Performs middle mouse button up. This method does not change cursor coordinates. Make sure that you use 'DoMouseMove' to position mouse cursor properly before calling this method. Note: Use this action after 'DoMButtonDown', otherwise it will have no effect.

### DoMClick(x, y)

Performs a middle click at the center of an object or at the specified location.

#### Parameters:

Name	Type	Description
x	number	X-coordinate of location relative to object's left border
y	number	Y-coordinate of location relative to object's top border

#### Returns:

'true' if operation is successful, 'false' otherwise

### DoMDClick(x, y)

Performs a middle double click at the center of an object or at the specified location.

#### Parameters:

Name	Type	Description
x	number	X-coordinate of location relative to object's left border
y	number	Y-coordinate of location relative to object's top border

#### Returns:

'true' if operation is successful, 'false' otherwise

### DoMouseMove(x, y)

Moves mouse cursor to a location relative to this object position.

#### Parameters:

Name	Type	Description
x	number	X-coordinate of location relative to object's left border
y	number	Y-coordinate of location relative to object's top border

### DoRButtonDown()

Performs right mouse button down. This method does not change cursor coordinates. Make sure that you use 'DoMouseMove' to position mouse cursor properly before calling this method. Note: This action must be followed by 'DoRButtonUp', otherwise it may lock mouse cursor.

### DoRButtonUp()

Performs right mouse button up. This method does not change cursor coordinates. Make sure that you use 'DoMouseMove' to position mouse cursor properly before calling this method. Note: Use this action after 'DoRButtonDown', otherwise it will have no effect.

### DoRClick(x, y)

Performs a right click at the center of an object or at the specified location.

#### Parameters:

Name	Type	Description
x	number	X-coordinate of location relative to object's left border
y	number	Y-coordinate of location relative to object's top border

#### Returns:

'true' if operation is successful, 'false' otherwise

### DoRDClick(x, y)

Performs a right double click at the center of an object or at the specified location.

#### Parameters:

Name	Type	Description
x	number	X-coordinate of location relative to object's left border
y	number	Y-coordinate of location relative to object's top border

#### Returns:

'true' if operation is successful, 'false' otherwise

### DoSendKeys(keys)

Sends series of keystrokes to an object. For example: DoSendKeys("^F") - sends {CTRL} + {F}. See [MSDN Article for SendKeys](#)

#### Parameters:

Name	Type	Description
keys	string	A sequence of keystrokes.

## FlexButtonBar

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FlexButtonBar

### Behavior Pattern: FlexButtonBarBehavior

### Property Summary

Property	Description	Getter	Setter
<a href="#">Alpha</a>		GetAlpha	
<a href="#">AutomationClassName</a>		GetAutomationClassName	
<a href="#">AutomationIndex</a>		GetAutomationIndex	
<a href="#">AutomationName</a>		GetAutomationName	

<a href="#">BackgroundAlpha</a>		GetBackgroundAlpha	
<a href="#">BackgroundColor</a>		GetBackgroundColor	
<a href="#">BackgroundDisabledColor</a>		GetBackgroundDisabledColor	
<a href="#">BackgroundImage</a>		GetBackgroundImage	
<a href="#">BackgroundSize</a>		GetBackgroundSize	
<a href="#">ClassName</a>		GetClassName	
<a href="#">CreationIndex</a>		GetCreationIndex	
<a href="#">CreationPolicy</a>		GetCreationPolicy	
<a href="#">CurrentState</a>		GetCurrentState	
<a href="#">Direction</a>		GetDirection	
<a href="#">Enabled</a>		GetEnabled	
<a href="#">ErrorColor</a>		GetErrorColor	
<a href="#">ErrorString</a>		GetErrorString	
<a href="#">FillAlphas</a>		GetFillAlphas	
<a href="#">FillColors</a>		GetFillColors	
<a href="#">FlexX</a>		GetFlexX	
<a href="#">FlexY</a>		GetFlexY	
<a href="#">FocusEnabled</a>		GetFocusEnabled	
<a href="#">FontFamily</a>		GetFontFamily	
<a href="#">FontSize</a>		GetFontSize	
<a href="#">FontStyle</a>		GetFontStyle	
<a href="#">FontWeight</a>		GetFontWeight	
<a href="#">Height</a>		GetHeight	
<a href="#">HorizontalAlign</a>		GetHorizontalAlign	
<a href="#">Id</a>		GetId	
<a href="#">Label</a>		GetLabel	
<a href="#">MouseEnabled</a>		GetMouseEnabled	
<a href="#">NumAutomationChildren</a>		GetNumAutomationChildren	
<a href="#">NumChildren</a>		GetNumChildren	
<a href="#">PercentHeight</a>		GetPercentHeight	
<a href="#">PercentWidth</a>		GetPercentWidth	
<a href="#">ScaleX</a>		GetScaleX	
<a href="#">ScaleY</a>		GetScaleY	
<a href="#">SelectedIndex</a>		GetSelectedIndex	
<a href="#">TabChildren</a>		GetTabChildren	
<a href="#">TabEnabled</a>		GetTabEnabled	
<a href="#">TabIndex</a>		GetTabIndex	
<a href="#">ThemeColor</a>		GetThemeColor	
<a href="#">ToolTip</a>		GetToolTip	
<a href="#">UseHandCursor</a>		GetUseHandCursor	
<a href="#">VerticalAlign</a>		GetVerticalAlign	
<a href="#">Visible</a>		GetVisible	
<a href="#">Width</a>		GetWidth	
<a href="#">X</a>		GetX	
<a href="#">Y</a>		GetY	

## Action Summary

Action	Description
<a href="#">DoChange</a>	
<a href="#">DoChangeFocus</a>	
<a href="#">DoClick</a>	
<a href="#">DoDragCancel</a>	
<a href="#">DoDragDrop</a>	
<a href="#">DoDragStart</a>	
<a href="#">DoMouseMove</a>	
<a href="#">DoMouseScroll</a>	
<a href="#">DoScroll</a>	
<a href="#">DoType</a>	



## Property Detail

### **Alpha**

Accessors: GetAlpha

### **AutomationClassName**

Accessors: GetAutomationClassName

### **AutomationIndex**

Accessors: GetAutomationIndex

### **AutomationName**

Accessors: GetAutomationName

### **BackgroundAlpha**

Accessors: GetBackgroundAlpha

### **BackgroundColor**

Accessors: GetBackgroundColor

### **BackgroundDisabledColor**

Accessors: GetBackgroundDisabledColor

### **BackgroundImage**

Accessors: GetBackgroundImage

### **BackgroundSize**

Accessors: GetBackgroundSize

### **ClassName**

Accessors: GetClassName

### **CreationIndex**

Accessors: GetCreationIndex

### **CreationPolicy**

Accessors: GetCreationPolicy

### **CurrentState**

Accessors: GetCurrentState

### **Direction**

Accessors: GetDirection

### **Enabled**

Accessors: GetEnabled

### **ErrorColor**

Accessors: GetErrorColor

### **ErrorString**

Accessors: GetErrorString

### **FillAlphas**

Accessors: GetFillAlphas

### **FillColor**

Accessors: GetFillColor

### **FlexX**

Accessors: GetFlexX

### **FlexY**

Accessors: GetFlexY

### **FocusEnabled**

Accessors: GetFocusEnabled

### **FontFamily**

Accessors: GetFontFamily

### **FontSize**

Accessors: GetFontSize

### **FontStyle**

Accessors: GetFontStyle

### **FontWeight**

Accessors: GetFontWeight

### **Height**

Accessors: GetHeight

### **HorizontalAlign**

Accessors: GetHorizontalAlign

### **Id**

Accessors: GetId

### **Label**

Accessors: GetLabel

### **MouseEnabled**

Accessors: GetMouseEnabled

### **NumAutomationChildren**

Accessors: GetNumAutomationChildren

### **NumChildren**

Accessors: GetNumChildren

### **PercentHeight**

Accessors: GetPercentHeight

### **PercentWidth**

Accessors: GetPercentWidth

### **ScaleX**

Accessors: GetScaleX

### ScaleY

Accessors: GetScaleY

### SelectedIndex

Accessors: GetSelectedIndex

### TabChildren

Accessors: GetTabChildren

### TabEnabled

Accessors: GetTabEnabled

### TabIndex

Accessors: GetTabIndex

### ThemeColor

Accessors: GetThemeColor

### ToolTip

Accessors: GetToolTip

### UseHandCursor

Accessors: GetUseHandCursor

### VerticalAlign

Accessors: GetVerticalAlign

### Visible

Accessors: GetVisible

### Width

Accessors: GetWidth

### X

Accessors: GetX

### Y

Accessors: GetY

## Action Detail

### DoChange(relatedObject)

#### Parameters:

Name	Type	Description
relatedObject	String	

### DoChangeFocus(shiftKey, keyCode)

#### Parameters:

Name	Type	Description
shiftKey	Boolean	

		Optional, Default: false.
keyCode	String	Optional, Default: TAB.

### DoClick(keyModifier)

**Parameters:**

Name	Type	Description
keyModifier	Number	FlexKeyModifierValues 1 flexControl 2 flexShift 4 flexAlt 3 flexControlShift 5 flexControlAlt 6 flexShiftAlt 7 flexControlShiftAlt  Optional, Default: 0.

### DoDragCancel(keyModifier)

**Parameters:**

Name	Type	Description
keyModifier	Number	FlexKeyModifierValues 1 flexControl 2 flexShift 4 flexAlt 3 flexControlShift 5 flexControlAlt 6 flexShiftAlt 7 flexControlShiftAlt  Optional, Default: 0.

### DoDragDrop(action, draggedItem, keyModifier)

**Parameters:**

Name	Type	Description
action	String	
draggedItem	String	Optional.
keyModifier	Number	FlexKeyModifierValues 1 flexControl 2 flexShift 4 flexAlt 3 flexControlShift 5 flexControlAlt 6 flexShiftAlt 7 flexControlShiftAlt  Optional, Default: 0.

### DoDragStart(draggedItem, keyModifier)

**Parameters:**

Name	Type	Description
------	------	-------------

draggedItem	String	
keyModifier	Number	<p>FlexKeyModifierValues</p> <ol style="list-style-type: none"> <li>1 flexControl</li> <li>2 flexShift</li> <li>4 flexAlt</li> <li>3 flexControlShift</li> <li>5 flexControlAlt</li> <li>6 flexShiftAlt</li> <li>7 flexControlShiftAlt</li> </ol> <p>Optional, Default: 0.</p>

### DoMouseMove(localX, localY, keyModifier)

#### Parameters:

Name	Type	Description
localX	Number	Optional, Default: 0.
localY	Number	Optional, Default: 0.
keyModifier	Number	<p>FlexKeyModifierValues</p> <ol style="list-style-type: none"> <li>1 flexControl</li> <li>2 flexShift</li> <li>4 flexAlt</li> <li>3 flexControlShift</li> <li>5 flexControlAlt</li> <li>6 flexShiftAlt</li> <li>7 flexControlShiftAlt</li> </ol> <p>Optional, Default: 0.</p>

### DoMouseScroll(delta)

#### Parameters:

Name	Type	Description
delta	Number	Optional, Default: 0.

### DoScroll(position, direction, detail)

#### Parameters:

Name	Type	Description
position	Number	
direction	Number	<p>FlexScrollDirectionValues</p> <ol style="list-style-type: none"> <li>1 flexScrollHorizontal</li> <li>2 flexScrollVertical</li> </ol>
detail	Number	<p>FlexScrollDetailValues</p> <ol style="list-style-type: none"> <li>1 flexAtBottom</li> <li>2 flexAtLeft</li> <li>3 flexAtRight</li> <li>4 flexAtTop</li> <li>5 flexLineDown</li> <li>6 flexLineLeft</li> <li>7 flexLineRight</li> <li>8 flexLineUp</li> <li>9 flexPageDown</li> </ol>

	10 flexPageLeft 11 flexPageRight 12 flexPageUp 13 flexThumbPosition 14 flexThumbTrack  Optional, Default: null.
--	---

## DoType(keyCode, keyModifier)

### Parameters:

Name	Type	Description
keyCode	String	
keyModifier	Number	FlexKeyModifierValues 1 flexControl 2 flexShift 4 flexAlt 3 flexControlShift 5 flexControlAlt 6 flexShiftAlt 7 flexControlShiftAlt  Optional, Default: 0.

## Behavior Pattern: Win32Generic

### Property Summary

Property	Description	Getter	Setter
<a href="#">Bitmap</a>	UI Image of the object.	GetBitmap	
<a href="#">BWBitmap</a>	UI Image of the object in 1-bit format (black&white).	GetBWBitmap	
<a href="#">Class</a>	Class of the object.	GetClass	
<a href="#">Height</a>	Height of the object.	GetHeight	
<a href="#">Name</a>	Name of the object.	GetName	
<a href="#">ObjectType</a>	SeSMatcherRule type for this object.	GetObjectType	
<a href="#">State</a>	State of the object.	GetState	
<a href="#">Value</a>	Value of the object.	GetValue	SetValue
<a href="#">Width</a>	Width of the object.	GetWidth	
<a href="#">WindowText</a>	Window text of the object.	GetWindowText	SetWindowText
<a href="#">X</a>	X-coordinate of the top left corner of the object.	GetX	
<a href="#">Y</a>	Y-coordinate of the top left corner of the object.	GetY	

### Action Summary

Action	Description
<a href="#">DoAction</a>	Performs default action for an object.
<a href="#">DoAnalogPlay</a>	Plays analog recording using coordinates relative to this object.
<a href="#">DoClick</a>	Performs left click at the center of an object.
<a href="#">DoEnsureVisible</a>	Makes sure specified element is visible on the screen.
<a href="#">DoLButtonDown</a>	Performs left mouse button down.
<a href="#">DoLButtonUp</a>	Performs left mouse button up.
<a href="#">DoLClick</a>	Performs a left click at the center of an object or at the specified location.
<a href="#">DoLDClick</a>	Performs a left double click at the center of an object or at the specified location.
<a href="#">DoMButtonDown</a>	Performs middle mouse button down.
<a href="#">DoMButtonUp</a>	Performs middle mouse button up.
<a href="#">DoMClick</a>	Performs a middle click at the center of an object or at the specified location.
<a href="#">DoMDClick</a>	Performs a middle double click at the center of an object or at the specified location.
<a href="#">DoMouseMove</a>	Moves mouse cursor to a location relative to this object position.
<a href="#">DoRButtonDown</a>	Performs right mouse button down.

<a href="#">DoRButtonUp</a>	Performs right mouse button up.
<a href="#">DoRClick</a>	Performs a right click at the center of an object or at the specified location.
<a href="#">DoRDClick</a>	Performs a right double click at the center of an object or at the specified location.
<a href="#">DoSendKeys</a>	Sends series of keystrokes to an object.

## Property Detail

### Bitmap

UI Image of the object.  
Accessors: GetBitmap

### BWBitmap

UI Image of the object in 1-bit format (black&white).  
Accessors: GetBWBitmap

### Class

Class of the object.  
Accessors: GetClass

### Height

Height of the object.  
Accessors: GetHeight

### Name

Name of the object.  
Accessors: GetName

### ObjectType

SeSMatcherRule type for this object.  
Accessors: GetObjectType

### State

State of the object.  
Accessors: GetState

### Value

Value of the object.  
Accessors: GetValue, SetValue

### Width

Width of the object.  
Accessors: GetWidth

### WindowText

Window text of the object.  
Accessors: GetWindowText, SetWindowText

### X

X-coordinate of the top left corner of the object.  
Accessors: GetX

### Y

Y-coordinate of the top left corner of the object.  
Accessors: GetY

## Action Detail

### DoAction()

Performs default action for an object. If the object doesn't have default action then 'LClick' is performed.

### DoAnalogPlay(path, left, top)

Plays analog recording using coordinates relative to this object.

#### Parameters:

Name	Type	Description
path	string	Path to analog recording (usually an .arf file).
left	number	X-coordinate of top-left corner of the analog area, relative to object top-left corner Optional.
top	number	Y-coordinate of the top-left corner of the analog area, relative to object top-left corner.

Optional.

### DoClick(clickType, xOffset, yOffset)

Performs left click at the center of an object. It is a customizable variant of LClick action.

#### Parameters:

Name	Type	Description
clickType	string	Type of click, can be one of "L" - left click, "LD" - double left click, "R" - right click, "RD" - double right click, "M" - middle click, "MD" - double middle click, "N" - don't click Optional, Default: L.
xOffset	number	X offset to click within object. Default is a center. Optional.
yOffset	number	X offset to click within object. Default is a center. Optional.

#### Returns:

'true' if operation is successful, 'false' otherwise

### DoEnsureVisible()

Makes sure specified element is visible on the screen.

### DoLButtonDown()

Performs left mouse button down. This method does not change cursor coordinates. Make sure that you use 'DoMouseMove' to position mouse cursor properly before calling this method. Note: This action must be followed by 'DoLButtonUp', otherwise it may lock mouse cursor.

### DoLButtonUp()

Performs left mouse button up. This method does not change cursor coordinates. Make sure that you use 'DoMouseMove' to position mouse cursor properly before calling this method. Note: Use this action after 'DoLButtonDown', otherwise it will have no effect.

### DoLClick(x, y)

Performs a left click at the center of an object or at the specified location.

#### Parameters:

Name	Type	Description
x	number	X-coordinate of location relative to object's left border
y	number	Y-coordinate of location relative to object's top border

#### Returns:

'true' if operation is successful, 'false' otherwise

### DoLDClick(x, y)

Performs a left double click at the center of an object or at the specified location.

#### Parameters:

Name	Type	Description
x	number	X-coordinate of location relative to object's left border
y	number	Y-coordinate of location relative to object's top border

#### Returns:

'true' if operation is successful, 'false' otherwise

### DoMButtonDown()

Performs middle mouse button down. This method does not change cursor coordinates. Make sure that you use 'DoMouseMove' to position mouse cursor properly before calling this method. Note: This action must be followed by 'DoMButtonUp', otherwise it may lock mouse cursor.

### DoMButtonUp()

Performs middle mouse button up. This method does not change cursor coordinates. Make sure that you use 'DoMouseMove' to position mouse cursor properly before calling this method. Note: Use this action after 'DoMButtonDown', otherwise it will have no effect.

### DoMClick(x, y)

Performs a middle click at the center of an object or at the specified location.

#### Parameters:

Name	Type	Description
------	------	-------------



x	number	X-coordinate of location relative to object's left border
y	number	Y-coordinate of location relative to object's top border

**Returns:**

'true' if operation is successful, 'false' otherwise

**DoMDClick(x, y)**

Performs a middle double click at the center of an object or at the specified location.

**Parameters:**

Name	Type	Description
x	number	X-coordinate of location relative to object's left border
y	number	Y-coordinate of location relative to object's top border

**Returns:**

'true' if operation is successful, 'false' otherwise

**DoMouseMove(x, y)**

Moves mouse cursor to a location relative to this object position.

**Parameters:**

Name	Type	Description
x	number	X-coordinate of location relative to object's left border
y	number	Y-coordinate of location relative to object's top border

**DoRButtonDown()**

Performs right mouse button down. This method does not change cursor coordinates. Make sure that you use 'DoMouseMove' to position mouse cursor properly before calling this method. Note: This action must be followed by 'DoRButtonUp', otherwise it may lock mouse cursor.

**DoRButtonUp()**

Performs right mouse button up. This method does not change cursor coordinates. Make sure that you use 'DoMouseMove' to position mouse cursor properly before calling this method. Note: Use this action after 'DoRButtonDown', otherwise it will have no effect.

**DoRClick(x, y)**

Performs a right click at the center of an object or at the specified location.

**Parameters:**

Name	Type	Description
x	number	X-coordinate of location relative to object's left border
y	number	Y-coordinate of location relative to object's top border

**Returns:**

'true' if operation is successful, 'false' otherwise

**DoRDClick(x, y)**

Performs a right double click at the center of an object or at the specified location.

**Parameters:**

Name	Type	Description
x	number	X-coordinate of location relative to object's left border
y	number	Y-coordinate of location relative to object's top border

**Returns:**

'true' if operation is successful, 'false' otherwise

**DoSendKeys(keys)**

Sends series of keystrokes to an object. For example: DoSendKeys("^F") - sends {CTRL} + {F}. See [MSDN Article for SendKeys](#)

**Parameters:**

Name	Type	Description

keys	string	A sequence of keystrokes.
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## FlexCanvas

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FlexCanvas

### Behavior Pattern: FlexCanvasBehavior

### Property Summary

Property	Description	Getter	Setter
<a href="#">Alpha</a>		GetAlpha	
<a href="#">AutomationClassName</a>		GetAutomationClassName	
<a href="#">AutomationIndex</a>		GetAutomationIndex	
<a href="#">AutomationName</a>		GetAutomationName	
<a href="#">BackgroundAlpha</a>		GetBackgroundAlpha	
<a href="#">BackgroundColor</a>		GetBackgroundColor	
<a href="#">BackgroundDisabledColor</a>		GetBackgroundDisabledColor	
<a href="#">BackgroundImage</a>		GetBackgroundImage	
<a href="#">BackgroundSize</a>		GetBackgroundSize	
<a href="#">ClassName</a>		GetClassName	
<a href="#">CreationIndex</a>		GetCreationIndex	
<a href="#">CreationPolicy</a>		GetCreationPolicy	
<a href="#">CurrentState</a>		GetCurrentState	
<a href="#">Enabled</a>		GetEnabled	
<a href="#">ErrorColor</a>		GetErrorColor	
<a href="#">ErrorString</a>		GetErrorString	
<a href="#">FillAlphas</a>		GetFillAlphas	
<a href="#">FillColors</a>		GetFillColors	
<a href="#">FlexX</a>		GetFlexX	
<a href="#">FlexY</a>		GetFlexY	
<a href="#">FocusEnabled</a>		GetFocusEnabled	
<a href="#">FontFamily</a>		GetFontFamily	
<a href="#">FontSize</a>		GetFontSize	
<a href="#">FontStyle</a>		GetFontStyle	
<a href="#">FontWeight</a>		GetFontWeight	
<a href="#">Height</a>		GetHeight	
<a href="#">Id</a>		GetId	
<a href="#">Label</a>		GetLabel	
<a href="#">MouseEnabled</a>		GetMouseEnabled	
<a href="#">NumAutomationChildren</a>		GetNumAutomationChildren	
<a href="#">NumChildren</a>		GetNumChildren	
<a href="#">PercentHeight</a>		GetPercentHeight	
<a href="#">PercentWidth</a>		GetPercentWidth	
<a href="#">ScaleX</a>		GetScaleX	
<a href="#">ScaleY</a>		GetScaleY	
<a href="#">TabChildren</a>		GetTabChildren	
<a href="#">TabEnabled</a>		GetTabEnabled	
<a href="#">TabIndex</a>		GetTabIndex	
<a href="#">ThemeColor</a>		GetThemeColor	
<a href="#">ToolTip</a>		GetToolTip	
<a href="#">UseHandCursor</a>		GetUseHandCursor	
<a href="#">Visible</a>		GetVisible	
<a href="#">Width</a>		GetWidth	
<a href="#">X</a>		GetX	
<a href="#">Y</a>		GetY	

### Action Summary

Action	Description
<a href="#">DoChangeFocus</a>	
<a href="#">DoClick</a>	
<a href="#">DoDragCancel</a>	
<a href="#">DoDragDrop</a>	
<a href="#">DoDragStart</a>	
<a href="#">DoMouseMove</a>	
<a href="#">DoMouseScroll</a>	
<a href="#">DoScroll</a>	

## Property Detail

### Alpha

Accessors: GetAlpha

### AutomationClassName

Accessors: GetAutomationClassName

### AutomationIndex

Accessors: GetAutomationIndex

### AutomationName

Accessors: GetAutomationName

### BackgroundAlpha

Accessors: GetBackgroundAlpha

### BackgroundColor

Accessors: GetBackgroundColor

### BackgroundDisabledColor

Accessors: GetBackgroundDisabledColor

### BackgroundImage

Accessors: GetBackgroundImage

### BackgroundSize

Accessors: GetBackgroundSize

### ClassName

Accessors: GetClassName

### CreationIndex

Accessors: GetCreationIndex

### CreationPolicy

Accessors: GetCreationPolicy

### CurrentState

Accessors: GetCurrentState

### Enabled

Accessors: GetEnabled

### ErrorColor

Accessors: GetErrorColor

### **ErrorString**

Accessors: GetErrorString

### **FillAlphas**

Accessors: GetFillAlphas

### **FillColors**

Accessors: GetFillColors

### **FlexX**

Accessors: GetFlexX

### **FlexY**

Accessors: GetFlexY

### **FocusEnabled**

Accessors: GetFocusEnabled

### **FontFamily**

Accessors: GetFontFamily

### **FontSize**

Accessors: GetFontSize

### **FontStyle**

Accessors: GetFontStyle

### **FontWeight**

Accessors: GetFontWeight

### **Height**

Accessors: GetHeight

### **Id**

Accessors: GetId

### **Label**

Accessors: GetLabel

### **MouseEnabled**

Accessors: GetMouseEnabled

### **NumAutomationChildren**

Accessors: GetNumAutomationChildren

### **NumChildren**

Accessors: GetNumChildren

### **PercentHeight**

Accessors: GetPercentHeight

### **PercentWidth**

Accessors: GetPercentWidth

### ScaleX

Accessors: GetScaleX

### ScaleY

Accessors: GetScaleY

### TabChildren

Accessors: GetTabChildren

### TabEnabled

Accessors: GetTabEnabled

### TabIndex

Accessors: GetTabIndex

### ThemeColor

Accessors: GetThemeColor

### ToolTip

Accessors: GetToolTip

### UseHandCursor

Accessors: GetUseHandCursor

### Visible

Accessors: GetVisible

### Width

Accessors: GetWidth

### X

Accessors: GetX

### Y

Accessors: GetY

## Action Detail

### DoChangeFocus(shiftKey, keyCode)

#### Parameters:

Name	Type	Description
shiftKey	Boolean	Optional, Default: false.
keyCode	String	Optional, Default: TAB.

### DoClick(keyModifier)

#### Parameters:

Name	Type	Description
keyModifier	Number	FlexKeyModifierValues

		1 flexControl 2 flexShift 4 flexAlt 3 flexControlShift 5 flexControlAlt 6 flexShiftAlt 7 flexControlShiftAlt  Optional, Default: 0.
--	--	---

### DoDragCancel(keyModifier)

**Parameters:**

Name	Type	Description
keyModifier	Number	FlexKeyModifierValues 1 flexControl 2 flexShift 4 flexAlt 3 flexControlShift 5 flexControlAlt 6 flexShiftAlt 7 flexControlShiftAlt  Optional, Default: 0.

### DoDragDrop(action, draggedItem, keyModifier)

**Parameters:**

Name	Type	Description
action	String	
draggedItem	String	Optional.
keyModifier	Number	FlexKeyModifierValues 1 flexControl 2 flexShift 4 flexAlt 3 flexControlShift 5 flexControlAlt 6 flexShiftAlt 7 flexControlShiftAlt  Optional, Default: 0.

### DoDragStart(draggedItem, keyModifier)

**Parameters:**

Name	Type	Description
draggedItem	String	
keyModifier	Number	FlexKeyModifierValues 1 flexControl 2 flexShift 4 flexAlt 3 flexControlShift 5 flexControlAlt 6 flexShiftAlt 7 flexControlShiftAlt

		Optional, Default: 0.
--	--	-----------------------

### DoMouseMove(localX, localY, keyModifier)

**Parameters:**

Name	Type	Description
localX	Number	Optional, Default: 0.
localY	Number	Optional, Default: 0.
keyModifier	Number	FlexKeyModifierValues 1 flexControl 2 flexShift 4 flexAlt 3 flexControlShift 5 flexControlAlt 6 flexShiftAlt 7 flexControlShiftAlt  Optional, Default: 0.

### DoMouseScroll(delta)

**Parameters:**

Name	Type	Description
delta	Number	Optional, Default: 0.

### DoScroll(position, direction, detail)

**Parameters:**

Name	Type	Description
position	Number	
direction	Number	FlexScrollDirectionValues 1 flexScrollHorizontal 2 flexScrollVertical
detail	Number	FlexScrollDetailValues 1 flexAtBottom 2 flexAtLeft 3 flexAtRight 4 flexAtTop 5 flexLineDown 6 flexLineLeft 7 flexLineRight 8 flexLineUp 9 flexPageDown 10 flexPageLeft 11 flexPageRight 12 flexPageUp 13 flexThumbPosition 14 flexThumbTrack  Optional, Default: null.

## Behavior Pattern: Win32Generic

## Property Summary

Property	Description	Getter	Setter
<a href="#">Bitmap</a>	UI Image of the object.	GetBitmap	
<a href="#">BWBitmap</a>	UI Image of the object in 1-bit format (black&white).	GetBWBitmap	
<a href="#">Class</a>	Class of the object.	GetClass	
<a href="#">Height</a>	Height of the object.	GetHeight	
<a href="#">Name</a>	Name of the object.	GetName	
<a href="#">ObjectType</a>	SeSMatcherRule type for this object.	GetObjectType	
<a href="#">State</a>	State of the object.	GetState	
<a href="#">Value</a>	Value of the object.	GetValue	SetValue
<a href="#">Width</a>	Width of the object.	GetWidth	
<a href="#">WindowText</a>	Window text of the object.	GetWindowText	SetWindowText
<a href="#">X</a>	X-coordinate of the top left corner of the object.	GetX	
<a href="#">Y</a>	Y-coordinate of the top left corner of the object.	GetY	

## Action Summary

Action	Description
<a href="#">DoAction</a>	Performs default action for an object.
<a href="#">DoAnalogPlay</a>	Plays analog recording using coordinates relative to this object.
<a href="#">DoClick</a>	Performs left click at the center of an object.
<a href="#">DoEnsureVisible</a>	Makes sure specified element is visible on the screen.
<a href="#">DoLButtonDown</a>	Performs left mouse button down.
<a href="#">DoLButtonUp</a>	Performs left mouse button up.
<a href="#">DoLClick</a>	Performs a left click at the center of an object or at the specified location.
<a href="#">DoLDClick</a>	Performs a left double click at the center of an object or at the specified location.
<a href="#">DoMButtonDown</a>	Performs middle mouse button down.
<a href="#">DoMButtonUp</a>	Performs middle mouse button up.
<a href="#">DoMClick</a>	Performs a middle click at the center of an object or at the specified location.
<a href="#">DoMDClick</a>	Performs a middle double click at the center of an object or at the specified location.
<a href="#">DoMouseMove</a>	Moves mouse cursor to a location relative to this object position.
<a href="#">DoRButtonDown</a>	Performs right mouse button down.
<a href="#">DoRButtonUp</a>	Performs right mouse button up.
<a href="#">DoRClick</a>	Performs a right click at the center of an object or at the specified location.
<a href="#">DoRDClick</a>	Performs a right double click at the center of an object or at the specified location.
<a href="#">DoSendKeys</a>	Sends series of keystrokes to an object.

## Property Detail

### Bitmap

UI Image of the object.  
Accessors: GetBitmap

### BWBitmap

UI Image of the object in 1-bit format (black&white).  
Accessors: GetBWBitmap

### Class

Class of the object.  
Accessors: GetClass

### Height

Height of the object.  
Accessors: GetHeight

### Name

Name of the object.  
Accessors: GetName

### ObjectType

SeSMatcherRule type for this object.  
Accessors: GetObjectType



## State

State of the object.  
Accessors: GetState

## Value

Value of the object.  
Accessors: GetValue, SetValue

## Width

Width of the object.  
Accessors: GetWidth

## WindowText

Window text of the object.  
Accessors: GetWindowText, SetWindowText

## X

X-coordinate of the top left corner of the object.  
Accessors: GetX

## Y

Y-coordinate of the top left corner of the object.  
Accessors: GetY

## Action Detail

### DoAction()

Performs default action for an object. If the object doesn't have default action then 'LClick' is performed.

### DoAnalogPlay(path, left, top)

Plays analog recording using coordinates relative to this object.

#### Parameters:

Name	Type	Description
path	string	Path to analog recording (usually an .arf file).
left	number	X-coordinate of top-left corner of the analog area, relative to object top-left corner Optional.
top	number	Y-coordinate of the top-left corner of the analog area, relative to object top-left corner. Optional.

### DoClick(clickType, xOffset, yOffset)

Performs left click at the center of an object. It is a customizable variant of LClick action.

#### Parameters:

Name	Type	Description
clickType	string	Type of click, can be one of "L" - left click, "LD" - double left click, "R" - right click, "RD" - double right click, "M" - middle click, "MD" - double middle click, "N" - don't click Optional, Default: L.
xOffset	number	X offset to click within object. Default is a center. Optional.
yOffset	number	X offset to click within object. Default is a center. Optional.

#### Returns:

'true' if operation is successful, 'false' otherwise

### DoEnsureVisible()

Makes sure specified element is visible on the screen.

### DoLButtonDown()

Performs left mouse button down. This method does not change cursor coordinates. Make sure that you use 'DoMouseMove' to position mouse cursor properly before calling this method. Note: This action must be followed by 'DoLButtonUp', otherwise it may lock mouse cursor.

### DoLButtonUp()

Performs left mouse button up. This method does not change cursor coordinates. Make sure that you use 'DoMouseMove' to position mouse cursor properly before calling this method. Note: Use this action after 'DoLButtonDown', otherwise it will have no effect.

### DoLClick(x, y)

Performs a left click at the center of an object or at the specified location.

**Parameters:**

Name	Type	Description
x	number	X-coordinate of location relative to object's left border
y	number	Y-coordinate of location relative to object's top border

**Returns:**

'true' if operation is successful, 'false' otherwise

**DoLDClick(x, y)**

Performs a left double click at the center of an object or at the specified location.

**Parameters:**

Name	Type	Description
x	number	X-coordinate of location relative to object's left border
y	number	Y-coordinate of location relative to object's top border

**Returns:**

'true' if operation is successful, 'false' otherwise

**DoMButtonDown()**

Performs middle mouse button down. This method does not change cursor coordinates. Make sure that you use 'DoMouseMove' to position mouse cursor properly before calling this method. Note: This action must be followed by 'DoMButtonUp', otherwise it may lock mouse cursor.

**DoMButtonUp()**

Performs middle mouse button up. This method does not change cursor coordinates. Make sure that you use 'DoMouseMove' to position mouse cursor properly before calling this method. Note: Use this action after 'DoMButtonDown', otherwise it will have no effect.

**DoMClick(x, y)**

Performs a middle click at the center of an object or at the specified location.

**Parameters:**

Name	Type	Description
x	number	X-coordinate of location relative to object's left border
y	number	Y-coordinate of location relative to object's top border

**Returns:**

'true' if operation is successful, 'false' otherwise

**DoMDClick(x, y)**

Performs a middle double click at the center of an object or at the specified location.

**Parameters:**

Name	Type	Description
x	number	X-coordinate of location relative to object's left border
y	number	Y-coordinate of location relative to object's top border

**Returns:**

'true' if operation is successful, 'false' otherwise

**DoMouseMove(x, y)**

Moves mouse cursor to a location relative to this object position.

**Parameters:**

Name	Type	Description
x	number	X-coordinate of location relative to object's left border
y	number	Y-coordinate of location relative to object's top border

**DoRButtonDown()**

Performs right mouse button down. This method does not change cursor coordinates. Make sure that you use 'DoMouseMove' to position mouse cursor properly before calling this method. Note: This action must be followed by 'DoRButtonUp', otherwise it may lock mouse cursor.

### DoRButtonUp()

Performs right mouse button up. This method does not change cursor coordinates. Make sure that you use 'DoMouseMove' to position mouse cursor properly before calling this method. Note: Use this action after 'DoRButtonDown', otherwise it will have no effect.

### DoRClick(x, y)

Performs a right click at the center of an object or at the specified location.

#### Parameters:

Name	Type	Description
x	number	X-coordinate of location relative to object's left border
y	number	Y-coordinate of location relative to object's top border

#### Returns:

'true' if operation is successful, 'false' otherwise

### DoRDClick(x, y)

Performs a right double click at the center of an object or at the specified location.

#### Parameters:

Name	Type	Description
x	number	X-coordinate of location relative to object's left border
y	number	Y-coordinate of location relative to object's top border

#### Returns:

'true' if operation is successful, 'false' otherwise

### DoSendKeys(keys)

Sends series of keystrokes to an object. For example: DoSendKeys("^F") - sends {CTRL} + {F}. See [MSDN Article for SendKeys](#)

#### Parameters:

Name	Type	Description
keys	string	A sequence of keystrokes.

## FlexCartesianChart

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FlexCartesianChart

### Behavior Pattern: FlexCartesianChartBehavior

### Property Summary

Property	Description	Getter	Setter
<a href="#">Alpha</a>		GetAlpha	
<a href="#">AutomationClassName</a>		GetAutomationClassName	
<a href="#">AutomationIndex</a>		GetAutomationIndex	
<a href="#">AutomationName</a>		GetAutomationName	
<a href="#">ClassName</a>		GetClassName	
<a href="#">ClipContent</a>		GetClipContent	
<a href="#">CurrentState</a>		GetCurrentState	
<a href="#">DataTipLayerIndex</a>		GetDataTipLayerIndex	
<a href="#">DataTipMode</a>		GetDataTipMode	
<a href="#">Description</a>		GetDescription	
<a href="#">Enabled</a>		GetEnabled	
<a href="#">ErrorColor</a>		GetErrorColor	
<a href="#">ErrorString</a>		GetErrorString	
<a href="#">FlexX</a>		GetFlexX	

<a href="#">FlexY</a>		GetFlexY	
<a href="#">FocusEnabled</a>		GetFocusEnabled	
<a href="#">FontFamily</a>		GetFontFamily	
<a href="#">FontSize</a>		GetFontSize	
<a href="#">GutterBottom</a>		GetGutterBottom	
<a href="#">GutterLeft</a>		GetGutterLeft	
<a href="#">GutterRight</a>		GetGutterRight	
<a href="#">GutterTop</a>		GetGutterTop	
<a href="#">Height</a>		GetHeight	
<a href="#">HorizontalAxisRatio</a>		GetHorizontalAxisRatio	
<a href="#">Id</a>		GetId	
<a href="#">MaximumDataTipCount</a>		GetMaximumDataTipCount	
<a href="#">MouseEnabled</a>		GetMouseEnabled	
<a href="#">MouseSensitivity</a>		GetMouseSensitivity	
<a href="#">NumAutomationChildren</a>		GetNumAutomationChildren	
<a href="#">PaddingBottom</a>		GetPaddingBottom	
<a href="#">PaddingLeft</a>		GetPaddingLeft	
<a href="#">PaddingRight</a>		GetPaddingRight	
<a href="#">PaddingTop</a>		GetPaddingTop	
<a href="#">PercentHeight</a>		GetPercentHeight	
<a href="#">PercentWidth</a>		GetPercentWidth	
<a href="#">ScaleX</a>		GetScaleX	
<a href="#">ScaleY</a>		GetScaleY	
<a href="#">ShowDataTips</a>		GetShowDataTips	
<a href="#">ShowDataTipTargets</a>		GetShowDataTipTargets	
<a href="#">TabChildren</a>		GetTabChildren	
<a href="#">TabEnabled</a>		GetTabEnabled	
<a href="#">TabIndex</a>		GetTabIndex	
<a href="#">TextAlign</a>		GetTextAlign	
<a href="#">ThemeColor</a>		GetThemeColor	
<a href="#">ToolTip</a>		GetToolTip	
<a href="#">UseHandCursor</a>		GetUseHandCursor	
<a href="#">Visible</a>		GetVisible	
<a href="#">Width</a>		GetWidth	
<a href="#">X</a>		GetX	
<a href="#">Y</a>		GetY	

## Action Summary

Action	Description
<a href="#">DoChangeFocus</a>	
<a href="#">DoClick</a>	
<a href="#">DoMouseMove</a>	

## Property Detail

### Alpha

Accessors: GetAlpha

### AutomationClassName

Accessors: GetAutomationClassName

### AutomationIndex

Accessors: GetAutomationIndex

### AutomationName

Accessors: GetAutomationName

**ClassName**

Accessors: GetClassName

**ClipContent**

Accessors: GetClipContent

**CurrentState**

Accessors: GetCurrentState

**DataTipLayerIndex**

Accessors: GetDataTipLayerIndex

**DataTipMode**

Accessors: GetDataTipMode

**Description**

Accessors: GetDescription

**Enabled**

Accessors: GetEnabled

**ErrorColor**

Accessors: GetErrorColor

**ErrorString**

Accessors: GetErrorString

**FlexX**

Accessors: GetFlexX

**FlexY**

Accessors: GetFlexY

**FocusEnabled**

Accessors: GetFocusEnabled

**FontFamily**

Accessors: GetFontFamily

**FontSize**

Accessors: GetFontSize

**GutterBottom**

Accessors: GetGutterBottom

**GutterLeft**

Accessors: GetGutterLeft

**GutterRight**

Accessors: GetGutterRight

**GutterTop**

Accessors: GetGutterTop

**Height**

Accessors: GetHeight

**HorizontalAxisRatio**

Accessors: GetHorizontalAxisRatio

**Id**

Accessors: GetId

**MaximumDataTipCount**

Accessors: GetMaximumDataTipCount

**MouseEnabled**

Accessors: GetMouseEnabled

**MouseSensitivity**

Accessors: GetMouseSensitivity

**NumAutomationChildren**

Accessors: GetNumAutomationChildren

**PaddingBottom**

Accessors: GetPaddingBottom

**PaddingLeft**

Accessors: GetPaddingLeft

**PaddingRight**

Accessors: GetPaddingRight

**PaddingTop**

Accessors: GetPaddingTop

**PercentHeight**

Accessors: GetPercentHeight

**PercentWidth**

Accessors: GetPercentWidth

**ScaleX**

Accessors: GetScaleX

**ScaleY**

Accessors: GetScaleY

**ShowDataTips**

Accessors: GetShowDataTips

**ShowDataTipTargets**

Accessors: GetShowDataTipTargets

**TabChildren**

Accessors: GetTabChildren

## TabEnabled

Accessors: GetTabEnabled

## TabIndex

Accessors: GetTabIndex

## TextAlign

Accessors: GetTextAlign

## ThemeColor

Accessors: GetThemeColor

## ToolTip

Accessors: GetToolTip

## UseHandCursor

Accessors: GetUseHandCursor

## Visible

Accessors: GetVisible

## Width

Accessors: GetWidth

## X

Accessors: GetX

## Y

Accessors: GetY

## Action Detail

### DoChangeFocus(shiftKey, keyCode)

#### Parameters:

Name	Type	Description
shiftKey	Boolean	Optional, Default: false.
keyCode	String	Optional, Default: TAB.

### DoClick(keyModifier)

#### Parameters:

Name	Type	Description
keyModifier	Number	<p>FlexKeyModifierValues</p> <ol style="list-style-type: none"><li>1 flexControl</li><li>2 flexShift</li><li>4 flexAlt</li><li>3 flexControlShift</li><li>5 flexControlAlt</li><li>6 flexShiftAlt</li><li>7 flexControlShiftAlt</li></ol> <p>Optional, Default: 0.</p>

## DoMouseMove(localX, localY, keyModifier)

### Parameters:

Name	Type	Description
localX	Number	Optional, Default: 0.
localY	Number	Optional, Default: 0.
keyModifier	Number	<p>FlexKeyModifierValues</p> <ul style="list-style-type: none"> <li>1 flexControl</li> <li>2 flexShift</li> <li>4 flexAlt</li> <li>3 flexControlShift</li> <li>5 flexControlAlt</li> <li>6 flexShiftAlt</li> <li>7 flexControlShiftAlt</li> </ul> <p>Optional, Default: 0.</p>

## Behavior Pattern: Win32Generic

### Property Summary

Property	Description	Getter	Setter
<a href="#">Bitmap</a>	UI Image of the object.	GetBitmap	
<a href="#">BWBitmap</a>	UI Image of the object in 1-bit format (black&white).	GetBWBitmap	
<a href="#">Class</a>	Class of the object.	GetClass	
<a href="#">Height</a>	Height of the object.	GetHeight	
<a href="#">Name</a>	Name of the object.	GetName	
<a href="#">ObjectType</a>	SeSMatcherRule type for this object.	GetObjectType	
<a href="#">State</a>	State of the object.	GetState	
<a href="#">Value</a>	Value of the object.	GetValue	SetValue
<a href="#">Width</a>	Width of the object.	GetWidth	
<a href="#">WindowText</a>	Window text of the object.	GetWindowText	SetWindowText
<a href="#">X</a>	X-coordinate of the top left corner of the object.	GetX	
<a href="#">Y</a>	Y-coordinate of the top left corner of the object.	GetY	

### Action Summary

Action	Description
<a href="#">DoAction</a>	Performs default action for an object.
<a href="#">DoAnalogPlay</a>	Plays analog recording using coordinates relative to this object.
<a href="#">DoClick</a>	Performs left click at the center of an object.
<a href="#">DoEnsureVisible</a>	Makes sure specified element is visible on the screen.
<a href="#">DoLButtonDown</a>	Performs left mouse button down.
<a href="#">DoLButtonUp</a>	Performs left mouse button up.
<a href="#">DoLClick</a>	Performs a left click at the center of an object or at the specified location.
<a href="#">DoLDClick</a>	Performs a left double click at the center of an object or at the specified location.
<a href="#">DoMButtonDown</a>	Performs middle mouse button down.
<a href="#">DoMButtonUp</a>	Performs middle mouse button up.
<a href="#">DoMClick</a>	Performs a middle click at the center of an object or at the specified location.
<a href="#">DoMDClick</a>	Performs a middle double click at the center of an object or at the specified location.
<a href="#">DoMouseMove</a>	Moves mouse cursor to a location relative to this object position.
<a href="#">DoRButtonDown</a>	Performs right mouse button down.
<a href="#">DoRButtonUp</a>	Performs right mouse button up.
<a href="#">DoRClick</a>	Performs a right click at the center of an object or at the specified location.
<a href="#">DoRDClick</a>	Performs a right double click at the center of an object or at the specified location.
<a href="#">DoSendKeys</a>	Sends series of keystrokes to an object.



## Property Detail

### Bitmap

UI Image of the object.  
Accessors: GetBitmap

### BWBitmap

UI Image of the object in 1-bit format (black&white).  
Accessors: GetBWBitmap

### Class

Class of the object.  
Accessors: GetClass

### Height

Height of the object.  
Accessors: GetHeight

### Name

Name of the object.  
Accessors: GetName

### ObjectType

SeSMatcherRule type for this object.  
Accessors: GetObjectType

### State

State of the object.  
Accessors: GetState

### Value

Value of the object.  
Accessors: GetValue, SetValue

### Width

Width of the object.  
Accessors: GetWidth

### WindowText

Window text of the object.  
Accessors: GetWindowText, SetWindowText

### X

X-coordinate of the top left corner of the object.  
Accessors: GetX

### Y

Y-coordinate of the top left corner of the object.  
Accessors: GetY

## Action Detail

### DoAction()

Performs default action for an object. If the object doesn't have default action then 'LClick' is performed.

### DoAnalogPlay(path, left, top)

Plays analog recording using coordinates relative to this object.

#### Parameters:

Name	Type	Description
path	string	Path to analog recording (usually an .arf file).
left	number	X-coordinate of top-left corner of the analog area, relative to object top-left corner Optional.
top	number	Y-coordinate of the top-left corner of the analog area, relative to object top-left corner. Optional.

### DoClick(clickType, xOffset, yOffset)

Performs left click at the center of an object. It is a customizable variant of LClick action.

**Parameters:**

Name	Type	Description
clickType	string	Type of click, can be one of "L" - left click, "LD" - double left click, "R" - right click, "RD" - double right click, "M" - middle click, "MD" - double middle click, "N" - don't click Optional, Default: L.
xOffset	number	X offset to click within object. Default is a center. Optional.
yOffset	number	X offset to click within object. Default is a center. Optional.

**Returns:**

'true' if operation is successful, 'false' otherwise

**DoEnsureVisible()**

Makes sure specified element is visible on the screen.

**DoLButtonDown()**

Performs left mouse button down. This method does not change cursor coordinates. Make sure that you use 'DoMouseMove' to position mouse cursor properly before calling this method. Note: This action must be followed by 'DoLButtonUp', otherwise it may lock mouse cursor.

**DoLButtonUp()**

Performs left mouse button up. This method does not change cursor coordinates. Make sure that you use 'DoMouseMove' to position mouse cursor properly before calling this method. Note: Use this action after 'DoLButtonDown', otherwise it will have no effect.

**DoLClick(x, y)**

Performs a left click at the center of an object or at the specified location.

**Parameters:**

Name	Type	Description
x	number	X-coordinate of location relative to object's left border
y	number	Y-coordinate of location relative to object's top border

**Returns:**

'true' if operation is successful, 'false' otherwise

**DoLDClick(x, y)**

Performs a left double click at the center of an object or at the specified location.

**Parameters:**

Name	Type	Description
x	number	X-coordinate of location relative to object's left border
y	number	Y-coordinate of location relative to object's top border

**Returns:**

'true' if operation is successful, 'false' otherwise

**DoMButtonDown()**

Performs middle mouse button down. This method does not change cursor coordinates. Make sure that you use 'DoMouseMove' to position mouse cursor properly before calling this method. Note: This action must be followed by 'DoMButtonUp', otherwise it may lock mouse cursor.

**DoMButtonUp()**

Performs middle mouse button up. This method does not change cursor coordinates. Make sure that you use 'DoMouseMove' to position mouse cursor properly before calling this method. Note: Use this action after 'DoMButtonDown', otherwise it will have no effect.

**DoMClick(x, y)**

Performs a middle click at the center of an object or at the specified location.

**Parameters:**

Name	Type	Description
x	number	X-coordinate of location relative to object's left border
y	number	Y-coordinate of location relative to object's top border

**Returns:**

'true' if operation is successful, 'false' otherwise

### DoMDClick(x, y)

Performs a middle double click at the center of an object or at the specified location.

#### Parameters:

Name	Type	Description
x	number	X-coordinate of location relative to object's left border
y	number	Y-coordinate of location relative to object's top border

#### Returns:

'true' if operation is successful, 'false' otherwise

### DoMouseMove(x, y)

Moves mouse cursor to a location relative to this object position.

#### Parameters:

Name	Type	Description
x	number	X-coordinate of location relative to object's left border
y	number	Y-coordinate of location relative to object's top border

### DoRButtonDown()

Performs right mouse button down. This method does not change cursor coordinates. Make sure that you use 'DoMouseMove' to position mouse cursor properly before calling this method. Note: This action must be followed by 'DoRButtonUp', otherwise it may lock mouse cursor.

### DoRButtonUp()

Performs right mouse button up. This method does not change cursor coordinates. Make sure that you use 'DoMouseMove' to position mouse cursor properly before calling this method. Note: Use this action after 'DoRButtonDown', otherwise it will have no effect.

### DoRClick(x, y)

Performs a right click at the center of an object or at the specified location.

#### Parameters:

Name	Type	Description
x	number	X-coordinate of location relative to object's left border
y	number	Y-coordinate of location relative to object's top border

#### Returns:

'true' if operation is successful, 'false' otherwise

### DoRDClick(x, y)

Performs a right double click at the center of an object or at the specified location.

#### Parameters:

Name	Type	Description
x	number	X-coordinate of location relative to object's left border
y	number	Y-coordinate of location relative to object's top border

#### Returns:

'true' if operation is successful, 'false' otherwise

### DoSendKeys(keys)

Sends series of keystrokes to an object. For example: DoSendKeys("^F") - sends {CTRL} + {F}. See [MSDN Article for SendKeys](#)

#### Parameters:

Name	Type	Description
keys	string	A sequence of keystrokes.

## Behavior Pattern: FlexChartBehavior

## Property Summary

Property	Description	Getter	Setter
<a href="#">Alpha</a>		GetAlpha	
<a href="#">AutomationClassName</a>		GetAutomationClassName	
<a href="#">AutomationIndex</a>		GetAutomationIndex	
<a href="#">AutomationName</a>		GetAutomationName	
<a href="#">ClassName</a>		GetClassName	
<a href="#">ClipContent</a>		GetClipContent	
<a href="#">CurrentState</a>		GetCurrentState	
<a href="#">DataTipLayerIndex</a>		GetDataTipLayerIndex	
<a href="#">DataTipMode</a>		GetDataTipMode	
<a href="#">Description</a>		GetDescription	
<a href="#">Enabled</a>		GetEnabled	
<a href="#">ErrorColor</a>		GetErrorColor	
<a href="#">ErrorString</a>		GetErrorString	
<a href="#">FlexX</a>		GetFlexX	
<a href="#">FlexY</a>		GetFlexY	
<a href="#">FocusEnabled</a>		GetFocusEnabled	
<a href="#">FontFamily</a>		GetFontFamily	
<a href="#">FontSize</a>		GetFontSize	
<a href="#">Height</a>		GetHeight	
<a href="#">Id</a>		GetId	
<a href="#">MaximumDataTipCount</a>		GetMaximumDataTipCount	
<a href="#">MouseEnabled</a>		GetMouseEnabled	
<a href="#">MouseSensitivity</a>		GetMouseSensitivity	
<a href="#">NumAutomationChildren</a>		GetNumAutomationChildren	
<a href="#">PaddingBottom</a>		GetPaddingBottom	
<a href="#">PaddingLeft</a>		GetPaddingLeft	
<a href="#">PaddingRight</a>		GetPaddingRight	
<a href="#">PaddingTop</a>		GetPaddingTop	
<a href="#">PercentHeight</a>		GetPercentHeight	
<a href="#">PercentWidth</a>		GetPercentWidth	
<a href="#">ScaleX</a>		GetScaleX	
<a href="#">ScaleY</a>		GetScaleY	
<a href="#">ShowDataTips</a>		GetShowDataTips	
<a href="#">ShowDataTipTargets</a>		GetShowDataTipTargets	
<a href="#">TabChildren</a>		GetTabChildren	
<a href="#">TabEnabled</a>		GetTabEnabled	
<a href="#">TabIndex</a>		GetTabIndex	
<a href="#">ThemeColor</a>		GetThemeColor	
<a href="#">ToolTip</a>		GetToolTip	
<a href="#">UseHandCursor</a>		GetUseHandCursor	
<a href="#">Visible</a>		GetVisible	
<a href="#">Width</a>		GetWidth	
<a href="#">X</a>		GetX	
<a href="#">Y</a>		GetY	

## Action Summary

Action	Description
<a href="#">DoChangeFocus</a>	
<a href="#">DoClick</a>	
<a href="#">DoMouseMove</a>	

## Property Detail

### **Alpha**

Accessors: GetAlpha

### **AutomationClassName**

Accessors: GetAutomationClassName

### **AutomationIndex**

Accessors: GetAutomationIndex

### **AutomationName**

Accessors: GetAutomationName

### **ClassName**

Accessors: GetClassName

### **ClipContent**

Accessors: GetClipContent

### **CurrentState**

Accessors: GetCurrentState

### **DataTipLayerIndex**

Accessors: GetDataTipLayerIndex

### **DataTipMode**

Accessors: GetDataTipMode

### **Description**

Accessors: GetDescription

### **Enabled**

Accessors: GetEnabled

### **ErrorColor**

Accessors: GetErrorColor

### **ErrorString**

Accessors: GetErrorString

### **FlexX**

Accessors: GetFlexX

### **FlexY**

Accessors: GetFlexY

### **FocusEnabled**

Accessors: GetFocusEnabled

### **FontFamily**

Accessors: GetFontFamily

### **FontSize**

Accessors: GetFontSize

## **Height**

Accessors: GetHeight

## **Id**

Accessors: GetId

## **MaximumDataTipCount**

Accessors: GetMaximumDataTipCount

## **MouseEnabled**

Accessors: GetMouseEnabled

## **MouseSensitivity**

Accessors: GetMouseSensitivity

## **NumAutomationChildren**

Accessors: GetNumAutomationChildren

## **PaddingBottom**

Accessors: GetPaddingBottom

## **PaddingLeft**

Accessors: GetPaddingLeft

## **PaddingRight**

Accessors: GetPaddingRight

## **PaddingTop**

Accessors: GetPaddingTop

## **PercentHeight**

Accessors: GetPercentHeight

## **PercentWidth**

Accessors: GetPercentWidth

## **ScaleX**

Accessors: GetScaleX

## **ScaleY**

Accessors: GetScaleY

## **ShowDataTips**

Accessors: GetShowDataTips

## **ShowDataTipTargets**

Accessors: GetShowDataTipTargets

## **TabChildren**

Accessors: GetTabChildren

## **TabEnabled**

Accessors: GetTabEnabled

## TabIndex

Accessors: GetTabIndex

## ThemeColor

Accessors: GetThemeColor

## ToolTip

Accessors: GetToolTip

## UseHandCursor

Accessors: GetUseHandCursor

## Visible

Accessors: GetVisible

## Width

Accessors: GetWidth

## X

Accessors: GetX

## Y

Accessors: GetY

## Action Detail

### DoChangeFocus(shiftKey, keyCode)

#### Parameters:

Name	Type	Description
shiftKey	Boolean	Optional, Default: false.
keyCode	String	Optional, Default: TAB.

### DoClick(keyModifier)

#### Parameters:

Name	Type	Description
keyModifier	Number	<p>FlexKeyModifierValues</p> <ol style="list-style-type: none"><li>1 flexControl</li><li>2 flexShift</li><li>4 flexAlt</li><li>3 flexControlShift</li><li>5 flexControlAlt</li><li>6 flexShiftAlt</li><li>7 flexControlShiftAlt</li></ol> <p>Optional, Default: 0.</p>

### DoMouseMove(localX, localY, keyModifier)

#### Parameters:

Name	Type	Description
------	------	-------------

localX	Number	Optional, Default: 0.
localY	Number	Optional, Default: 0.
keyModifier	Number	<p>FlexKeyModifierValues</p> <ul style="list-style-type: none"> <li>1 flexControl</li> <li>2 flexShift</li> <li>4 flexAlt</li> <li>3 flexControlShift</li> <li>5 flexControlAlt</li> <li>6 flexShiftAlt</li> <li>7 flexControlShiftAlt</li> </ul> <p>Optional, Default: 0.</p>

## Behavior Pattern: Win32Generic

### Property Summary

Property	Description	Getter	Setter
<a href="#">Bitmap</a>	UI Image of the object.	GetBitmap	
<a href="#">BWBitmap</a>	UI Image of the object in 1-bit format (black&white).	GetBWBitmap	
<a href="#">Class</a>	Class of the object.	GetClass	
<a href="#">Height</a>	Height of the object.	GetHeight	
<a href="#">Name</a>	Name of the object.	GetName	
<a href="#">ObjectType</a>	SeSMatcherRule type for this object.	GetObjectType	
<a href="#">State</a>	State of the object.	GetState	
<a href="#">Value</a>	Value of the object.	GetValue	SetValue
<a href="#">Width</a>	Width of the object.	GetWidth	
<a href="#">WindowText</a>	Window text of the object.	GetWindowText	SetWindowText
<a href="#">X</a>	X-coordinate of the top left corner of the object.	GetX	
<a href="#">Y</a>	Y-coordinate of the top left corner of the object.	GetY	

### Action Summary

Action	Description
<a href="#">DoAction</a>	Performs default action for an object.
<a href="#">DoAnalogPlay</a>	Plays analog recording using coordinates relative to this object.
<a href="#">DoClick</a>	Performs left click at the center of an object.
<a href="#">DoEnsureVisible</a>	Makes sure specified element is visible on the screen.
<a href="#">DoLButtonDown</a>	Performs left mouse button down.
<a href="#">DoLButtonUp</a>	Performs left mouse button up.
<a href="#">DoLClick</a>	Performs a left click at the center of an object or at the specified location.
<a href="#">DoLDClick</a>	Performs a left double click at the center of an object or at the specified location.
<a href="#">DoMButtonDown</a>	Performs middle mouse button down.
<a href="#">DoMButtonUp</a>	Performs middle mouse button up.
<a href="#">DoMClick</a>	Performs a middle click at the center of an object or at the specified location.
<a href="#">DoMDClick</a>	Performs a middle double click at the center of an object or at the specified location.
<a href="#">DoMouseMove</a>	Moves mouse cursor to a location relative to this object position.
<a href="#">DoRButtonDown</a>	Performs right mouse button down.
<a href="#">DoRButtonUp</a>	Performs right mouse button up.
<a href="#">DoRClick</a>	Performs a right click at the center of an object or at the specified location.
<a href="#">DoRDClick</a>	Performs a right double click at the center of an object or at the specified location.
<a href="#">DoSendKeys</a>	Sends series of keystrokes to an object.

### Property Detail

#### Bitmap

UI Image of the object.  
Accessors: GetBitmap



## BWBitmap

UI Image of the object in 1-bit format (black&white).

Accessors: GetBWBitmap

## Class

Class of the object.

Accessors: GetClass

## Height

Height of the object.

Accessors: GetHeight

## Name

Name of the object.

Accessors: GetName

## ObjectType

SeSMatcherRule type for this object.

Accessors: GetObjectType

## State

State of the object.

Accessors: GetState

## Value

Value of the object.

Accessors: GetValue, SetValue

## Width

Width of the object.

Accessors: GetWidth

## WindowText

Window text of the object.

Accessors: GetWindowText, SetWindowText

## X

X-coordinate of the top left corner of the object.

Accessors: GetX

## Y

Y-coordinate of the top left corner of the object.

Accessors: GetY

## Action Detail

### DoAction()

Performs default action for an object. If the object doesn't have default action then 'LClick' is performed.

### DoAnalogPlay(path, left, top)

Plays analog recording using coordinates relative to this object.

#### Parameters:

Name	Type	Description
path	string	Path to analog recording (usually an .arf file).
left	number	X-coordinate of top-left corner of the analog area, relative to object top-left corner Optional.
top	number	Y-coordinate of the top-left corner of the analog area, relative to object top-left corner. Optional.

### DoClick(clickType, xOffset, yOffset)

Performs left click at the center of an object. It is a customizable variant of LClick action.

#### Parameters:

Name	Type	Description
clickType	string	Type of click, can be one of "L" - left click, "LD" - double left click, "R" - right click, "RD" - double right click, "M" - middle click, "MD" - double middle click, "N" - don't click Optional, Default: L.
xOffset	number	X offset to click within object. Default is a center.

		Optional.
yOffset	number	X offset to click within object. Default is a center. Optional.

**Returns:**

'true' if operation is successful, 'false' otherwise

**DoEnsureVisible()**

Makes sure specified element is visible on the screen.

**DoLButtonDown()**

Performs left mouse button down. This method does not change cursor coordinates. Make sure that you use 'DoMouseMove' to position mouse cursor properly before calling this method. Note: This action must be followed by 'DoLButtonUp', otherwise it may lock mouse cursor.

**DoLButtonUp()**

Performs left mouse button up. This method does not change cursor coordinates. Make sure that you use 'DoMouseMove' to position mouse cursor properly before calling this method. Note: Use this action after 'DoLButtonDown', otherwise it will have no effect.

**DoLClick(x, y)**

Performs a left click at the center of an object or at the specified location.

**Parameters:**

Name	Type	Description
x	number	X-coordinate of location relative to object's left border
y	number	Y-coordinate of location relative to object's top border

**Returns:**

'true' if operation is successful, 'false' otherwise

**DoLDClick(x, y)**

Performs a left double click at the center of an object or at the specified location.

**Parameters:**

Name	Type	Description
x	number	X-coordinate of location relative to object's left border
y	number	Y-coordinate of location relative to object's top border

**Returns:**

'true' if operation is successful, 'false' otherwise

**DoMButtonDown()**

Performs middle mouse button down. This method does not change cursor coordinates. Make sure that you use 'DoMouseMove' to position mouse cursor properly before calling this method. Note: This action must be followed by 'DoMButtonUp', otherwise it may lock mouse cursor.

**DoMButtonUp()**

Performs middle mouse button up. This method does not change cursor coordinates. Make sure that you use 'DoMouseMove' to position mouse cursor properly before calling this method. Note: Use this action after 'DoMButtonDown', otherwise it will have no effect.

**DoMClick(x, y)**

Performs a middle click at the center of an object or at the specified location.

**Parameters:**

Name	Type	Description
x	number	X-coordinate of location relative to object's left border
y	number	Y-coordinate of location relative to object's top border

**Returns:**

'true' if operation is successful, 'false' otherwise

**DoMDClick(x, y)**

Performs a middle double click at the center of an object or at the specified location.

**Parameters:**

Name	Type	Description
x	number	X-coordinate of location relative to object's left border
y	number	Y-coordinate of location relative to object's top border

**Returns:**

'true' if operation is successful, 'false' otherwise

**DoMouseMove(x, y)**

Moves mouse cursor to a location relative to this object position.

**Parameters:**

Name	Type	Description
x	number	X-coordinate of location relative to object's left border
y	number	Y-coordinate of location relative to object's top border

**DoRButtonDown()**

Performs right mouse button down. This method does not change cursor coordinates. Make sure that you use 'DoMouseMove' to position mouse cursor properly before calling this method. Note: This action must be followed by 'DoRButtonUp', otherwise it may lock mouse cursor.

**DoRButtonUp()**

Performs right mouse button up. This method does not change cursor coordinates. Make sure that you use 'DoMouseMove' to position mouse cursor properly before calling this method. Note: Use this action after 'DoRButtonDown', otherwise it will have no effect.

**DoRClick(x, y)**

Performs a right click at the center of an object or at the specified location.

**Parameters:**

Name	Type	Description
x	number	X-coordinate of location relative to object's left border
y	number	Y-coordinate of location relative to object's top border

**Returns:**

'true' if operation is successful, 'false' otherwise

**DoRDClick(x, y)**

Performs a right double click at the center of an object or at the specified location.

**Parameters:**

Name	Type	Description
x	number	X-coordinate of location relative to object's left border
y	number	Y-coordinate of location relative to object's top border

**Returns:**

'true' if operation is successful, 'false' otherwise

**DoSendKeys(keys)**

Sends series of keystrokes to an object. For example: DoSendKeys("^F") - sends {CTRL} + {F}. See [MSDN Article for SendKeys](#)

**Parameters:**

Name	Type	Description
keys	string	A sequence of keystrokes.

## FlexChartLegend

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FlexChartLegend

Behavior Pattern: FlexChartLegendBehavior

Property Summary

Property	Description	Getter	Setter
<a href="#">Alpha</a>		GetAlpha	
<a href="#">AutomationClassName</a>		GetAutomationClassName	
<a href="#">AutomationIndex</a>		GetAutomationIndex	
<a href="#">AutomationName</a>		GetAutomationName	
<a href="#">ClassName</a>		GetClassName	
<a href="#">CurrentState</a>		GetCurrentState	
<a href="#">Enabled</a>		GetEnabled	
<a href="#">ErrorColor</a>		GetErrorColor	
<a href="#">ErrorString</a>		GetErrorString	
<a href="#">FlexX</a>		GetFlexX	
<a href="#">FlexY</a>		GetFlexY	
<a href="#">FocusEnabled</a>		GetFocusEnabled	
<a href="#">FontWeight</a>		GetFontWeight	
<a href="#">Height</a>		GetHeight	
<a href="#">Id</a>		GetId	
<a href="#">Label</a>		GetLabel	
<a href="#">LabelPlacement</a>		GetLabelPlacement	
<a href="#">MarkerAspectRatio</a>		GetMarkerAspectRatio	
<a href="#">MarkerHeight</a>		GetMarkerHeight	
<a href="#">MarkerWidth</a>		GetMarkerWidth	
<a href="#">MouseEnabled</a>		GetMouseEnabled	
<a href="#">NumAutomationChildren</a>		GetNumAutomationChildren	
<a href="#">PaddingLeft</a>		GetPaddingLeft	
<a href="#">PaddingRight</a>		GetPaddingRight	
<a href="#">PercentHeight</a>		GetPercentHeight	
<a href="#">PercentWidth</a>		GetPercentWidth	
<a href="#">ScaleX</a>		GetScaleX	
<a href="#">ScaleY</a>		GetScaleY	
<a href="#">TabChildren</a>		GetTabChildren	
<a href="#">TabEnabled</a>		GetTabEnabled	
<a href="#">TabIndex</a>		GetTabIndex	
<a href="#">ThemeColor</a>		GetThemeColor	
<a href="#">ToolTip</a>		GetToolTip	
<a href="#">UseHandCursor</a>		GetUseHandCursor	
<a href="#">VerticalGap</a>		GetVerticalGap	
<a href="#">Visible</a>		GetVisible	
<a href="#">Width</a>		GetWidth	
<a href="#">X</a>		GetX	
<a href="#">Y</a>		GetY	

## Action Summary

Action	Description
<a href="#">DoChangeFocus</a>	
<a href="#">DoClick</a>	
<a href="#">DoMouseMove</a>	

## Property Detail

### Alpha

Accessors: GetAlpha

### AutomationClassName

Accessors: GetAutomationClassName

### AutomationIndex

Accessors: GetAutomationIndex

**AutomationName**

Accessors: GetAutomationName

**ClassName**

Accessors: GetClassName

**CurrentState**

Accessors: GetCurrentState

**Enabled**

Accessors: GetEnabled

**ErrorColor**

Accessors: GetErrorColor

**ErrorString**

Accessors: GetErrorString

**FlexX**

Accessors: GetFlexX

**FlexY**

Accessors: GetFlexY

**FocusEnabled**

Accessors: GetFocusEnabled

**FontWeight**

Accessors: GetFontWeight

**Height**

Accessors: GetHeight

**Id**

Accessors: GetId

**Label**

Accessors: GetLabel

**LabelPlacement**

Accessors: GetLabelPlacement

**MarkerAspectRatio**

Accessors: GetMarkerAspectRatio

**MarkerHeight**

Accessors: GetMarkerHeight

**MarkerWidth**

Accessors: GetMarkerWidth

**MouseEnabled**

Accessors: GetMouseEnabled

**NumAutomationChildren**

Accessors: GetNumAutomationChildren

**PaddingLeft**

Accessors: GetPaddingLeft

**PaddingRight**

Accessors: GetPaddingRight

**PercentHeight**

Accessors: GetPercentHeight

**PercentWidth**

Accessors: GetPercentWidth

**ScaleX**

Accessors: GetScaleX

**ScaleY**

Accessors: GetScaleY

**TabChildren**

Accessors: GetTabChildren

**TabEnabled**

Accessors: GetTabEnabled

**TabIndex**

Accessors: GetTabIndex

**ThemeColor**

Accessors: GetThemeColor

**ToolTip**

Accessors: GetToolTip

**UseHandCursor**

Accessors: GetUseHandCursor

**VerticalGap**

Accessors: GetVerticalGap

**Visible**

Accessors: GetVisible

**Width**

Accessors: GetWidth

**X**

Accessors: GetX

**Y**

Accessors: GetY

## Action Detail

### DoChangeFocus(shiftKey, keyCode)

#### Parameters:

Name	Type	Description
shiftKey	Boolean	Optional, Default: false.
keyCode	String	Optional, Default: TAB.

### DoClick(keyModifier)

#### Parameters:

Name	Type	Description
keyModifier	Number	<p>FlexKeyModifierValues</p> <ol style="list-style-type: none"><li>1 flexControl</li><li>2 flexShift</li><li>4 flexAlt</li><li>3 flexControlShift</li><li>5 flexControlAlt</li><li>6 flexShiftAlt</li><li>7 flexControlShiftAlt</li></ol> <p>Optional, Default: 0.</p>

### DoMouseMove(localX, localY, keyModifier)

#### Parameters:

Name	Type	Description
localX	Number	Optional, Default: 0.
localY	Number	Optional, Default: 0.
keyModifier	Number	<p>FlexKeyModifierValues</p> <ol style="list-style-type: none"><li>1 flexControl</li><li>2 flexShift</li><li>4 flexAlt</li><li>3 flexControlShift</li><li>5 flexControlAlt</li><li>6 flexShiftAlt</li><li>7 flexControlShiftAlt</li></ol> <p>Optional, Default: 0.</p>

## Behavior Pattern: Win32Generic

## Property Summary

Property	Description	Getter	Setter
<a href="#">Bitmap</a>	UI Image of the object.	GetBitmap	
<a href="#">BWBitmap</a>	UI Image of the object in 1-bit format (black&white).	GetBWBitmap	
<a href="#">Class</a>	Class of the object.	GetClass	
<a href="#">Height</a>	Height of the object.	GetHeight	
<a href="#">Name</a>	Name of the object.	GetName	
<a href="#">ObjectType</a>	SeSMatcherRule type for this object.	GetObjectType	
<a href="#">State</a>	State of the object.	GetState	
<a href="#">Value</a>	Value of the object.	GetValue	SetValue

<a href="#">Width</a>	Width of the object.	GetWidth	
<a href="#">WindowText</a>	Window text of the object.	GetWindowText	SetWindowText
<a href="#">X</a>	X-coordinate of the top left corner of the object.	GetX	
<a href="#">Y</a>	Y-coordinate of the top left corner of the object.	GetY	

## Action Summary

Action	Description
<a href="#">DoAction</a>	Performs default action for an object.
<a href="#">DoAnalogPlay</a>	Plays analog recording using coordinates relative to this object.
<a href="#">DoClick</a>	Performs left click at the center of an object.
<a href="#">DoEnsureVisible</a>	Makes sure specified element is visible on the screen.
<a href="#">DoLButtonDown</a>	Performs left mouse button down.
<a href="#">DoLButtonUp</a>	Performs left mouse button up.
<a href="#">DoLClick</a>	Performs a left click at the center of an object or at the specified location.
<a href="#">DoLDClick</a>	Performs a left double click at the center of an object or at the specified location.
<a href="#">DoMButtonDown</a>	Performs middle mouse button down.
<a href="#">DoMButtonUp</a>	Performs middle mouse button up.
<a href="#">DoMClick</a>	Performs a middle click at the center of an object or at the specified location.
<a href="#">DoMDClick</a>	Performs a middle double click at the center of an object or at the specified location.
<a href="#">DoMouseMove</a>	Moves mouse cursor to a location relative to this object position.
<a href="#">DoRButtonDown</a>	Performs right mouse button down.
<a href="#">DoRButtonUp</a>	Performs right mouse button up.
<a href="#">DoRClick</a>	Performs a right click at the center of an object or at the specified location.
<a href="#">DoRDClick</a>	Performs a right double click at the center of an object or at the specified location.
<a href="#">DoSendKeys</a>	Sends series of keystrokes to an object.

## Property Detail

### Bitmap

UI Image of the object.  
Accessors: GetBitmap

### BWBitmap

UI Image of the object in 1-bit format (black&white).  
Accessors: GetBWBitmap

### Class

Class of the object.  
Accessors: GetClass

### Height

Height of the object.  
Accessors: GetHeight

### Name

Name of the object.  
Accessors: GetName

### ObjectType

SeSMatcherRule type for this object.  
Accessors: GetObjectType

### State

State of the object.  
Accessors: GetState

### Value

Value of the object.  
Accessors: GetValue, SetValue

### Width

Width of the object.  
Accessors: GetWidth

### WindowText



Window text of the object.

Accessors: GetWindowText, SetWindowText

## X

X-coordinate of the top left corner of the object.

Accessors: GetX

## Y

Y-coordinate of the top left corner of the object.

Accessors: GetY

## Action Detail

### DoAction()

Performs default action for an object. If the object doesn't have default action then 'LClick' is performed.

### DoAnalogPlay(path, left, top)

Plays analog recording using coordinates relative to this object.

#### Parameters:

Name	Type	Description
path	string	Path to analog recording (usually an .arf file).
left	number	X-coordinate of top-left corner of the analog area, relative to object top-left corner. Optional.
top	number	Y-coordinate of the top-left corner of the analog area, relative to object top-left corner. Optional.

### DoClick(clickType, xOffset, yOffset)

Performs left click at the center of an object. It is a customizable variant of LClick action.

#### Parameters:

Name	Type	Description
clickType	string	Type of click, can be one of "L" - left click, "LD" - double left click, "R" - right click, "RD" - double right click, "M" - middle click, "MD" - double middle click, "N" - don't click. Optional, Default: L.
xOffset	number	X offset to click within object. Default is a center. Optional.
yOffset	number	X offset to click within object. Default is a center. Optional.

#### Returns:

'true' if operation is successful, 'false' otherwise

### DoEnsureVisible()

Makes sure specified element is visible on the screen.

### DoLButtonDown()

Performs left mouse button down. This method does not change cursor coordinates. Make sure that you use 'DoMouseMove' to position mouse cursor properly before calling this method. Note: This action must be followed by 'DoLButtonUp', otherwise it may lock mouse cursor.

### DoLButtonUp()

Performs left mouse button up. This method does not change cursor coordinates. Make sure that you use 'DoMouseMove' to position mouse cursor properly before calling this method. Note: Use this action after 'DoLButtonDown', otherwise it will have no effect.

### DoLClick(x, y)

Performs a left click at the center of an object or at the specified location.

#### Parameters:

Name	Type	Description
x	number	X-coordinate of location relative to object's left border
y	number	Y-coordinate of location relative to object's top border

#### Returns:

'true' if operation is successful, 'false' otherwise

### DoLDClick(x, y)

Performs a left double click at the center of an object or at the specified location.

**Parameters:**

Name	Type	Description
x	number	X-coordinate of location relative to object's left border
y	number	Y-coordinate of location relative to object's top border

**Returns:**

'true' if operation is successful, 'false' otherwise

**DoMButtonDown()**

Performs middle mouse button down. This method does not change cursor coordinates. Make sure that you use 'DoMouseMove' to position mouse cursor properly before calling this method. Note: This action must be followed by 'DoMButtonUp', otherwise it may lock mouse cursor.

**DoMButtonUp()**

Performs middle mouse button up. This method does not change cursor coordinates. Make sure that you use 'DoMouseMove' to position mouse cursor properly before calling this method. Note: Use this action after 'DoMButtonDown', otherwise it will have no effect.

**DoMClick(x, y)**

Performs a middle click at the center of an object or at the specified location.

**Parameters:**

Name	Type	Description
x	number	X-coordinate of location relative to object's left border
y	number	Y-coordinate of location relative to object's top border

**Returns:**

'true' if operation is successful, 'false' otherwise

**DoMDClick(x, y)**

Performs a middle double click at the center of an object or at the specified location.

**Parameters:**

Name	Type	Description
x	number	X-coordinate of location relative to object's left border
y	number	Y-coordinate of location relative to object's top border

**Returns:**

'true' if operation is successful, 'false' otherwise

**DoMouseMove(x, y)**

Moves mouse cursor to a location relative to this object position.

**Parameters:**

Name	Type	Description
x	number	X-coordinate of location relative to object's left border
y	number	Y-coordinate of location relative to object's top border

**DoRButtonDown()**

Performs right mouse button down. This method does not change cursor coordinates. Make sure that you use 'DoMouseMove' to position mouse cursor properly before calling this method. Note: This action must be followed by 'DoRButtonUp', otherwise it may lock mouse cursor.

**DoRButtonUp()**

Performs right mouse button up. This method does not change cursor coordinates. Make sure that you use 'DoMouseMove' to position mouse cursor properly before calling this method. Note: Use this action after 'DoRButtonDown', otherwise it will have no effect.

**DoRClick(x, y)**

Performs a right click at the center of an object or at the specified location.

**Parameters:**

Name	Type	Description
x	number	X-coordinate of location relative to object's left border

y	number	Y-coordinate of location relative to object's top border
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**Returns:**

'true' if operation is successful, 'false' otherwise

**DoRDClick(x, y)**

Performs a right double click at the center of an object or at the specified location.

**Parameters:**

Name	Type	Description
x	number	X-coordinate of location relative to object's left border
y	number	Y-coordinate of location relative to object's top border

**Returns:**

'true' if operation is successful, 'false' otherwise

**DoSendKeys(keys)**

Sends series of keystrokes to an object. For example: DoSendKeys("^F") - sends {CTRL} + {F}. See [MSDN Article for SendKeys](#)

**Parameters:**

Name	Type	Description
keys	string	A sequence of keystrokes.

## FlexChartSeries

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FlexChartSeries

### Behavior Pattern: FlexChartSeriesBehavior

### Property Summary

Property	Description	Getter	Setter
<a href="#">Alpha</a>		GetAlpha	
<a href="#">AutomationClassName</a>		GetAutomationClassName	
<a href="#">AutomationIndex</a>		GetAutomationIndex	
<a href="#">AutomationName</a>		GetAutomationName	
<a href="#">ClassName</a>		GetClassName	
<a href="#">CurrentState</a>		GetCurrentState	
<a href="#">Enabled</a>		GetEnabled	
<a href="#">ErrorColor</a>		GetErrorColor	
<a href="#">ErrorString</a>		GetErrorString	
<a href="#">FlexX</a>		GetFlexX	
<a href="#">FlexY</a>		GetFlexY	
<a href="#">FocusEnabled</a>		GetFocusEnabled	
<a href="#">Height</a>		GetHeight	
<a href="#">Id</a>		GetId	
<a href="#">MouseEnabled</a>		GetMouseEnabled	
<a href="#">NumAutomationChildren</a>		GetNumAutomationChildren	
<a href="#">PercentHeight</a>		GetPercentHeight	
<a href="#">PercentWidth</a>		GetPercentWidth	
<a href="#">ScaleX</a>		GetScaleX	
<a href="#">ScaleY</a>		GetScaleY	
<a href="#">TabChildren</a>		GetTabChildren	
<a href="#">TabEnabled</a>		GetTabEnabled	
<a href="#">TabIndex</a>		GetTabIndex	
<a href="#">ThemeColor</a>		GetThemeColor	
<a href="#">ToolTip</a>		GetToolTip	
<a href="#">UseHandCursor</a>		GetUseHandCursor	

<a href="#">Visible</a>		GetVisible	
<a href="#">Width</a>		GetWidth	
<a href="#">X</a>		GetX	
<a href="#">Y</a>		GetY	

## Action Summary

Action	Description
<a href="#">DoChangeFocus</a>	
<a href="#">DoClick</a>	
<a href="#">DoDoubleClick</a>	
<a href="#">DoItemRollOver</a>	
<a href="#">DoMouseMove</a>	

## Property Detail

### Alpha

Accessors: GetAlpha

### AutomationClassName

Accessors: GetAutomationClassName

### AutomationIndex

Accessors: GetAutomationIndex

### AutomationName

Accessors: GetAutomationName

### ClassName

Accessors: GetClassName

### CurrentState

Accessors: GetCurrentState

### Enabled

Accessors: GetEnabled

### ErrorColor

Accessors: GetErrorColor

### ErrorString

Accessors: GetErrorString

### FlexX

Accessors: GetFlexX

### FlexY

Accessors: GetFlexY

### FocusEnabled

Accessors: GetFocusEnabled

### Height

Accessors: GetHeight

### Id

Accessors: GetId

### **MouseEnabled**

Accessors: GetMouseEnabled

### **NumAutomationChildren**

Accessors: GetNumAutomationChildren

### **PercentHeight**

Accessors: GetPercentHeight

### **PercentWidth**

Accessors: GetPercentWidth

### **ScaleX**

Accessors: GetScaleX

### **ScaleY**

Accessors: GetScaleY

### **TabChildren**

Accessors: GetTabChildren

### **TabEnabled**

Accessors: GetTabEnabled

### **TabIndex**

Accessors: GetTabIndex

### **ThemeColor**

Accessors: GetThemeColor

### **ToolTip**

Accessors: GetToolTip

### **UseHandCursor**

Accessors: GetUseHandCursor

### **Visible**

Accessors: GetVisible

### **Width**

Accessors: GetWidth

### **X**

Accessors: GetX

### **Y**

Accessors: GetY

## Action Detail

### **DoChangeFocus(shiftKey, keyCode)**

**Parameters:**

Name	Type	Description
shiftKey	Boolean	Optional, Default: false.
keyCode	String	Optional, Default: TAB.

**DoClick(keyModifier)**

**Parameters:**

Name	Type	Description
keyModifier	Number	<p>FlexKeyModifierValues</p> <ol style="list-style-type: none"><li>1 flexControl</li><li>2 flexShift</li><li>4 flexAlt</li><li>3 flexControlShift</li><li>5 flexControlAlt</li><li>6 flexShiftAlt</li><li>7 flexControlShiftAlt</li></ol> <p>Optional, Default: 0.</p>

**DoDoubleClick(hitSet)**

**Parameters:**

Name	Type	Description
hitSet	Number	

**DoItemRollOver(hitSet)**

**Parameters:**

Name	Type	Description
hitSet	Number	

**DoMouseMove(localX, localY, keyModifier)**

**Parameters:**

Name	Type	Description
localX	Number	Optional, Default: 0.
localY	Number	Optional, Default: 0.
keyModifier	Number	<p>FlexKeyModifierValues</p> <ol style="list-style-type: none"><li>1 flexControl</li><li>2 flexShift</li><li>4 flexAlt</li><li>3 flexControlShift</li><li>5 flexControlAlt</li><li>6 flexShiftAlt</li><li>7 flexControlShiftAlt</li></ol> <p>Optional, Default: 0.</p>

**Behavior Pattern: Win32Generic**

**Property Summary**

Property	Description	Getter	Setter
<a href="#">Bitmap</a>	UI Image of the object.	GetBitmap	
<a href="#">BWBitmap</a>	UI Image of the object in 1-bit format (black&white).	GetBWBitmap	
<a href="#">Class</a>	Class of the object.	GetClass	
<a href="#">Height</a>	Height of the object.	GetHeight	
<a href="#">Name</a>	Name of the object.	GetName	
<a href="#">ObjectType</a>	SeSMatcherRule type for this object.	GetObjectType	
<a href="#">State</a>	State of the object.	GetState	
<a href="#">Value</a>	Value of the object.	GetValue	SetValue
<a href="#">Width</a>	Width of the object.	GetWidth	
<a href="#">WindowText</a>	Window text of the object.	GetWindowText	SetWindowText
<a href="#">X</a>	X-coordinate of the top left corner of the object.	GetX	
<a href="#">Y</a>	Y-coordinate of the top left corner of the object.	GetY	

## Action Summary

Action	Description
<a href="#">DoAction</a>	Performs default action for an object.
<a href="#">DoAnalogPlay</a>	Plays analog recording using coordinates relative to this object.
<a href="#">DoClick</a>	Performs left click at the center of an object.
<a href="#">DoEnsureVisible</a>	Makes sure specified element is visible on the screen.
<a href="#">DoLButtonDown</a>	Performs left mouse button down.
<a href="#">DoLButtonUp</a>	Performs left mouse button up.
<a href="#">DoLClick</a>	Performs a left click at the center of an object or at the specified location.
<a href="#">DoLDClick</a>	Performs a left double click at the center of an object or at the specified location.
<a href="#">DoMButtonDown</a>	Performs middle mouse button down.
<a href="#">DoMButtonUp</a>	Performs middle mouse button up.
<a href="#">DoMClick</a>	Performs a middle click at the center of an object or at the specified location.
<a href="#">DoMDClick</a>	Performs a middle double click at the center of an object or at the specified location.
<a href="#">DoMouseMove</a>	Moves mouse cursor to a location relative to this object position.
<a href="#">DoRButtonDown</a>	Performs right mouse button down.
<a href="#">DoRButtonUp</a>	Performs right mouse button up.
<a href="#">DoRClick</a>	Performs a right click at the center of an object or at the specified location.
<a href="#">DoRDClick</a>	Performs a right double click at the center of an object or at the specified location.
<a href="#">DoSendKeys</a>	Sends series of keystrokes to an object.

## Property Detail

### Bitmap

UI Image of the object.  
Accessors: GetBitmap

### BWBitmap

UI Image of the object in 1-bit format (black&white).  
Accessors: GetBWBitmap

### Class

Class of the object.  
Accessors: GetClass

### Height

Height of the object.  
Accessors: GetHeight

### Name

Name of the object.  
Accessors: GetName

### ObjectType

SeSMatcherRule type for this object.  
Accessors: GetObjectType

### State

State of the object.  
Accessors: GetState

### Value

Value of the object.  
Accessors: GetValue, SetValue

### Width

Width of the object.  
Accessors: GetWidth

### WindowText

Window text of the object.  
Accessors: GetWindowText, SetWindowText

### X

X-coordinate of the top left corner of the object.  
Accessors: GetX

### Y

Y-coordinate of the top left corner of the object.  
Accessors: GetY

## Action Detail

### DoAction()

Performs default action for an object. If the object doesn't have default action then 'LClick' is performed.

### DoAnalogPlay(path, left, top)

Plays analog recording using coordinates relative to this object.

#### Parameters:

Name	Type	Description
path	string	Path to analog recording (usually an .arf file).
left	number	X-coordinate of top-left corner of the analog area, relative to object top-left corner Optional.
top	number	Y-coordinate of the top-left corner of the analog area, relative to object top-left corner. Optional.

### DoClick(clickType, xOffset, yOffset)

Performs left click at the center of an object. It is a customizable variant of LClick action.

#### Parameters:

Name	Type	Description
clickType	string	Type of click, can be one of "L" - left click, "LD" - double left click, "R" - right click, "RD" - double right click, "M" - middle click, "MD" - double middle click, "N" - don't click Optional, Default: L.
xOffset	number	X offset to click within object. Default is a center. Optional.
yOffset	number	X offset to click within object. Default is a center. Optional.

#### Returns:

'true' if operation is successful, 'false' otherwise

### DoEnsureVisible()

Makes sure specified element is visible on the screen.

### DoLButtonDown()

Performs left mouse button down. This method does not change cursor coordinates. Make sure that you use 'DoMouseMove' to position mouse cursor properly before calling this method. Note: This action must be followed by 'DoLButtonUp', otherwise it may lock mouse cursor.

### DoLButtonUp()

Performs left mouse button up. This method does not change cursor coordinates. Make sure that you use 'DoMouseMove' to position mouse cursor properly before calling this method. Note: Use this action after 'DoLButtonDown', otherwise it will have no effect.

### DoLClick(x, y)

Performs a left click at the center of an object or at the specified location.



**Parameters:**

Name	Type	Description
x	number	X-coordinate of location relative to object's left border
y	number	Y-coordinate of location relative to object's top border

**Returns:**

'true' if operation is successful, 'false' otherwise

**DoLDClick(x, y)**

Performs a left double click at the center of an object or at the specified location.

**Parameters:**

Name	Type	Description
x	number	X-coordinate of location relative to object's left border
y	number	Y-coordinate of location relative to object's top border

**Returns:**

'true' if operation is successful, 'false' otherwise

**DoMButtonDown()**

Performs middle mouse button down. This method does not change cursor coordinates. Make sure that you use 'DoMouseMove' to position mouse cursor properly before calling this method. Note: This action must be followed by 'DoMButtonUp', otherwise it may lock mouse cursor.

**DoMButtonUp()**

Performs middle mouse button up. This method does not change cursor coordinates. Make sure that you use 'DoMouseMove' to position mouse cursor properly before calling this method. Note: Use this action after 'DoMButtonDown', otherwise it will have no effect.

**DoMClick(x, y)**

Performs a middle click at the center of an object or at the specified location.

**Parameters:**

Name	Type	Description
x	number	X-coordinate of location relative to object's left border
y	number	Y-coordinate of location relative to object's top border

**Returns:**

'true' if operation is successful, 'false' otherwise

**DoMDClick(x, y)**

Performs a middle double click at the center of an object or at the specified location.

**Parameters:**

Name	Type	Description
x	number	X-coordinate of location relative to object's left border
y	number	Y-coordinate of location relative to object's top border

**Returns:**

'true' if operation is successful, 'false' otherwise

**DoMouseMove(x, y)**

Moves mouse cursor to a location relative to this object position.

**Parameters:**

Name	Type	Description
x	number	X-coordinate of location relative to object's left border
y	number	Y-coordinate of location relative to object's top border

**DoRButtonDown()**

Performs right mouse button down. This method does not change cursor coordinates. Make sure that you use 'DoMouseMove' to position mouse cursor properly before calling this method. Note: This action must be followed by 'DoRButtonUp', otherwise it may lock mouse cursor.

## DoRButtonUp()

Performs right mouse button up. This method does not change cursor coordinates. Make sure that you use 'DoMouseMove' to position mouse cursor properly before calling this method. Note: Use this action after 'DoRButtonDown', otherwise it will have no effect.

## DoRClick(x, y)

Performs a right click at the center of an object or at the specified location.

### Parameters:

Name	Type	Description
x	number	X-coordinate of location relative to object's left border
y	number	Y-coordinate of location relative to object's top border

### Returns:

'true' if operation is successful, 'false' otherwise

## DoRDoubleClick(x, y)

Performs a right double click at the center of an object or at the specified location.

### Parameters:

Name	Type	Description
x	number	X-coordinate of location relative to object's left border
y	number	Y-coordinate of location relative to object's top border

### Returns:

'true' if operation is successful, 'false' otherwise

## DoSendKeys(keys)

Sends series of keystrokes to an object. For example: DoSendKeys("^F") - sends {CTRL} + {F}. See [MSDN Article for SendKeys](#)

### Parameters:

Name	Type	Description
keys	string	A sequence of keystrokes.

## FlexCheckBox

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FlexCheckBox

## Behavior Pattern: FlexCheckBoxBehavior

## Property Summary

Property	Description	Getter	Setter
<a href="#">Alpha</a>		GetAlpha	
<a href="#">AutomationClassName</a>		GetAutomationClassName	
<a href="#">AutomationIndex</a>		GetAutomationIndex	
<a href="#">AutomationName</a>		GetAutomationName	
<a href="#">ClassName</a>		GetClassName	
<a href="#">Color</a>		GetColor	
<a href="#">CurrentState</a>		GetCurrentState	
<a href="#">DisabledColor</a>		GetDisabledColor	
<a href="#">Enabled</a>		GetEnabled	
<a href="#">ErrorColor</a>		GetErrorColor	
<a href="#">ErrorString</a>		GetErrorString	
<a href="#">FillAlphas</a>		GetFillAlphas	
<a href="#">FillColors</a>		GetFillColors	
<a href="#">FlexX</a>		GetFlexX	
<a href="#">FlexY</a>		GetFlexY	
<a href="#">FocusAlpha</a>		GetFocusAlpha	

<a href="#">FocusEnabled</a>		GetFocusEnabled	
<a href="#">FontFamily</a>		GetFontFamily	
<a href="#">FontSize</a>		GetFontSize	
<a href="#">FontStyle</a>		GetFontStyle	
<a href="#">FontWeight</a>		GetFontWeight	
<a href="#">Height</a>		GetHeight	
<a href="#">Id</a>		GetId	
<a href="#">Label</a>		GetLabel	
<a href="#">LabelPlacement</a>		GetLabelPlacement	
<a href="#">MouseEnabled</a>		GetMouseEnabled	
<a href="#">NumAutomationChildren</a>		GetNumAutomationChildren	
<a href="#">PercentHeight</a>		GetPercentHeight	
<a href="#">PercentWidth</a>		GetPercentWidth	
<a href="#">ScaleX</a>		GetScaleX	
<a href="#">ScaleY</a>		GetScaleY	
<a href="#">Selected</a>		GetSelected	
<a href="#">TabChildren</a>		GetTabChildren	
<a href="#">TabEnabled</a>		GetTabEnabled	
<a href="#">TabIndex</a>		GetTabIndex	
<a href="#">TextAlign</a>		GetTextAlign	
<a href="#">TextDecoration</a>		GetTextDecoration	
<a href="#">TextIndent</a>		GetTextIndent	
<a href="#">TextRollOverColor</a>		GetTextRollOverColor	
<a href="#">TextSelectedColor</a>		GetTextSelectedColor	
<a href="#">ThemeColor</a>		GetThemeColor	
<a href="#">Toggle</a>		GetToggle	
<a href="#">ToolTip</a>		GetToolTip	
<a href="#">UseHandCursor</a>		GetUseHandCursor	
<a href="#">Visible</a>		GetVisible	
<a href="#">Width</a>		GetWidth	
<a href="#">X</a>		GetX	
<a href="#">Y</a>		GetY	

## Action Summary

Action	Description
<a href="#">DoChangeFocus</a>	
<a href="#">DoClick</a>	
<a href="#">DoMouseMove</a>	
<a href="#">DoType</a>	

## Property Detail

### Alpha

Accessors: GetAlpha

### AutomationClassName

Accessors: GetAutomationClassName

### AutomationIndex

Accessors: GetAutomationIndex

### AutomationName

Accessors: GetAutomationName

### ClassName

Accessors: GetClassName

**Color**

Accessors: GetColor

**CurrentState**

Accessors: GetCurrentState

**DisabledColor**

Accessors: GetDisabledColor

**Enabled**

Accessors: GetEnabled

**ErrorColor**

Accessors: GetErrorColor

**ErrorString**

Accessors: GetErrorString

**FillAlphas**

Accessors: GetFillAlphas

**FillColors**

Accessors: GetFillColors

**FlexX**

Accessors: GetFlexX

**FlexY**

Accessors: GetFlexY

**FocusAlpha**

Accessors: GetFocusAlpha

**FocusEnabled**

Accessors: GetFocusEnabled

**FontFamily**

Accessors: GetFontFamily

**FontSize**

Accessors: GetFontSize

**FontStyle**

Accessors: GetFontStyle

**FontWeight**

Accessors: GetFontWeight

**Height**

Accessors: GetHeight

**Id**

Accessors: GetId

**Label**

Accessors: GetLabel

**LabelPlacement**

Accessors: GetLabelPlacement

**MouseEnabled**

Accessors: GetMouseEnabled

**NumAutomationChildren**

Accessors: GetNumAutomationChildren

**PercentHeight**

Accessors: GetPercentHeight

**PercentWidth**

Accessors: GetPercentWidth

**ScaleX**

Accessors: GetScaleX

**ScaleY**

Accessors: GetScaleY

**Selected**

Accessors: GetSelected

**TabChildren**

Accessors: GetTabChildren

**TabEnabled**

Accessors: GetTabEnabled

**TabIndex**

Accessors: GetTabIndex

**TextAlign**

Accessors: GetTextAlign

**TextDecoration**

Accessors: GetTextDecoration

**TextIndent**

Accessors: GetTextIndent

**TextRollOverColor**

Accessors: GetTextRollOverColor

**TextSelectedColor**

Accessors: GetTextSelectedColor

**ThemeColor**

Accessors: GetThemeColor

## Toggle

Accessors: GetToggle

## ToolTip

Accessors: GetToolTip

## UseHandCursor

Accessors: GetUseHandCursor

## Visible

Accessors: GetVisible

## Width

Accessors: GetWidth

## X

Accessors: GetX

## Y

Accessors: GetY

## Action Detail

### DoChangeFocus(shiftKey, keyCode)

#### Parameters:

Name	Type	Description
shiftKey	Boolean	Optional, Default: false.
keyCode	String	Optional, Default: TAB.

### DoClick(keyModifier)

#### Parameters:

Name	Type	Description
keyModifier	Number	<p>FlexKeyModifierValues</p> <ol style="list-style-type: none"><li>1 flexControl</li><li>2 flexShift</li><li>4 flexAlt</li><li>3 flexControlShift</li><li>5 flexControlAlt</li><li>6 flexShiftAlt</li><li>7 flexControlShiftAlt</li></ol> <p>Optional, Default: 0.</p>

### DoMouseMove(localX, localY, keyModifier)

#### Parameters:

Name	Type	Description
localX	Number	Optional, Default: 0.
localY	Number	Optional, Default: 0.
keyModifier	Number	

		FlexKeyModifierValues 1 flexControl 2 flexShift 4 flexAlt 3 flexControlShift 5 flexControlAlt 6 flexShiftAlt 7 flexControlShiftAlt  Optional, Default: 0.
--	--	--

## DoType(keyCode, keyModifier)

### Parameters:

Name	Type	Description
keyCode	String	Optional, Default: SPACE.
keyModifier	Number	FlexKeyModifierValues 1 flexControl 2 flexShift 4 flexAlt 3 flexControlShift 5 flexControlAlt 6 flexShiftAlt 7 flexControlShiftAlt  Optional, Default: 0.

## Behavior Pattern: Win32Generic

### Property Summary

Property	Description	Getter	Setter
<a href="#">Bitmap</a>	UI Image of the object.	GetBitmap	
<a href="#">BWBitmap</a>	UI Image of the object in 1-bit format (black&white).	GetBWBitmap	
<a href="#">Class</a>	Class of the object.	GetClass	
<a href="#">Height</a>	Height of the object.	GetHeight	
<a href="#">Name</a>	Name of the object.	GetName	
<a href="#">ObjectType</a>	SeSMatcherRule type for this object.	GetObjectType	
<a href="#">State</a>	State of the object.	GetState	
<a href="#">Value</a>	Value of the object.	GetValue	SetValue
<a href="#">Width</a>	Width of the object.	GetWidth	
<a href="#">WindowText</a>	Window text of the object.	GetWindowText	SetWindowText
<a href="#">X</a>	X-coordinate of the top left corner of the object.	GetX	
<a href="#">Y</a>	Y-coordinate of the top left corner of the object.	GetY	

### Action Summary

Action	Description
<a href="#">DoAction</a>	Performs default action for an object.
<a href="#">DoAnalogPlay</a>	Plays analog recording using coordinates relative to this object.
<a href="#">DoClick</a>	Performs left click at the center of an object.
<a href="#">DoEnsureVisible</a>	Makes sure specified element is visible on the screen.
<a href="#">DoLButtonDown</a>	Performs left mouse button down.
<a href="#">DoLButtonUp</a>	Performs left mouse button up.
<a href="#">DoLClick</a>	Performs a left click at the center of an object or at the specified location.
<a href="#">DoLDClick</a>	Performs a left double click at the center of an object or at the specified location.
<a href="#">DoMButtonDown</a>	Performs middle mouse button down.
<a href="#">DoMButtonUp</a>	Performs middle mouse button up.

<a href="#">DoMClick</a>	Performs a middle click at the center of an object or at the specified location.
<a href="#">DoMDClick</a>	Performs a middle double click at the center of an object or at the specified location.
<a href="#">DoMouseMove</a>	Moves mouse cursor to a location relative to this object position.
<a href="#">DoRButtonDown</a>	Performs right mouse button down.
<a href="#">DoRButtonUp</a>	Performs right mouse button up.
<a href="#">DoRClick</a>	Performs a right click at the center of an object or at the specified location.
<a href="#">DoRDClick</a>	Performs a right double click at the center of an object or at the specified location.
<a href="#">DoSendKeys</a>	Sends series of keystrokes to an object.

## Property Detail

### Bitmap

UI Image of the object.  
Accessors: GetBitmap

### BWBitmap

UI Image of the object in 1-bit format (black&white).  
Accessors: GetBWBitmap

### Class

Class of the object.  
Accessors: GetClass

### Height

Height of the object.  
Accessors: GetHeight

### Name

Name of the object.  
Accessors: GetName

### ObjectType

SeSMatcherRule type for this object.  
Accessors: GetObjectType

### State

State of the object.  
Accessors: GetState

### Value

Value of the object.  
Accessors: GetValue, SetValue

### Width

Width of the object.  
Accessors: GetWidth

### WindowText

Window text of the object.  
Accessors: GetWindowText, SetWindowText

### X

X-coordinate of the top left corner of the object.  
Accessors: GetX

### Y

Y-coordinate of the top left corner of the object.  
Accessors: GetY

## Action Detail

### DoAction()

Performs default action for an object. If the object doesn't have default action then 'LClick' is performed.

### DoAnalogPlay(path, left, top)

Plays analog recording using coordinates relative to this object.

#### Parameters:

Name	Type	Description
------	------	-------------



path	string	Path to analog recording (usually an .arf file).
left	number	X-coordinate of top-left corner of the analog area, relative to object top-left corner Optional.
top	number	Y-coordinate of the top-left corner of the analog area, relative to object top-left corner. Optional.

### DoClick(clickType, xOffset, yOffset)

Performs left click at the center of an object. It is a customizable variant of LClick action.

#### Parameters:

Name	Type	Description
clickType	string	Type of click, can be one of "L" - left click, "LD" - double left click, "R" - right click, "RD" - double right click, "M" - middle click, "MD" - double middle click, "N" - don't click Optional, Default: L.
xOffset	number	X offset to click within object. Default is a center. Optional.
yOffset	number	X offset to click within object. Default is a center. Optional.

#### Returns:

'true' if operation is successful, 'false' otherwise

### DoEnsureVisible()

Makes sure specified element is visible on the screen.

### DoLButtonDown()

Performs left mouse button down. This method does not change cursor coordinates. Make sure that you use 'DoMouseMove' to position mouse cursor properly before calling this method. Note: This action must be followed by 'DoLButtonUp', otherwise it may lock mouse cursor.

### DoLButtonUp()

Performs left mouse button up. This method does not change cursor coordinates. Make sure that you use 'DoMouseMove' to position mouse cursor properly before calling this method. Note: Use this action after 'DoLButtonDown', otherwise it will have no effect.

### DoLClick(x, y)

Performs a left click at the center of an object or at the specified location.

#### Parameters:

Name	Type	Description
x	number	X-coordinate of location relative to object's left border
y	number	Y-coordinate of location relative to object's top border

#### Returns:

'true' if operation is successful, 'false' otherwise

### DoLDClick(x, y)

Performs a left double click at the center of an object or at the specified location.

#### Parameters:

Name	Type	Description
x	number	X-coordinate of location relative to object's left border
y	number	Y-coordinate of location relative to object's top border

#### Returns:

'true' if operation is successful, 'false' otherwise

### DoMButtonDown()

Performs middle mouse button down. This method does not change cursor coordinates. Make sure that you use 'DoMouseMove' to position mouse cursor properly before calling this method. Note: This action must be followed by 'DoMButtonUp', otherwise it may lock mouse cursor.

### DoMButtonUp()

Performs middle mouse button up. This method does not change cursor coordinates. Make sure that you use 'DoMouseMove' to position mouse cursor properly before calling this method. Note: Use this action after 'DoMButtonDown', otherwise it will have no effect.

### DoMClick(x, y)

Performs a middle click at the center of an object or at the specified location.

**Parameters:**

Name	Type	Description
x	number	X-coordinate of location relative to object's left border
y	number	Y-coordinate of location relative to object's top border

**Returns:**

'true' if operation is successful, 'false' otherwise

**DoMDClick(x, y)**

Performs a middle double click at the center of an object or at the specified location.

**Parameters:**

Name	Type	Description
x	number	X-coordinate of location relative to object's left border
y	number	Y-coordinate of location relative to object's top border

**Returns:**

'true' if operation is successful, 'false' otherwise

**DoMouseMove(x, y)**

Moves mouse cursor to a location relative to this object position.

**Parameters:**

Name	Type	Description
x	number	X-coordinate of location relative to object's left border
y	number	Y-coordinate of location relative to object's top border

**DoRButtonDown()**

Performs right mouse button down. This method does not change cursor coordinates. Make sure that you use 'DoMouseMove' to position mouse cursor properly before calling this method. Note: This action must be followed by 'DoRButtonUp', otherwise it may lock mouse cursor.

**DoRButtonUp()**

Performs right mouse button up. This method does not change cursor coordinates. Make sure that you use 'DoMouseMove' to position mouse cursor properly before calling this method. Note: Use this action after 'DoRButtonDown', otherwise it will have no effect.

**DoRClick(x, y)**

Performs a right click at the center of an object or at the specified location.

**Parameters:**

Name	Type	Description
x	number	X-coordinate of location relative to object's left border
y	number	Y-coordinate of location relative to object's top border

**Returns:**

'true' if operation is successful, 'false' otherwise

**DoRDClick(x, y)**

Performs a right double click at the center of an object or at the specified location.

**Parameters:**

Name	Type	Description
x	number	X-coordinate of location relative to object's left border
y	number	Y-coordinate of location relative to object's top border

**Returns:**

'true' if operation is successful, 'false' otherwise

**DoSendKeys(keys)**

Sends series of keystrokes to an object. For example: DoSendKeys("^F") - sends {CTRL} + {F}. See [MSDN Article for SendKeys](#)

Parameters:

Name	Type	Description
keys	string	A sequence of keystrokes.

## FlexColorPicker

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FlexColorPicker

### Behavior Pattern: FlexColorPickerBehavior

### Property Summary

Property	Description	Getter	Setter
<a href="#">Alpha</a>		GetAlpha	
<a href="#">AutomationClassName</a>		GetAutomationClassName	
<a href="#">AutomationIndex</a>		GetAutomationIndex	
<a href="#">AutomationName</a>		GetAutomationName	
<a href="#">BackgroundAlpha</a>		GetBackgroundAlpha	
<a href="#">BackgroundColor</a>		GetBackgroundColor	
<a href="#">BackgroundImage</a>		GetBackgroundImage	
<a href="#">BackgroundSize</a>		GetBackgroundSize	
<a href="#">ClassName</a>		GetClassName	
<a href="#">Color</a>		GetColor	
<a href="#">ColumnCount</a>		GetColumnCount	
<a href="#">CurrentState</a>		GetCurrentState	
<a href="#">DisabledColor</a>		GetDisabledColor	
<a href="#">DropShadowEnabled</a>		GetDropShadowEnabled	
<a href="#">Editable</a>		GetEditable	
<a href="#">Enabled</a>		GetEnabled	
<a href="#">ErrorColor</a>		GetErrorColor	
<a href="#">ErrorString</a>		GetErrorString	
<a href="#">FillAlphas</a>		GetFillAlphas	
<a href="#">FillColors</a>		GetFillColors	
<a href="#">FlexX</a>		GetFlexX	
<a href="#">FlexY</a>		GetFlexY	
<a href="#">FocusEnabled</a>		GetFocusEnabled	
<a href="#">FontFamily</a>		GetFontFamily	
<a href="#">FontSize</a>		GetFontSize	
<a href="#">FontStyle</a>		GetFontStyle	
<a href="#">FontWeight</a>		GetFontWeight	
<a href="#">Height</a>		GetHeight	
<a href="#">HighlightColor</a>		GetHighlightColor	
<a href="#">HorizontalScrollPolicy</a>		GetHorizontalScrollPolicy	
<a href="#">HorizontalScrollPosition</a>		GetHorizontalScrollPosition	
<a href="#">Id</a>		GetId	
<a href="#">LiveScrolling</a>		GetLiveScrolling	
<a href="#">MouseEnabled</a>		GetMouseEnabled	
<a href="#">NumAutomationChildren</a>		GetNumAutomationChildren	
<a href="#">PercentHeight</a>		GetPercentHeight	
<a href="#">PercentWidth</a>		GetPercentWidth	
<a href="#">Restrict</a>		GetRestrict	
<a href="#">ScaleX</a>		GetScaleX	
<a href="#">ScaleY</a>		GetScaleY	
<a href="#">SelectedColor</a>		GetSelectedColor	
<a href="#">SelectedIndex</a>		GetSelectedIndex	
<a href="#">ShowScrollTips</a>		GetShowScrollTips	

<a href="#">ShowTextField</a>		GetShowTextField	
<a href="#">TabChildren</a>		GetTabChildren	
<a href="#">TabEnabled</a>		GetTabEnabled	
<a href="#">TabIndex</a>		GetTabIndex	
<a href="#">Text</a>		GetText	
<a href="#">TextAlign</a>		GetTextAlign	
<a href="#">TextDecoration</a>		GetTextDecoration	
<a href="#">TextIndent</a>		GetTextIndent	
<a href="#">ThemeColor</a>		GetThemeColor	
<a href="#">ToolTip</a>		GetToolTip	
<a href="#">UseHandCursor</a>		GetUseHandCursor	
<a href="#">VerticalScrollPolicy</a>		GetVerticalScrollPolicy	
<a href="#">VerticalScrollPosition</a>		GetVerticalScrollPosition	
<a href="#">Visible</a>		GetVisible	
<a href="#">Width</a>		GetWidth	
<a href="#">X</a>		GetX	
<a href="#">Y</a>		GetY	

## Action Summary

Action	Description
<a href="#">DoChange</a>	
<a href="#">DoChangeFocus</a>	
<a href="#">DoClick</a>	
<a href="#">DoClose</a>	
<a href="#">DoInput</a>	
<a href="#">DoMouseMove</a>	
<a href="#">DoOpen</a>	
<a href="#">DoScroll</a>	
<a href="#">DoSelectText</a>	
<a href="#">DoType</a>	

## Property Detail

### Alpha

Accessors: GetAlpha

### AutomationClassName

Accessors: GetAutomationClassName

### AutomationIndex

Accessors: GetAutomationIndex

### AutomationName

Accessors: GetAutomationName

### BackgroundAlpha

Accessors: GetBackgroundAlpha

### BackgroundColor

Accessors: GetBackgroundColor

### BackgroundImage

Accessors: GetBackgroundImage

### BackgroundSize

Accessors: GetBackgroundSize

**ClassName**

Accessors: GetClassName

**Color**

Accessors: GetColor

**ColumnCount**

Accessors: GetColumnCount

**CurrentState**

Accessors: GetCurrentState

**DisabledColor**

Accessors: GetDisabledColor

**DropShadowEnabled**

Accessors: GetDropShadowEnabled

**Editable**

Accessors: GetEditable

**Enabled**

Accessors: GetEnabled

**ErrorColor**

Accessors: GetErrorColor

**ErrorString**

Accessors: GetErrorString

**FillAlphas**

Accessors: GetFillAlphas

**FillColors**

Accessors: GetFillColors

**FlexX**

Accessors: GetFlexX

**FlexY**

Accessors: GetFlexY

**FocusEnabled**

Accessors: GetFocusEnabled

**FontFamily**

Accessors: GetFontFamily

**FontSize**

Accessors: GetFontSize

**FontStyle**

Accessors: GetFontStyle

## **FontWeight**

Accessors: GetFontWeight

## **Height**

Accessors: GetHeight

## **HighlightColor**

Accessors: GetHighlightColor

## **HorizontalScrollPolicy**

Accessors: GetHorizontalScrollPolicy

## **HorizontalScrollPosition**

Accessors: GetHorizontalScrollPosition

## **Id**

Accessors: GetId

## **LiveScrolling**

Accessors: GetLiveScrolling

## **MouseEnabled**

Accessors: GetMouseEnabled

## **NumAutomationChildren**

Accessors: GetNumAutomationChildren

## **PercentHeight**

Accessors: GetPercentHeight

## **PercentWidth**

Accessors: GetPercentWidth

## **Restrict**

Accessors: GetRestrict

## **ScaleX**

Accessors: GetScaleX

## **ScaleY**

Accessors: GetScaleY

## **SelectedColor**

Accessors: GetSelectedColor

## **SelectedIndex**

Accessors: GetSelectedIndex

## **ShowScrollTips**

Accessors: GetShowScrollTips

## **ShowTextField**

Accessors: GetShowTextField

**TabChildren**

Accessors: GetTabChildren

**TabEnabled**

Accessors: GetTabEnabled

**TabIndex**

Accessors: GetTabIndex

**Text**

Accessors: GetText

**TextAlign**

Accessors: GetTextAlign

**TextDecoration**

Accessors: GetTextDecoration

**TextIndent**

Accessors: GetTextIndent

**ThemeColor**

Accessors: GetThemeColor

**ToolTip**

Accessors: GetToolTip

**UseHandCursor**

Accessors: GetUseHandCursor

**VerticalScrollPolicy**

Accessors: GetVerticalScrollPolicy

**VerticalScrollPosition**

Accessors: GetVerticalScrollPosition

**Visible**

Accessors: GetVisible

**Width**

Accessors: GetWidth

**X**

Accessors: GetX

**Y**

Accessors: GetY

**Action Detail****DoChange(color)****Parameters:**

Name	Type	Description
------	------	-------------

color	String	
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### DoChangeFocus(shiftKey, keyCode)

**Parameters:**

Name	Type	Description
shiftKey	Boolean	Optional, Default: false.
keyCode	String	Optional, Default: TAB.

### DoClick(keyModifier)

**Parameters:**

Name	Type	Description
keyModifier	Number	FlexKeyModifierValues 1 flexControl 2 flexShift 4 flexAlt 3 flexControlShift 5 flexControlAlt 6 flexShiftAlt 7 flexControlShiftAlt  Optional, Default: 0.

### DoClose(triggerEvent)

**Parameters:**

Name	Type	Description
triggerEvent	Number	FlexTriggerEventValues 1 flexMouse 2 flexKeyboard  Optional, Default: 1.

### DoInput(text)

**Parameters:**

Name	Type	Description
text	String	

### DoMouseMove(localX, localY, keyModifier)

**Parameters:**

Name	Type	Description
localX	Number	Optional, Default: 0.
localY	Number	Optional, Default: 0.
keyModifier	Number	FlexKeyModifierValues 1 flexControl 2 flexShift 4 flexAlt 3 flexControlShift



		5 flexControlAlt
		6 flexShiftAlt
		7 flexControlShiftAlt
		Optional, Default: 0.

### DoOpen(triggerEvent)

**Parameters:**

Name	Type	Description
triggerEvent	Number	FlexTriggerEventValues 1 flexMouse 2 flexKeyboard Optional, Default: 1.

### DoScroll(position, direction, detail)

**Parameters:**

Name	Type	Description
position	Number	
direction	Number	FlexScrollDirectionValues 1 flexScrollHorizontal 2 flexScrollVertical
detail	Number	FlexScrollDetailValues 1 flexAtBottom 2 flexAtLeft 3 flexAtRight 4 flexAtTop 5 flexLineDown 6 flexLineLeft 7 flexLineRight 8 flexLineUp 9 flexPageDown 10 flexPageLeft 11 flexPageRight 12 flexPageUp 13 flexThumbPosition 14 flexThumbTrack Optional, Default: null.

### DoSelectText(beginIndex, endIndex)

**Parameters:**

Name	Type	Description
beginIndex	Number	
endIndex	Number	

### DoType(keyCode, keyModifier)

**Parameters:**

Name	Type	Description
keyCode	String	

keyModifier	Number	FlexKeyModifierValues
		1 flexControl
		2 flexShift
		4 flexAlt
		3 flexControlShift
		5 flexControlAlt
		6 flexShiftAlt
		7 flexControlShiftAlt
		Optional, Default: 0.

## Behavior Pattern: Win32Generic

## Property Summary

Property	Description	Getter	Setter
<a href="#">Bitmap</a>	UI Image of the object.	GetBitmap	
<a href="#">BWBitmap</a>	UI Image of the object in 1-bit format (black&white).	GetBWBitmap	
<a href="#">Class</a>	Class of the object.	GetClass	
<a href="#">Height</a>	Height of the object.	GetHeight	
<a href="#">Name</a>	Name of the object.	GetName	
<a href="#">ObjectType</a>	SeSMatcherRule type for this object.	GetObjectType	
<a href="#">State</a>	State of the object.	GetState	
<a href="#">Value</a>	Value of the object.	GetValue	SetValue
<a href="#">Width</a>	Width of the object.	GetWidth	
<a href="#">WindowText</a>	Window text of the object.	GetWindowText	SetWindowText
<a href="#">X</a>	X-coordinate of the top left corner of the object.	GetX	
<a href="#">Y</a>	Y-coordinate of the top left corner of the object.	GetY	

## Action Summary

Action	Description
<a href="#">DoAction</a>	Performs default action for an object.
<a href="#">DoAnalogPlay</a>	Plays analog recording using coordinates relative to this object.
<a href="#">DoClick</a>	Performs left click at the center of an object.
<a href="#">DoEnsureVisible</a>	Makes sure specified element is visible on the screen.
<a href="#">DoLButtonDown</a>	Performs left mouse button down.
<a href="#">DoLButtonUp</a>	Performs left mouse button up.
<a href="#">DoLClick</a>	Performs a left click at the center of an object or at the specified location.
<a href="#">DoLDClick</a>	Performs a left double click at the center of an object or at the specified location.
<a href="#">DoMButtonDown</a>	Performs middle mouse button down.
<a href="#">DoMButtonUp</a>	Performs middle mouse button up.
<a href="#">DoMClick</a>	Performs a middle click at the center of an object or at the specified location.
<a href="#">DoMDClick</a>	Performs a middle double click at the center of an object or at the specified location.
<a href="#">DoMouseMove</a>	Moves mouse cursor to a location relative to this object position.
<a href="#">DoRButtonDown</a>	Performs right mouse button down.
<a href="#">DoRButtonUp</a>	Performs right mouse button up.
<a href="#">DoRClick</a>	Performs a right click at the center of an object or at the specified location.
<a href="#">DoRDClick</a>	Performs a right double click at the center of an object or at the specified location.
<a href="#">DoSendKeys</a>	Sends series of keystrokes to an object.

## Property Detail

### Bitmap

UI Image of the object.  
Accessors: GetBitmap

### BWBitmap

UI Image of the object in 1-bit format (black&white).  
Accessors: GetBWBitmap

**Class**

Class of the object.  
Accessors: GetClass

**Height**

Height of the object.  
Accessors: GetHeight

**Name**

Name of the object.  
Accessors: GetName

**ObjectType**

SeSMatcherRule type for this object.  
Accessors: GetObjectType

**State**

State of the object.  
Accessors: GetState

**Value**

Value of the object.  
Accessors: GetValue, SetValue

**Width**

Width of the object.  
Accessors: GetWidth

**WindowText**

Window text of the object.  
Accessors: GetWindowText, SetWindowText

**X**

X-coordinate of the top left corner of the object.  
Accessors: GetX

**Y**

Y-coordinate of the top left corner of the object.  
Accessors: GetY

**Action Detail****DoAction()**

Performs default action for an object. If the object doesn't have default action then 'LClick' is performed.

**DoAnalogPlay(path, left, top)**

Plays analog recording using coordinates relative to this object.

**Parameters:**

Name	Type	Description
path	string	Path to analog recording (usually an .arf file).
left	number	X-coordinate of top-left corner of the analog area, relative to object top-left corner Optional.
top	number	Y-coordinate of the top-left corner of the analog area, relative to object top-left corner. Optional.

**DoClick(clickType, xOffset, yOffset)**

Performs left click at the center of an object. It is a customizable variant of LClick action.

**Parameters:**

Name	Type	Description
clickType	string	Type of click, can be one of "L" - left click, "LD" - double left click, "R" - right click, "RD" - double right click, "M" - middle click, "MD" - double middle click, "N" - don't click Optional, Default: L.
xOffset	number	X offset to click within object. Default is a center. Optional.
yOffset	number	X offset to click within object. Default is a center. Optional.

**Returns:**

'true' if operation is successful, 'false' otherwise

**DoEnsureVisible()**

Makes sure specified element is visible on the screen.

**DoLButtonDown()**

Performs left mouse button down. This method does not change cursor coordinates. Make sure that you use 'DoMouseMove' to position mouse cursor properly before calling this method. Note: This action must be followed by 'DoLButtonUp', otherwise it may lock mouse cursor.

**DoLButtonUp()**

Performs left mouse button up. This method does not change cursor coordinates. Make sure that you use 'DoMouseMove' to position mouse cursor properly before calling this method. Note: Use this action after 'DoLButtonDown', otherwise it will have no effect.

**DoLClick(x, y)**

Performs a left click at the center of an object or at the specified location.

**Parameters:**

Name	Type	Description
x	number	X-coordinate of location relative to object's left border
y	number	Y-coordinate of location relative to object's top border

**Returns:**

'true' if operation is successful, 'false' otherwise

**DoLDClick(x, y)**

Performs a left double click at the center of an object or at the specified location.

**Parameters:**

Name	Type	Description
x	number	X-coordinate of location relative to object's left border
y	number	Y-coordinate of location relative to object's top border

**Returns:**

'true' if operation is successful, 'false' otherwise

**DoMButtonDown()**

Performs middle mouse button down. This method does not change cursor coordinates. Make sure that you use 'DoMouseMove' to position mouse cursor properly before calling this method. Note: This action must be followed by 'DoMButtonUp', otherwise it may lock mouse cursor.

**DoMButtonUp()**

Performs middle mouse button up. This method does not change cursor coordinates. Make sure that you use 'DoMouseMove' to position mouse cursor properly before calling this method. Note: Use this action after 'DoMButtonDown', otherwise it will have no effect.

**DoMClick(x, y)**

Performs a middle click at the center of an object or at the specified location.

**Parameters:**

Name	Type	Description
x	number	X-coordinate of location relative to object's left border
y	number	Y-coordinate of location relative to object's top border

**Returns:**

'true' if operation is successful, 'false' otherwise

**DoMDClick(x, y)**

Performs a middle double click at the center of an object or at the specified location.

**Parameters:**

Name	Type	Description
x	number	X-coordinate of location relative to object's left border
y	number	Y-coordinate of location relative to object's top border

**Returns:**

'true' if operation is successful, 'false' otherwise

**DoMouseMove(x, y)**

Moves mouse cursor to a location relative to this object position.

**Parameters:**

Name	Type	Description
x	number	X-coordinate of location relative to object's left border
y	number	Y-coordinate of location relative to object's top border

**DoRButtonDown()**

Performs right mouse button down. This method does not change cursor coordinates. Make sure that you use 'DoMouseMove' to position mouse cursor properly before calling this method. Note: This action must be followed by 'DoRButtonUp', otherwise it may lock mouse cursor.

**DoRButtonUp()**

Performs right mouse button up. This method does not change cursor coordinates. Make sure that you use 'DoMouseMove' to position mouse cursor properly before calling this method. Note: Use this action after 'DoRButtonDown', otherwise it will have no effect.

**DoRClick(x, y)**

Performs a right click at the center of an object or at the specified location.

**Parameters:**

Name	Type	Description
x	number	X-coordinate of location relative to object's left border
y	number	Y-coordinate of location relative to object's top border

**Returns:**

'true' if operation is successful, 'false' otherwise

**DoRDClick(x, y)**

Performs a right double click at the center of an object or at the specified location.

**Parameters:**

Name	Type	Description
x	number	X-coordinate of location relative to object's left border
y	number	Y-coordinate of location relative to object's top border

**Returns:**

'true' if operation is successful, 'false' otherwise

**DoSendKeys(keys)**

Sends series of keystrokes to an object. For example: DoSendKeys("^F") - sends {CTRL} + {F}. See [MSDN Article for SendKeys](#)

**Parameters:**

Name	Type	Description
keys	string	A sequence of keystrokes.

## FlexColumnChart

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FlexColumnChart

### Behavior Pattern: FlexColumnChartBehavior

### Property Summary

Property	Description	Getter	Setter
<a href="#">Alpha</a>		GetAlpha	

<a href="#">AutomationClassName</a>		GetAutomationClassName	
<a href="#">AutomationIndex</a>		GetAutomationIndex	
<a href="#">AutomationName</a>		GetAutomationName	
<a href="#">ClassName</a>		GetClassName	
<a href="#">ClipContent</a>		GetClipContent	
<a href="#">ColumnWidthRatio</a>		GetColumnWidthRatio	
<a href="#">CurrentState</a>		GetCurrentState	
<a href="#">DataTipLayerIndex</a>		GetDataTipLayerIndex	
<a href="#">DataTipMode</a>		GetDataTipMode	
<a href="#">Description</a>		GetDescription	
<a href="#">Enabled</a>		GetEnabled	
<a href="#">ErrorColor</a>		GetErrorColor	
<a href="#">ErrorString</a>		GetErrorString	
<a href="#">FlexX</a>		GetFlexX	
<a href="#">FlexY</a>		GetFlexY	
<a href="#">FocusEnabled</a>		GetFocusEnabled	
<a href="#">FontFamily</a>		GetFontFamily	
<a href="#">FontSize</a>		GetFontSize	
<a href="#">GutterBottom</a>		GetGutterBottom	
<a href="#">GutterLeft</a>		GetGutterLeft	
<a href="#">GutterRight</a>		GetGutterRight	
<a href="#">GutterTop</a>		GetGutterTop	
<a href="#">Height</a>		GetHeight	
<a href="#">HorizontalAxisRatio</a>		GetHorizontalAxisRatio	
<a href="#">Id</a>		GetId	
<a href="#">MaxColumnWidth</a>		GetMaxColumnWidth	
<a href="#">MaximumDataTipCount</a>		GetMaximumDataTipCount	
<a href="#">MouseEnabled</a>		GetMouseEnabled	
<a href="#">MouseSensitivity</a>		GetMouseSensitivity	
<a href="#">NumAutomationChildren</a>		GetNumAutomationChildren	
<a href="#">PaddingBottom</a>		GetPaddingBottom	
<a href="#">PaddingLeft</a>		GetPaddingLeft	
<a href="#">PaddingRight</a>		GetPaddingRight	
<a href="#">PaddingTop</a>		GetPaddingTop	
<a href="#">PercentHeight</a>		GetPercentHeight	
<a href="#">PercentWidth</a>		GetPercentWidth	
<a href="#">ScaleX</a>		GetScaleX	
<a href="#">ScaleY</a>		GetScaleY	
<a href="#">ShowDataTips</a>		GetShowDataTips	
<a href="#">ShowDataTipTargets</a>		GetShowDataTipTargets	
<a href="#">TabChildren</a>		GetTabChildren	
<a href="#">TabEnabled</a>		GetTabEnabled	
<a href="#">TabIndex</a>		GetTabIndex	
<a href="#">TextAlign</a>		GetTextAlign	
<a href="#">ThemeColor</a>		GetThemeColor	
<a href="#">ToolTip</a>		GetToolTip	
<a href="#">UseHandCursor</a>		GetUseHandCursor	
<a href="#">Visible</a>		GetVisible	
<a href="#">Width</a>		GetWidth	
<a href="#">X</a>		GetX	
<a href="#">Y</a>		GetY	

## Action Summary

Action	Description
<a href="#">DoChangeFocus</a>	
<a href="#">DoClick</a>	
<a href="#">DoMouseMove</a>	

## Property Detail

### **Alpha**

Accessors: GetAlpha

### **AutomationClassName**

Accessors: GetAutomationClassName

### **AutomationIndex**

Accessors: GetAutomationIndex

### **AutomationName**

Accessors: GetAutomationName

### **ClassName**

Accessors: GetClassName

### **ClipContent**

Accessors: GetClipContent

### **ColumnWidthRatio**

Accessors: GetColumnWidthRatio

### **CurrentState**

Accessors: GetCurrentState

### **DataTipLayerIndex**

Accessors: GetDataTipLayerIndex

### **DataTipMode**

Accessors: GetDataTipMode

### **Description**

Accessors: GetDescription

### **Enabled**

Accessors: GetEnabled

### **ErrorColor**

Accessors: GetErrorColor

### **ErrorString**

Accessors: GetErrorString

### **FlexX**

Accessors: GetFlexX

### **FlexY**

Accessors: GetFlexY

### **FocusEnabled**

Accessors: GetFocusEnabled

### **FontFamily**

Accessors: GetFontFamily

### **FontSize**

Accessors: GetFontSize

### **GutterBottom**

Accessors: GetGutterBottom

### **GutterLeft**

Accessors: GetGutterLeft

### **GutterRight**

Accessors: GetGutterRight

### **GutterTop**

Accessors: GetGutterTop

### **Height**

Accessors: GetHeight

### **HorizontalAxisRatio**

Accessors: GetHorizontalAxisRatio

### **Id**

Accessors: GetId

### **MaxColumnWidth**

Accessors: GetMaxColumnWidth

### **MaximumDataTipCount**

Accessors: GetMaximumDataTipCount

### **MouseEnabled**

Accessors: GetMouseEnabled

### **MouseSensitivity**

Accessors: GetMouseSensitivity

### **NumAutomationChildren**

Accessors: GetNumAutomationChildren

### **PaddingBottom**

Accessors: GetPaddingBottom

### **PaddingLeft**

Accessors: GetPaddingLeft

### **PaddingRight**

Accessors: GetPaddingRight

### **PaddingTop**

Accessors: GetPaddingTop

### **PercentHeight**

Accessors: GetPercentHeight



**PercentWidth**

Accessors: GetPercentWidth

**ScaleX**

Accessors: GetScaleX

**ScaleY**

Accessors: GetScaleY

**ShowDataTips**

Accessors: GetShowDataTips

**ShowDataTipTargets**

Accessors: GetShowDataTipTargets

**TabChildren**

Accessors: GetTabChildren

**TabEnabled**

Accessors: GetTabEnabled

**TabIndex**

Accessors: GetTabIndex

**TextAlign**

Accessors: GetTextAlign

**ThemeColor**

Accessors: GetThemeColor

**ToolTip**

Accessors: GetToolTip

**UseHandCursor**

Accessors: GetUseHandCursor

**Visible**

Accessors: GetVisible

**Width**

Accessors: GetWidth

**X**

Accessors: GetX

**Y**

Accessors: GetY

**Action Detail****DoChangeFocus(shiftKey, keyCode)**

Parameters:

Name	Type	Description
shiftKey	Boolean	Optional, Default: false.
keyCode	String	Optional, Default: TAB.

### DoClick(keyModifier)

#### Parameters:

Name	Type	Description
keyModifier	Number	<p>FlexKeyModifierValues</p> <ul style="list-style-type: none"> <li>1 flexControl</li> <li>2 flexShift</li> <li>4 flexAlt</li> <li>3 flexControlShift</li> <li>5 flexControlAlt</li> <li>6 flexShiftAlt</li> <li>7 flexControlShiftAlt</li> </ul> <p>Optional, Default: 0.</p>

### DoMouseMove(localX, localY, keyModifier)

#### Parameters:

Name	Type	Description
localX	Number	Optional, Default: 0.
localY	Number	Optional, Default: 0.
keyModifier	Number	<p>FlexKeyModifierValues</p> <ul style="list-style-type: none"> <li>1 flexControl</li> <li>2 flexShift</li> <li>4 flexAlt</li> <li>3 flexControlShift</li> <li>5 flexControlAlt</li> <li>6 flexShiftAlt</li> <li>7 flexControlShiftAlt</li> </ul> <p>Optional, Default: 0.</p>

## Behavior Pattern: Win32Generic

### Property Summary

Property	Description	Getter	Setter
<a href="#">Bitmap</a>	UI Image of the object.	GetBitmap	
<a href="#">BWBitmap</a>	UI Image of the object in 1-bit format (black&white).	GetBWBitmap	
<a href="#">Class</a>	Class of the object.	GetClass	
<a href="#">Height</a>	Height of the object.	GetHeight	
<a href="#">Name</a>	Name of the object.	GetName	
<a href="#">ObjectType</a>	SeSMatcherRule type for this object.	GetObjectType	
<a href="#">State</a>	State of the object.	GetState	
<a href="#">Value</a>	Value of the object.	GetValue	SetValue
<a href="#">Width</a>	Width of the object.	GetWidth	
<a href="#">WindowText</a>	Window text of the object.	GetWindowText	SetWindowText
<a href="#">X</a>	X-coordinate of the top left corner of the object.	GetX	
<a href="#">Y</a>	Y-coordinate of the top left corner of the object.	GetY	

### Action Summary

Action	Description
<a href="#">DoAction</a>	Performs default action for an object.
<a href="#">DoAnalogPlay</a>	Plays analog recording using coordinates relative to this object.
<a href="#">DoClick</a>	Performs left click at the center of an object.
<a href="#">DoEnsureVisible</a>	Makes sure specified element is visible on the screen.
<a href="#">DoLButtonDown</a>	Performs left mouse button down.
<a href="#">DoLButtonUp</a>	Performs left mouse button up.
<a href="#">DoLClick</a>	Performs a left click at the center of an object or at the specified location.
<a href="#">DoLDClick</a>	Performs a left double click at the center of an object or at the specified location.
<a href="#">DoMButtonDown</a>	Performs middle mouse button down.
<a href="#">DoMButtonUp</a>	Performs middle mouse button up.
<a href="#">DoMClick</a>	Performs a middle click at the center of an object or at the specified location.
<a href="#">DoMDClick</a>	Performs a middle double click at the center of an object or at the specified location.
<a href="#">DoMouseMove</a>	Moves mouse cursor to a location relative to this object position.
<a href="#">DoRButtonDown</a>	Performs right mouse button down.
<a href="#">DoRButtonUp</a>	Performs right mouse button up.
<a href="#">DoRClick</a>	Performs a right click at the center of an object or at the specified location.
<a href="#">DoRDClick</a>	Performs a right double click at the center of an object or at the specified location.
<a href="#">DoSendKeys</a>	Sends series of keystrokes to an object.

## Property Detail

### Bitmap

UI Image of the object.  
Accessors: GetBitmap

### BWBitmap

UI Image of the object in 1-bit format (black&white).  
Accessors: GetBWBitmap

### Class

Class of the object.  
Accessors: GetClass

### Height

Height of the object.  
Accessors: GetHeight

### Name

Name of the object.  
Accessors: GetName

### ObjectType

SeSMatcherRule type for this object.  
Accessors: GetObjectType

### State

State of the object.  
Accessors: GetState

### Value

Value of the object.  
Accessors: GetValue, SetValue

### Width

Width of the object.  
Accessors: GetWidth

### WindowText

Window text of the object.  
Accessors: GetWindowText, SetWindowText

### X

X-coordinate of the top left corner of the object.  
Accessors: GetX

## Y

Y-coordinate of the top left corner of the object.

Accessors: GetY

## Action Detail

### DoAction()

Performs default action for an object. If the object doesn't have default action then 'LClick' is performed.

### DoAnalogPlay(path, left, top)

Plays analog recording using coordinates relative to this object.

#### Parameters:

Name	Type	Description
path	string	Path to analog recording (usually an .arf file).
left	number	X-coordinate of top-left corner of the analog area, relative to object top-left corner Optional.
top	number	Y-coordinate of the top-left corner of the analog area, relative to object top-left corner. Optional.

### DoClick(clickType, xOffset, yOffset)

Performs left click at the center of an object. It is a customizable variant of LClick action.

#### Parameters:

Name	Type	Description
clickType	string	Type of click, can be one of "L" - left click, "LD" - double left click, "R" - right click, "RD" - double right click, "M" - middle click, "MD" - double middle click, "N" - don't click Optional, Default: L.
xOffset	number	X offset to click within object. Default is a center. Optional.
yOffset	number	X offset to click within object. Default is a center. Optional.

#### Returns:

'true' if operation is successful, 'false' otherwise

### DoEnsureVisible()

Makes sure specified element is visible on the screen.

### DoLButtonDown()

Performs left mouse button down. This method does not change cursor coordinates. Make sure that you use 'DoMouseMove' to position mouse cursor properly before calling this method. Note: This action must be followed by 'DoLButtonUp', otherwise it may lock mouse cursor.

### DoLButtonUp()

Performs left mouse button up. This method does not change cursor coordinates. Make sure that you use 'DoMouseMove' to position mouse cursor properly before calling this method. Note: Use this action after 'DoLButtonDown', otherwise it will have no effect.

### DoLClick(x, y)

Performs a left click at the center of an object or at the specified location.

#### Parameters:

Name	Type	Description
x	number	X-coordinate of location relative to object's left border
y	number	Y-coordinate of location relative to object's top border

#### Returns:

'true' if operation is successful, 'false' otherwise

### DoLDClick(x, y)

Performs a left double click at the center of an object or at the specified location.

#### Parameters:

Name	Type	Description
x	number	X-coordinate of location relative to object's left border

y	number	Y-coordinate of location relative to object's top border
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**Returns:**

'true' if operation is successful, 'false' otherwise

**DoMButtonDown()**

Performs middle mouse button down. This method does not change cursor coordinates. Make sure that you use 'DoMouseMove' to position mouse cursor properly before calling this method. Note: This action must be followed by 'DoMButtonUp', otherwise it may lock mouse cursor.

**DoMButtonUp()**

Performs middle mouse button up. This method does not change cursor coordinates. Make sure that you use 'DoMouseMove' to position mouse cursor properly before calling this method. Note: Use this action after 'DoMButtonDown', otherwise it will have no effect.

**DoMClick(x, y)**

Performs a middle click at the center of an object or at the specified location.

**Parameters:**

Name	Type	Description
x	number	X-coordinate of location relative to object's left border
y	number	Y-coordinate of location relative to object's top border

**Returns:**

'true' if operation is successful, 'false' otherwise

**DoMDClick(x, y)**

Performs a middle double click at the center of an object or at the specified location.

**Parameters:**

Name	Type	Description
x	number	X-coordinate of location relative to object's left border
y	number	Y-coordinate of location relative to object's top border

**Returns:**

'true' if operation is successful, 'false' otherwise

**DoMouseMove(x, y)**

Moves mouse cursor to a location relative to this object position.

**Parameters:**

Name	Type	Description
x	number	X-coordinate of location relative to object's left border
y	number	Y-coordinate of location relative to object's top border

**DoRButtonDown()**

Performs right mouse button down. This method does not change cursor coordinates. Make sure that you use 'DoMouseMove' to position mouse cursor properly before calling this method. Note: This action must be followed by 'DoRButtonUp', otherwise it may lock mouse cursor.

**DoRButtonUp()**

Performs right mouse button up. This method does not change cursor coordinates. Make sure that you use 'DoMouseMove' to position mouse cursor properly before calling this method. Note: Use this action after 'DoRButtonDown', otherwise it will have no effect.

**DoRClick(x, y)**

Performs a right click at the center of an object or at the specified location.

**Parameters:**

Name	Type	Description
x	number	X-coordinate of location relative to object's left border
y	number	Y-coordinate of location relative to object's top border

**Returns:**

'true' if operation is successful, 'false' otherwise

## DoRClick(x, y)

Performs a right double click at the center of an object or at the specified location.

### Parameters:

Name	Type	Description
x	number	X-coordinate of location relative to object's left border
y	number	Y-coordinate of location relative to object's top border

### Returns:

'true' if operation is successful, 'false' otherwise

## DoSendKeys(keys)

Sends series of keystrokes to an object. For example: DoSendKeys("^F") - sends {CTRL} + {F}. See [MSDN Article for SendKeys](#)

### Parameters:

Name	Type	Description
keys	string	A sequence of keystrokes.

## FlexColumnSeries

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FlexColumnSeries

### Behavior Pattern: FlexColumnSeriesBehavior

### Property Summary

Property	Description	Getter	Setter
<a href="#">Alpha</a>		GetAlpha	
<a href="#">AutomationClassName</a>		GetAutomationClassName	
<a href="#">AutomationIndex</a>		GetAutomationIndex	
<a href="#">AutomationName</a>		GetAutomationName	
<a href="#">ClassName</a>		GetClassName	
<a href="#">ColumnWidthRatio</a>		GetColumnWidthRatio	
<a href="#">CurrentState</a>		GetCurrentState	
<a href="#">Enabled</a>		GetEnabled	
<a href="#">ErrorColor</a>		GetErrorColor	
<a href="#">ErrorString</a>		GetErrorString	
<a href="#">FlexX</a>		GetFlexX	
<a href="#">FlexY</a>		GetFlexY	
<a href="#">FocusEnabled</a>		GetFocusEnabled	
<a href="#">Height</a>		GetHeight	
<a href="#">Id</a>		GetId	
<a href="#">MaxColumnWidth</a>		GetMaxColumnWidth	
<a href="#">MinField</a>		GetMinField	
<a href="#">MouseEnabled</a>		GetMouseEnabled	
<a href="#">NumAutomationChildren</a>		GetNumAutomationChildren	
<a href="#">Offset</a>		GetOffset	
<a href="#">PercentHeight</a>		GetPercentHeight	
<a href="#">PercentWidth</a>		GetPercentWidth	
<a href="#">ScaleX</a>		GetScaleX	
<a href="#">ScaleY</a>		GetScaleY	
<a href="#">SortOnXField</a>		GetSortOnXField	
<a href="#">TabChildren</a>		GetTabChildren	
<a href="#">TabEnabled</a>		GetTabEnabled	
<a href="#">TabIndex</a>		GetTabIndex	
<a href="#">ThemeColor</a>		GetThemeColor	
<a href="#">ToolTip</a>		GetToolTip	

<a href="#">UseHandCursor</a>		GetUseHandCursor	
<a href="#">Visible</a>		GetVisible	
<a href="#">Width</a>		GetWidth	
<a href="#">X</a>		GetX	
<a href="#">XField</a>		GetXField	
<a href="#">Y</a>		GetY	
<a href="#">YField</a>		GetYField	

## Action Summary

Action	Description
<a href="#">DoChangeFocus</a>	
<a href="#">DoClick</a>	
<a href="#">DoDoubleClick</a>	
<a href="#">DoItemRollOver</a>	
<a href="#">DoMouseMove</a>	

## Property Detail

### Alpha

Accessors: GetAlpha

### AutomationClassName

Accessors: GetAutomationClassName

### AutomationIndex

Accessors: GetAutomationIndex

### AutomationName

Accessors: GetAutomationName

### ClassName

Accessors: GetClassName

### ColumnWidthRatio

Accessors: GetColumnWidthRatio

### CurrentState

Accessors: GetCurrentState

### Enabled

Accessors: GetEnabled

### ErrorColor

Accessors: GetErrorColor

### ErrorString

Accessors: GetErrorString

### FlexX

Accessors: GetFlexX

### FlexY

Accessors: GetFlexY

### FocusEnabled

Accessors: GetFocusEnabled

## **Height**

Accessors: GetHeight

## **Id**

Accessors: GetId

## **MaxColumnWidth**

Accessors: GetMaxColumnWidth

## **MinField**

Accessors: GetMinField

## **MouseEnabled**

Accessors: GetMouseEnabled

## **NumAutomationChildren**

Accessors: GetNumAutomationChildren

## **Offset**

Accessors: GetOffset

## **PercentHeight**

Accessors: GetPercentHeight

## **PercentWidth**

Accessors: GetPercentWidth

## **ScaleX**

Accessors: GetScaleX

## **ScaleY**

Accessors: GetScaleY

## **SortOnXField**

Accessors: GetSortOnXField

## **TabChildren**

Accessors: GetTabChildren

## **TabEnabled**

Accessors: GetTabEnabled

## **TabIndex**

Accessors: GetTabIndex

## **ThemeColor**

Accessors: GetThemeColor

## **ToolTip**

Accessors: GetToolTip

## **UseHandCursor**

Accessors: GetUseHandCursor



## Visible

Accessors: GetVisible

## Width

Accessors: GetWidth

## X

Accessors: GetX

## XField

Accessors: GetXField

## Y

Accessors: GetY

## YField

Accessors: GetYField

## Action Detail

### DoChangeFocus(shiftKey, keyCode)

Parameters:

Name	Type	Description
shiftKey	Boolean	Optional, Default: false.
keyCode	String	Optional, Default: TAB.

### DoClick(keyModifier)

Parameters:

Name	Type	Description
keyModifier	Number	<p>FlexKeyModifierValues</p> <ol style="list-style-type: none"><li>1 flexControl</li><li>2 flexShift</li><li>4 flexAlt</li><li>3 flexControlShift</li><li>5 flexControlAlt</li><li>6 flexShiftAlt</li><li>7 flexControlShiftAlt</li></ol> <p>Optional, Default: 0.</p>

### DoDoubleClick(hitSet)

Parameters:

Name	Type	Description
hitSet	Number	

### DoItemRollOver(hitSet)

Parameters:

Name	Type	Description
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Name	Type	Description
hitSet	Number	

### DoMouseMove(localX, localY, keyModifier)

#### Parameters:

Name	Type	Description
localX	Number	Optional, Default: 0.
localY	Number	Optional, Default: 0.
keyModifier	Number	<p>FlexKeyModifierValues</p> <ol style="list-style-type: none"> <li>1 flexControl</li> <li>2 flexShift</li> <li>4 flexAlt</li> <li>3 flexControlShift</li> <li>5 flexControlAlt</li> <li>6 flexShiftAlt</li> <li>7 flexControlShiftAlt</li> </ol> <p>Optional, Default: 0.</p>

### Behavior Pattern: Win32Generic

### Property Summary

Property	Description	Getter	Setter
<a href="#">Bitmap</a>	UI Image of the object.	GetBitmap	
<a href="#">BWBitmap</a>	UI Image of the object in 1-bit format (black&white).	GetBWBitmap	
<a href="#">Class</a>	Class of the object.	GetClass	
<a href="#">Height</a>	Height of the object.	GetHeight	
<a href="#">Name</a>	Name of the object.	GetName	
<a href="#">ObjectType</a>	SeSMatcherRule type for this object.	GetObjectType	
<a href="#">State</a>	State of the object.	GetState	
<a href="#">Value</a>	Value of the object.	GetValue	SetValue
<a href="#">Width</a>	Width of the object.	GetWidth	
<a href="#">WindowText</a>	Window text of the object.	GetWindowText	SetWindowText
<a href="#">X</a>	X-coordinate of the top left corner of the object.	GetX	
<a href="#">Y</a>	Y-coordinate of the top left corner of the object.	GetY	

### Action Summary

Action	Description
<a href="#">DoAction</a>	Performs default action for an object.
<a href="#">DoAnalogPlay</a>	Plays analog recording using coordinates relative to this object.
<a href="#">DoClick</a>	Performs left click at the center of an object.
<a href="#">DoEnsureVisible</a>	Makes sure specified element is visible on the screen.
<a href="#">DoLButtonDown</a>	Performs left mouse button down.
<a href="#">DoLButtonUp</a>	Performs left mouse button up.
<a href="#">DoLClick</a>	Performs a left click at the center of an object or at the specified location.
<a href="#">DoLDClick</a>	Performs a left double click at the center of an object or at the specified location.
<a href="#">DoMButtonDown</a>	Performs middle mouse button down.
<a href="#">DoMButtonUp</a>	Performs middle mouse button up.
<a href="#">DoMClick</a>	Performs a middle click at the center of an object or at the specified location.
<a href="#">DoMDClick</a>	Performs a middle double click at the center of an object or at the specified location.
<a href="#">DoMouseMove</a>	Moves mouse cursor to a location relative to this object position.
<a href="#">DoRButtonDown</a>	Performs right mouse button down.
<a href="#">DoRButtonUp</a>	Performs right mouse button up.
<a href="#">DoRClick</a>	Performs a right click at the center of an object or at the specified location.

<a href="#">DoRDClick</a>	Performs a right double click at the center of an object or at the specified location.
<a href="#">DoSendKeys</a>	Sends series of keystrokes to an object.

## Property Detail

### Bitmap

UI Image of the object.  
Accessors: GetBitmap

### BWBitmap

UI Image of the object in 1-bit format (black&white).  
Accessors: GetBWBitmap

### Class

Class of the object.  
Accessors: GetClass

### Height

Height of the object.  
Accessors: GetHeight

### Name

Name of the object.  
Accessors: GetName

### ObjectType

SeSMatcherRule type for this object.  
Accessors: GetObjectType

### State

State of the object.  
Accessors: GetState

### Value

Value of the object.  
Accessors: GetValue, SetValue

### Width

Width of the object.  
Accessors: GetWidth

### WindowText

Window text of the object.  
Accessors: GetWindowText, SetWindowText

### X

X-coordinate of the top left corner of the object.  
Accessors: GetX

### Y

Y-coordinate of the top left corner of the object.  
Accessors: GetY

## Action Detail

### DoAction()

Performs default action for an object. If the object doesn't have default action then 'LClick' is performed.

### DoAnalogPlay(path, left, top)

Plays analog recording using coordinates relative to this object.

#### Parameters:

Name	Type	Description
path	string	Path to analog recording (usually an .arf file).
left	number	X-coordinate of top-left corner of the analog area, relative to object top-left corner Optional.
top	number	Y-coordinate of the top-left corner of the analog area, relative to object top-left corner. Optional.

### DoClick(clickType, xOffset, yOffset)

Performs left click at the center of an object. It is a customizable variant of LClick action.

**Parameters:**

Name	Type	Description
clickType	string	Type of click, can be one of "L" - left click, "LD" - double left click, "R" - right click, "RD" - double right click, "M" - middle click, "MD" - double middle click, "N" - don't click Optional, Default: L.
xOffset	number	X offset to click within object. Default is a center. Optional.
yOffset	number	X offset to click within object. Default is a center. Optional.

**Returns:**

'true' if operation is successful, 'false' otherwise

**DoEnsureVisible()**

Makes sure specified element is visible on the screen.

**DoLButtonDown()**

Performs left mouse button down. This method does not change cursor coordinates. Make sure that you use 'DoMouseMove' to position mouse cursor properly before calling this method. Note: This action must be followed by 'DoLButtonUp', otherwise it may lock mouse cursor.

**DoLButtonUp()**

Performs left mouse button up. This method does not change cursor coordinates. Make sure that you use 'DoMouseMove' to position mouse cursor properly before calling this method. Note: Use this action after 'DoLButtonDown', otherwise it will have no effect.

**DoLClick(x, y)**

Performs a left click at the center of an object or at the specified location.

**Parameters:**

Name	Type	Description
x	number	X-coordinate of location relative to object's left border
y	number	Y-coordinate of location relative to object's top border

**Returns:**

'true' if operation is successful, 'false' otherwise

**DoLDClick(x, y)**

Performs a left double click at the center of an object or at the specified location.

**Parameters:**

Name	Type	Description
x	number	X-coordinate of location relative to object's left border
y	number	Y-coordinate of location relative to object's top border

**Returns:**

'true' if operation is successful, 'false' otherwise

**DoMButtonDown()**

Performs middle mouse button down. This method does not change cursor coordinates. Make sure that you use 'DoMouseMove' to position mouse cursor properly before calling this method. Note: This action must be followed by 'DoMButtonUp', otherwise it may lock mouse cursor.

**DoMButtonUp()**

Performs middle mouse button up. This method does not change cursor coordinates. Make sure that you use 'DoMouseMove' to position mouse cursor properly before calling this method. Note: Use this action after 'DoMButtonDown', otherwise it will have no effect.

**DoMClick(x, y)**

Performs a middle click at the center of an object or at the specified location.

**Parameters:**

Name	Type	Description
x	number	X-coordinate of location relative to object's left border
y	number	Y-coordinate of location relative to object's top border

**Returns:**

'true' if operation is successful, 'false' otherwise

**DoMDClick(x, y)**

Performs a middle double click at the center of an object or at the specified location.

**Parameters:**

Name	Type	Description
x	number	X-coordinate of location relative to object's left border
y	number	Y-coordinate of location relative to object's top border

**Returns:**

'true' if operation is successful, 'false' otherwise

**DoMouseMove(x, y)**

Moves mouse cursor to a location relative to this object position.

**Parameters:**

Name	Type	Description
x	number	X-coordinate of location relative to object's left border
y	number	Y-coordinate of location relative to object's top border

**DoRButtonDown()**

Performs right mouse button down. This method does not change cursor coordinates. Make sure that you use 'DoMouseMove' to position mouse cursor properly before calling this method. Note: This action must be followed by 'DoRButtonUp', otherwise it may lock mouse cursor.

**DoRButtonUp()**

Performs right mouse button up. This method does not change cursor coordinates. Make sure that you use 'DoMouseMove' to position mouse cursor properly before calling this method. Note: Use this action after 'DoRButtonDown', otherwise it will have no effect.

**DoRClick(x, y)**

Performs a right click at the center of an object or at the specified location.

**Parameters:**

Name	Type	Description
x	number	X-coordinate of location relative to object's left border
y	number	Y-coordinate of location relative to object's top border

**Returns:**

'true' if operation is successful, 'false' otherwise

**DoRDClick(x, y)**

Performs a right double click at the center of an object or at the specified location.

**Parameters:**

Name	Type	Description
x	number	X-coordinate of location relative to object's left border
y	number	Y-coordinate of location relative to object's top border

**Returns:**

'true' if operation is successful, 'false' otherwise

**DoSendKeys(keys)**

Sends series of keystrokes to an object. For example: DoSendKeys("^F") - sends {CTRL} + {F}. See [MSDN Article for SendKeys](#)

**Parameters:**

Name	Type	Description
keys	string	A sequence of keystrokes.

FlexComboBase

## Behavior Pattern: FlexComboBaseBehavior

## Property Summary

Property	Description	Getter	Setter
<a href="#">Alpha</a>		GetAlpha	
<a href="#">AutomationClassName</a>		GetAutomationClassName	
<a href="#">AutomationIndex</a>		GetAutomationIndex	
<a href="#">AutomationName</a>		GetAutomationName	
<a href="#">BackgroundAlpha</a>		GetBackgroundAlpha	
<a href="#">BackgroundColor</a>		GetBackgroundColor	
<a href="#">BackgroundImage</a>		GetBackgroundImage	
<a href="#">BackgroundSize</a>		GetBackgroundSize	
<a href="#">ClassName</a>		GetClassName	
<a href="#">Color</a>		GetColor	
<a href="#">CurrentState</a>		GetCurrentState	
<a href="#">DisabledColor</a>		GetDisabledColor	
<a href="#">DropShadowEnabled</a>		GetDropShadowEnabled	
<a href="#">Editable</a>		GetEditable	
<a href="#">Enabled</a>		GetEnabled	
<a href="#">ErrorColor</a>		GetErrorColor	
<a href="#">ErrorString</a>		GetErrorString	
<a href="#">FillAlphas</a>		GetFillAlphas	
<a href="#">FillColors</a>		GetFillColors	
<a href="#">FlexX</a>		GetFlexX	
<a href="#">FlexY</a>		GetFlexY	
<a href="#">FocusEnabled</a>		GetFocusEnabled	
<a href="#">FontFamily</a>		GetFontFamily	
<a href="#">FontSize</a>		GetFontSize	
<a href="#">FontStyle</a>		GetFontStyle	
<a href="#">FontWeight</a>		GetFontWeight	
<a href="#">Height</a>		GetHeight	
<a href="#">HighlightColor</a>		GetHighlightColor	
<a href="#">HorizontalScrollPolicy</a>		GetHorizontalScrollPolicy	
<a href="#">HorizontalScrollPosition</a>		GetHorizontalScrollPosition	
<a href="#">Id</a>		GetId	
<a href="#">LiveScrolling</a>		GetLiveScrolling	
<a href="#">MouseEnabled</a>		GetMouseEnabled	
<a href="#">NumAutomationChildren</a>		GetNumAutomationChildren	
<a href="#">PercentHeight</a>		GetPercentHeight	
<a href="#">PercentWidth</a>		GetPercentWidth	
<a href="#">Restrict</a>		GetRestrict	
<a href="#">ScaleX</a>		GetScaleX	
<a href="#">ScaleY</a>		GetScaleY	
<a href="#">SelectedIndex</a>		GetSelectedIndex	
<a href="#">ShowScrollTips</a>		GetShowScrollTips	
<a href="#">TabChildren</a>		GetTabChildren	
<a href="#">TabEnabled</a>		GetTabEnabled	
<a href="#">TabIndex</a>		GetTabIndex	
<a href="#">Text</a>		GetText	
<a href="#">TextAlign</a>		GetTextAlign	
<a href="#">TextDecoration</a>		GetTextDecoration	
<a href="#">TextIndent</a>		GetTextIndent	
<a href="#">ThemeColor</a>		GetThemeColor	
<a href="#">ToolTip</a>		GetToolTip	

<a href="#">UseHandCursor</a>		GetUseHandCursor	
<a href="#">VerticalScrollPolicy</a>		GetVerticalScrollPolicy	
<a href="#">VerticalScrollPosition</a>		GetVerticalScrollPosition	
<a href="#">Visible</a>		GetVisible	
<a href="#">Width</a>		GetWidth	
<a href="#">X</a>		GetX	
<a href="#">Y</a>		GetY	

## Action Summary

Action	Description
<a href="#">DoChangeFocus</a>	
<a href="#">DoClick</a>	
<a href="#">DoClose</a>	
<a href="#">DoInput</a>	
<a href="#">DoMouseMove</a>	
<a href="#">DoOpen</a>	
<a href="#">DoScroll</a>	
<a href="#">DoSelectText</a>	
<a href="#">DoType</a>	

## Property Detail

### Alpha

Accessors: GetAlpha

### AutomationClassName

Accessors: GetAutomationClassName

### AutomationIndex

Accessors: GetAutomationIndex

### AutomationName

Accessors: GetAutomationName

### BackgroundAlpha

Accessors: GetBackgroundAlpha

### BackgroundColor

Accessors: GetBackgroundColor

### BackgroundImage

Accessors: GetBackgroundImage

### BackgroundSize

Accessors: GetBackgroundSize

### ClassName

Accessors: GetClassName

### Color

Accessors: GetColor

### CurrentState

Accessors: GetCurrentState

### DisabledColor

Accessors: GetDisabledColor

### **DropShadowEnabled**

Accessors: GetDropShadowEnabled

### **Editable**

Accessors: GetEditable

### **Enabled**

Accessors: GetEnabled

### **ErrorColor**

Accessors: GetErrorColor

### **ErrorString**

Accessors: GetErrorString

### **FillAlphas**

Accessors: GetFillAlphas

### **FillColors**

Accessors: GetFillColors

### **FlexX**

Accessors: GetFlexX

### **FlexY**

Accessors: GetFlexY

### **FocusEnabled**

Accessors: GetFocusEnabled

### **FontFamily**

Accessors: GetFontFamily

### **FontSize**

Accessors: GetFontSize

### **FontStyle**

Accessors: GetFontStyle

### **FontWeight**

Accessors: GetFontWeight

### **Height**

Accessors: GetHeight

### **HighlightColor**

Accessors: GetHighlightColor

### **HorizontalScrollPolicy**

Accessors: GetHorizontalScrollPolicy

### **HorizontalScrollPosition**



Accessors: GetHorizontalScrollPosition

## **Id**

Accessors: GetId

## **LiveScrolling**

Accessors: GetLiveScrolling

## **MouseEnabled**

Accessors: GetMouseEnabled

## **NumAutomationChildren**

Accessors: GetNumAutomationChildren

## **PercentHeight**

Accessors: GetPercentHeight

## **PercentWidth**

Accessors: GetPercentWidth

## **Restrict**

Accessors: GetRestrict

## **ScaleX**

Accessors: GetScaleX

## **ScaleY**

Accessors: GetScaleY

## **SelectedIndex**

Accessors: GetSelectedIndex

## **ShowScrollTips**

Accessors: GetShowScrollTips

## **TabChildren**

Accessors: GetTabChildren

## **TabEnabled**

Accessors: GetTabEnabled

## **TabIndex**

Accessors: GetTabIndex

## **Text**

Accessors: GetText

## **TextAlign**

Accessors: GetTextAlign

## **TextDecoration**

Accessors: GetTextDecoration

## **TextIndent**

Accessors: GetTextIndent

## ThemeColor

Accessors: GetThemeColor

## ToolTip

Accessors: GetToolTip

## UseHandCursor

Accessors: GetUseHandCursor

## VerticalScrollPolicy

Accessors: GetVerticalScrollPolicy

## VerticalScrollPosition

Accessors: GetVerticalScrollPosition

## Visible

Accessors: GetVisible

## Width

Accessors: GetWidth

## X

Accessors: GetX

## Y

Accessors: GetY

## Action Detail

### DoChangeFocus(shiftKey, keyCode)

#### Parameters:

Name	Type	Description
shiftKey	Boolean	Optional, Default: false.
keyCode	String	Optional, Default: TAB.

### DoClick(keyModifier)

#### Parameters:

Name	Type	Description
keyModifier	Number	<p>FlexKeyModifierValues</p> <ol style="list-style-type: none"><li>1 flexControl</li><li>2 flexShift</li><li>4 flexAlt</li><li>3 flexControlShift</li><li>5 flexControlAlt</li><li>6 flexShiftAlt</li><li>7 flexControlShiftAlt</li></ol> <p>Optional, Default: 0.</p>

### DoClose(triggerEvent)

**Parameters:**

Name	Type	Description
triggerEvent	Number	FlexTriggerEventValues 1 flexMouse 2 flexKeyboard  Optional, Default: 1.

**DoInput(text)**

**Parameters:**

Name	Type	Description
text	String	

**DoMouseMove(localX, localY, keyModifier)**

**Parameters:**

Name	Type	Description
localX	Number	Optional, Default: 0.
localY	Number	Optional, Default: 0.
keyModifier	Number	FlexKeyModifierValues 1 flexControl 2 flexShift 4 flexAlt 3 flexControlShift 5 flexControlAlt 6 flexShiftAlt 7 flexControlShiftAlt  Optional, Default: 0.

**DoOpen(triggerEvent)**

**Parameters:**

Name	Type	Description
triggerEvent	Number	FlexTriggerEventValues 1 flexMouse 2 flexKeyboard  Optional, Default: 1.

**DoScroll(position, direction, detail)**

**Parameters:**

Name	Type	Description
position	Number	
direction	Number	FlexScrollDirectionValues 1 flexScrollHorizontal 2 flexScrollVertical
detail	Number	

		FlexScrollDetailValues
	1	flexAtBottom
	2	flexAtLeft
	3	flexAtRight
	4	flexAtTop
	5	flexLineDown
	6	flexLineLeft
	7	flexLineRight
	8	flexLineUp
	9	flexPageDown
	10	flexPageLeft
	11	flexPageRight
	12	flexPageUp
	13	flexThumbPosition
	14	flexThumbTrack
		Optional, Default: null.

### DoSelectText(beginIndex, endIndex)

#### Parameters:

Name	Type	Description
beginIndex	Number	
endIndex	Number	

### DoType(keyCode, keyModifier)

#### Parameters:

Name	Type	Description
keyCode	String	
keyModifier	Number	FlexKeyModifierValues 1 flexControl 2 flexShift 4 flexAlt 3 flexControlShift 5 flexControlAlt 6 flexShiftAlt 7 flexControlShiftAlt  Optional, Default: 0.

## Behavior Pattern: Win32Generic

### Property Summary

Property	Description	Getter	Setter
<a href="#">Bitmap</a>	UI Image of the object.	GetBitmap	
<a href="#">BWBitmap</a>	UI Image of the object in 1-bit format (black&white).	GetBWBitmap	
<a href="#">Class</a>	Class of the object.	GetClass	
<a href="#">Height</a>	Height of the object.	GetHeight	
<a href="#">Name</a>	Name of the object.	GetName	
<a href="#">ObjectType</a>	SeSMatcherRule type for this object.	GetObjectType	
<a href="#">State</a>	State of the object.	GetState	
<a href="#">Value</a>	Value of the object.	GetValue	SetValue
<a href="#">Width</a>	Width of the object.	GetWidth	
<a href="#">WindowText</a>	Window text of the object.	GetWindowText	SetWindowText
<a href="#">X</a>	X-coordinate of the top left corner of the object.	GetX	
<a href="#">Y</a>	Y-coordinate of the top left corner of the object.	GetY	

## Action Summary

Action	Description
<a href="#">DoAction</a>	Performs default action for an object.
<a href="#">DoAnalogPlay</a>	Plays analog recording using coordinates relative to this object.
<a href="#">DoClick</a>	Performs left click at the center of an object.
<a href="#">DoEnsureVisible</a>	Makes sure specified element is visible on the screen.
<a href="#">DoLButtonDown</a>	Performs left mouse button down.
<a href="#">DoLButtonUp</a>	Performs left mouse button up.
<a href="#">DoLClick</a>	Performs a left click at the center of an object or at the specified location.
<a href="#">DoLDClick</a>	Performs a left double click at the center of an object or at the specified location.
<a href="#">DoMButtonDown</a>	Performs middle mouse button down.
<a href="#">DoMButtonUp</a>	Performs middle mouse button up.
<a href="#">DoMClick</a>	Performs a middle click at the center of an object or at the specified location.
<a href="#">DoMDClick</a>	Performs a middle double click at the center of an object or at the specified location.
<a href="#">DoMouseMove</a>	Moves mouse cursor to a location relative to this object position.
<a href="#">DoRButtonDown</a>	Performs right mouse button down.
<a href="#">DoRButtonUp</a>	Performs right mouse button up.
<a href="#">DoRClick</a>	Performs a right click at the center of an object or at the specified location.
<a href="#">DoRDClick</a>	Performs a right double click at the center of an object or at the specified location.
<a href="#">DoSendKeys</a>	Sends series of keystrokes to an object.

## Property Detail

### Bitmap

UI Image of the object.  
Accessors: GetBitmap

### BWBitmap

UI Image of the object in 1-bit format (black&white).  
Accessors: GetBWBitmap

### Class

Class of the object.  
Accessors: GetClass

### Height

Height of the object.  
Accessors: GetHeight

### Name

Name of the object.  
Accessors: GetName

### ObjectType

SeSMatcherRule type for this object.  
Accessors: GetObjectType

### State

State of the object.  
Accessors: GetState

### Value

Value of the object.  
Accessors: GetValue, SetValue

### Width

Width of the object.  
Accessors: GetWidth

### WindowText

Window text of the object.  
Accessors: GetWindowText, SetWindowText

### X

X-coordinate of the top left corner of the object.  
Accessors: GetX

## Y

Y-coordinate of the top left corner of the object.

Accessors: GetY

## Action Detail

### DoAction()

Performs default action for an object. If the object doesn't have default action then 'LClick' is performed.

### DoAnalogPlay(path, left, top)

Plays analog recording using coordinates relative to this object.

#### Parameters:

Name	Type	Description
path	string	Path to analog recording (usually an .arf file).
left	number	X-coordinate of top-left corner of the analog area, relative to object top-left corner. Optional.
top	number	Y-coordinate of the top-left corner of the analog area, relative to object top-left corner. Optional.

### DoClick(clickType, xOffset, yOffset)

Performs left click at the center of an object. It is a customizable variant of LClick action.

#### Parameters:

Name	Type	Description
clickType	string	Type of click, can be one of "L" - left click, "LD" - double left click, "R" - right click, "RD" - double right click, "M" - middle click, "MD" - double middle click, "N" - don't click. Optional, Default: L.
xOffset	number	X offset to click within object. Default is a center. Optional.
yOffset	number	X offset to click within object. Default is a center. Optional.

#### Returns:

'true' if operation is successful, 'false' otherwise

### DoEnsureVisible()

Makes sure specified element is visible on the screen.

### DoLButtonDown()

Performs left mouse button down. This method does not change cursor coordinates. Make sure that you use 'DoMouseMove' to position mouse cursor properly before calling this method. Note: This action must be followed by 'DoLButtonUp', otherwise it may lock mouse cursor.

### DoLButtonUp()

Performs left mouse button up. This method does not change cursor coordinates. Make sure that you use 'DoMouseMove' to position mouse cursor properly before calling this method. Note: Use this action after 'DoLButtonDown', otherwise it will have no effect.

### DoLClick(x, y)

Performs a left click at the center of an object or at the specified location.

#### Parameters:

Name	Type	Description
x	number	X-coordinate of location relative to object's left border
y	number	Y-coordinate of location relative to object's top border

#### Returns:

'true' if operation is successful, 'false' otherwise

### DoLDClick(x, y)

Performs a left double click at the center of an object or at the specified location.

#### Parameters:

Name	Type	Description
------	------	-------------

x	number	X-coordinate of location relative to object's left border
y	number	Y-coordinate of location relative to object's top border

**Returns:**

'true' if operation is successful, 'false' otherwise

**DoMButtonDown()**

Performs middle mouse button down. This method does not change cursor coordinates. Make sure that you use 'DoMouseMove' to position mouse cursor properly before calling this method. Note: This action must be followed by 'DoMButtonUp', otherwise it may lock mouse cursor.

**DoMButtonUp()**

Performs middle mouse button up. This method does not change cursor coordinates. Make sure that you use 'DoMouseMove' to position mouse cursor properly before calling this method. Note: Use this action after 'DoMButtonDown', otherwise it will have no effect.

**DoMClick(x, y)**

Performs a middle click at the center of an object or at the specified location.

**Parameters:**

Name	Type	Description
x	number	X-coordinate of location relative to object's left border
y	number	Y-coordinate of location relative to object's top border

**Returns:**

'true' if operation is successful, 'false' otherwise

**DoMDClick(x, y)**

Performs a middle double click at the center of an object or at the specified location.

**Parameters:**

Name	Type	Description
x	number	X-coordinate of location relative to object's left border
y	number	Y-coordinate of location relative to object's top border

**Returns:**

'true' if operation is successful, 'false' otherwise

**DoMouseMove(x, y)**

Moves mouse cursor to a location relative to this object position.

**Parameters:**

Name	Type	Description
x	number	X-coordinate of location relative to object's left border
y	number	Y-coordinate of location relative to object's top border

**DoRButtonDown()**

Performs right mouse button down. This method does not change cursor coordinates. Make sure that you use 'DoMouseMove' to position mouse cursor properly before calling this method. Note: This action must be followed by 'DoRButtonUp', otherwise it may lock mouse cursor.

**DoRButtonUp()**

Performs right mouse button up. This method does not change cursor coordinates. Make sure that you use 'DoMouseMove' to position mouse cursor properly before calling this method. Note: Use this action after 'DoRButtonDown', otherwise it will have no effect.

**DoRClick(x, y)**

Performs a right click at the center of an object or at the specified location.

**Parameters:**

Name	Type	Description
x	number	X-coordinate of location relative to object's left border
y	number	Y-coordinate of location relative to object's top border

**Returns:**

'true' if operation is successful, 'false' otherwise

## DoRClick(x, y)

Performs a right double click at the center of an object or at the specified location.

### Parameters:

Name	Type	Description
x	number	X-coordinate of location relative to object's left border
y	number	Y-coordinate of location relative to object's top border

### Returns:

'true' if operation is successful, 'false' otherwise

## DoSendKeys(keys)

Sends series of keystrokes to an object. For example: DoSendKeys("^F") - sends {CTRL} + {F}. See [MSDN Article for SendKeys](#)

### Parameters:

Name	Type	Description
keys	string	A sequence of keystrokes.

## FlexComboBox

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FlexComboBox

### Behavior Pattern: FlexComboBoxBehavior

### Property Summary

Property	Description	Getter	Setter
<a href="#">Alpha</a>		GetAlpha	
<a href="#">AlternatingRowColors</a>		GetAlternatingRowColors	
<a href="#">AutomationClassName</a>		GetAutomationClassName	
<a href="#">AutomationIndex</a>		GetAutomationIndex	
<a href="#">AutomationName</a>		GetAutomationName	
<a href="#">BackgroundAlpha</a>		GetBackgroundAlpha	
<a href="#">BackgroundColor</a>		GetBackgroundColor	
<a href="#">BackgroundImage</a>		GetBackgroundImage	
<a href="#">BackgroundSize</a>		GetBackgroundSize	
<a href="#">ClassName</a>		GetClassName	
<a href="#">Color</a>		GetColor	
<a href="#">CurrentState</a>		GetCurrentState	
<a href="#">DisabledColor</a>		GetDisabledColor	
<a href="#">DropShadowEnabled</a>		GetDropShadowEnabled	
<a href="#">Editable</a>		GetEditable	
<a href="#">Enabled</a>		GetEnabled	
<a href="#">ErrorColor</a>		GetErrorColor	
<a href="#">ErrorString</a>		GetErrorString	
<a href="#">FillAlphas</a>		GetFillAlphas	
<a href="#">FillColors</a>		GetFillColors	
<a href="#">FlexX</a>		GetFlexX	
<a href="#">FlexY</a>		GetFlexY	
<a href="#">FocusEnabled</a>		GetFocusEnabled	
<a href="#">FontFamily</a>		GetFontFamily	
<a href="#">FontSize</a>		GetFontSize	
<a href="#">FontStyle</a>		GetFontStyle	
<a href="#">FontWeight</a>		GetFontWeight	
<a href="#">Height</a>		GetHeight	
<a href="#">HighlightColor</a>		GetHighlightColor	
<a href="#">HorizontalScrollPolicy</a>		GetHorizontalScrollPolicy	



<a href="#">HorizontalScrollPosition</a>		GetHorizontalScrollPosition	
<a href="#">Id</a>		GetId	
<a href="#">LiveScrolling</a>		GetLiveScrolling	
<a href="#">MouseEnabled</a>		GetMouseEnabled	
<a href="#">NumAutomationChildren</a>		GetNumAutomationChildren	
<a href="#">PercentHeight</a>		GetPercentHeight	
<a href="#">PercentWidth</a>		GetPercentWidth	
<a href="#">Restrict</a>		GetRestrict	
<a href="#">RollOverColor</a>		GetRollOverColor	
<a href="#">ScaleX</a>		GetScaleX	
<a href="#">ScaleY</a>		GetScaleY	
<a href="#">SelectedIndex</a>		GetSelectedIndex	
<a href="#">SelectionColor</a>		GetSelectionColor	
<a href="#">ShowScrollTips</a>		GetShowScrollTips	
<a href="#">TabChildren</a>		GetTabChildren	
<a href="#">TabEnabled</a>		GetTabEnabled	
<a href="#">TabIndex</a>		GetTabIndex	
<a href="#">Text</a>		GetText	
<a href="#">TextAlign</a>		GetTextAlign	
<a href="#">TextDecoration</a>		GetTextDecoration	
<a href="#">TextIndent</a>		GetTextIndent	
<a href="#">ThemeColor</a>		GetThemeColor	
<a href="#">ToolTip</a>		GetToolTip	
<a href="#">UseHandCursor</a>		GetUseHandCursor	
<a href="#">VerticalScrollPolicy</a>		GetVerticalScrollPolicy	
<a href="#">VerticalScrollPosition</a>		GetVerticalScrollPosition	
<a href="#">Visible</a>		GetVisible	
<a href="#">Width</a>		GetWidth	
<a href="#">X</a>		GetX	
<a href="#">Y</a>		GetY	

## Action Summary

Action	Description
<a href="#">DoChangeFocus</a>	
<a href="#">DoClick</a>	
<a href="#">DoClose</a>	
<a href="#">DoInput</a>	
<a href="#">DoMouseMove</a>	
<a href="#">DoOpen</a>	
<a href="#">DoScroll</a>	
<a href="#">DoSelect</a>	
<a href="#">DoSelectText</a>	
<a href="#">DoType</a>	

## Property Detail

### Alpha

Accessors: GetAlpha

### AlternatingRowColors

Accessors: GetAlternatingRowColors

### AutomationClassName

Accessors: GetAutomationClassName

### AutomationIndex

Accessors: GetAutomationIndex

**AutomationName**

Accessors: GetAutomationName

**BackgroundAlpha**

Accessors: GetBackgroundAlpha

**BackgroundColor**

Accessors: GetBackgroundColor

**BackgroundImage**

Accessors: GetBackgroundImage

**BackgroundSize**

Accessors: GetBackgroundSize

**ClassName**

Accessors: GetClassName

**Color**

Accessors: GetColor

**CurrentState**

Accessors: GetCurrentState

**DisabledColor**

Accessors: GetDisabledColor

**DropShadowEnabled**

Accessors: GetDropShadowEnabled

**Editable**

Accessors: GetEditable

**Enabled**

Accessors: GetEnabled

**ErrorColor**

Accessors: GetErrorColor

**ErrorString**

Accessors: GetErrorString

**FillAlphas**

Accessors: GetFillAlphas

**FillColors**

Accessors: GetFillColors

**FlexX**

Accessors: GetFlexX

**FlexY**

Accessors: GetFlexY

**FocusEnabled**

Accessors: GetFocusEnabled

**FontFamily**

Accessors: GetFontFamily

**FontSize**

Accessors: GetFontSize

**FontStyle**

Accessors: GetFontStyle

**FontWeight**

Accessors: GetFontWeight

**Height**

Accessors: GetHeight

**HighlightColor**

Accessors: GetHighlightColor

**HorizontalScrollPolicy**

Accessors: GetHorizontalScrollPolicy

**HorizontalScrollPosition**

Accessors: GetHorizontalScrollPosition

**Id**

Accessors: GetId

**LiveScrolling**

Accessors: GetLiveScrolling

**MouseEnabled**

Accessors: GetMouseEnabled

**NumAutomationChildren**

Accessors: GetNumAutomationChildren

**PercentHeight**

Accessors: GetPercentHeight

**PercentWidth**

Accessors: GetPercentWidth

**Restrict**

Accessors: GetRestrict

**RollOverColor**

Accessors: GetRollOverColor

**ScaleX**

Accessors: GetScaleX

**ScaleY**

Accessors: GetScaleY

**SelectedIndex**

Accessors: GetSelectedIndex

**SelectionColor**

Accessors: GetSelectionColor

**ShowScrollTips**

Accessors: GetShowScrollTips

**TabChildren**

Accessors: GetTabChildren

**TabEnabled**

Accessors: GetTabEnabled

**TabIndex**

Accessors: GetTabIndex

**Text**

Accessors: GetText

**TextAlign**

Accessors: GetTextAlign

**TextDecoration**

Accessors: GetTextDecoration

**TextIndent**

Accessors: GetTextIndent

**ThemeColor**

Accessors: GetThemeColor

**ToolTip**

Accessors: GetToolTip

**UseHandCursor**

Accessors: GetUseHandCursor

**VerticalScrollPolicy**

Accessors: GetVerticalScrollPolicy

**VerticalScrollPosition**

Accessors: GetVerticalScrollPosition

**Visible**

Accessors: GetVisible

**Width**

Accessors: GetWidth

## X

Accessors: GetX

## Y

Accessors: GetY

## Action Detail

### DoChangeFocus(shiftKey, keyCode)

Parameters:

Name	Type	Description
shiftKey	Boolean	Optional, Default: false.
keyCode	String	Optional, Default: TAB.

### DoClick(keyModifier)

Parameters:

Name	Type	Description
keyModifier	Number	<p>FlexKeyModifierValues</p> <ol style="list-style-type: none"><li>1 flexControl</li><li>2 flexShift</li><li>4 flexAlt</li><li>3 flexControlShift</li><li>5 flexControlAlt</li><li>6 flexShiftAlt</li><li>7 flexControlShiftAlt</li></ol> <p>Optional, Default: 0.</p>

### DoClose(triggerEvent)

Parameters:

Name	Type	Description
triggerEvent	Number	<p>FlexTriggerEventValues</p> <ol style="list-style-type: none"><li>1 flexMouse</li><li>2 flexKeyboard</li></ol> <p>Optional, Default: 1.</p>

### DoInput(text)

Parameters:

Name	Type	Description
text	String	

### DoMouseMove(localX, localY, keyModifier)

Parameters:

Name	Type	Description
localX	Number	Optional, Default: 0.

localY	Number	Optional, Default: 0.
keyModifier	Number	FlexKeyModifierValues 1 flexControl 2 flexShift 4 flexAlt 3 flexControlShift 5 flexControlAlt 6 flexShiftAlt 7 flexControlShiftAlt  Optional, Default: 0.

### DoOpen(triggerEvent)

#### Parameters:

Name	Type	Description
triggerEvent	Number	FlexTriggerEventValues 1 flexMouse 2 flexKeyboard  Optional, Default: 1.

### DoScroll(position, direction, detail)

#### Parameters:

Name	Type	Description
position	Number	
direction	Number	FlexScrollDirectionValues 1 flexScrollHorizontal 2 flexScrollVertical
detail	Number	FlexScrollDetailValues 1 flexAtBottom 2 flexAtLeft 3 flexAtRight 4 flexAtTop 5 flexLineDown 6 flexLineLeft 7 flexLineRight 8 flexLineUp 9 flexPageDown 10 flexPageLeft 11 flexPageRight 12 flexPageUp 13 flexThumbPosition 14 flexThumbTrack  Optional, Default: null.

### DoSelect(itemRenderer, triggerEvent, keyModifier)

#### Parameters:

Name	Type	Description
itemRenderer	String	
triggerEvent	Number	

		FlexTriggerEventValues 1 flexMouse 2 flexKeyboard  Optional, Default: 1.
keyModifier	Number	FlexKeyModifierValues 1 flexControl 2 flexShift 4 flexAlt 3 flexControlShift 5 flexControlAlt 6 flexShiftAlt 7 flexControlShiftAlt  Optional, Default: 0.

### DoSelectText(beginIndex, endIndex)

#### Parameters:

Name	Type	Description
beginIndex	Number	
endIndex	Number	

### DoType(keyCode, keyModifier)

#### Parameters:

Name	Type	Description
keyCode	String	
keyModifier	Number	FlexKeyModifierValues 1 flexControl 2 flexShift 4 flexAlt 3 flexControlShift 5 flexControlAlt 6 flexShiftAlt 7 flexControlShiftAlt  Optional, Default: 0.

## Behavior Pattern: Win32Generic

### Property Summary

Property	Description	Getter	Setter
<a href="#">Bitmap</a>	UI Image of the object.	GetBitmap	
<a href="#">BWBitmap</a>	UI Image of the object in 1-bit format (black&white).	GetBWBitmap	
<a href="#">Class</a>	Class of the object.	GetClass	
<a href="#">Height</a>	Height of the object.	GetHeight	
<a href="#">Name</a>	Name of the object.	GetName	
<a href="#">ObjectType</a>	SeSMatcherRule type for this object.	GetObjectType	
<a href="#">State</a>	State of the object.	GetState	
<a href="#">Value</a>	Value of the object.	GetValue	SetValue
<a href="#">Width</a>	Width of the object.	GetWidth	
<a href="#">WindowText</a>	Window text of the object.	GetWindowText	SetWindowText
<a href="#">X</a>	X-coordinate of the top left corner of the object.	GetX	
<a href="#">Y</a>	Y-coordinate of the top left corner of the object.	GetY	

## Action Summary

Action	Description
<a href="#">DoAction</a>	Performs default action for an object.
<a href="#">DoAnalogPlay</a>	Plays analog recording using coordinates relative to this object.
<a href="#">DoClick</a>	Performs left click at the center of an object.
<a href="#">DoEnsureVisible</a>	Makes sure specified element is visible on the screen.
<a href="#">DoLButtonDown</a>	Performs left mouse button down.
<a href="#">DoLButtonUp</a>	Performs left mouse button up.
<a href="#">DoLClick</a>	Performs a left click at the center of an object or at the specified location.
<a href="#">DoLDClick</a>	Performs a left double click at the center of an object or at the specified location.
<a href="#">DoMButtonDown</a>	Performs middle mouse button down.
<a href="#">DoMButtonUp</a>	Performs middle mouse button up.
<a href="#">DoMClick</a>	Performs a middle click at the center of an object or at the specified location.
<a href="#">DoMDClick</a>	Performs a middle double click at the center of an object or at the specified location.
<a href="#">DoMouseMove</a>	Moves mouse cursor to a location relative to this object position.
<a href="#">DoRButtonDown</a>	Performs right mouse button down.
<a href="#">DoRButtonUp</a>	Performs right mouse button up.
<a href="#">DoRClick</a>	Performs a right click at the center of an object or at the specified location.
<a href="#">DoRDClick</a>	Performs a right double click at the center of an object or at the specified location.
<a href="#">DoSendKeys</a>	Sends series of keystrokes to an object.

## Property Detail

### Bitmap

UI Image of the object.  
Accessors: GetBitmap

### BWBitmap

UI Image of the object in 1-bit format (black&white).  
Accessors: GetBWBitmap

### Class

Class of the object.  
Accessors: GetClass

### Height

Height of the object.  
Accessors: GetHeight

### Name

Name of the object.  
Accessors: GetName

### ObjectType

SeSMatcherRule type for this object.  
Accessors: GetObjectType

### State

State of the object.  
Accessors: GetState

### Value

Value of the object.  
Accessors: GetValue, SetValue

### Width

Width of the object.  
Accessors: GetWidth

### WindowText

Window text of the object.  
Accessors: GetWindowText, SetWindowText

### X

X-coordinate of the top left corner of the object.  
Accessors: GetX



## Y

Y-coordinate of the top left corner of the object.

Accessors: GetY

## Action Detail

### DoAction()

Performs default action for an object. If the object doesn't have default action then 'LClick' is performed.

### DoAnalogPlay(path, left, top)

Plays analog recording using coordinates relative to this object.

#### Parameters:

Name	Type	Description
path	string	Path to analog recording (usually an .arf file).
left	number	X-coordinate of top-left corner of the analog area, relative to object top-left corner. Optional.
top	number	Y-coordinate of the top-left corner of the analog area, relative to object top-left corner. Optional.

### DoClick(clickType, xOffset, yOffset)

Performs left click at the center of an object. It is a customizable variant of LClick action.

#### Parameters:

Name	Type	Description
clickType	string	Type of click, can be one of "L" - left click, "LD" - double left click, "R" - right click, "RD" - double right click, "M" - middle click, "MD" - double middle click, "N" - don't click. Optional, Default: L.
xOffset	number	X offset to click within object. Default is a center. Optional.
yOffset	number	X offset to click within object. Default is a center. Optional.

#### Returns:

'true' if operation is successful, 'false' otherwise

### DoEnsureVisible()

Makes sure specified element is visible on the screen.

### DoLButtonDown()

Performs left mouse button down. This method does not change cursor coordinates. Make sure that you use 'DoMouseMove' to position mouse cursor properly before calling this method. Note: This action must be followed by 'DoLButtonUp', otherwise it may lock mouse cursor.

### DoLButtonUp()

Performs left mouse button up. This method does not change cursor coordinates. Make sure that you use 'DoMouseMove' to position mouse cursor properly before calling this method. Note: Use this action after 'DoLButtonDown', otherwise it will have no effect.

### DoLClick(x, y)

Performs a left click at the center of an object or at the specified location.

#### Parameters:

Name	Type	Description
x	number	X-coordinate of location relative to object's left border
y	number	Y-coordinate of location relative to object's top border

#### Returns:

'true' if operation is successful, 'false' otherwise

### DoLDClick(x, y)

Performs a left double click at the center of an object or at the specified location.

#### Parameters:

Name	Type	Description
------	------	-------------

x	number	X-coordinate of location relative to object's left border
y	number	Y-coordinate of location relative to object's top border

**Returns:**

'true' if operation is successful, 'false' otherwise

**DoMButtonDown()**

Performs middle mouse button down. This method does not change cursor coordinates. Make sure that you use 'DoMouseMove' to position mouse cursor properly before calling this method. Note: This action must be followed by 'DoMButtonUp', otherwise it may lock mouse cursor.

**DoMButtonUp()**

Performs middle mouse button up. This method does not change cursor coordinates. Make sure that you use 'DoMouseMove' to position mouse cursor properly before calling this method. Note: Use this action after 'DoMButtonDown', otherwise it will have no effect.

**DoMClick(x, y)**

Performs a middle click at the center of an object or at the specified location.

**Parameters:**

Name	Type	Description
x	number	X-coordinate of location relative to object's left border
y	number	Y-coordinate of location relative to object's top border

**Returns:**

'true' if operation is successful, 'false' otherwise

**DoMDClick(x, y)**

Performs a middle double click at the center of an object or at the specified location.

**Parameters:**

Name	Type	Description
x	number	X-coordinate of location relative to object's left border
y	number	Y-coordinate of location relative to object's top border

**Returns:**

'true' if operation is successful, 'false' otherwise

**DoMouseMove(x, y)**

Moves mouse cursor to a location relative to this object position.

**Parameters:**

Name	Type	Description
x	number	X-coordinate of location relative to object's left border
y	number	Y-coordinate of location relative to object's top border

**DoRButtonDown()**

Performs right mouse button down. This method does not change cursor coordinates. Make sure that you use 'DoMouseMove' to position mouse cursor properly before calling this method. Note: This action must be followed by 'DoRButtonUp', otherwise it may lock mouse cursor.

**DoRButtonUp()**

Performs right mouse button up. This method does not change cursor coordinates. Make sure that you use 'DoMouseMove' to position mouse cursor properly before calling this method. Note: Use this action after 'DoRButtonDown', otherwise it will have no effect.

**DoRClick(x, y)**

Performs a right click at the center of an object or at the specified location.

**Parameters:**

Name	Type	Description
x	number	X-coordinate of location relative to object's left border
y	number	Y-coordinate of location relative to object's top border

**Returns:**

'true' if operation is successful, 'false' otherwise

## DoRDClick(x, y)

Performs a right double click at the center of an object or at the specified location.

### Parameters:

Name	Type	Description
x	number	X-coordinate of location relative to object's left border
y	number	Y-coordinate of location relative to object's top border

### Returns:

'true' if operation is successful, 'false' otherwise

## DoSendKeys(keys)

Sends series of keystrokes to an object. For example: DoSendKeys("^F") - sends {CTRL} + {F}. See [MSDN Article for SendKeys](#)

### Parameters:

Name	Type	Description
keys	string	A sequence of keystrokes.

## FlexContainer

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FlexContainer

### Behavior Pattern: FlexContainerBehavior

### Property Summary

Property	Description	Getter	Setter
<a href="#">Alpha</a>		GetAlpha	
<a href="#">AutomationClassName</a>		GetAutomationClassName	
<a href="#">AutomationIndex</a>		GetAutomationIndex	
<a href="#">AutomationName</a>		GetAutomationName	
<a href="#">BackgroundAlpha</a>		GetBackgroundAlpha	
<a href="#">BackgroundColor</a>		GetBackgroundColor	
<a href="#">BackgroundDisabledColor</a>		GetBackgroundDisabledColor	
<a href="#">BackgroundImage</a>		GetBackgroundImage	
<a href="#">BackgroundSize</a>		GetBackgroundSize	
<a href="#">ClassName</a>		GetClassName	
<a href="#">CreationIndex</a>		GetCreationIndex	
<a href="#">CreationPolicy</a>		GetCreationPolicy	
<a href="#">CurrentState</a>		GetCurrentState	
<a href="#">Enabled</a>		GetEnabled	
<a href="#">ErrorColor</a>		GetErrorColor	
<a href="#">ErrorString</a>		GetErrorString	
<a href="#">FillAlphas</a>		GetFillAlphas	
<a href="#">FillColors</a>		GetFillColors	
<a href="#">FlexX</a>		GetFlexX	
<a href="#">FlexY</a>		GetFlexY	
<a href="#">FocusEnabled</a>		GetFocusEnabled	
<a href="#">FontFamily</a>		GetFontFamily	
<a href="#">FontSize</a>		GetFontSize	
<a href="#">FontStyle</a>		GetFontStyle	
<a href="#">FontWeight</a>		GetFontWeight	
<a href="#">Height</a>		GetHeight	
<a href="#">Id</a>		GetId	
<a href="#">Label</a>		GetLabel	
<a href="#">MouseEnabled</a>		GetMouseEnabled	
<a href="#">NumAutomationChildren</a>		GetNumAutomationChildren	

<a href="#">NumChildren</a>		GetNumChildren	
<a href="#">PercentHeight</a>		GetPercentHeight	
<a href="#">PercentWidth</a>		GetPercentWidth	
<a href="#">ScaleX</a>		GetScaleX	
<a href="#">ScaleY</a>		GetScaleY	
<a href="#">TabChildren</a>		GetTabChildren	
<a href="#">TabEnabled</a>		GetTabEnabled	
<a href="#">TabIndex</a>		GetTabIndex	
<a href="#">ThemeColor</a>		GetThemeColor	
<a href="#">ToolTip</a>		GetToolTip	
<a href="#">UseHandCursor</a>		GetUseHandCursor	
<a href="#">Visible</a>		GetVisible	
<a href="#">Width</a>		GetWidth	
<a href="#">X</a>		GetX	
<a href="#">Y</a>		GetY	

## Action Summary

Action	Description
<a href="#">DoChangeFocus</a>	
<a href="#">DoClick</a>	
<a href="#">DoDragCancel</a>	
<a href="#">DoDragDrop</a>	
<a href="#">DoDragStart</a>	
<a href="#">DoMouseMove</a>	
<a href="#">DoMouseScroll</a>	
<a href="#">DoScroll</a>	

## Property Detail

### Alpha

Accessors: GetAlpha

### AutomationClassName

Accessors: GetAutomationClassName

### AutomationIndex

Accessors: GetAutomationIndex

### AutomationName

Accessors: GetAutomationName

### BackgroundAlpha

Accessors: GetBackgroundAlpha

### BackgroundColor

Accessors: GetBackgroundColor

### BackgroundDisabledColor

Accessors: GetBackgroundDisabledColor

### BackgroundImage

Accessors: GetBackgroundImage

### BackgroundSize

Accessors: GetBackgroundSize

**ClassName**

Accessors: GetClassName

**CreationIndex**

Accessors: GetCreationIndex

**CreationPolicy**

Accessors: GetCreationPolicy

**CurrentState**

Accessors: GetCurrentState

**Enabled**

Accessors: GetEnabled

**ErrorColor**

Accessors: GetErrorColor

**ErrorString**

Accessors: GetErrorString

**FillAlphas**

Accessors: GetFillAlphas

**FillColors**

Accessors: GetFillColors

**FlexX**

Accessors: GetFlexX

**FlexY**

Accessors: GetFlexY

**FocusEnabled**

Accessors: GetFocusEnabled

**FontFamily**

Accessors: GetFontFamily

**FontSize**

Accessors: GetFontSize

**FontStyle**

Accessors: GetFontStyle

**FontWeight**

Accessors: GetFontWeight

**Height**

Accessors: GetHeight

**Id**

Accessors: GetId

**Label**

Accessors: GetLabel

**MouseEnabled**

Accessors: GetMouseEnabled

**NumAutomationChildren**

Accessors: GetNumAutomationChildren

**NumChildren**

Accessors: GetNumChildren

**PercentHeight**

Accessors: GetPercentHeight

**PercentWidth**

Accessors: GetPercentWidth

**ScaleX**

Accessors: GetScaleX

**ScaleY**

Accessors: GetScaleY

**TabChildren**

Accessors: GetTabChildren

**TabEnabled**

Accessors: GetTabEnabled

**TabIndex**

Accessors: GetTabIndex

**ThemeColor**

Accessors: GetThemeColor

**ToolTip**

Accessors: GetToolTip

**UseHandCursor**

Accessors: GetUseHandCursor

**Visible**

Accessors: GetVisible

**Width**

Accessors: GetWidth

**X**

Accessors: GetX

**Y**

Accessors: GetY

## Action Detail

### DoChangeFocus(shiftKey, keyCode)

#### Parameters:

Name	Type	Description
shiftKey	Boolean	Optional, Default: false.
keyCode	String	Optional, Default: TAB.

### DoClick(keyModifier)

#### Parameters:

Name	Type	Description
keyModifier	Number	<p>FlexKeyModifierValues</p> <ol style="list-style-type: none"><li>1 flexControl</li><li>2 flexShift</li><li>4 flexAlt</li><li>3 flexControlShift</li><li>5 flexControlAlt</li><li>6 flexShiftAlt</li><li>7 flexControlShiftAlt</li></ol> <p>Optional, Default: 0.</p>

### DoDragCancel(keyModifier)

#### Parameters:

Name	Type	Description
keyModifier	Number	<p>FlexKeyModifierValues</p> <ol style="list-style-type: none"><li>1 flexControl</li><li>2 flexShift</li><li>4 flexAlt</li><li>3 flexControlShift</li><li>5 flexControlAlt</li><li>6 flexShiftAlt</li><li>7 flexControlShiftAlt</li></ol> <p>Optional, Default: 0.</p>

### DoDragDrop(action, draggedItem, keyModifier)

#### Parameters:

Name	Type	Description
action	String	
draggedItem	String	Optional.
keyModifier	Number	<p>FlexKeyModifierValues</p> <ol style="list-style-type: none"><li>1 flexControl</li><li>2 flexShift</li><li>4 flexAlt</li><li>3 flexControlShift</li><li>5 flexControlAlt</li><li>6 flexShiftAlt</li><li>7 flexControlShiftAlt</li></ol>

		Optional, Default: 0.
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### DoDragStart(draggedItem, keyModifier)

**Parameters:**

Name	Type	Description
draggedItem	String	
keyModifier	Number	FlexKeyModifierValues 1 flexControl 2 flexShift 4 flexAlt 3 flexControlShift 5 flexControlAlt 6 flexShiftAlt 7 flexControlShiftAlt  Optional, Default: 0.

### DoMouseMove(localX, localY, keyModifier)

**Parameters:**

Name	Type	Description
localX	Number	Optional, Default: 0.
localY	Number	Optional, Default: 0.
keyModifier	Number	FlexKeyModifierValues 1 flexControl 2 flexShift 4 flexAlt 3 flexControlShift 5 flexControlAlt 6 flexShiftAlt 7 flexControlShiftAlt  Optional, Default: 0.

### DoMouseScroll(delta)

**Parameters:**

Name	Type	Description
delta	Number	Optional, Default: 0.

### DoScroll(position, direction, detail)

**Parameters:**

Name	Type	Description
position	Number	
direction	Number	FlexScrollDirectionValues 1 flexScrollHorizontal 2 flexScrollVertical
detail	Number	FlexScrollDetailValues



	1 flexAtBottom 2 flexAtLeft 3 flexAtRight 4 flexAtTop 5 flexLineDown 6 flexLineLeft 7 flexLineRight 8 flexLineUp 9 flexPageDown 10 flexPageLeft 11 flexPageRight 12 flexPageUp 13 flexThumbPosition 14 flexThumbTrack  Optional, Default: null.
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## Behavior Pattern: Win32Generic

## Property Summary

Property	Description	Getter	Setter
<a href="#">Bitmap</a>	UI Image of the object.	GetBitmap	
<a href="#">BWBitmap</a>	UI Image of the object in 1-bit format (black&white).	GetBWBitmap	
<a href="#">Class</a>	Class of the object.	GetClass	
<a href="#">Height</a>	Height of the object.	GetHeight	
<a href="#">Name</a>	Name of the object.	GetName	
<a href="#">ObjectType</a>	SeSMatcherRule type for this object.	GetObjectType	
<a href="#">State</a>	State of the object.	GetState	
<a href="#">Value</a>	Value of the object.	GetValue	SetValue
<a href="#">Width</a>	Width of the object.	GetWidth	
<a href="#">WindowText</a>	Window text of the object.	GetWindowText	SetWindowText
<a href="#">X</a>	X-coordinate of the top left corner of the object.	GetX	
<a href="#">Y</a>	Y-coordinate of the top left corner of the object.	GetY	

## Action Summary

Action	Description
<a href="#">DoAction</a>	Performs default action for an object.
<a href="#">DoAnalogPlay</a>	Plays analog recording using coordinates relative to this object.
<a href="#">DoClick</a>	Performs left click at the center of an object.
<a href="#">DoEnsureVisible</a>	Makes sure specified element is visible on the screen.
<a href="#">DoLButtonDown</a>	Performs left mouse button down.
<a href="#">DoLButtonUp</a>	Performs left mouse button up.
<a href="#">DoLClick</a>	Performs a left click at the center of an object or at the specified location.
<a href="#">DoLDClick</a>	Performs a left double click at the center of an object or at the specified location.
<a href="#">DoMButtonDown</a>	Performs middle mouse button down.
<a href="#">DoMButtonUp</a>	Performs middle mouse button up.
<a href="#">DoMClick</a>	Performs a middle click at the center of an object or at the specified location.
<a href="#">DoMDClick</a>	Performs a middle double click at the center of an object or at the specified location.
<a href="#">DoMouseMove</a>	Moves mouse cursor to a location relative to this object position.
<a href="#">DoRButtonDown</a>	Performs right mouse button down.
<a href="#">DoRButtonUp</a>	Performs right mouse button up.
<a href="#">DoRClick</a>	Performs a right click at the center of an object or at the specified location.
<a href="#">DoRDClick</a>	Performs a right double click at the center of an object or at the specified location.
<a href="#">DoSendKeys</a>	Sends series of keystrokes to an object.

## Property Detail

### Bitmap

UI Image of the object.

Accessors: GetBitmap

### BWBitmap

UI Image of the object in 1-bit format (black&white).

Accessors: GetBWBitmap

### Class

Class of the object.

Accessors: GetClass

### Height

Height of the object.

Accessors: GetHeight

### Name

Name of the object.

Accessors: GetName

### ObjectType

SeSMatcherRule type for this object.

Accessors: GetObjectType

### State

State of the object.

Accessors: GetState

### Value

Value of the object.

Accessors: GetValue, SetValue

### Width

Width of the object.

Accessors: GetWidth

### WindowText

Window text of the object.

Accessors: GetWindowText, SetWindowText

### X

X-coordinate of the top left corner of the object.

Accessors: GetX

### Y

Y-coordinate of the top left corner of the object.

Accessors: GetY

## Action Detail

### DoAction()

Performs default action for an object. If the object doesn't have default action then 'LClick' is performed.

### DoAnalogPlay(path, left, top)

Plays analog recording using coordinates relative to this object.

#### Parameters:

Name	Type	Description
path	string	Path to analog recording (usually an .arf file).
left	number	X-coordinate of top-left corner of the analog area, relative to object top-left corner Optional.
top	number	Y-coordinate of the top-left corner of the analog area, relative to object top-left corner. Optional.

### DoClick(clickType, xOffset, yOffset)

Performs left click at the center of an object. It is a customizable variant of LClick action.

#### Parameters:

Name	Type	Description
clickType	string	Type of click, can be one of "L" - left click, "LD" - double left click, "R" - right click, "RD" - double right click, "M" - middle click, "MD" - double middle click, "N" - don't click

		Optional, Default: L.
xOffset	number	X offset to click within object. Default is a center. Optional.
yOffset	number	X offset to click within object. Default is a center. Optional.

**Returns:**

'true' if operation is successful, 'false' otherwise

**DoEnsureVisible()**

Makes sure specified element is visible on the screen.

**DoLButtonDown()**

Performs left mouse button down. This method does not change cursor coordinates. Make sure that you use 'DoMouseMove' to position mouse cursor properly before calling this method. Note: This action must be followed by 'DoLButtonUp', otherwise it may lock mouse cursor.

**DoLButtonUp()**

Performs left mouse button up. This method does not change cursor coordinates. Make sure that you use 'DoMouseMove' to position mouse cursor properly before calling this method. Note: Use this action after 'DoLButtonDown', otherwise it will have no effect.

**DoLClick(x, y)**

Performs a left click at the center of an object or at the specified location.

**Parameters:**

Name	Type	Description
x	number	X-coordinate of location relative to object's left border
y	number	Y-coordinate of location relative to object's top border

**Returns:**

'true' if operation is successful, 'false' otherwise

**DoLDClick(x, y)**

Performs a left double click at the center of an object or at the specified location.

**Parameters:**

Name	Type	Description
x	number	X-coordinate of location relative to object's left border
y	number	Y-coordinate of location relative to object's top border

**Returns:**

'true' if operation is successful, 'false' otherwise

**DoMButtonDown()**

Performs middle mouse button down. This method does not change cursor coordinates. Make sure that you use 'DoMouseMove' to position mouse cursor properly before calling this method. Note: This action must be followed by 'DoMButtonUp', otherwise it may lock mouse cursor.

**DoMButtonUp()**

Performs middle mouse button up. This method does not change cursor coordinates. Make sure that you use 'DoMouseMove' to position mouse cursor properly before calling this method. Note: Use this action after 'DoMButtonDown', otherwise it will have no effect.

**DoMClick(x, y)**

Performs a middle click at the center of an object or at the specified location.

**Parameters:**

Name	Type	Description
x	number	X-coordinate of location relative to object's left border
y	number	Y-coordinate of location relative to object's top border

**Returns:**

'true' if operation is successful, 'false' otherwise

**DoMDClick(x, y)**

Performs a middle double click at the center of an object or at the specified location.

**Parameters:**

Name	Type	Description
x	number	X-coordinate of location relative to object's left border
y	number	Y-coordinate of location relative to object's top border

**Returns:**

'true' if operation is successful, 'false' otherwise

**DoMouseMove(x, y)**

Moves mouse cursor to a location relative to this object position.

**Parameters:**

Name	Type	Description
x	number	X-coordinate of location relative to object's left border
y	number	Y-coordinate of location relative to object's top border

**DoRButtonDown()**

Performs right mouse button down. This method does not change cursor coordinates. Make sure that you use 'DoMouseMove' to position mouse cursor properly before calling this method. Note: This action must be followed by 'DoRButtonUp', otherwise it may lock mouse cursor.

**DoRButtonUp()**

Performs right mouse button up. This method does not change cursor coordinates. Make sure that you use 'DoMouseMove' to position mouse cursor properly before calling this method. Note: Use this action after 'DoRButtonDown', otherwise it will have no effect.

**DoRClick(x, y)**

Performs a right click at the center of an object or at the specified location.

**Parameters:**

Name	Type	Description
x	number	X-coordinate of location relative to object's left border
y	number	Y-coordinate of location relative to object's top border

**Returns:**

'true' if operation is successful, 'false' otherwise

**DoRDClick(x, y)**

Performs a right double click at the center of an object or at the specified location.

**Parameters:**

Name	Type	Description
x	number	X-coordinate of location relative to object's left border
y	number	Y-coordinate of location relative to object's top border

**Returns:**

'true' if operation is successful, 'false' otherwise

**DoSendKeys(keys)**

Sends series of keystrokes to an object. For example: DoSendKeys("^F") - sends {CTRL} + {F}. See [MSDN Article for SendKeys](#)

**Parameters:**

Name	Type	Description
keys	string	A sequence of keystrokes.

**FlexDataGrid**

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FlexDataGrid

Behavior Pattern: FlexDataGridBehavior

## Property Summary

Property	Description	Getter	Setter
<a href="#">AllowMultipleSelection</a>		GetAllowMultipleSelection	
<a href="#">Alpha</a>		GetAlpha	
<a href="#">AlternatingRowColors</a>		GetAlternatingRowColors	
<a href="#">AutomationClassName</a>		GetAutomationClassName	
<a href="#">AutomationIndex</a>		GetAutomationIndex	
<a href="#">AutomationName</a>		GetAutomationName	
<a href="#">BackgroundDisabledColor</a>		GetBackgroundDisabledColor	
<a href="#">ClassName</a>		GetClassName	
<a href="#">ColumnCount</a>		GetColumnCount	
<a href="#">ColumnNames</a>		GetColumnNames	
<a href="#">ColumnWidth</a>		GetColumnWidth	
<a href="#">CurrentState</a>		GetCurrentState	
<a href="#">DataTipField</a>		GetDataTipField	
<a href="#">Editable</a>		GetEditable	
<a href="#">Enabled</a>		GetEnabled	
<a href="#">ErrorColor</a>		GetErrorColor	
<a href="#">ErrorString</a>		GetErrorString	
<a href="#">FlexX</a>		GetFlexX	
<a href="#">FlexY</a>		GetFlexY	
<a href="#">FocusAlpha</a>		GetFocusAlpha	
<a href="#">FocusEnabled</a>		GetFocusEnabled	
<a href="#">HeaderColors</a>		GetHeaderColors	
<a href="#">HeaderStyle</a>		GetHeaderStyle	
<a href="#">Height</a>		GetHeight	
<a href="#">IconField</a>		GetIconField	
<a href="#">Id</a>		GetId	
<a href="#">LabelField</a>		GetLabelField	
<a href="#">LockedColumnCount</a>		GetLockedColumnCount	
<a href="#">LockedRowCount</a>		GetLockedRowCount	
<a href="#">MinColumnWidth</a>		GetMinColumnWidth	
<a href="#">MouseEnabled</a>		GetMouseEnabled	
<a href="#">NumAutomationChildren</a>		GetNumAutomationChildren	
<a href="#">PercentHeight</a>		GetPercentHeight	
<a href="#">PercentWidth</a>		GetPercentWidth	
<a href="#">ResizableColumns</a>		GetResizableColumns	
<a href="#">RollOverColor</a>		GetRollOverColor	
<a href="#">RowCount</a>		GetRowCount	
<a href="#">RowHeight</a>		GetRowHeight	
<a href="#">ScaleX</a>		GetScaleX	
<a href="#">ScaleY</a>		GetScaleY	
<a href="#">Selectable</a>		GetSelectable	
<a href="#">SelectedIndex</a>		GetSelectedIndex	
<a href="#">SelectedIndices</a>		GetSelectedIndices	
<a href="#">SelectedItem</a>		GetSelectedItem	
<a href="#">SelectedItems</a>		GetSelectedItems	
<a href="#">SelectionColor</a>		GetSelectionColor	
<a href="#">SelectionDisabledColor</a>		GetSelectionDisabledColor	
<a href="#">ShowDataTips</a>		GetShowDataTips	
<a href="#">SortableColumns</a>		GetSortableColumns	
<a href="#">TabChildren</a>		GetTabChildren	
<a href="#">TabEnabled</a>		GetTabEnabled	
<a href="#">TabIndex</a>		GetTabIndex	
<a href="#">TextRollOverColor</a>		GetTextRollOverColor	
<a href="#">TextSelectedColor</a>		GetTextSelectedColor	
<a href="#">ThemeColor</a>		GetThemeColor	

<a href="#">ToolTip</a>		GetToolTip	
<a href="#">UseHandCursor</a>		GetUseHandCursor	
<a href="#">UseRollOver</a>		GetUseRollOver	
<a href="#">VariableRowHeight</a>		GetVariableRowHeight	
<a href="#">VerticalAlign</a>		GetVerticalAlign	
<a href="#">VGridLineColor</a>		GetVGridLineColor	
<a href="#">VGridLines</a>		GetVGridLines	
<a href="#">Visible</a>		GetVisible	
<a href="#">Width</a>		GetWidth	
<a href="#">WordWrap</a>		GetWordWrap	
<a href="#">X</a>		GetX	
<a href="#">Y</a>		GetY	

## Action Summary

Action	Description
<a href="#">DoChangeFocus</a>	
<a href="#">DoClick</a>	
<a href="#">DoColumnStretch</a>	
<a href="#">DoDeselect</a>	
<a href="#">DoDoubleClick</a>	
<a href="#">DoDragCancel</a>	
<a href="#">DoDragDrop</a>	
<a href="#">DoDragStart</a>	
<a href="#">DoEdit</a>	
<a href="#">DoHeaderClick</a>	
<a href="#">DoHeaderShift</a>	
<a href="#">DoMouseMove</a>	
<a href="#">DoMouseScroll</a>	
<a href="#">DoMultiSelect</a>	
<a href="#">DoScroll</a>	
<a href="#">DoSelect</a>	
<a href="#">DoType</a>	

## Property Detail

### AllowMultipleSelection

Accessors: GetAllowMultipleSelection

### Alpha

Accessors: GetAlpha

### AlternatingRowColors

Accessors: GetAlternatingRowColors

### AutomationClassName

Accessors: GetAutomationClassName

### AutomationIndex

Accessors: GetAutomationIndex

### AutomationName

Accessors: GetAutomationName

### BackgroundDisabledColor

Accessors: GetBackgroundDisabledColor

### ClassName

Accessors: GetClassName

### **ColumnCount**

Accessors: GetColumnCount

### **ColumnNames**

Accessors: GetColumnNames

### **ColumnWidth**

Accessors: GetColumnWidth

### **CurrentState**

Accessors: GetCurrentState

### **DataTipField**

Accessors: GetDataTipField

### **Editable**

Accessors: GetEditable

### **Enabled**

Accessors: GetEnabled

### **ErrorColor**

Accessors: GetErrorColor

### **ErrorString**

Accessors: GetErrorString

### **FlexX**

Accessors: GetFlexX

### **FlexY**

Accessors: GetFlexY

### **FocusAlpha**

Accessors: GetFocusAlpha

### **FocusEnabled**

Accessors: GetFocusEnabled

### **HeaderColors**

Accessors: GetHeaderColors

### **HeaderStyle**

Accessors: GetHeaderStyle

### **Height**

Accessors: GetHeight

### **IconField**

Accessors: GetIconField

### **Id**

Accessors: GetId

**LabelField**

Accessors: GetLabelField

**LockedColumnCount**

Accessors: GetLockedColumnCount

**LockedRowCount**

Accessors: GetLockedRowCount

**MinColumnWidth**

Accessors: GetMinColumnWidth

**MouseEnabled**

Accessors: GetMouseEnabled

**NumAutomationChildren**

Accessors: GetNumAutomationChildren

**PercentHeight**

Accessors: GetPercentHeight

**PercentWidth**

Accessors: GetPercentWidth

**ResizableColumns**

Accessors: GetResizableColumns

**RollOverColor**

Accessors: GetRollOverColor

**RowCount**

Accessors: GetRowCount

**RowHeight**

Accessors: GetRowHeight

**ScaleX**

Accessors: GetScaleX

**ScaleY**

Accessors: GetScaleY

**Selectable**

Accessors: GetSelectable

**SelectedIndex**

Accessors: GetSelectedIndex

**SelectedIndices**

Accessors: GetSelectedIndices

**SelectedItem**

Accessors: GetSelectedItem



**SelectedItems**

Accessors: GetSelectedItems

**SelectionColor**

Accessors: GetSelectionColor

**SelectionDisabledColor**

Accessors: GetSelectionDisabledColor

**ShowDataTips**

Accessors: GetShowDataTips

**SortableColumns**

Accessors: GetSortableColumns

**TabChildren**

Accessors: GetTabChildren

**TabEnabled**

Accessors: GetTabEnabled

**TabIndex**

Accessors: GetTabIndex

**TextRollOverColor**

Accessors: GetTextRollOverColor

**TextSelectedColor**

Accessors: GetTextSelectedColor

**ThemeColor**

Accessors: GetThemeColor

**ToolTip**

Accessors: GetToolTip

**UseHandCursor**

Accessors: GetUseHandCursor

**UseRollOver**

Accessors: GetUseRollOver

**VariableRowHeight**

Accessors: GetVariableRowHeight

**VerticalAlign**

Accessors: GetVerticalAlign

**VGridLineColor**

Accessors: GetVGridLineColor

**VGridLines**

Accessors: GetVGridLines

## Visible

Accessors: GetVisible

## Width

Accessors: GetWidth

## WordWrap

Accessors: GetWordWrap

## X

Accessors: GetX

## Y

Accessors: GetY

## Action Detail

### DoChangeFocus(shiftKey, keyCode)

#### Parameters:

Name	Type	Description
shiftKey	Boolean	Optional, Default: false.
keyCode	String	Optional, Default: TAB.

### DoClick(keyModifier)

#### Parameters:

Name	Type	Description
keyModifier	Number	<p>FlexKeyModifierValues</p> <ol style="list-style-type: none"><li>1 flexControl</li><li>2 flexShift</li><li>4 flexAlt</li><li>3 flexControlShift</li><li>5 flexControlAlt</li><li>6 flexShiftAlt</li><li>7 flexControlShiftAlt</li></ol> <p>Optional, Default: 0.</p>

### DoColumnStretch(columnIndex, localX)

#### Parameters:

Name	Type	Description
columnIndex	Number	
localX	Number	

### DoDeselect(itemRenderer, triggerEvent, keyModifier)

#### Parameters:

Name	Type	Description
itemRenderer	String	
triggerEvent	Number	<p>FlexTriggerEventValues</p>

		1 flexMouse 2 flexKeyboard  Optional, Default: 1.
keyModifier	Number	FlexKeyModifierValues 1 flexControl 2 flexShift 4 flexAlt 3 flexControlShift 5 flexControlAlt 6 flexShiftAlt 7 flexControlShiftAlt  Optional, Default: 0.

### DoDoubleClick(itemRenderer)

**Parameters:**

Name	Type	Description
itemRenderer	String	

### DoDragCancel(keyModifier)

**Parameters:**

Name	Type	Description
keyModifier	Number	FlexKeyModifierValues 1 flexControl 2 flexShift 4 flexAlt 3 flexControlShift 5 flexControlAlt 6 flexShiftAlt 7 flexControlShiftAlt  Optional, Default: 0.

### DoDragDrop(action, draggedItem, keyModifier)

**Parameters:**

Name	Type	Description
action	String	
draggedItem	String	Optional.
keyModifier	Number	FlexKeyModifierValues 1 flexControl 2 flexShift 4 flexAlt 3 flexControlShift 5 flexControlAlt 6 flexShiftAlt 7 flexControlShiftAlt  Optional, Default: 0.

### DoDragStart(draggedItem, keyModifier)

**Parameters:**

Name	Type	Description
draggedItem	String	
keyModifier	Number	FlexKeyModifierValues 1 flexControl 2 flexShift 4 flexAlt 3 flexControlShift 5 flexControlAlt 6 flexShiftAlt 7 flexControlShiftAlt  Optional, Default: 0.

**DoEdit(itemRenderer, rowIndex, columnIndex)**

**Parameters:**

Name	Type	Description
itemRenderer	String	
rowIndex	Number	
columnIndex	Number	

**DoHeaderClick(columnIndex)**

**Parameters:**

Name	Type	Description
columnIndex	Number	

**DoHeaderShift(newIndex, oldIndex, triggerEvent)**

**Parameters:**

Name	Type	Description
newIndex	Number	
oldIndex	Number	
triggerEvent	Number	FlexTriggerEventValues 1 flexMouse 2 flexKeyboard  Optional, Default: 1.

**DoMouseMove(localX, localY, keyModifier)**

**Parameters:**

Name	Type	Description
localX	Number	Optional, Default: 0.
localY	Number	Optional, Default: 0.
keyModifier	Number	FlexKeyModifierValues 1 flexControl 2 flexShift 4 flexAlt 3 flexControlShift 5 flexControlAlt

		6 flexShiftAlt
		7 flexControlShiftAlt
		Optional, Default: 0.

### DoMouseScroll(delta)

**Parameters:**

Name	Type	Description
delta	Number	Optional, Default: 0.

### DoMultiSelect(itemRenderer, triggerEvent, keyModifier)

**Parameters:**

Name	Type	Description
itemRenderer	String	
triggerEvent	Number	FlexTriggerEventValues 1 flexMouse 2 flexKeyboard Optional, Default: 1.
keyModifier	Number	FlexKeyModifierValues 1 flexControl 2 flexShift 4 flexAlt 3 flexControlShift 5 flexControlAlt 6 flexShiftAlt 7 flexControlShiftAlt Optional, Default: 0.

### DoScroll(position, direction, detail)

**Parameters:**

Name	Type	Description
position	Number	
direction	Number	FlexScrollDirectionValues 1 flexScrollHorizontal 2 flexScrollVertical
detail	Number	FlexScrollDetailValues 1 flexAtBottom 2 flexAtLeft 3 flexAtRight 4 flexAtTop 5 flexLineDown 6 flexLineLeft 7 flexLineRight 8 flexLineUp 9 flexPageDown 10 flexPageLeft 11 flexPageRight 12 flexPageUp 13 flexThumbPosition

	14 flexThumbTrack
	Optional, Default: null.

### DoSelect(itemRenderer, triggerEvent, keyModifier)

#### Parameters:

Name	Type	Description
itemRenderer	String	
triggerEvent	Number	FlexTriggerEventValues 1 flexMouse 2 flexKeyboard  Optional, Default: 1.
keyModifier	Number	FlexKeyModifierValues 1 flexControl 2 flexShift 4 flexAlt 3 flexControlShift 5 flexControlAlt 6 flexShiftAlt 7 flexControlShiftAlt  Optional, Default: 0.

### DoType(keyCode, keyModifier)

#### Parameters:

Name	Type	Description
keyCode	String	
keyModifier	Number	FlexKeyModifierValues 1 flexControl 2 flexShift 4 flexAlt 3 flexControlShift 5 flexControlAlt 6 flexShiftAlt 7 flexControlShiftAlt  Optional, Default: 0.

## Behavior Pattern: Win32Generic

### Property Summary

Property	Description	Getter	Setter
<a href="#">Bitmap</a>	UI Image of the object.	GetBitmap	
<a href="#">BWBitmap</a>	UI Image of the object in 1-bit format (black&white).	GetBWBitmap	
<a href="#">Class</a>	Class of the object.	GetClass	
<a href="#">Height</a>	Height of the object.	GetHeight	
<a href="#">Name</a>	Name of the object.	GetName	
<a href="#">ObjectType</a>	SeSMatcherRule type for this object.	GetObjectType	
<a href="#">State</a>	State of the object.	GetState	
<a href="#">Value</a>	Value of the object.	GetValue	SetValue
<a href="#">Width</a>	Width of the object.	GetWidth	
<a href="#">WindowText</a>	Window text of the object.	GetWindowText	SetWindowText

<u>X</u>	X-coordinate of the top left corner of the object.	GetX	
<u>Y</u>	Y-coordinate of the top left corner of the object.	GetY	

## Action Summary

Action	Description
<a href="#">DoAction</a>	Performs default action for an object.
<a href="#">DoAnalogPlay</a>	Plays analog recording using coordinates relative to this object.
<a href="#">DoClick</a>	Performs left click at the center of an object.
<a href="#">DoEnsureVisible</a>	Makes sure specified element is visible on the screen.
<a href="#">DoLButtonDown</a>	Performs left mouse button down.
<a href="#">DoLButtonUp</a>	Performs left mouse button up.
<a href="#">DoLClick</a>	Performs a left click at the center of an object or at the specified location.
<a href="#">DoLDClick</a>	Performs a left double click at the center of an object or at the specified location.
<a href="#">DoMButtonDown</a>	Performs middle mouse button down.
<a href="#">DoMButtonUp</a>	Performs middle mouse button up.
<a href="#">DoMClick</a>	Performs a middle click at the center of an object or at the specified location.
<a href="#">DoMDClick</a>	Performs a middle double click at the center of an object or at the specified location.
<a href="#">DoMouseMove</a>	Moves mouse cursor to a location relative to this object position.
<a href="#">DoRButtonDown</a>	Performs right mouse button down.
<a href="#">DoRButtonUp</a>	Performs right mouse button up.
<a href="#">DoRClick</a>	Performs a right click at the center of an object or at the specified location.
<a href="#">DoRDClick</a>	Performs a right double click at the center of an object or at the specified location.
<a href="#">DoSendKeys</a>	Sends series of keystrokes to an object.

## Property Detail

### Bitmap

UI Image of the object.  
Accessors: GetBitmap

### BWBitmap

UI Image of the object in 1-bit format (black&white).  
Accessors: GetBWBitmap

### Class

Class of the object.  
Accessors: GetClass

### Height

Height of the object.  
Accessors: GetHeight

### Name

Name of the object.  
Accessors: GetName

### ObjectType

SeSMatcherRule type for this object.  
Accessors: GetObjectType

### State

State of the object.  
Accessors: GetState

### Value

Value of the object.  
Accessors: GetValue, SetValue

### Width

Width of the object.  
Accessors: GetWidth

### WindowText

Window text of the object.  
Accessors: GetWindowText, SetWindowText

## X

X-coordinate of the top left corner of the object.

Accessors: GetX

## Y

Y-coordinate of the top left corner of the object.

Accessors: GetY

## Action Detail

### DoAction()

Performs default action for an object. If the object doesn't have default action then 'LClick' is performed.

### DoAnalogPlay(path, left, top)

Plays analog recording using coordinates relative to this object.

#### Parameters:

Name	Type	Description
path	string	Path to analog recording (usually an .arf file).
left	number	X-coordinate of top-left corner of the analog area, relative to object top-left corner Optional.
top	number	Y-coordinate of the top-left corner of the analog area, relative to object top-left corner. Optional.

### DoClick(clickType, xOffset, yOffset)

Performs left click at the center of an object. It is a customizable variant of LClick action.

#### Parameters:

Name	Type	Description
clickType	string	Type of click, can be one of "L" - left click, "LD" - double left click, "R" - right click, "RD" - double right click, "M" - middle click, "MD" - double middle click, "N" - don't click Optional, Default: L.
xOffset	number	X offset to click within object. Default is a center. Optional.
yOffset	number	X offset to click within object. Default is a center. Optional.

#### Returns:

'true' if operation is successful, 'false' otherwise

### DoEnsureVisible()

Makes sure specified element is visible on the screen.

### DoLButtonDown()

Performs left mouse button down. This method does not change cursor coordinates. Make sure that you use 'DoMouseMove' to position mouse cursor properly before calling this method. Note: This action must be followed by 'DoLButtonUp', otherwise it may lock mouse cursor.

### DoLButtonUp()

Performs left mouse button up. This method does not change cursor coordinates. Make sure that you use 'DoMouseMove' to position mouse cursor properly before calling this method. Note: Use this action after 'DoLButtonDown', otherwise it will have no effect.

### DoLClick(x, y)

Performs a left click at the center of an object or at the specified location.

#### Parameters:

Name	Type	Description
x	number	X-coordinate of location relative to object's left border
y	number	Y-coordinate of location relative to object's top border

#### Returns:

'true' if operation is successful, 'false' otherwise

### DoLDClick(x, y)

Performs a left double click at the center of an object or at the specified location.

#### Parameters:



Name	Type	Description
x	number	X-coordinate of location relative to object's left border
y	number	Y-coordinate of location relative to object's top border

**Returns:**

'true' if operation is successful, 'false' otherwise

**DoMButtonDown()**

Performs middle mouse button down. This method does not change cursor coordinates. Make sure that you use 'DoMouseMove' to position mouse cursor properly before calling this method. Note: This action must be followed by 'DoMButtonUp', otherwise it may lock mouse cursor.

**DoMButtonUp()**

Performs middle mouse button up. This method does not change cursor coordinates. Make sure that you use 'DoMouseMove' to position mouse cursor properly before calling this method. Note: Use this action after 'DoMButtonDown', otherwise it will have no effect.

**DoMClick(x, y)**

Performs a middle click at the center of an object or at the specified location.

**Parameters:**

Name	Type	Description
x	number	X-coordinate of location relative to object's left border
y	number	Y-coordinate of location relative to object's top border

**Returns:**

'true' if operation is successful, 'false' otherwise

**DoMDClick(x, y)**

Performs a middle double click at the center of an object or at the specified location.

**Parameters:**

Name	Type	Description
x	number	X-coordinate of location relative to object's left border
y	number	Y-coordinate of location relative to object's top border

**Returns:**

'true' if operation is successful, 'false' otherwise

**DoMouseMove(x, y)**

Moves mouse cursor to a location relative to this object position.

**Parameters:**

Name	Type	Description
x	number	X-coordinate of location relative to object's left border
y	number	Y-coordinate of location relative to object's top border

**DoRButtonDown()**

Performs right mouse button down. This method does not change cursor coordinates. Make sure that you use 'DoMouseMove' to position mouse cursor properly before calling this method. Note: This action must be followed by 'DoRButtonUp', otherwise it may lock mouse cursor.

**DoRButtonUp()**

Performs right mouse button up. This method does not change cursor coordinates. Make sure that you use 'DoMouseMove' to position mouse cursor properly before calling this method. Note: Use this action after 'DoRButtonDown', otherwise it will have no effect.

**DoRClick(x, y)**

Performs a right click at the center of an object or at the specified location.

**Parameters:**

Name	Type	Description
x	number	X-coordinate of location relative to object's left border
y	number	Y-coordinate of location relative to object's top border

**Returns:**

'true' if operation is successful, 'false' otherwise

**DoRDClick(x, y)**

Performs a right double click at the center of an object or at the specified location.

**Parameters:**

Name	Type	Description
x	number	X-coordinate of location relative to object's left border
y	number	Y-coordinate of location relative to object's top border

**Returns:**

'true' if operation is successful, 'false' otherwise

**DoSendKeys(keys)**

Sends series of keystrokes to an object. For example: DoSendKeys("{F}") - sends {CTRL} + {F}. See [MSDN Article for SendKeys](#)

**Parameters:**

Name	Type	Description
keys	string	A sequence of keystrokes.

## FlexDateChooser

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FlexDateChooser

### Behavior Pattern: FlexDateChooserBehavior

### Property Summary

Property	Description	Getter	Setter
<a href="#">AllowDisjointSelection</a>		GetAllowDisjointSelection	
<a href="#">AllowMultipleSelection</a>		GetAllowMultipleSelection	
<a href="#">Alpha</a>		GetAlpha	
<a href="#">AutomationClassName</a>		GetAutomationClassName	
<a href="#">AutomationIndex</a>		GetAutomationIndex	
<a href="#">AutomationName</a>		GetAutomationName	
<a href="#">ClassName</a>		GetClassName	
<a href="#">Color</a>		GetColor	
<a href="#">CurrentState</a>		GetCurrentState	
<a href="#">DisabledColor</a>		GetDisabledColor	
<a href="#">DisabledDays</a>		GetDisabledDays	
<a href="#">DisabledRanges</a>		GetDisabledRanges	
<a href="#">DisplayedMonth</a>		GetDisplayedMonth	
<a href="#">DisplayedYear</a>		GetDisplayedYear	
<a href="#">Enabled</a>		GetEnabled	
<a href="#">ErrorColor</a>		GetErrorColor	
<a href="#">ErrorString</a>		GetErrorString	
<a href="#">FillColors</a>		GetFillColors	
<a href="#">FirstDayOfWeek</a>		GetFirstDayOfWeek	
<a href="#">FlexX</a>		GetFlexX	
<a href="#">FlexY</a>		GetFlexY	
<a href="#">FocusEnabled</a>		GetFocusEnabled	
<a href="#">FontFamily</a>		GetFontFamily	
<a href="#">FontSize</a>		GetFontSize	
<a href="#">FontStyle</a>		GetFontStyle	
<a href="#">FontWeight</a>		GetFontWeight	
<a href="#">HeaderColors</a>		GetHeaderColors	

<a href="#">Height</a>		GetHeight	
<a href="#">Id</a>		GetId	
<a href="#">MaxYear</a>		GetMaxYear	
<a href="#">MinYear</a>		GetMinYear	
<a href="#">MouseEnabled</a>		GetMouseEnabled	
<a href="#">NumAutomationChildren</a>		GetNumAutomationChildren	
<a href="#">PercentHeight</a>		GetPercentHeight	
<a href="#">PercentWidth</a>		GetPercentWidth	
<a href="#">RollOverColor</a>		GetRollOverColor	
<a href="#">ScaleX</a>		GetScaleX	
<a href="#">ScaleY</a>		GetScaleY	
<a href="#">SelectedDate</a>		GetSelectedDate	
<a href="#">SelectedRanges</a>		GetSelectedRanges	
<a href="#">SelectionColor</a>		GetSelectionColor	
<a href="#">ShowToday</a>		GetShowToday	
<a href="#">TabChildren</a>		GetTabChildren	
<a href="#">TabEnabled</a>		GetTabEnabled	
<a href="#">TabIndex</a>		GetTabIndex	
<a href="#">TextAlign</a>		GetTextAlign	
<a href="#">TextDecoration</a>		GetTextDecoration	
<a href="#">TextIndent</a>		GetTextIndent	
<a href="#">ThemeColor</a>		GetThemeColor	
<a href="#">TodayColor</a>		GetTodayColor	
<a href="#">ToolTip</a>		GetToolTip	
<a href="#">UseHandCursor</a>		GetUseHandCursor	
<a href="#">Visible</a>		GetVisible	
<a href="#">Width</a>		GetWidth	
<a href="#">X</a>		GetX	
<a href="#">Y</a>		GetY	
<a href="#">YearNavigationEnabled</a>		GetYearNavigationEnabled	

## Action Summary

Action	Description
<a href="#">DoChange</a>	
<a href="#">DoChangeFocus</a>	
<a href="#">DoClick</a>	
<a href="#">DoMouseMove</a>	
<a href="#">DoScroll</a>	
<a href="#">DoType</a>	

## Property Detail

### AllowDisjointSelection

Accessors: GetAllowDisjointSelection

### AllowMultipleSelection

Accessors: GetAllowMultipleSelection

### Alpha

Accessors: GetAlpha

### AutomationClassName

Accessors: GetAutomationClassName

### AutomationIndex

Accessors: GetAutomationIndex

**AutomationName**

Accessors: GetAutomationName

**ClassName**

Accessors: GetClassName

**Color**

Accessors: GetColor

**CurrentState**

Accessors: GetCurrentState

**DisabledColor**

Accessors: GetDisabledColor

**DisabledDays**

Accessors: GetDisabledDays

**DisabledRanges**

Accessors: GetDisabledRanges

**DisplayedMonth**

Accessors: GetDisplayedMonth

**DisplayedYear**

Accessors: GetDisplayedYear

**Enabled**

Accessors: GetEnabled

**ErrorColor**

Accessors: GetErrorColor

**ErrorString**

Accessors: GetErrorString

**FillColors**

Accessors: GetFillColors

**FirstDayOfWeek**

Accessors: GetFirstDayOfWeek

**FlexX**

Accessors: GetFlexX

**FlexY**

Accessors: GetFlexY

**FocusEnabled**

Accessors: GetFocusEnabled

**FontFamily**

Accessors: GetFontFamily

**FontSize**

Accessors: GetFontSize

**FontStyle**

Accessors: GetFontStyle

**FontWeight**

Accessors: GetFontWeight

**HeaderColors**

Accessors: GetHeaderColors

**Height**

Accessors: GetHeight

**Id**

Accessors: GetId

**MaxYear**

Accessors: GetMaxYear

**MinYear**

Accessors: GetMinYear

**MouseEnabled**

Accessors: GetMouseEnabled

**NumAutomationChildren**

Accessors: GetNumAutomationChildren

**PercentHeight**

Accessors: GetPercentHeight

**PercentWidth**

Accessors: GetPercentWidth

**RollOverColor**

Accessors: GetRollOverColor

**ScaleX**

Accessors: GetScaleX

**ScaleY**

Accessors: GetScaleY

**SelectedDate**

Accessors: GetSelectedDate

**SelectedRanges**

Accessors: GetSelectedRanges

**SelectionColor**

Accessors: GetSelectionColor

**ShowToday**

Accessors: GetShowToday

**TabChildren**

Accessors: GetTabChildren

**TabEnabled**

Accessors: GetTabEnabled

**TabIndex**

Accessors: GetTabIndex

**TextAlign**

Accessors: GetTextAlign

**TextDecoration**

Accessors: GetTextDecoration

**TextIndent**

Accessors: GetTextIndent

**ThemeColor**

Accessors: GetThemeColor

**TodayColor**

Accessors: GetTodayColor

**ToolTip**

Accessors: GetToolTip

**UseHandCursor**

Accessors: GetUseHandCursor

**Visible**

Accessors: GetVisible

**Width**

Accessors: GetWidth

**X**

Accessors: GetX

**Y**

Accessors: GetY

**YearNavigationEnabled**

Accessors: GetYearNavigationEnabled

**Action Detail****DoChange(newDate)****Parameters:**

Name	Type	Description
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newDate	Date	
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### DoChangeFocus(shiftKey, keyCode)

**Parameters:**

Name	Type	Description
shiftKey	Boolean	Optional, Default: false.
keyCode	String	Optional, Default: TAB.

### DoClick(keyModifier)

**Parameters:**

Name	Type	Description
keyModifier	Number	<p>FlexKeyModifierValues</p> <ul style="list-style-type: none"> <li>1 flexControl</li> <li>2 flexShift</li> <li>4 flexAlt</li> <li>3 flexControlShift</li> <li>5 flexControlAlt</li> <li>6 flexShiftAlt</li> <li>7 flexControlShiftAlt</li> </ul> <p>Optional, Default: 0.</p>

### DoMouseMove(localX, localY, keyModifier)

**Parameters:**

Name	Type	Description
localX	Number	Optional, Default: 0.
localY	Number	Optional, Default: 0.
keyModifier	Number	<p>FlexKeyModifierValues</p> <ul style="list-style-type: none"> <li>1 flexControl</li> <li>2 flexShift</li> <li>4 flexAlt</li> <li>3 flexControlShift</li> <li>5 flexControlAlt</li> <li>6 flexShiftAlt</li> <li>7 flexControlShiftAlt</li> </ul> <p>Optional, Default: 0.</p>

### DoScroll(detail)

**Parameters:**

Name	Type	Description
detail	Number	<p>FlexDateChooserDetailValues</p> <ul style="list-style-type: none"> <li>1 flexNextMonth</li> <li>2 flexNextYear</li> <li>3 flexPreviousMonth</li> <li>4 flexPreviousYear</li> </ul>

### DoType(keyCode, keyModifier)

**Parameters:**

Name	Type	Description
keyCode	String	
keyModifier	Number	FlexKeyModifierValues 1 flexControl 2 flexShift 4 flexAlt 3 flexControlShift 5 flexControlAlt 6 flexShiftAlt 7 flexControlShiftAlt  Optional, Default: 0.

**Behavior Pattern: Win32Generic****Property Summary**

Property	Description	Getter	Setter
<a href="#">Bitmap</a>	UI Image of the object.	GetBitmap	
<a href="#">BWBitmap</a>	UI Image of the object in 1-bit format (black&white).	GetBWBitmap	
<a href="#">Class</a>	Class of the object.	GetClass	
<a href="#">Height</a>	Height of the object.	GetHeight	
<a href="#">Name</a>	Name of the object.	GetName	
<a href="#">ObjectType</a>	SeSMatcherRule type for this object.	GetObjectType	
<a href="#">State</a>	State of the object.	GetState	
<a href="#">Value</a>	Value of the object.	GetValue	SetValue
<a href="#">Width</a>	Width of the object.	GetWidth	
<a href="#">WindowText</a>	Window text of the object.	GetWindowText	SetWindowText
<a href="#">X</a>	X-coordinate of the top left corner of the object.	GetX	
<a href="#">Y</a>	Y-coordinate of the top left corner of the object.	GetY	

**Action Summary**

Action	Description
<a href="#">DoAction</a>	Performs default action for an object.
<a href="#">DoAnalogPlay</a>	Plays analog recording using coordinates relative to this object.
<a href="#">DoClick</a>	Performs left click at the center of an object.
<a href="#">DoEnsureVisible</a>	Makes sure specified element is visible on the screen.
<a href="#">DoLButtonDown</a>	Performs left mouse button down.
<a href="#">DoLButtonUp</a>	Performs left mouse button up.
<a href="#">DoLClick</a>	Performs a left click at the center of an object or at the specified location.
<a href="#">DoLDClick</a>	Performs a left double click at the center of an object or at the specified location.
<a href="#">DoMButtonDown</a>	Performs middle mouse button down.
<a href="#">DoMButtonUp</a>	Performs middle mouse button up.
<a href="#">DoMClick</a>	Performs a middle click at the center of an object or at the specified location.
<a href="#">DoMDClick</a>	Performs a middle double click at the center of an object or at the specified location.
<a href="#">DoMouseMove</a>	Moves mouse cursor to a location relative to this object position.
<a href="#">DoRButtonDown</a>	Performs right mouse button down.
<a href="#">DoRButtonUp</a>	Performs right mouse button up.
<a href="#">DoRClick</a>	Performs a right click at the center of an object or at the specified location.
<a href="#">DoRDClick</a>	Performs a right double click at the center of an object or at the specified location.
<a href="#">DoSendKeys</a>	Sends series of keystrokes to an object.

**Property Detail****Bitmap**

UI Image of the object.



Accessors: GetBitmap

### BWBitmap

UI Image of the object in 1-bit format (black&white).

Accessors: GetBWBitmap

### Class

Class of the object.

Accessors: GetClass

### Height

Height of the object.

Accessors: GetHeight

### Name

Name of the object.

Accessors: GetName

### ObjectType

SeSMatcherRule type for this object.

Accessors: GetObjectType

### State

State of the object.

Accessors: GetState

### Value

Value of the object.

Accessors: GetValue, SetValue

### Width

Width of the object.

Accessors: GetWidth

### WindowText

Window text of the object.

Accessors: GetWindowText, SetWindowText

### X

X-coordinate of the top left corner of the object.

Accessors: GetX

### Y

Y-coordinate of the top left corner of the object.

Accessors: GetY

## Action Detail

### DoAction()

Performs default action for an object. If the object doesn't have default action then 'LClick' is performed.

### DoAnalogPlay(path, left, top)

Plays analog recording using coordinates relative to this object.

#### Parameters:

Name	Type	Description
path	string	Path to analog recording (usually an .arf file).
left	number	X-coordinate of top-left corner of the analog area, relative to object top-left corner Optional.
top	number	Y-coordinate of the top-left corner of the analog area, relative to object top-left corner. Optional.

### DoClick(clickType, xOffset, yOffset)

Performs left click at the center of an object. It is a customizable variant of LClick action.

#### Parameters:

Name	Type	Description
clickType	string	Type of click, can be one of "L" - left click, "LD" - double left click, "R" - right click, "RD" - double right click, "M" - middle click, "MD" - double middle click, "N" - don't click

		Optional, Default: L.
xOffset	number	X offset to click within object. Default is a center. Optional.
yOffset	number	X offset to click within object. Default is a center. Optional.

**Returns:**

'true' if operation is successful, 'false' otherwise

**DoEnsureVisible()**

Makes sure specified element is visible on the screen.

**DoLButtonDown()**

Performs left mouse button down. This method does not change cursor coordinates. Make sure that you use 'DoMouseMove' to position mouse cursor properly before calling this method. Note: This action must be followed by 'DoLButtonUp', otherwise it may lock mouse cursor.

**DoLButtonUp()**

Performs left mouse button up. This method does not change cursor coordinates. Make sure that you use 'DoMouseMove' to position mouse cursor properly before calling this method. Note: Use this action after 'DoLButtonDown', otherwise it will have no effect.

**DoLClick(x, y)**

Performs a left click at the center of an object or at the specified location.

**Parameters:**

Name	Type	Description
x	number	X-coordinate of location relative to object's left border
y	number	Y-coordinate of location relative to object's top border

**Returns:**

'true' if operation is successful, 'false' otherwise

**DoLDClick(x, y)**

Performs a left double click at the center of an object or at the specified location.

**Parameters:**

Name	Type	Description
x	number	X-coordinate of location relative to object's left border
y	number	Y-coordinate of location relative to object's top border

**Returns:**

'true' if operation is successful, 'false' otherwise

**DoMButtonDown()**

Performs middle mouse button down. This method does not change cursor coordinates. Make sure that you use 'DoMouseMove' to position mouse cursor properly before calling this method. Note: This action must be followed by 'DoMButtonUp', otherwise it may lock mouse cursor.

**DoMButtonUp()**

Performs middle mouse button up. This method does not change cursor coordinates. Make sure that you use 'DoMouseMove' to position mouse cursor properly before calling this method. Note: Use this action after 'DoMButtonDown', otherwise it will have no effect.

**DoMClick(x, y)**

Performs a middle click at the center of an object or at the specified location.

**Parameters:**

Name	Type	Description
x	number	X-coordinate of location relative to object's left border
y	number	Y-coordinate of location relative to object's top border

**Returns:**

'true' if operation is successful, 'false' otherwise

**DoMDClick(x, y)**

Performs a middle double click at the center of an object or at the specified location.

**Parameters:**

Name	Type	Description
x	number	X-coordinate of location relative to object's left border
y	number	Y-coordinate of location relative to object's top border

**Returns:**

'true' if operation is successful, 'false' otherwise

**DoMouseMove(x, y)**

Moves mouse cursor to a location relative to this object position.

**Parameters:**

Name	Type	Description
x	number	X-coordinate of location relative to object's left border
y	number	Y-coordinate of location relative to object's top border

**DoRButtonDown()**

Performs right mouse button down. This method does not change cursor coordinates. Make sure that you use 'DoMouseMove' to position mouse cursor properly before calling this method. Note: This action must be followed by 'DoRButtonUp', otherwise it may lock mouse cursor.

**DoRButtonUp()**

Performs right mouse button up. This method does not change cursor coordinates. Make sure that you use 'DoMouseMove' to position mouse cursor properly before calling this method. Note: Use this action after 'DoRButtonDown', otherwise it will have no effect.

**DoRClick(x, y)**

Performs a right click at the center of an object or at the specified location.

**Parameters:**

Name	Type	Description
x	number	X-coordinate of location relative to object's left border
y	number	Y-coordinate of location relative to object's top border

**Returns:**

'true' if operation is successful, 'false' otherwise

**DoRDClick(x, y)**

Performs a right double click at the center of an object or at the specified location.

**Parameters:**

Name	Type	Description
x	number	X-coordinate of location relative to object's left border
y	number	Y-coordinate of location relative to object's top border

**Returns:**

'true' if operation is successful, 'false' otherwise

**DoSendKeys(keys)**

Sends series of keystrokes to an object. For example: DoSendKeys("^F") - sends {CTRL} + {F}. See [MSDN Article for SendKeys](#)

**Parameters:**

Name	Type	Description
keys	string	A sequence of keystrokes.

**FlexDateField**

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FlexDateField

Behavior Pattern: FlexDateFieldBehavior

## Property Summary

Property	Description	Getter	Setter
<a href="#">Alpha</a>		GetAlpha	
<a href="#">AutomationClassName</a>		GetAutomationClassName	
<a href="#">AutomationIndex</a>		GetAutomationIndex	
<a href="#">AutomationName</a>		GetAutomationName	
<a href="#">BackgroundAlpha</a>		GetBackgroundAlpha	
<a href="#">BackgroundColor</a>		GetBackgroundColor	
<a href="#">BackgroundImage</a>		GetBackgroundImage	
<a href="#">BackgroundSize</a>		GetBackgroundSize	
<a href="#">ClassName</a>		GetClassName	
<a href="#">Color</a>		GetColor	
<a href="#">CurrentState</a>		GetCurrentState	
<a href="#">DisabledColor</a>		GetDisabledColor	
<a href="#">DisabledDays</a>		GetDisabledDays	
<a href="#">DisabledRanges</a>		GetDisabledRanges	
<a href="#">DisplayedMonth</a>		GetDisplayedMonth	
<a href="#">DisplayedYear</a>		GetDisplayedYear	
<a href="#">DropShadowEnabled</a>		GetDropShadowEnabled	
<a href="#">Editable</a>		GetEditable	
<a href="#">Enabled</a>		GetEnabled	
<a href="#">ErrorColor</a>		GetErrorColor	
<a href="#">ErrorString</a>		GetErrorString	
<a href="#">FillAlphas</a>		GetFillAlphas	
<a href="#">FillColors</a>		GetFillColors	
<a href="#">FirstDayOfWeek</a>		GetFirstDayOfWeek	
<a href="#">FlexX</a>		GetFlexX	
<a href="#">FlexY</a>		GetFlexY	
<a href="#">FocusEnabled</a>		GetFocusEnabled	
<a href="#">FontFamily</a>		GetFontFamily	
<a href="#">FontSize</a>		GetFontSize	
<a href="#">FontStyle</a>		GetFontStyle	
<a href="#">FontWeight</a>		GetFontWeight	
<a href="#">HeaderColors</a>		GetHeaderColors	
<a href="#">Height</a>		GetHeight	
<a href="#">HighlightColor</a>		GetHighlightColor	
<a href="#">HorizontalScrollPolicy</a>		GetHorizontalScrollPolicy	
<a href="#">HorizontalScrollPosition</a>		GetHorizontalScrollPosition	
<a href="#">Id</a>		GetId	
<a href="#">LiveScrolling</a>		GetLiveScrolling	
<a href="#">MaxYear</a>		GetMaxYear	
<a href="#">MinYear</a>		GetMinYear	
<a href="#">MouseEnabled</a>		GetMouseEnabled	
<a href="#">NumAutomationChildren</a>		GetNumAutomationChildren	
<a href="#">PercentHeight</a>		GetPercentHeight	
<a href="#">PercentWidth</a>		GetPercentWidth	
<a href="#">Restrict</a>		GetRestrict	
<a href="#">RollOverColor</a>		GetRollOverColor	
<a href="#">ScaleX</a>		GetScaleX	
<a href="#">ScaleY</a>		GetScaleY	
<a href="#">SelectedDate</a>		GetSelectedDate	
<a href="#">SelectedIndex</a>		GetSelectedIndex	
<a href="#">ShowScrollTips</a>		GetShowScrollTips	
<a href="#">ShowToday</a>		GetShowToday	
<a href="#">TabChildren</a>		GetTabChildren	
<a href="#">TabEnabled</a>		GetTabEnabled	
<a href="#">TabIndex</a>		GetTabIndex	

<a href="#">Text</a>		GetText	
<a href="#">TextAlign</a>		GetTextAlign	
<a href="#">TextDecoration</a>		GetTextDecoration	
<a href="#">TextIndent</a>		GetTextIndent	
<a href="#">ThemeColor</a>		GetThemeColor	
<a href="#">TodayColor</a>		GetTodayColor	
<a href="#">ToolTip</a>		GetToolTip	
<a href="#">UseHandCursor</a>		GetUseHandCursor	
<a href="#">VerticalScrollPolicy</a>		GetVerticalScrollPolicy	
<a href="#">VerticalScrollPosition</a>		GetVerticalScrollPosition	
<a href="#">Visible</a>		GetVisible	
<a href="#">Width</a>		GetWidth	
<a href="#">X</a>		GetX	
<a href="#">Y</a>		GetY	
<a href="#">YearNavigationEnabled</a>		GetYearNavigationEnabled	

## Action Summary

Action	Description
<a href="#">DoChange</a>	
<a href="#">DoChangeFocus</a>	
<a href="#">DoClick</a>	
<a href="#">DoClose</a>	
<a href="#">DoInput</a>	
<a href="#">DoMouseMove</a>	
<a href="#">DoOpen</a>	
<a href="#">DoScroll</a>	
<a href="#">DoSelectText</a>	
<a href="#">DoType</a>	

## Property Detail

### Alpha

Accessors: GetAlpha

### AutomationClassName

Accessors: GetAutomationClassName

### AutomationIndex

Accessors: GetAutomationIndex

### AutomationName

Accessors: GetAutomationName

### BackgroundAlpha

Accessors: GetBackgroundAlpha

### BackgroundColor

Accessors: GetBackgroundColor

### BackgroundImage

Accessors: GetBackgroundImage

### BackgroundSize

Accessors: GetBackgroundSize

### ClassName

Accessors: GetClassName

## **Color**

Accessors: GetColor

## **CurrentState**

Accessors: GetCurrentState

## **DisabledColor**

Accessors: GetDisabledColor

## **DisabledDays**

Accessors: GetDisabledDays

## **DisabledRanges**

Accessors: GetDisabledRanges

## **DisplayedMonth**

Accessors: GetDisplayedMonth

## **DisplayedYear**

Accessors: GetDisplayedYear

## **DropShadowEnabled**

Accessors: GetDropShadowEnabled

## **Editable**

Accessors: GetEditable

## **Enabled**

Accessors: GetEnabled

## **ErrorColor**

Accessors: GetErrorColor

## **ErrorString**

Accessors: GetErrorString

## **FillAlphas**

Accessors: GetFillAlphas

## **FillColors**

Accessors: GetFillColors

## **FirstDayOfWeek**

Accessors: GetFirstDayOfWeek

## **FlexX**

Accessors: GetFlexX

## **FlexY**

Accessors: GetFlexY

## **FocusEnabled**

Accessors: GetFocusEnabled

**FontFamily**

Accessors: GetFontFamily

**FontSize**

Accessors: GetFontSize

**FontStyle**

Accessors: GetFontStyle

**FontWeight**

Accessors: GetFontWeight

**HeaderColors**

Accessors: GetHeaderColors

**Height**

Accessors: GetHeight

**HighlightColor**

Accessors: GetHighlightColor

**HorizontalScrollPolicy**

Accessors: GetHorizontalScrollPolicy

**HorizontalScrollPosition**

Accessors: GetHorizontalScrollPosition

**Id**

Accessors: GetId

**LiveScrolling**

Accessors: GetLiveScrolling

**MaxYear**

Accessors: GetMaxYear

**MinYear**

Accessors: GetMinYear

**MouseEnabled**

Accessors: GetMouseEnabled

**NumAutomationChildren**

Accessors: GetNumAutomationChildren

**PercentHeight**

Accessors: GetPercentHeight

**PercentWidth**

Accessors: GetPercentWidth

**Restrict**

Accessors: GetRestrict

**RollOverColor**

Accessors: GetRollOverColor

**ScaleX**

Accessors: GetScaleX

**ScaleY**

Accessors: GetScaleY

**SelectedDate**

Accessors: GetSelectedDate

**SelectedIndex**

Accessors: GetSelectedIndex

**ShowScrollTips**

Accessors: GetShowScrollTips

**ShowToday**

Accessors: GetShowToday

**TabChildren**

Accessors: GetTabChildren

**TabEnabled**

Accessors: GetTabEnabled

**TabIndex**

Accessors: GetTabIndex

**Text**

Accessors: GetText

**TextAlign**

Accessors: GetTextAlign

**TextDecoration**

Accessors: GetTextDecoration

**TextIndent**

Accessors: GetTextIndent

**ThemeColor**

Accessors: GetThemeColor

**TodayColor**

Accessors: GetTodayColor

**ToolTip**

Accessors: GetToolTip

**UseHandCursor**

Accessors: GetUseHandCursor



## VerticalScrollPolicy

Accessors: GetVerticalScrollPolicy

## VerticalScrollPosition

Accessors: GetVerticalScrollPosition

## Visible

Accessors: GetVisible

## Width

Accessors: GetWidth

## X

Accessors: GetX

## Y

Accessors: GetY

## YearNavigationEnabled

Accessors: GetYearNavigationEnabled

## Action Detail

### DoChange(newDate)

Parameters:

Name	Type	Description
newDate	Date	

### DoChangeFocus(shiftKey, keyCode)

Parameters:

Name	Type	Description
shiftKey	Boolean	Optional, Default: false.
keyCode	String	Optional, Default: TAB.

### DoClick(keyModifier)

Parameters:

Name	Type	Description
keyModifier	Number	<p>FlexKeyModifierValues</p> <ol style="list-style-type: none"><li>1 flexControl</li><li>2 flexShift</li><li>4 flexAlt</li><li>3 flexControlShift</li><li>5 flexControlAlt</li><li>6 flexShiftAlt</li><li>7 flexControlShiftAlt</li></ol> <p>Optional, Default: 0.</p>

### DoClose(triggerEvent)

**Parameters:**

Name	Type	Description
triggerEvent	Number	FlexTriggerEventValues 1 flexMouse 2 flexKeyboard  Optional, Default: 1.

**DoInput(text)**

**Parameters:**

Name	Type	Description
text	String	

**DoMouseMove(localX, localY, keyModifier)**

**Parameters:**

Name	Type	Description
localX	Number	Optional, Default: 0.
localY	Number	Optional, Default: 0.
keyModifier	Number	FlexKeyModifierValues 1 flexControl 2 flexShift 4 flexAlt 3 flexControlShift 5 flexControlAlt 6 flexShiftAlt 7 flexControlShiftAlt  Optional, Default: 0.

**DoOpen(triggerEvent)**

**Parameters:**

Name	Type	Description
triggerEvent	Number	FlexTriggerEventValues 1 flexMouse 2 flexKeyboard  Optional, Default: 1.

**DoScroll(position, direction, detail)**

**Parameters:**

Name	Type	Description
position	Number	
direction	Number	FlexScrollDirectionValues 1 flexScrollHorizontal 2 flexScrollVertical
detail	Number	FlexScrollDetailValues

		1 flexAtBottom 2 flexAtLeft 3 flexAtRight 4 flexAtTop 5 flexLineDown 6 flexLineLeft 7 flexLineRight 8 flexLineUp 9 flexPageDown 10 flexPageLeft 11 flexPageRight 12 flexPageUp 13 flexThumbPosition 14 flexThumbTrack  Optional, Default: null.
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### DoSelectText(beginIndex, endIndex)

#### Parameters:

Name	Type	Description
beginIndex	Number	
endIndex	Number	

### DoType(keyCode, keyModifier)

#### Parameters:

Name	Type	Description
keyCode	String	
keyModifier	Number	FlexKeyModifierValues 1 flexControl 2 flexShift 4 flexAlt 3 flexControlShift 5 flexControlAlt 6 flexShiftAlt 7 flexControlShiftAlt  Optional, Default: 0.

## Behavior Pattern: Win32Generic

### Property Summary

Property	Description	Getter	Setter
<a href="#">Bitmap</a>	UI Image of the object.	GetBitmap	
<a href="#">BWBitmap</a>	UI Image of the object in 1-bit format (black&white).	GetBWBitmap	
<a href="#">Class</a>	Class of the object.	GetClass	
<a href="#">Height</a>	Height of the object.	GetHeight	
<a href="#">Name</a>	Name of the object.	GetName	
<a href="#">ObjectType</a>	SeSMatcherRule type for this object.	GetObjectType	
<a href="#">State</a>	State of the object.	GetState	
<a href="#">Value</a>	Value of the object.	GetValue	SetValue
<a href="#">Width</a>	Width of the object.	GetWidth	
<a href="#">WindowText</a>	Window text of the object.	GetWindowText	SetWindowText
<a href="#">X</a>	X-coordinate of the top left corner of the object.	GetX	
<a href="#">Y</a>	Y-coordinate of the top left corner of the object.	GetY	

### Action Summary

Action	Description
<a href="#">DoAction</a>	Performs default action for an object.
<a href="#">DoAnalogPlay</a>	Plays analog recording using coordinates relative to this object.
<a href="#">DoClick</a>	Performs left click at the center of an object.
<a href="#">DoEnsureVisible</a>	Makes sure specified element is visible on the screen.
<a href="#">DoLButtonDown</a>	Performs left mouse button down.
<a href="#">DoLButtonUp</a>	Performs left mouse button up.
<a href="#">DoLClick</a>	Performs a left click at the center of an object or at the specified location.
<a href="#">DoLDClick</a>	Performs a left double click at the center of an object or at the specified location.
<a href="#">DoMButtonDown</a>	Performs middle mouse button down.
<a href="#">DoMButtonUp</a>	Performs middle mouse button up.
<a href="#">DoMClick</a>	Performs a middle click at the center of an object or at the specified location.
<a href="#">DoMDClick</a>	Performs a middle double click at the center of an object or at the specified location.
<a href="#">DoMouseMove</a>	Moves mouse cursor to a location relative to this object position.
<a href="#">DoRButtonDown</a>	Performs right mouse button down.
<a href="#">DoRButtonUp</a>	Performs right mouse button up.
<a href="#">DoRClick</a>	Performs a right click at the center of an object or at the specified location.
<a href="#">DoRDClick</a>	Performs a right double click at the center of an object or at the specified location.
<a href="#">DoSendKeys</a>	Sends series of keystrokes to an object.

## Property Detail

### Bitmap

UI Image of the object.  
Accessors: GetBitmap

### BWBitmap

UI Image of the object in 1-bit format (black&white).  
Accessors: GetBWBitmap

### Class

Class of the object.  
Accessors: GetClass

### Height

Height of the object.  
Accessors: GetHeight

### Name

Name of the object.  
Accessors: GetName

### ObjectType

SeSMatcherRule type for this object.  
Accessors: GetObjectType

### State

State of the object.  
Accessors: GetState

### Value

Value of the object.  
Accessors: GetValue, SetValue

### Width

Width of the object.  
Accessors: GetWidth

### WindowText

Window text of the object.  
Accessors: GetWindowText, SetWindowText

### X

X-coordinate of the top left corner of the object.  
Accessors: GetX

## Y

Y-coordinate of the top left corner of the object.

Accessors: GetY

## Action Detail

### DoAction()

Performs default action for an object. If the object doesn't have default action then 'LClick' is performed.

### DoAnalogPlay(path, left, top)

Plays analog recording using coordinates relative to this object.

#### Parameters:

Name	Type	Description
path	string	Path to analog recording (usually an .arf file).
left	number	X-coordinate of top-left corner of the analog area, relative to object top-left corner Optional.
top	number	Y-coordinate of the top-left corner of the analog area, relative to object top-left corner. Optional.

### DoClick(clickType, xOffset, yOffset)

Performs left click at the center of an object. It is a customizable variant of LClick action.

#### Parameters:

Name	Type	Description
clickType	string	Type of click, can be one of "L" - left click, "LD" - double left click, "R" - right click, "RD" - double right click, "M" - middle click, "MD" - double middle click, "N" - don't click Optional, Default: L.
xOffset	number	X offset to click within object. Default is a center. Optional.
yOffset	number	X offset to click within object. Default is a center. Optional.

#### Returns:

'true' if operation is successful, 'false' otherwise

### DoEnsureVisible()

Makes sure specified element is visible on the screen.

### DoLButtonDown()

Performs left mouse button down. This method does not change cursor coordinates. Make sure that you use 'DoMouseMove' to position mouse cursor properly before calling this method. Note: This action must be followed by 'DoLButtonUp', otherwise it may lock mouse cursor.

### DoLButtonUp()

Performs left mouse button up. This method does not change cursor coordinates. Make sure that you use 'DoMouseMove' to position mouse cursor properly before calling this method. Note: Use this action after 'DoLButtonDown', otherwise it will have no effect.

### DoLClick(x, y)

Performs a left click at the center of an object or at the specified location.

#### Parameters:

Name	Type	Description
x	number	X-coordinate of location relative to object's left border
y	number	Y-coordinate of location relative to object's top border

#### Returns:

'true' if operation is successful, 'false' otherwise

### DoLDClick(x, y)

Performs a left double click at the center of an object or at the specified location.

#### Parameters:

Name	Type	Description
x	number	X-coordinate of location relative to object's left border

y	number	Y-coordinate of location relative to object's top border
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**Returns:**

'true' if operation is successful, 'false' otherwise

**DoMButtonDown()**

Performs middle mouse button down. This method does not change cursor coordinates. Make sure that you use 'DoMouseMove' to position mouse cursor properly before calling this method. Note: This action must be followed by 'DoMButtonUp', otherwise it may lock mouse cursor.

**DoMButtonUp()**

Performs middle mouse button up. This method does not change cursor coordinates. Make sure that you use 'DoMouseMove' to position mouse cursor properly before calling this method. Note: Use this action after 'DoMButtonDown', otherwise it will have no effect.

**DoMClick(x, y)**

Performs a middle click at the center of an object or at the specified location.

**Parameters:**

Name	Type	Description
x	number	X-coordinate of location relative to object's left border
y	number	Y-coordinate of location relative to object's top border

**Returns:**

'true' if operation is successful, 'false' otherwise

**DoMDClick(x, y)**

Performs a middle double click at the center of an object or at the specified location.

**Parameters:**

Name	Type	Description
x	number	X-coordinate of location relative to object's left border
y	number	Y-coordinate of location relative to object's top border

**Returns:**

'true' if operation is successful, 'false' otherwise

**DoMouseMove(x, y)**

Moves mouse cursor to a location relative to this object position.

**Parameters:**

Name	Type	Description
x	number	X-coordinate of location relative to object's left border
y	number	Y-coordinate of location relative to object's top border

**DoRButtonDown()**

Performs right mouse button down. This method does not change cursor coordinates. Make sure that you use 'DoMouseMove' to position mouse cursor properly before calling this method. Note: This action must be followed by 'DoRButtonUp', otherwise it may lock mouse cursor.

**DoRButtonUp()**

Performs right mouse button up. This method does not change cursor coordinates. Make sure that you use 'DoMouseMove' to position mouse cursor properly before calling this method. Note: Use this action after 'DoRButtonDown', otherwise it will have no effect.

**DoRClick(x, y)**

Performs a right click at the center of an object or at the specified location.

**Parameters:**

Name	Type	Description
x	number	X-coordinate of location relative to object's left border
y	number	Y-coordinate of location relative to object's top border

**Returns:**

'true' if operation is successful, 'false' otherwise

## DoRDClick(x, y)

Performs a right double click at the center of an object or at the specified location.

### Parameters:

Name	Type	Description
x	number	X-coordinate of location relative to object's left border
y	number	Y-coordinate of location relative to object's top border

### Returns:

'true' if operation is successful, 'false' otherwise

## DoSendKeys(keys)

Sends series of keystrokes to an object. For example: DoSendKeys("^F") - sends {CTRL} + {F}. See [MSDN Article for SendKeys](#)

### Parameters:

Name	Type	Description
keys	string	A sequence of keystrokes.

## FlexDisplayObject

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FlexDisplayObject

### Behavior Pattern: FlexDisplayObjectBehavior

### Property Summary

Property	Description	Getter	Setter
<a href="#">Alpha</a>		GetAlpha	
<a href="#">FlexX</a>		GetFlexX	
<a href="#">FlexY</a>		GetFlexY	
<a href="#">Height</a>		GetHeight	
<a href="#">MouseEnabled</a>		GetMouseEnabled	
<a href="#">TabChildren</a>		GetTabChildren	
<a href="#">TabEnabled</a>		GetTabEnabled	
<a href="#">TabIndex</a>		GetTabIndex	
<a href="#">Visible</a>		GetVisible	
<a href="#">Width</a>		GetWidth	
<a href="#">X</a>		GetX	
<a href="#">Y</a>		GetY	

### Action Summary

Action	Description
<a href="#">DoClick</a>	
<a href="#">DoMouseMove</a>	

### Property Detail

#### Alpha

Accessors: GetAlpha

#### FlexX

Accessors: GetFlexX

#### FlexY

Accessors: GetFlexY

#### Height

Accessors: GetHeight

## MouseEnabled

Accessors: GetMouseEnabled

## TabChildren

Accessors: GetTabChildren

## TabEnabled

Accessors: GetTabEnabled

## TabIndex

Accessors: GetTabIndex

## Visible

Accessors: GetVisible

## Width

Accessors: GetWidth

## X

Accessors: GetX

## Y

Accessors: GetY

## Action Detail

### DoClick(keyModifier)

#### Parameters:

Name	Type	Description
keyModifier	Number	FlexKeyModifierValues 1 flexControl 2 flexShift 4 flexAlt 3 flexControlShift 5 flexControlAlt 6 flexShiftAlt 7 flexControlShiftAlt  Optional, Default: 0.

### DoMouseMove(localX, localY, keyModifier)

#### Parameters:

Name	Type	Description
localX	Number	Optional, Default: 0.
localY	Number	Optional, Default: 0.
keyModifier	Number	FlexKeyModifierValues 1 flexControl 2 flexShift 4 flexAlt



	3	flexControlShift
	5	flexControlAlt
	6	flexShiftAlt
	7	flexControlShiftAlt
	Optional, Default: 0.	

## Behavior Pattern: Win32Generic

## Property Summary

Property	Description	Getter	Setter
<a href="#">Bitmap</a>	UI Image of the object.	GetBitmap	
<a href="#">BWBitmap</a>	UI Image of the object in 1-bit format (black&white).	GetBWBitmap	
<a href="#">Class</a>	Class of the object.	GetClass	
<a href="#">Height</a>	Height of the object.	GetHeight	
<a href="#">Name</a>	Name of the object.	GetName	
<a href="#">ObjectType</a>	SeSMatcherRule type for this object.	GetObjectType	
<a href="#">State</a>	State of the object.	GetState	
<a href="#">Value</a>	Value of the object.	GetValue	SetValue
<a href="#">Width</a>	Width of the object.	GetWidth	
<a href="#">WindowText</a>	Window text of the object.	GetWindowText	SetWindowText
<a href="#">X</a>	X-coordinate of the top left corner of the object.	GetX	
<a href="#">Y</a>	Y-coordinate of the top left corner of the object.	GetY	

## Action Summary

Action	Description
<a href="#">DoAction</a>	Performs default action for an object.
<a href="#">DoAnalogPlay</a>	Plays analog recording using coordinates relative to this object.
<a href="#">DoClick</a>	Performs left click at the center of an object.
<a href="#">DoEnsureVisible</a>	Makes sure specified element is visible on the screen.
<a href="#">DoLButtonDown</a>	Performs left mouse button down.
<a href="#">DoLButtonUp</a>	Performs left mouse button up.
<a href="#">DoLClick</a>	Performs a left click at the center of an object or at the specified location.
<a href="#">DoLDClick</a>	Performs a left double click at the center of an object or at the specified location.
<a href="#">DoMButtonDown</a>	Performs middle mouse button down.
<a href="#">DoMButtonUp</a>	Performs middle mouse button up.
<a href="#">DoMClick</a>	Performs a middle click at the center of an object or at the specified location.
<a href="#">DoMDClick</a>	Performs a middle double click at the center of an object or at the specified location.
<a href="#">DoMouseMove</a>	Moves mouse cursor to a location relative to this object position.
<a href="#">DoRButtonDown</a>	Performs right mouse button down.
<a href="#">DoRButtonUp</a>	Performs right mouse button up.
<a href="#">DoRClick</a>	Performs a right click at the center of an object or at the specified location.
<a href="#">DoRDClick</a>	Performs a right double click at the center of an object or at the specified location.
<a href="#">DoSendKeys</a>	Sends series of keystrokes to an object.

## Property Detail

### Bitmap

UI Image of the object.  
Accessors: GetBitmap

### BWBitmap

UI Image of the object in 1-bit format (black&white).  
Accessors: GetBWBitmap

### Class

Class of the object.  
Accessors: GetClass

### Height

Height of the object.  
Accessors: GetHeight

### Name

Name of the object.  
Accessors: GetName

### ObjectType

SeSMatcherRule type for this object.  
Accessors: GetObjectType

### State

State of the object.  
Accessors: GetState

### Value

Value of the object.  
Accessors: GetValue, SetValue

### Width

Width of the object.  
Accessors: GetWidth

### WindowText

Window text of the object.  
Accessors: GetWindowText, SetWindowText

### X

X-coordinate of the top left corner of the object.  
Accessors: GetX

### Y

Y-coordinate of the top left corner of the object.  
Accessors: GetY

## Action Detail

### DoAction()

Performs default action for an object. If the object doesn't have default action then 'LClick' is performed.

### DoAnalogPlay(path, left, top)

Plays analog recording using coordinates relative to this object.

#### Parameters:

Name	Type	Description
path	string	Path to analog recording (usually an .arf file).
left	number	X-coordinate of top-left corner of the analog area, relative to object top-left corner Optional.
top	number	Y-coordinate of the top-left corner of the analog area, relative to object top-left corner. Optional.

### DoClick(clickType, xOffset, yOffset)

Performs left click at the center of an object. It is a customizable variant of LClick action.

#### Parameters:

Name	Type	Description
clickType	string	Type of click, can be one of "L" - left click, "LD" - double left click, "R" - right click, "RD" - double right click, "M" - middle click, "MD" - double middle click, "N" - don't click Optional, Default: L.
xOffset	number	X offset to click within object. Default is a center. Optional.
yOffset	number	X offset to click within object. Default is a center. Optional.

#### Returns:

'true' if operation is successful, 'false' otherwise

### DoEnsureVisible()

Makes sure specified element is visible on the screen.

### **DoLButtonDown()**

Performs left mouse button down. This method does not change cursor coordinates. Make sure that you use 'DoMouseMove' to position mouse cursor properly before calling this method. Note: This action must be followed by 'DoLButtonUp', otherwise it may lock mouse cursor.

### **DoLButtonUp()**

Performs left mouse button up. This method does not change cursor coordinates. Make sure that you use 'DoMouseMove' to position mouse cursor properly before calling this method. Note: Use this action after 'DoLButtonDown', otherwise it will have no effect.

### **DoLClick(x, y)**

Performs a left click at the center of an object or at the specified location.

#### **Parameters:**

Name	Type	Description
x	number	X-coordinate of location relative to object's left border
y	number	Y-coordinate of location relative to object's top border

#### **Returns:**

'true' if operation is successful, 'false' otherwise

### **DoLDClick(x, y)**

Performs a left double click at the center of an object or at the specified location.

#### **Parameters:**

Name	Type	Description
x	number	X-coordinate of location relative to object's left border
y	number	Y-coordinate of location relative to object's top border

#### **Returns:**

'true' if operation is successful, 'false' otherwise

### **DoMButtonDown()**

Performs middle mouse button down. This method does not change cursor coordinates. Make sure that you use 'DoMouseMove' to position mouse cursor properly before calling this method. Note: This action must be followed by 'DoMButtonUp', otherwise it may lock mouse cursor.

### **DoMButtonUp()**

Performs middle mouse button up. This method does not change cursor coordinates. Make sure that you use 'DoMouseMove' to position mouse cursor properly before calling this method. Note: Use this action after 'DoMButtonDown', otherwise it will have no effect.

### **DoMClick(x, y)**

Performs a middle click at the center of an object or at the specified location.

#### **Parameters:**

Name	Type	Description
x	number	X-coordinate of location relative to object's left border
y	number	Y-coordinate of location relative to object's top border

#### **Returns:**

'true' if operation is successful, 'false' otherwise

### **DoMDClick(x, y)**

Performs a middle double click at the center of an object or at the specified location.

#### **Parameters:**

Name	Type	Description
x	number	X-coordinate of location relative to object's left border
y	number	Y-coordinate of location relative to object's top border

#### **Returns:**

'true' if operation is successful, 'false' otherwise

## DoMouseMove(x, y)

Moves mouse cursor to a location relative to this object position.

### Parameters:

Name	Type	Description
x	number	X-coordinate of location relative to object's left border
y	number	Y-coordinate of location relative to object's top border

## DoRButtonDown()

Performs right mouse button down. This method does not change cursor coordinates. Make sure that you use 'DoMouseMove' to position mouse cursor properly before calling this method. Note: This action must be followed by 'DoRButtonUp', otherwise it may lock mouse cursor.

## DoRButtonUp()

Performs right mouse button up. This method does not change cursor coordinates. Make sure that you use 'DoMouseMove' to position mouse cursor properly before calling this method. Note: Use this action after 'DoRButtonDown', otherwise it will have no effect.

## DoRClick(x, y)

Performs a right click at the center of an object or at the specified location.

### Parameters:

Name	Type	Description
x	number	X-coordinate of location relative to object's left border
y	number	Y-coordinate of location relative to object's top border

### Returns:

'true' if operation is successful, 'false' otherwise

## DoRDClick(x, y)

Performs a right double click at the center of an object or at the specified location.

### Parameters:

Name	Type	Description
x	number	X-coordinate of location relative to object's left border
y	number	Y-coordinate of location relative to object's top border

### Returns:

'true' if operation is successful, 'false' otherwise

## DoSendKeys(keys)

Sends series of keystrokes to an object. For example: DoSendKeys("^F") - sends {CTRL} + {F}. See [MSDN Article for SendKeys](#)

### Parameters:

Name	Type	Description
keys	string	A sequence of keystrokes.

## FlexDividedBox

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FlexDividedBox

### Behavior Pattern: FlexDividedBoxBehavior

### Property Summary

Property	Description	Getter	Setter
<a href="#">Alpha</a>		GetAlpha	
<a href="#">AutomationClassName</a>		GetAutomationClassName	
<a href="#">AutomationIndex</a>		GetAutomationIndex	
<a href="#">AutomationName</a>		GetAutomationName	
<a href="#">BackgroundAlpha</a>		GetBackgroundAlpha	

<a href="#">BackgroundColor</a>		GetBackgroundColor	
<a href="#">BackgroundDisabledColor</a>		GetBackgroundDisabledColor	
<a href="#">BackgroundImage</a>		GetBackgroundImage	
<a href="#">BackgroundSize</a>		GetBackgroundSize	
<a href="#">ClassName</a>		GetClassName	
<a href="#">CreationIndex</a>		GetCreationIndex	
<a href="#">CreationPolicy</a>		GetCreationPolicy	
<a href="#">CurrentState</a>		GetCurrentState	
<a href="#">Direction</a>		GetDirection	
<a href="#">Enabled</a>		GetEnabled	
<a href="#">ErrorColor</a>		GetErrorColor	
<a href="#">ErrorString</a>		GetErrorString	
<a href="#">FillAlphas</a>		GetFillAlphas	
<a href="#">FillColors</a>		GetFillColors	
<a href="#">FlexX</a>		GetFlexX	
<a href="#">FlexY</a>		GetFlexY	
<a href="#">FocusEnabled</a>		GetFocusEnabled	
<a href="#">FontFamily</a>		GetFontFamily	
<a href="#">FontSize</a>		GetFontSize	
<a href="#">FontStyle</a>		GetFontStyle	
<a href="#">FontWeight</a>		GetFontWeight	
<a href="#">Height</a>		GetHeight	
<a href="#">HorizontalAlign</a>		GetHorizontalAlign	
<a href="#">Id</a>		GetId	
<a href="#">Label</a>		GetLabel	
<a href="#">MouseEnabled</a>		GetMouseEnabled	
<a href="#">NumAutomationChildren</a>		GetNumAutomationChildren	
<a href="#">NumChildren</a>		GetNumChildren	
<a href="#">PercentHeight</a>		GetPercentHeight	
<a href="#">PercentWidth</a>		GetPercentWidth	
<a href="#">ResizeToContent</a>		GetResizeToContent	
<a href="#">ScaleX</a>		GetScaleX	
<a href="#">ScaleY</a>		GetScaleY	
<a href="#">TabChildren</a>		GetTabChildren	
<a href="#">TabEnabled</a>		GetTabEnabled	
<a href="#">TabIndex</a>		GetTabIndex	
<a href="#">ThemeColor</a>		GetThemeColor	
<a href="#">ToolTip</a>		GetToolTip	
<a href="#">UseHandCursor</a>		GetUseHandCursor	
<a href="#">VerticalAlign</a>		GetVerticalAlign	
<a href="#">Visible</a>		GetVisible	
<a href="#">Width</a>		GetWidth	
<a href="#">X</a>		GetX	
<a href="#">Y</a>		GetY	

## Action Summary

Action	Description
<a href="#">DoChangeFocus</a>	
<a href="#">DoClick</a>	
<a href="#">DoDragCancel</a>	
<a href="#">DoDragDrop</a>	
<a href="#">DoDragged</a>	
<a href="#">DoDragStart</a>	
<a href="#">DoMouseMove</a>	
<a href="#">DoMouseScroll</a>	
<a href="#">DoPressed</a>	
<a href="#">DoReleased</a>	
<a href="#">DoScroll</a>	

## Property Detail

### **Alpha**

Accessors: GetAlpha

### **AutomationClassName**

Accessors: GetAutomationClassName

### **AutomationIndex**

Accessors: GetAutomationIndex

### **AutomationName**

Accessors: GetAutomationName

### **BackgroundAlpha**

Accessors: GetBackgroundAlpha

### **BackgroundColor**

Accessors: GetBackgroundColor

### **BackgroundDisabledColor**

Accessors: GetBackgroundDisabledColor

### **BackgroundImage**

Accessors: GetBackgroundImage

### **BackgroundSize**

Accessors: GetBackgroundSize

### **ClassName**

Accessors: GetClassName

### **CreationIndex**

Accessors: GetCreationIndex

### **CreationPolicy**

Accessors: GetCreationPolicy

### **CurrentState**

Accessors: GetCurrentState

### **Direction**

Accessors: GetDirection

### **Enabled**

Accessors: GetEnabled

### **ErrorColor**

Accessors: GetErrorColor

### **ErrorString**

Accessors: GetErrorString

### **FillAlphas**

Accessors: GetFillAlphas

### **FillColor**

Accessors: GetFillColor

### **FlexX**

Accessors: GetFlexX

### **FlexY**

Accessors: GetFlexY

### **FocusEnabled**

Accessors: GetFocusEnabled

### **FontFamily**

Accessors: GetFontFamily

### **FontSize**

Accessors: GetFontSize

### **FontStyle**

Accessors: GetFontStyle

### **FontWeight**

Accessors: GetFontWeight

### **Height**

Accessors: GetHeight

### **HorizontalAlign**

Accessors: GetHorizontalAlign

### **Id**

Accessors: GetId

### **Label**

Accessors: GetLabel

### **MouseEnabled**

Accessors: GetMouseEnabled

### **NumAutomationChildren**

Accessors: GetNumAutomationChildren

### **NumChildren**

Accessors: GetNumChildren

### **PercentHeight**

Accessors: GetPercentHeight

### **PercentWidth**

Accessors: GetPercentWidth

### **ResizeToContent**

Accessors: GetResizeToContent

### ScaleX

Accessors: GetScaleX

### ScaleY

Accessors: GetScaleY

### TabChildren

Accessors: GetTabChildren

### TabEnabled

Accessors: GetTabEnabled

### TabIndex

Accessors: GetTabIndex

### ThemeColor

Accessors: GetThemeColor

### ToolTip

Accessors: GetToolTip

### UseHandCursor

Accessors: GetUseHandCursor

### VerticalAlign

Accessors: GetVerticalAlign

### Visible

Accessors: GetVisible

### Width

Accessors: GetWidth

### X

Accessors: GetX

### Y

Accessors: GetY

## Action Detail

### DoChangeFocus(shiftKey, keyCode)

#### Parameters:

Name	Type	Description
shiftKey	Boolean	Optional, Default: false.
keyCode	String	Optional, Default: TAB.

### DoClick(keyModifier)

#### Parameters:

---



Name	Type	Description
keyModifier	Number	FlexKeyModifierValues 1 flexControl 2 flexShift 4 flexAlt 3 flexControlShift 5 flexControlAlt 6 flexShiftAlt 7 flexControlShiftAlt  Optional, Default: 0.

**DoDragCancel(keyModifier)**

**Parameters:**

Name	Type	Description
keyModifier	Number	FlexKeyModifierValues 1 flexControl 2 flexShift 4 flexAlt 3 flexControlShift 5 flexControlAlt 6 flexShiftAlt 7 flexControlShiftAlt  Optional, Default: 0.

**DoDragDrop(action, draggedItem, keyModifier)**

**Parameters:**

Name	Type	Description
action	String	
draggedItem	String	Optional.
keyModifier	Number	FlexKeyModifierValues 1 flexControl 2 flexShift 4 flexAlt 3 flexControlShift 5 flexControlAlt 6 flexShiftAlt 7 flexControlShiftAlt  Optional, Default: 0.

**DoDragged(dividerIndex, delta)**

**Parameters:**

Name	Type	Description
dividerIndex	Number	
delta	Number	

**DoDragStart(draggedItem, keyModifier)**

**Parameters:**

Name	Type	Description

Name	Type	Description
draggedItem	String	
keyModifier	Number	<p>FlexKeyModifierValues</p> <ul style="list-style-type: none"> <li>1 flexControl</li> <li>2 flexShift</li> <li>4 flexAlt</li> <li>3 flexControlShift</li> <li>5 flexControlAlt</li> <li>6 flexShiftAlt</li> <li>7 flexControlShiftAlt</li> </ul> <p>Optional, Default: 0.</p>

### DoMouseMove(localX, localY, keyModifier)

#### Parameters:

Name	Type	Description
localX	Number	Optional, Default: 0.
localY	Number	Optional, Default: 0.
keyModifier	Number	<p>FlexKeyModifierValues</p> <ul style="list-style-type: none"> <li>1 flexControl</li> <li>2 flexShift</li> <li>4 flexAlt</li> <li>3 flexControlShift</li> <li>5 flexControlAlt</li> <li>6 flexShiftAlt</li> <li>7 flexControlShiftAlt</li> </ul> <p>Optional, Default: 0.</p>

### DoMouseScroll(delta)

#### Parameters:

Name	Type	Description
delta	Number	Optional, Default: 0.

### DoPressed(dividerIndex, delta)

#### Parameters:

Name	Type	Description
dividerIndex	Number	
delta	Number	

### DoReleased(dividerIndex, delta)

#### Parameters:

Name	Type	Description
dividerIndex	Number	
delta	Number	

### DoScroll(position, direction, detail)

#### Parameters:

Name	Type	Description
position	Number	
direction	Number	FlexScrollDirectionValues 1 flexScrollHorizontal 2 flexScrollVertical
detail	Number	FlexScrollDetailValues 1 flexAtBottom 2 flexAtLeft 3 flexAtRight 4 flexAtTop 5 flexLineDown 6 flexLineLeft 7 flexLineRight 8 flexLineUp 9 flexPageDown 10 flexPageLeft 11 flexPageRight 12 flexPageUp 13 flexThumbPosition 14 flexThumbTrack  Optional, Default: null.

## Behavior Pattern: Win32Generic

### Property Summary

Property	Description	Getter	Setter
<a href="#">Bitmap</a>	UI Image of the object.	GetBitmap	
<a href="#">BWBitmap</a>	UI Image of the object in 1-bit format (black&white).	GetBWBitmap	
<a href="#">Class</a>	Class of the object.	GetClass	
<a href="#">Height</a>	Height of the object.	GetHeight	
<a href="#">Name</a>	Name of the object.	GetName	
<a href="#">ObjectType</a>	SeSMatcherRule type for this object.	GetObjectType	
<a href="#">State</a>	State of the object.	GetState	
<a href="#">Value</a>	Value of the object.	GetValue	SetValue
<a href="#">Width</a>	Width of the object.	GetWidth	
<a href="#">WindowText</a>	Window text of the object.	GetWindowText	SetWindowText
<a href="#">X</a>	X-coordinate of the top left corner of the object.	GetX	
<a href="#">Y</a>	Y-coordinate of the top left corner of the object.	GetY	

### Action Summary

Action	Description
<a href="#">DoAction</a>	Performs default action for an object.
<a href="#">DoAnalogPlay</a>	Plays analog recording using coordinates relative to this object.
<a href="#">DoClick</a>	Performs left click at the center of an object.
<a href="#">DoEnsureVisible</a>	Makes sure specified element is visible on the screen.
<a href="#">DoLButtonDown</a>	Performs left mouse button down.
<a href="#">DoLButtonUp</a>	Performs left mouse button up.
<a href="#">DoLClick</a>	Performs a left click at the center of an object or at the specified location.
<a href="#">DoLDClick</a>	Performs a left double click at the center of an object or at the specified location.
<a href="#">DoMButtonDown</a>	Performs middle mouse button down.
<a href="#">DoMButtonUp</a>	Performs middle mouse button up.
<a href="#">DoMClick</a>	Performs a middle click at the center of an object or at the specified location.
<a href="#">DoMDClick</a>	Performs a middle double click at the center of an object or at the specified location.
<a href="#">DoMouseMove</a>	Moves mouse cursor to a location relative to this object position.
<a href="#">DoRButtonDown</a>	Performs right mouse button down.

<a href="#">DoRButtonUp</a>	Performs right mouse button up.
<a href="#">DoRClick</a>	Performs a right click at the center of an object or at the specified location.
<a href="#">DoRDClick</a>	Performs a right double click at the center of an object or at the specified location.
<a href="#">DoSendKeys</a>	Sends series of keystrokes to an object.

## Property Detail

### Bitmap

UI Image of the object.  
Accessors: GetBitmap

### BWBitmap

UI Image of the object in 1-bit format (black&white).  
Accessors: GetBWBitmap

### Class

Class of the object.  
Accessors: GetClass

### Height

Height of the object.  
Accessors: GetHeight

### Name

Name of the object.  
Accessors: GetName

### ObjectType

SeSMatcherRule type for this object.  
Accessors: GetObjectType

### State

State of the object.  
Accessors: GetState

### Value

Value of the object.  
Accessors: GetValue, SetValue

### Width

Width of the object.  
Accessors: GetWidth

### WindowText

Window text of the object.  
Accessors: GetWindowText, SetWindowText

### X

X-coordinate of the top left corner of the object.  
Accessors: GetX

### Y

Y-coordinate of the top left corner of the object.  
Accessors: GetY

## Action Detail

### DoAction()

Performs default action for an object. If the object doesn't have default action then 'LClick' is performed.

### DoAnalogPlay(path, left, top)

Plays analog recording using coordinates relative to this object.

#### Parameters:

Name	Type	Description
path	string	Path to analog recording (usually an .arf file).
left	number	X-coordinate of top-left corner of the analog area, relative to object top-left corner Optional.
top	number	Y-coordinate of the top-left corner of the analog area, relative to object top-left corner.

Optional.

### DoClick(clickType, xOffset, yOffset)

Performs left click at the center of an object. It is a customizable variant of LClick action.

#### Parameters:

Name	Type	Description
clickType	string	Type of click, can be one of "L" - left click, "LD" - double left click, "R" - right click, "RD" - double right click, "M" - middle click, "MD" - double middle click, "N" - don't click Optional, Default: L.
xOffset	number	X offset to click within object. Default is a center. Optional.
yOffset	number	X offset to click within object. Default is a center. Optional.

#### Returns:

'true' if operation is successful, 'false' otherwise

### DoEnsureVisible()

Makes sure specified element is visible on the screen.

### DoLButtonDown()

Performs left mouse button down. This method does not change cursor coordinates. Make sure that you use 'DoMouseMove' to position mouse cursor properly before calling this method. Note: This action must be followed by 'DoLButtonUp', otherwise it may lock mouse cursor.

### DoLButtonUp()

Performs left mouse button up. This method does not change cursor coordinates. Make sure that you use 'DoMouseMove' to position mouse cursor properly before calling this method. Note: Use this action after 'DoLButtonDown', otherwise it will have no effect.

### DoLClick(x, y)

Performs a left click at the center of an object or at the specified location.

#### Parameters:

Name	Type	Description
x	number	X-coordinate of location relative to object's left border
y	number	Y-coordinate of location relative to object's top border

#### Returns:

'true' if operation is successful, 'false' otherwise

### DoLDClick(x, y)

Performs a left double click at the center of an object or at the specified location.

#### Parameters:

Name	Type	Description
x	number	X-coordinate of location relative to object's left border
y	number	Y-coordinate of location relative to object's top border

#### Returns:

'true' if operation is successful, 'false' otherwise

### DoMButtonDown()

Performs middle mouse button down. This method does not change cursor coordinates. Make sure that you use 'DoMouseMove' to position mouse cursor properly before calling this method. Note: This action must be followed by 'DoMButtonUp', otherwise it may lock mouse cursor.

### DoMButtonUp()

Performs middle mouse button up. This method does not change cursor coordinates. Make sure that you use 'DoMouseMove' to position mouse cursor properly before calling this method. Note: Use this action after 'DoMButtonDown', otherwise it will have no effect.

### DoMClick(x, y)

Performs a middle click at the center of an object or at the specified location.

#### Parameters:

Name	Type	Description
------	------	-------------

x	number	X-coordinate of location relative to object's left border
y	number	Y-coordinate of location relative to object's top border

**Returns:**

'true' if operation is successful, 'false' otherwise

**DoMDClick(x, y)**

Performs a middle double click at the center of an object or at the specified location.

**Parameters:**

Name	Type	Description
x	number	X-coordinate of location relative to object's left border
y	number	Y-coordinate of location relative to object's top border

**Returns:**

'true' if operation is successful, 'false' otherwise

**DoMouseMove(x, y)**

Moves mouse cursor to a location relative to this object position.

**Parameters:**

Name	Type	Description
x	number	X-coordinate of location relative to object's left border
y	number	Y-coordinate of location relative to object's top border

**DoRButtonDown()**

Performs right mouse button down. This method does not change cursor coordinates. Make sure that you use 'DoMouseMove' to position mouse cursor properly before calling this method. Note: This action must be followed by 'DoRButtonUp', otherwise it may lock mouse cursor.

**DoRButtonUp()**

Performs right mouse button up. This method does not change cursor coordinates. Make sure that you use 'DoMouseMove' to position mouse cursor properly before calling this method. Note: Use this action after 'DoRButtonDown', otherwise it will have no effect.

**DoRClick(x, y)**

Performs a right click at the center of an object or at the specified location.

**Parameters:**

Name	Type	Description
x	number	X-coordinate of location relative to object's left border
y	number	Y-coordinate of location relative to object's top border

**Returns:**

'true' if operation is successful, 'false' otherwise

**DoRDClick(x, y)**

Performs a right double click at the center of an object or at the specified location.

**Parameters:**

Name	Type	Description
x	number	X-coordinate of location relative to object's left border
y	number	Y-coordinate of location relative to object's top border

**Returns:**

'true' if operation is successful, 'false' otherwise

**DoSendKeys(keys)**

Sends series of keystrokes to an object. For example: DoSendKeys("^F") - sends {CTRL} + {F}. See [MSDN Article for SendKeys](#)

**Parameters:**

Name	Type	Description

keys | string | A sequence of keystrokes.

## FlexForm

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FlexForm

### Behavior Pattern: FlexFormBehavior

### Property Summary

Property	Description	Getter	Setter
<a href="#">Alpha</a>		GetAlpha	
<a href="#">AutomationClassName</a>		GetAutomationClassName	
<a href="#">AutomationIndex</a>		GetAutomationIndex	
<a href="#">AutomationName</a>		GetAutomationName	
<a href="#">BackgroundAlpha</a>		GetBackgroundAlpha	
<a href="#">BackgroundColor</a>		GetBackgroundColor	
<a href="#">BackgroundDisabledColor</a>		GetBackgroundDisabledColor	
<a href="#">BackgroundImage</a>		GetBackgroundImage	
<a href="#">BackgroundSize</a>		GetBackgroundSize	
<a href="#">ClassName</a>		GetClassName	
<a href="#">CreationIndex</a>		GetCreationIndex	
<a href="#">CreationPolicy</a>		GetCreationPolicy	
<a href="#">CurrentState</a>		GetCurrentState	
<a href="#">Enabled</a>		GetEnabled	
<a href="#">ErrorColor</a>		GetErrorColor	
<a href="#">ErrorString</a>		GetErrorString	
<a href="#">FillAlphas</a>		GetFillAlphas	
<a href="#">FillColors</a>		GetFillColors	
<a href="#">FlexX</a>		GetFlexX	
<a href="#">FlexY</a>		GetFlexY	
<a href="#">FocusEnabled</a>		GetFocusEnabled	
<a href="#">FontFamily</a>		GetFontFamily	
<a href="#">FontSize</a>		GetFontSize	
<a href="#">FontStyle</a>		GetFontStyle	
<a href="#">FontWeight</a>		GetFontWeight	
<a href="#">Height</a>		GetHeight	
<a href="#">Id</a>		GetId	
<a href="#">Label</a>		GetLabel	
<a href="#">MouseEnabled</a>		GetMouseEnabled	
<a href="#">NumAutomationChildren</a>		GetNumAutomationChildren	
<a href="#">NumChildren</a>		GetNumChildren	
<a href="#">PercentHeight</a>		GetPercentHeight	
<a href="#">PercentWidth</a>		GetPercentWidth	
<a href="#">ScaleX</a>		GetScaleX	
<a href="#">ScaleY</a>		GetScaleY	
<a href="#">TabChildren</a>		GetTabChildren	
<a href="#">TabEnabled</a>		GetTabEnabled	
<a href="#">TabIndex</a>		GetTabIndex	
<a href="#">ThemeColor</a>		GetThemeColor	
<a href="#">ToolTip</a>		GetToolTip	
<a href="#">UseHandCursor</a>		GetUseHandCursor	
<a href="#">Visible</a>		GetVisible	
<a href="#">Width</a>		GetWidth	
<a href="#">X</a>		GetX	
<a href="#">Y</a>		GetY	

### Action Summary

Action	Description
<a href="#">DoChangeFocus</a>	
<a href="#">DoClick</a>	
<a href="#">DoDragCancel</a>	
<a href="#">DoDragDrop</a>	
<a href="#">DoDragStart</a>	
<a href="#">DoMouseMove</a>	
<a href="#">DoMouseScroll</a>	
<a href="#">DoScroll</a>	

## Property Detail

### Alpha

Accessors: GetAlpha

### AutomationClassName

Accessors: GetAutomationClassName

### AutomationIndex

Accessors: GetAutomationIndex

### AutomationName

Accessors: GetAutomationName

### BackgroundAlpha

Accessors: GetBackgroundAlpha

### BackgroundColor

Accessors: GetBackgroundColor

### BackgroundDisabledColor

Accessors: GetBackgroundDisabledColor

### BackgroundImage

Accessors: GetBackgroundImage

### BackgroundSize

Accessors: GetBackgroundSize

### ClassName

Accessors: GetClassName

### CreationIndex

Accessors: GetCreationIndex

### CreationPolicy

Accessors: GetCreationPolicy

### CurrentState

Accessors: GetCurrentState

### Enabled

Accessors: GetEnabled

### ErrorColor



Accessors: GetErrorColor

### **ErrorString**

Accessors: GetErrorString

### **FillAlphas**

Accessors: GetFillAlphas

### **FillColors**

Accessors: GetFillColors

### **FlexX**

Accessors: GetFlexX

### **FlexY**

Accessors: GetFlexY

### **FocusEnabled**

Accessors: GetFocusEnabled

### **FontFamily**

Accessors: GetFontFamily

### **FontSize**

Accessors: GetFontSize

### **FontStyle**

Accessors: GetFontStyle

### **FontWeight**

Accessors: GetFontWeight

### **Height**

Accessors: GetHeight

### **Id**

Accessors: GetId

### **Label**

Accessors: GetLabel

### **MouseEnabled**

Accessors: GetMouseEnabled

### **NumAutomationChildren**

Accessors: GetNumAutomationChildren

### **NumChildren**

Accessors: GetNumChildren

### **PercentHeight**

Accessors: GetPercentHeight

### **PercentWidth**

Accessors: GetPercentWidth

### ScaleX

Accessors: GetScaleX

### ScaleY

Accessors: GetScaleY

### TabChildren

Accessors: GetTabChildren

### TabEnabled

Accessors: GetTabEnabled

### TabIndex

Accessors: GetTabIndex

### ThemeColor

Accessors: GetThemeColor

### ToolTip

Accessors: GetToolTip

### UseHandCursor

Accessors: GetUseHandCursor

### Visible

Accessors: GetVisible

### Width

Accessors: GetWidth

### X

Accessors: GetX

### Y

Accessors: GetY

## Action Detail

### DoChangeFocus(shiftKey, keyCode)

#### Parameters:

Name	Type	Description
shiftKey	Boolean	Optional, Default: false.
keyCode	String	Optional, Default: TAB.

### DoClick(keyModifier)

#### Parameters:

Name	Type	Description
keyModifier	Number	FlexKeyModifierValues

		1 flexControl 2 flexShift 4 flexAlt 3 flexControlShift 5 flexControlAlt 6 flexShiftAlt 7 flexControlShiftAlt  Optional, Default: 0.
--	--	---

### DoDragCancel(keyModifier)

**Parameters:**

Name	Type	Description
keyModifier	Number	FlexKeyModifierValues 1 flexControl 2 flexShift 4 flexAlt 3 flexControlShift 5 flexControlAlt 6 flexShiftAlt 7 flexControlShiftAlt  Optional, Default: 0.

### DoDragDrop(action, draggedItem, keyModifier)

**Parameters:**

Name	Type	Description
action	String	
draggedItem	String	Optional.
keyModifier	Number	FlexKeyModifierValues 1 flexControl 2 flexShift 4 flexAlt 3 flexControlShift 5 flexControlAlt 6 flexShiftAlt 7 flexControlShiftAlt  Optional, Default: 0.

### DoDragStart(draggedItem, keyModifier)

**Parameters:**

Name	Type	Description
draggedItem	String	
keyModifier	Number	FlexKeyModifierValues 1 flexControl 2 flexShift 4 flexAlt 3 flexControlShift 5 flexControlAlt 6 flexShiftAlt 7 flexControlShiftAlt

		Optional, Default: 0.
--	--	-----------------------

### DoMouseMove(localX, localY, keyModifier)

**Parameters:**

Name	Type	Description
localX	Number	Optional, Default: 0.
localY	Number	Optional, Default: 0.
keyModifier	Number	FlexKeyModifierValues 1 flexControl 2 flexShift 4 flexAlt 3 flexControlShift 5 flexControlAlt 6 flexShiftAlt 7 flexControlShiftAlt  Optional, Default: 0.

### DoMouseScroll(delta)

**Parameters:**

Name	Type	Description
delta	Number	Optional, Default: 0.

### DoScroll(position, direction, detail)

**Parameters:**

Name	Type	Description
position	Number	
direction	Number	FlexScrollDirectionValues 1 flexScrollHorizontal 2 flexScrollVertical
detail	Number	FlexScrollDetailValues 1 flexAtBottom 2 flexAtLeft 3 flexAtRight 4 flexAtTop 5 flexLineDown 6 flexLineLeft 7 flexLineRight 8 flexLineUp 9 flexPageDown 10 flexPageLeft 11 flexPageRight 12 flexPageUp 13 flexThumbPosition 14 flexThumbTrack  Optional, Default: null.

## Property Summary

Property	Description	Getter	Setter
<a href="#">Bitmap</a>	UI Image of the object.	GetBitmap	
<a href="#">BWBitmap</a>	UI Image of the object in 1-bit format (black&white).	GetBWBitmap	
<a href="#">Class</a>	Class of the object.	GetClass	
<a href="#">Height</a>	Height of the object.	GetHeight	
<a href="#">Name</a>	Name of the object.	GetName	
<a href="#">ObjectType</a>	SeSMatcherRule type for this object.	GetObjectType	
<a href="#">State</a>	State of the object.	GetState	
<a href="#">Value</a>	Value of the object.	GetValue	SetValue
<a href="#">Width</a>	Width of the object.	GetWidth	
<a href="#">WindowText</a>	Window text of the object.	GetWindowText	SetWindowText
<a href="#">X</a>	X-coordinate of the top left corner of the object.	GetX	
<a href="#">Y</a>	Y-coordinate of the top left corner of the object.	GetY	

## Action Summary

Action	Description
<a href="#">DoAction</a>	Performs default action for an object.
<a href="#">DoAnalogPlay</a>	Plays analog recording using coordinates relative to this object.
<a href="#">DoClick</a>	Performs left click at the center of an object.
<a href="#">DoEnsureVisible</a>	Makes sure specified element is visible on the screen.
<a href="#">DoLButtonDown</a>	Performs left mouse button down.
<a href="#">DoLButtonUp</a>	Performs left mouse button up.
<a href="#">DoLClick</a>	Performs a left click at the center of an object or at the specified location.
<a href="#">DoLDClick</a>	Performs a left double click at the center of an object or at the specified location.
<a href="#">DoMButtonDown</a>	Performs middle mouse button down.
<a href="#">DoMButtonUp</a>	Performs middle mouse button up.
<a href="#">DoMClick</a>	Performs a middle click at the center of an object or at the specified location.
<a href="#">DoMDClick</a>	Performs a middle double click at the center of an object or at the specified location.
<a href="#">DoMouseMove</a>	Moves mouse cursor to a location relative to this object position.
<a href="#">DoRButtonDown</a>	Performs right mouse button down.
<a href="#">DoRButtonUp</a>	Performs right mouse button up.
<a href="#">DoRClick</a>	Performs a right click at the center of an object or at the specified location.
<a href="#">DoRDClick</a>	Performs a right double click at the center of an object or at the specified location.
<a href="#">DoSendKeys</a>	Sends series of keystrokes to an object.

## Property Detail

### Bitmap

UI Image of the object.  
Accessors: GetBitmap

### BWBitmap

UI Image of the object in 1-bit format (black&white).  
Accessors: GetBWBitmap

### Class

Class of the object.  
Accessors: GetClass

### Height

Height of the object.  
Accessors: GetHeight

### Name

Name of the object.  
Accessors: GetName

### ObjectType

SeSMatcherRule type for this object.  
Accessors: GetObjectType

**State**

State of the object.  
Accessors: GetState

**Value**

Value of the object.  
Accessors: GetValue, SetValue

**Width**

Width of the object.  
Accessors: GetWidth

**WindowText**

Window text of the object.  
Accessors: GetWindowText, SetWindowText

**X**

X-coordinate of the top left corner of the object.  
Accessors: GetX

**Y**

Y-coordinate of the top left corner of the object.  
Accessors: GetY

**Action Detail****DoAction()**

Performs default action for an object. If the object doesn't have default action then 'LClick' is performed.

**DoAnalogPlay(path, left, top)**

Plays analog recording using coordinates relative to this object.

**Parameters:**

Name	Type	Description
path	string	Path to analog recording (usually an .arf file).
left	number	X-coordinate of top-left corner of the analog area, relative to object top-left corner Optional.
top	number	Y-coordinate of the top-left corner of the analog area, relative to object top-left corner. Optional.

**DoClick(clickType, xOffset, yOffset)**

Performs left click at the center of an object. It is a customizable variant of LClick action.

**Parameters:**

Name	Type	Description
clickType	string	Type of click, can be one of "L" - left click, "LD" - double left click, "R" - right click, "RD" - double right click, "M" - middle click, "MD" - double middle click, "N" - don't click Optional, Default: L.
xOffset	number	X offset to click within object. Default is a center. Optional.
yOffset	number	X offset to click within object. Default is a center. Optional.

**Returns:**

'true' if operation is successful, 'false' otherwise

**DoEnsureVisible()**

Makes sure specified element is visible on the screen.

**DoLButtonDown()**

Performs left mouse button down. This method does not change cursor coordinates. Make sure that you use 'DoMouseMove' to position mouse cursor properly before calling this method. Note: This action must be followed by 'DoLButtonUp', otherwise it may lock mouse cursor.

**DoLButtonUp()**

Performs left mouse button up. This method does not change cursor coordinates. Make sure that you use 'DoMouseMove' to position mouse cursor properly before calling this method. Note: Use this action after 'DoLButtonDown', otherwise it will have no effect.

**DoLClick(x, y)**

Performs a left click at the center of an object or at the specified location.

**Parameters:**

Name	Type	Description
x	number	X-coordinate of location relative to object's left border
y	number	Y-coordinate of location relative to object's top border

**Returns:**

'true' if operation is successful, 'false' otherwise

**DoLDClick(x, y)**

Performs a left double click at the center of an object or at the specified location.

**Parameters:**

Name	Type	Description
x	number	X-coordinate of location relative to object's left border
y	number	Y-coordinate of location relative to object's top border

**Returns:**

'true' if operation is successful, 'false' otherwise

**DoMButtonDown()**

Performs middle mouse button down. This method does not change cursor coordinates. Make sure that you use 'DoMouseMove' to position mouse cursor properly before calling this method. Note: This action must be followed by 'DoMButtonUp', otherwise it may lock mouse cursor.

**DoMButtonUp()**

Performs middle mouse button up. This method does not change cursor coordinates. Make sure that you use 'DoMouseMove' to position mouse cursor properly before calling this method. Note: Use this action after 'DoMButtonDown', otherwise it will have no effect.

**DoMClick(x, y)**

Performs a middle click at the center of an object or at the specified location.

**Parameters:**

Name	Type	Description
x	number	X-coordinate of location relative to object's left border
y	number	Y-coordinate of location relative to object's top border

**Returns:**

'true' if operation is successful, 'false' otherwise

**DoMDClick(x, y)**

Performs a middle double click at the center of an object or at the specified location.

**Parameters:**

Name	Type	Description
x	number	X-coordinate of location relative to object's left border
y	number	Y-coordinate of location relative to object's top border

**Returns:**

'true' if operation is successful, 'false' otherwise

**DoMouseMove(x, y)**

Moves mouse cursor to a location relative to this object position.

**Parameters:**

Name	Type	Description
x	number	X-coordinate of location relative to object's left border
y	number	Y-coordinate of location relative to object's top border

**DoRButtonDown()**

Performs right mouse button down. This method does not change cursor coordinates. Make sure that you use 'DoMouseMove' to position mouse cursor properly before calling this method. Note: This action must be followed by 'DoRButtonUp', otherwise it may lock mouse cursor.

### DoRButtonUp()

Performs right mouse button up. This method does not change cursor coordinates. Make sure that you use 'DoMouseMove' to position mouse cursor properly before calling this method. Note: Use this action after 'DoRButtonDown', otherwise it will have no effect.

### DoRClick(x, y)

Performs a right click at the center of an object or at the specified location.

#### Parameters:

Name	Type	Description
x	number	X-coordinate of location relative to object's left border
y	number	Y-coordinate of location relative to object's top border

#### Returns:

'true' if operation is successful, 'false' otherwise

### DoRDClick(x, y)

Performs a right double click at the center of an object or at the specified location.

#### Parameters:

Name	Type	Description
x	number	X-coordinate of location relative to object's left border
y	number	Y-coordinate of location relative to object's top border

#### Returns:

'true' if operation is successful, 'false' otherwise

### DoSendKeys(keys)

Sends series of keystrokes to an object. For example: DoSendKeys("^F") - sends {CTRL} + {F}. See [MSDN Article for SendKeys](#)

#### Parameters:

Name	Type	Description
keys	string	A sequence of keystrokes.

## FlexFormItem

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FlexFormItem

### Behavior Pattern: FlexFormItemBehavior

### Property Summary

Property	Description	Getter	Setter
<a href="#">Alpha</a>		GetAlpha	
<a href="#">AutomationClassName</a>		GetAutomationClassName	
<a href="#">AutomationIndex</a>		GetAutomationIndex	
<a href="#">AutomationName</a>		GetAutomationName	
<a href="#">BackgroundAlpha</a>		GetBackgroundAlpha	
<a href="#">BackgroundColor</a>		GetBackgroundColor	
<a href="#">BackgroundDisabledColor</a>		GetBackgroundDisabledColor	
<a href="#">BackgroundImage</a>		GetBackgroundImage	
<a href="#">BackgroundSize</a>		GetBackgroundSize	
<a href="#">ClassName</a>		GetClassName	
<a href="#">CreationIndex</a>		GetCreationIndex	
<a href="#">CreationPolicy</a>		GetCreationPolicy	
<a href="#">CurrentState</a>		GetCurrentState	
<a href="#">Enabled</a>		GetEnabled	



<a href="#">ErrorColor</a>		GetErrorColor	
<a href="#">ErrorString</a>		GetErrorString	
<a href="#">FillAlphas</a>		GetFillAlphas	
<a href="#">FillColors</a>		GetFillColors	
<a href="#">FlexX</a>		GetFlexX	
<a href="#">FlexY</a>		GetFlexY	
<a href="#">FocusEnabled</a>		GetFocusEnabled	
<a href="#">FontFamily</a>		GetFontFamily	
<a href="#">FontSize</a>		GetFontSize	
<a href="#">FontStyle</a>		GetFontStyle	
<a href="#">FontWeight</a>		GetFontWeight	
<a href="#">Height</a>		GetHeight	
<a href="#">HorizontalAlign</a>		GetHorizontalAlign	
<a href="#">Id</a>		GetId	
<a href="#">Label</a>		GetLabel	
<a href="#">MouseEnabled</a>		GetMouseEnabled	
<a href="#">NumAutomationChildren</a>		GetNumAutomationChildren	
<a href="#">NumChildren</a>		GetNumChildren	
<a href="#">PercentHeight</a>		GetPercentHeight	
<a href="#">PercentWidth</a>		GetPercentWidth	
<a href="#">ScaleX</a>		GetScaleX	
<a href="#">ScaleY</a>		GetScaleY	
<a href="#">TabChildren</a>		GetTabChildren	
<a href="#">TabEnabled</a>		GetTabEnabled	
<a href="#">TabIndex</a>		GetTabIndex	
<a href="#">ThemeColor</a>		GetThemeColor	
<a href="#">ToolTip</a>		GetToolTip	
<a href="#">UseHandCursor</a>		GetUseHandCursor	
<a href="#">Visible</a>		GetVisible	
<a href="#">Width</a>		GetWidth	
<a href="#">X</a>		GetX	
<a href="#">Y</a>		GetY	

## Action Summary

Action	Description
<a href="#">DoChangeFocus</a>	
<a href="#">DoClick</a>	
<a href="#">DoDragCancel</a>	
<a href="#">DoDragDrop</a>	
<a href="#">DoDragStart</a>	
<a href="#">DoMouseMove</a>	
<a href="#">DoMouseScroll</a>	
<a href="#">DoScroll</a>	

## Property Detail

### Alpha

Accessors: GetAlpha

### AutomationClassName

Accessors: GetAutomationClassName

### AutomationIndex

Accessors: GetAutomationIndex

### AutomationName

Accessors: GetAutomationName

## **BackgroundAlpha**

Accessors: GetBackgroundAlpha

## **BackgroundColor**

Accessors: GetBackgroundColor

## **BackgroundDisabledColor**

Accessors: GetBackgroundDisabledColor

## **BackgroundImage**

Accessors: GetBackgroundImage

## **BackgroundSize**

Accessors: GetBackgroundSize

## **ClassName**

Accessors: GetClassName

## **CreationIndex**

Accessors: GetCreationIndex

## **CreationPolicy**

Accessors: GetCreationPolicy

## **CurrentState**

Accessors: GetCurrentState

## **Enabled**

Accessors: GetEnabled

## **ErrorColor**

Accessors: GetErrorColor

## **ErrorString**

Accessors: GetErrorString

## **FillAlphas**

Accessors: GetFillAlphas

## **FillColors**

Accessors: GetFillColors

## **FlexX**

Accessors: GetFlexX

## **FlexY**

Accessors: GetFlexY

## **FocusEnabled**

Accessors: GetFocusEnabled

## **FontFamily**

Accessors: GetFontFamily

**FontSize**

Accessors: GetFontSize

**FontStyle**

Accessors: GetFontStyle

**FontWeight**

Accessors: GetFontWeight

**Height**

Accessors: GetHeight

**HorizontalAlign**

Accessors: GetHorizontalAlign

**Id**

Accessors: GetId

**Label**

Accessors: GetLabel

**MouseEnabled**

Accessors: GetMouseEnabled

**NumAutomationChildren**

Accessors: GetNumAutomationChildren

**NumChildren**

Accessors: GetNumChildren

**PercentHeight**

Accessors: GetPercentHeight

**PercentWidth**

Accessors: GetPercentWidth

**ScaleX**

Accessors: GetScaleX

**ScaleY**

Accessors: GetScaleY

**TabChildren**

Accessors: GetTabChildren

**TabEnabled**

Accessors: GetTabEnabled

**TabIndex**

Accessors: GetTabIndex

**ThemeColor**

Accessors: GetThemeColor

## ToolTip

Accessors: GetToolTip

## UseHandCursor

Accessors: GetUseHandCursor

## Visible

Accessors: GetVisible

## Width

Accessors: GetWidth

## X

Accessors: GetX

## Y

Accessors: GetY

## Action Detail

### DoChangeFocus(shiftKey, keyCode)

#### Parameters:

Name	Type	Description
shiftKey	Boolean	Optional, Default: false.
keyCode	String	Optional, Default: TAB.

### DoClick(keyModifier)

#### Parameters:

Name	Type	Description
keyModifier	Number	<p>FlexKeyModifierValues</p> <ol style="list-style-type: none"><li>1 flexControl</li><li>2 flexShift</li><li>4 flexAlt</li><li>3 flexControlShift</li><li>5 flexControlAlt</li><li>6 flexShiftAlt</li><li>7 flexControlShiftAlt</li></ol> <p>Optional, Default: 0.</p>

### DoDragCancel(keyModifier)

#### Parameters:

Name	Type	Description
keyModifier	Number	<p>FlexKeyModifierValues</p> <ol style="list-style-type: none"><li>1 flexControl</li><li>2 flexShift</li><li>4 flexAlt</li><li>3 flexControlShift</li><li>5 flexControlAlt</li><li>6 flexShiftAlt</li></ol>

		7 flexControlShiftAlt
		Optional, Default: 0.

### DoDragDrop(action, draggedItem, keyModifier)

#### Parameters:

Name	Type	Description
action	String	
draggedItem	String	Optional.
keyModifier	Number	FlexKeyModifierValues 1 flexControl 2 flexShift 4 flexAlt 3 flexControlShift 5 flexControlAlt 6 flexShiftAlt 7 flexControlShiftAlt  Optional, Default: 0.

### DoDragStart(draggedItem, keyModifier)

#### Parameters:

Name	Type	Description
draggedItem	String	
keyModifier	Number	FlexKeyModifierValues 1 flexControl 2 flexShift 4 flexAlt 3 flexControlShift 5 flexControlAlt 6 flexShiftAlt 7 flexControlShiftAlt  Optional, Default: 0.

### DoMouseMove(localX, localY, keyModifier)

#### Parameters:

Name	Type	Description
localX	Number	Optional, Default: 0.
localY	Number	Optional, Default: 0.
keyModifier	Number	FlexKeyModifierValues 1 flexControl 2 flexShift 4 flexAlt 3 flexControlShift 5 flexControlAlt 6 flexShiftAlt 7 flexControlShiftAlt  Optional, Default: 0.

## DoMouseScroll(delta)

### Parameters:

Name	Type	Description
delta	Number	Optional, Default: 0.

## DoScroll(position, direction, detail)

### Parameters:

Name	Type	Description
position	Number	
direction	Number	FlexScrollDirectionValues 1 flexScrollHorizontal 2 flexScrollVertical
detail	Number	FlexScrollDetailValues 1 flexAtBottom 2 flexAtLeft 3 flexAtRight 4 flexAtTop 5 flexLineDown 6 flexLineLeft 7 flexLineRight 8 flexLineUp 9 flexPageDown 10 flexPageLeft 11 flexPageRight 12 flexPageUp 13 flexThumbPosition 14 flexThumbTrack  Optional, Default: null.

## Behavior Pattern: Win32Generic

### Property Summary

Property	Description	Getter	Setter
<a href="#">Bitmap</a>	UI Image of the object.	GetBitmap	
<a href="#">BWBitmap</a>	UI Image of the object in 1-bit format (black&white).	GetBWBitmap	
<a href="#">Class</a>	Class of the object.	GetClass	
<a href="#">Height</a>	Height of the object.	GetHeight	
<a href="#">Name</a>	Name of the object.	GetName	
<a href="#">ObjectType</a>	SeSMatcherRule type for this object.	GetObjectType	
<a href="#">State</a>	State of the object.	GetState	
<a href="#">Value</a>	Value of the object.	GetValue	SetValue
<a href="#">Width</a>	Width of the object.	GetWidth	
<a href="#">WindowText</a>	Window text of the object.	GetWindowText	SetWindowText
<a href="#">X</a>	X-coordinate of the top left corner of the object.	GetX	
<a href="#">Y</a>	Y-coordinate of the top left corner of the object.	GetY	

### Action Summary

Action	Description
<a href="#">DoAction</a>	Performs default action for an object.
<a href="#">DoAnalogPlay</a>	Plays analog recording using coordinates relative to this object.
<a href="#">DoClick</a>	Performs left click at the center of an object.

<a href="#">DoEnsureVisible</a>	Makes sure specified element is visible on the screen.
<a href="#">DoLButtonDown</a>	Performs left mouse button down.
<a href="#">DoLButtonUp</a>	Performs left mouse button up.
<a href="#">DoLClick</a>	Performs a left click at the center of an object or at the specified location.
<a href="#">DoLDClick</a>	Performs a left double click at the center of an object or at the specified location.
<a href="#">DoMButtonDown</a>	Performs middle mouse button down.
<a href="#">DoMButtonUp</a>	Performs middle mouse button up.
<a href="#">DoMClick</a>	Performs a middle click at the center of an object or at the specified location.
<a href="#">DoMDClick</a>	Performs a middle double click at the center of an object or at the specified location.
<a href="#">DoMouseMove</a>	Moves mouse cursor to a location relative to this object position.
<a href="#">DoRButtonDown</a>	Performs right mouse button down.
<a href="#">DoRButtonUp</a>	Performs right mouse button up.
<a href="#">DoRClick</a>	Performs a right click at the center of an object or at the specified location.
<a href="#">DoRDClick</a>	Performs a right double click at the center of an object or at the specified location.
<a href="#">DoSendKeys</a>	Sends series of keystrokes to an object.

## Property Detail

### Bitmap

UI Image of the object.  
Accessors: GetBitmap

### BWBitmap

UI Image of the object in 1-bit format (black&white).  
Accessors: GetBWBitmap

### Class

Class of the object.  
Accessors: GetClass

### Height

Height of the object.  
Accessors: GetHeight

### Name

Name of the object.  
Accessors: GetName

### ObjectType

SeSMatcherRule type for this object.  
Accessors: GetObjectType

### State

State of the object.  
Accessors: GetState

### Value

Value of the object.  
Accessors: GetValue, SetValue

### Width

Width of the object.  
Accessors: GetWidth

### WindowText

Window text of the object.  
Accessors: GetWindowText, SetWindowText

### X

X-coordinate of the top left corner of the object.  
Accessors: GetX

### Y

Y-coordinate of the top left corner of the object.  
Accessors: GetY

## Action Detail

### DoAction()

Performs default action for an object. If the object doesn't have default action then 'LClick' is performed.

### DoAnalogPlay(path, left, top)

Plays analog recording using coordinates relative to this object.

#### Parameters:

Name	Type	Description
path	string	Path to analog recording (usually an .arf file).
left	number	X-coordinate of top-left corner of the analog area, relative to object top-left corner Optional.
top	number	Y-coordinate of the top-left corner of the analog area, relative to object top-left corner. Optional.

### DoClick(clickType, xOffset, yOffset)

Performs left click at the center of an object. It is a customizable variant of LClick action.

#### Parameters:

Name	Type	Description
clickType	string	Type of click, can be one of "L" - left click, "LD" - double left click, "R" - right click, "RD" - double right click, "M" - middle click, "MD" - double middle click, "N" - don't click Optional, Default: L.
xOffset	number	X offset to click within object. Default is a center. Optional.
yOffset	number	Y offset to click within object. Default is a center. Optional.

#### Returns:

'true' if operation is successful, 'false' otherwise

### DoEnsureVisible()

Makes sure specified element is visible on the screen.

### DoLButtonDown()

Performs left mouse button down. This method does not change cursor coordinates. Make sure that you use 'DoMouseMove' to position mouse cursor properly before calling this method. Note: This action must be followed by 'DoLButtonUp', otherwise it may lock mouse cursor.

### DoLButtonUp()

Performs left mouse button up. This method does not change cursor coordinates. Make sure that you use 'DoMouseMove' to position mouse cursor properly before calling this method. Note: Use this action after 'DoLButtonDown', otherwise it will have no effect.

### DoLClick(x, y)

Performs a left click at the center of an object or at the specified location.

#### Parameters:

Name	Type	Description
x	number	X-coordinate of location relative to object's left border
y	number	Y-coordinate of location relative to object's top border

#### Returns:

'true' if operation is successful, 'false' otherwise

### DoLDClick(x, y)

Performs a left double click at the center of an object or at the specified location.

#### Parameters:

Name	Type	Description
x	number	X-coordinate of location relative to object's left border
y	number	Y-coordinate of location relative to object's top border

#### Returns:

'true' if operation is successful, 'false' otherwise



### DoMButtonDown()

Performs middle mouse button down. This method does not change cursor coordinates. Make sure that you use 'DoMouseMove' to position mouse cursor properly before calling this method. Note: This action must be followed by 'DoMButtonUp', otherwise it may lock mouse cursor.

### DoMButtonUp()

Performs middle mouse button up. This method does not change cursor coordinates. Make sure that you use 'DoMouseMove' to position mouse cursor properly before calling this method. Note: Use this action after 'DoMButtonDown', otherwise it will have no effect.

### DoMClick(x, y)

Performs a middle click at the center of an object or at the specified location.

#### Parameters:

Name	Type	Description
x	number	X-coordinate of location relative to object's left border
y	number	Y-coordinate of location relative to object's top border

#### Returns:

'true' if operation is successful, 'false' otherwise

### DoMDClick(x, y)

Performs a middle double click at the center of an object or at the specified location.

#### Parameters:

Name	Type	Description
x	number	X-coordinate of location relative to object's left border
y	number	Y-coordinate of location relative to object's top border

#### Returns:

'true' if operation is successful, 'false' otherwise

### DoMouseMove(x, y)

Moves mouse cursor to a location relative to this object position.

#### Parameters:

Name	Type	Description
x	number	X-coordinate of location relative to object's left border
y	number	Y-coordinate of location relative to object's top border

### DoRButtonDown()

Performs right mouse button down. This method does not change cursor coordinates. Make sure that you use 'DoMouseMove' to position mouse cursor properly before calling this method. Note: This action must be followed by 'DoRButtonUp', otherwise it may lock mouse cursor.

### DoRButtonUp()

Performs right mouse button up. This method does not change cursor coordinates. Make sure that you use 'DoMouseMove' to position mouse cursor properly before calling this method. Note: Use this action after 'DoRButtonDown', otherwise it will have no effect.

### DoRClick(x, y)

Performs a right click at the center of an object or at the specified location.

#### Parameters:

Name	Type	Description
x	number	X-coordinate of location relative to object's left border
y	number	Y-coordinate of location relative to object's top border

#### Returns:

'true' if operation is successful, 'false' otherwise

### DoRDClick(x, y)

Performs a right double click at the center of an object or at the specified location.

#### Parameters:

Name	Type	Description
------	------	-------------

x	number	X-coordinate of location relative to object's left border
y	number	Y-coordinate of location relative to object's top border

**Returns:**

'true' if operation is successful, 'false' otherwise

**DoSendKeys(keys)**

Sends series of keystrokes to an object. For example: DoSendKeys("^F") - sends {CTRL} + {F}. See [MSDN Article for SendKeys](#)

**Parameters:**

Name	Type	Description
keys	string	A sequence of keystrokes.

## FlexHLOCChart

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FlexHLOCChart

### Behavior Pattern: FlexHLOCChartBehavior

### Property Summary

Property	Description	Getter	Setter
<a href="#">Alpha</a>		GetAlpha	
<a href="#">AutomationClassName</a>		GetAutomationClassName	
<a href="#">AutomationIndex</a>		GetAutomationIndex	
<a href="#">AutomationName</a>		GetAutomationName	
<a href="#">ClassName</a>		GetClassName	
<a href="#">ClipContent</a>		GetClipContent	
<a href="#">ColumnWidthRatio</a>		GetColumnWidthRatio	
<a href="#">CurrentState</a>		GetCurrentState	
<a href="#">DataTipLayerIndex</a>		GetDataTipLayerIndex	
<a href="#">DataTipMode</a>		GetDataTipMode	
<a href="#">Description</a>		GetDescription	
<a href="#">Enabled</a>		GetEnabled	
<a href="#">ErrorColor</a>		GetErrorColor	
<a href="#">ErrorString</a>		GetErrorString	
<a href="#">FlexX</a>		GetFlexX	
<a href="#">FlexY</a>		GetFlexY	
<a href="#">FocusEnabled</a>		GetFocusEnabled	
<a href="#">FontFamily</a>		GetFontFamily	
<a href="#">FontSize</a>		GetFontSize	
<a href="#">GutterBottom</a>		GetGutterBottom	
<a href="#">GutterLeft</a>		GetGutterLeft	
<a href="#">GutterRight</a>		GetGutterRight	
<a href="#">GutterTop</a>		GetGutterTop	
<a href="#">Height</a>		GetHeight	
<a href="#">HorizontalAxisRatio</a>		GetHorizontalAxisRatio	
<a href="#">Id</a>		GetId	
<a href="#">MaxColumnWidth</a>		GetMaxColumnWidth	
<a href="#">MaximumDataTipCount</a>		GetMaximumDataTipCount	
<a href="#">MouseEnabled</a>		GetMouseEnabled	
<a href="#">MouseSensitivity</a>		GetMouseSensitivity	
<a href="#">NumAutomationChildren</a>		GetNumAutomationChildren	
<a href="#">PaddingBottom</a>		GetPaddingBottom	
<a href="#">PaddingLeft</a>		GetPaddingLeft	
<a href="#">PaddingRight</a>		GetPaddingRight	
<a href="#">PaddingTop</a>		GetPaddingTop	
<a href="#">PercentHeight</a>		GetPercentHeight	

<a href="#">PercentWidth</a>		GetPercentWidth	
<a href="#">ScaleX</a>		GetScaleX	
<a href="#">ScaleY</a>		GetScaleY	
<a href="#">ShowDataTips</a>		GetShowDataTips	
<a href="#">ShowDataTipTargets</a>		GetShowDataTipTargets	
<a href="#">TabChildren</a>		GetTabChildren	
<a href="#">TabEnabled</a>		GetTabEnabled	
<a href="#">TabIndex</a>		GetTabIndex	
<a href="#">TextAlign</a>		GetTextAlign	
<a href="#">ThemeColor</a>		GetThemeColor	
<a href="#">ToolTip</a>		GetToolTip	
<a href="#">UseHandCursor</a>		GetUseHandCursor	
<a href="#">Visible</a>		GetVisible	
<a href="#">Width</a>		GetWidth	
<a href="#">X</a>		GetX	
<a href="#">Y</a>		GetY	

## Action Summary

Action	Description
<a href="#">DoChangeFocus</a>	
<a href="#">DoClick</a>	
<a href="#">DoMouseMove</a>	

## Property Detail

### Alpha

Accessors: GetAlpha

### AutomationClassName

Accessors: GetAutomationClassName

### AutomationIndex

Accessors: GetAutomationIndex

### AutomationName

Accessors: GetAutomationName

### ClassName

Accessors: GetClassName

### ClipContent

Accessors: GetClipContent

### ColumnWidthRatio

Accessors: GetColumnWidthRatio

### CurrentState

Accessors: GetCurrentState

### DataTipLayerIndex

Accessors: GetDataTipLayerIndex

### DataTipMode

Accessors: GetDataTipMode

### Description

Accessors: GetDescription

### **Enabled**

Accessors: GetEnabled

### **ErrorColor**

Accessors: GetErrorColor

### **ErrorString**

Accessors: GetErrorString

### **FlexX**

Accessors: GetFlexX

### **FlexY**

Accessors: GetFlexY

### **FocusEnabled**

Accessors: GetFocusEnabled

### **FontFamily**

Accessors: GetFontFamily

### **FontSize**

Accessors: GetFontSize

### **GutterBottom**

Accessors: GetGutterBottom

### **GutterLeft**

Accessors: GetGutterLeft

### **GutterRight**

Accessors: GetGutterRight

### **GutterTop**

Accessors: GetGutterTop

### **Height**

Accessors: GetHeight

### **HorizontalAxisRatio**

Accessors: GetHorizontalAxisRatio

### **Id**

Accessors: GetId

### **MaxColumnWidth**

Accessors: GetMaxColumnWidth

### **MaximumDataTipCount**

Accessors: GetMaximumDataTipCount

### **MouseEnabled**

Accessors: GetMouseEnabled

### **MouseSensitivity**

Accessors: GetMouseSensitivity

### **NumAutomationChildren**

Accessors: GetNumAutomationChildren

### **PaddingBottom**

Accessors: GetPaddingBottom

### **PaddingLeft**

Accessors: GetPaddingLeft

### **PaddingRight**

Accessors: GetPaddingRight

### **PaddingTop**

Accessors: GetPaddingTop

### **PercentHeight**

Accessors: GetPercentHeight

### **PercentWidth**

Accessors: GetPercentWidth

### **ScaleX**

Accessors: GetScaleX

### **ScaleY**

Accessors: GetScaleY

### **ShowDataTips**

Accessors: GetShowDataTips

### **ShowDataTipTargets**

Accessors: GetShowDataTipTargets

### **TabChildren**

Accessors: GetTabChildren

### **TabEnabled**

Accessors: GetTabEnabled

### **TabIndex**

Accessors: GetTabIndex

### **TextAlign**

Accessors: GetTextAlign

### **ThemeColor**

Accessors: GetThemeColor

### **ToolTip**

Accessors: GetToolTip

## UseHandCursor

Accessors: GetUseHandCursor

## Visible

Accessors: GetVisible

## Width

Accessors: GetWidth

## X

Accessors: GetX

## Y

Accessors: GetY

## Action Detail

### DoChangeFocus(shiftKey, keyCode)

#### Parameters:

Name	Type	Description
shiftKey	Boolean	Optional, Default: false.
keyCode	String	Optional, Default: TAB.

### DoClick(keyModifier)

#### Parameters:

Name	Type	Description
keyModifier	Number	<p>FlexKeyModifierValues</p> <ol style="list-style-type: none"><li>1 flexControl</li><li>2 flexShift</li><li>4 flexAlt</li><li>3 flexControlShift</li><li>5 flexControlAlt</li><li>6 flexShiftAlt</li><li>7 flexControlShiftAlt</li></ol> <p>Optional, Default: 0.</p>

### DoMouseMove(localX, localY, keyModifier)

#### Parameters:

Name	Type	Description
localX	Number	Optional, Default: 0.
localY	Number	Optional, Default: 0.
keyModifier	Number	<p>FlexKeyModifierValues</p> <ol style="list-style-type: none"><li>1 flexControl</li><li>2 flexShift</li><li>4 flexAlt</li><li>3 flexControlShift</li><li>5 flexControlAlt</li></ol>

	6	flexShiftAlt
	7	flexControlShiftAlt
Optional, Default: 0.		

## Behavior Pattern: Win32Generic

## Property Summary

Property	Description	Getter	Setter
<a href="#">Bitmap</a>	UI Image of the object.	GetBitmap	
<a href="#">BWBitmap</a>	UI Image of the object in 1-bit format (black&white).	GetBWBitmap	
<a href="#">Class</a>	Class of the object.	GetClass	
<a href="#">Height</a>	Height of the object.	GetHeight	
<a href="#">Name</a>	Name of the object.	GetName	
<a href="#">ObjectType</a>	SeSMatcherRule type for this object.	GetObjectType	
<a href="#">State</a>	State of the object.	GetState	
<a href="#">Value</a>	Value of the object.	GetValue	SetValue
<a href="#">Width</a>	Width of the object.	GetWidth	
<a href="#">WindowText</a>	Window text of the object.	GetWindowText	SetWindowText
<a href="#">X</a>	X-coordinate of the top left corner of the object.	GetX	
<a href="#">Y</a>	Y-coordinate of the top left corner of the object.	GetY	

## Action Summary

Action	Description
<a href="#">DoAction</a>	Performs default action for an object.
<a href="#">DoAnalogPlay</a>	Plays analog recording using coordinates relative to this object.
<a href="#">DoClick</a>	Performs left click at the center of an object.
<a href="#">DoEnsureVisible</a>	Makes sure specified element is visible on the screen.
<a href="#">DoLButtonDown</a>	Performs left mouse button down.
<a href="#">DoLButtonUp</a>	Performs left mouse button up.
<a href="#">DoLClick</a>	Performs a left click at the center of an object or at the specified location.
<a href="#">DoLDClick</a>	Performs a left double click at the center of an object or at the specified location.
<a href="#">DoMButtonDown</a>	Performs middle mouse button down.
<a href="#">DoMButtonUp</a>	Performs middle mouse button up.
<a href="#">DoMClick</a>	Performs a middle click at the center of an object or at the specified location.
<a href="#">DoMDClick</a>	Performs a middle double click at the center of an object or at the specified location.
<a href="#">DoMouseMove</a>	Moves mouse cursor to a location relative to this object position.
<a href="#">DoRButtonDown</a>	Performs right mouse button down.
<a href="#">DoRButtonUp</a>	Performs right mouse button up.
<a href="#">DoRClick</a>	Performs a right click at the center of an object or at the specified location.
<a href="#">DoRDClick</a>	Performs a right double click at the center of an object or at the specified location.
<a href="#">DoSendKeys</a>	Sends series of keystrokes to an object.

## Property Detail

### Bitmap

UI Image of the object.  
Accessors: GetBitmap

### BWBitmap

UI Image of the object in 1-bit format (black&white).  
Accessors: GetBWBitmap

### Class

Class of the object.  
Accessors: GetClass

### Height

Height of the object.  
Accessors: GetHeight

**Name**

Name of the object.  
Accessors: GetName

**ObjectType**

SeSMatcherRule type for this object.  
Accessors: GetObjectType

**State**

State of the object.  
Accessors: GetState

**Value**

Value of the object.  
Accessors: GetValue, SetValue

**Width**

Width of the object.  
Accessors: GetWidth

**WindowText**

Window text of the object.  
Accessors: GetWindowText, SetWindowText

**X**

X-coordinate of the top left corner of the object.  
Accessors: GetX

**Y**

Y-coordinate of the top left corner of the object.  
Accessors: GetY

## Action Detail

**DoAction()**

Performs default action for an object. If the object doesn't have default action then 'LClick' is performed.

**DoAnalogPlay(path, left, top)**

Plays analog recording using coordinates relative to this object.

**Parameters:**

Name	Type	Description
path	string	Path to analog recording (usually an .arf file).
left	number	X-coordinate of top-left corner of the analog area, relative to object top-left corner. Optional.
top	number	Y-coordinate of the top-left corner of the analog area, relative to object top-left corner. Optional.

**DoClick(clickType, xOffset, yOffset)**

Performs left click at the center of an object. It is a customizable variant of LClick action.

**Parameters:**

Name	Type	Description
clickType	string	Type of click, can be one of "L" - left click, "LD" - double left click, "R" - right click, "RD" - double right click, "M" - middle click, "MD" - double middle click, "N" - don't click. Optional, Default: L.
xOffset	number	X offset to click within object. Default is a center. Optional.
yOffset	number	X offset to click within object. Default is a center. Optional.

**Returns:**

'true' if operation is successful, 'false' otherwise

**DoEnsureVisible()**

Makes sure specified element is visible on the screen.



### DoLButtonDown()

Performs left mouse button down. This method does not change cursor coordinates. Make sure that you use 'DoMouseMove' to position mouse cursor properly before calling this method. Note: This action must be followed by 'DoLButtonUp', otherwise it may lock mouse cursor.

### DoLButtonUp()

Performs left mouse button up. This method does not change cursor coordinates. Make sure that you use 'DoMouseMove' to position mouse cursor properly before calling this method. Note: Use this action after 'DoLButtonDown', otherwise it will have no effect.

### DoLClick(x, y)

Performs a left click at the center of an object or at the specified location.

#### Parameters:

Name	Type	Description
x	number	X-coordinate of location relative to object's left border
y	number	Y-coordinate of location relative to object's top border

#### Returns:

'true' if operation is successful, 'false' otherwise

### DoLDClick(x, y)

Performs a left double click at the center of an object or at the specified location.

#### Parameters:

Name	Type	Description
x	number	X-coordinate of location relative to object's left border
y	number	Y-coordinate of location relative to object's top border

#### Returns:

'true' if operation is successful, 'false' otherwise

### DoMButtonDown()

Performs middle mouse button down. This method does not change cursor coordinates. Make sure that you use 'DoMouseMove' to position mouse cursor properly before calling this method. Note: This action must be followed by 'DoMButtonUp', otherwise it may lock mouse cursor.

### DoMButtonUp()

Performs middle mouse button up. This method does not change cursor coordinates. Make sure that you use 'DoMouseMove' to position mouse cursor properly before calling this method. Note: Use this action after 'DoMButtonDown', otherwise it will have no effect.

### DoMClick(x, y)

Performs a middle click at the center of an object or at the specified location.

#### Parameters:

Name	Type	Description
x	number	X-coordinate of location relative to object's left border
y	number	Y-coordinate of location relative to object's top border

#### Returns:

'true' if operation is successful, 'false' otherwise

### DoMDClick(x, y)

Performs a middle double click at the center of an object or at the specified location.

#### Parameters:

Name	Type	Description
x	number	X-coordinate of location relative to object's left border
y	number	Y-coordinate of location relative to object's top border

#### Returns:

'true' if operation is successful, 'false' otherwise

### DoMouseMove(x, y)

Moves mouse cursor to a location relative to this object position.

**Parameters:**

Name	Type	Description
x	number	X-coordinate of location relative to object's left border
y	number	Y-coordinate of location relative to object's top border

**DoRButtonDown()**

Performs right mouse button down. This method does not change cursor coordinates. Make sure that you use 'DoMouseMove' to position mouse cursor properly before calling this method. Note: This action must be followed by 'DoRButtonUp', otherwise it may lock mouse cursor.

**DoRButtonUp()**

Performs right mouse button up. This method does not change cursor coordinates. Make sure that you use 'DoMouseMove' to position mouse cursor properly before calling this method. Note: Use this action after 'DoRButtonDown', otherwise it will have no effect.

**DoRClick(x, y)**

Performs a right click at the center of an object or at the specified location.

**Parameters:**

Name	Type	Description
x	number	X-coordinate of location relative to object's left border
y	number	Y-coordinate of location relative to object's top border

**Returns:**

'true' if operation is successful, 'false' otherwise

**DoRDClick(x, y)**

Performs a right double click at the center of an object or at the specified location.

**Parameters:**

Name	Type	Description
x	number	X-coordinate of location relative to object's left border
y	number	Y-coordinate of location relative to object's top border

**Returns:**

'true' if operation is successful, 'false' otherwise

**DoSendKeys(keys)**

Sends series of keystrokes to an object. For example: DoSendKeys("^F") - sends {CTRL} + {F}. See [MSDN Article for SendKeys](#)

**Parameters:**

Name	Type	Description
keys	string	A sequence of keystrokes.

## FlexImage

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FlexImage

### Behavior Pattern: FlexImageBehavior

### Property Summary

Property	Description	Getter	Setter
<a href="#">Alpha</a>		GetAlpha	
<a href="#">AutomationClassName</a>		GetAutomationClassName	
<a href="#">AutomationIndex</a>		GetAutomationIndex	
<a href="#">AutomationName</a>		GetAutomationName	
<a href="#">ClassName</a>		GetClassName	
<a href="#">CurrentState</a>		GetCurrentState	
<a href="#">Enabled</a>		GetEnabled	

<a href="#">ErrorColor</a>		GetErrorColor	
<a href="#">ErrorString</a>		GetErrorString	
<a href="#">FlexX</a>		GetFlexX	
<a href="#">FlexY</a>		GetFlexY	
<a href="#">FocusEnabled</a>		GetFocusEnabled	
<a href="#">Height</a>		GetHeight	
<a href="#">Id</a>		GetId	
<a href="#">MouseEnabled</a>		GetMouseEnabled	
<a href="#">NumAutomationChildren</a>		GetNumAutomationChildren	
<a href="#">PercentHeight</a>		GetPercentHeight	
<a href="#">PercentWidth</a>		GetPercentWidth	
<a href="#">ScaleX</a>		GetScaleX	
<a href="#">ScaleY</a>		GetScaleY	
<a href="#">Source</a>		GetSource	
<a href="#">TabChildren</a>		GetTabChildren	
<a href="#">TabEnabled</a>		GetTabEnabled	
<a href="#">TabIndex</a>		GetTabIndex	
<a href="#">ThemeColor</a>		GetThemeColor	
<a href="#">ToolTip</a>		GetToolTip	
<a href="#">UseHandCursor</a>		GetUseHandCursor	
<a href="#">Visible</a>		GetVisible	
<a href="#">Width</a>		GetWidth	
<a href="#">X</a>		GetX	
<a href="#">Y</a>		GetY	

## Action Summary

Action	Description
<a href="#">DoChangeFocus</a>	
<a href="#">DoClick</a>	
<a href="#">DoMouseMove</a>	

## Property Detail

### Alpha

Accessors: GetAlpha

### AutomationClassName

Accessors: GetAutomationClassName

### AutomationIndex

Accessors: GetAutomationIndex

### AutomationName

Accessors: GetAutomationName

### ClassName

Accessors: GetClassName

### CurrentState

Accessors: GetCurrentState

### Enabled

Accessors: GetEnabled

### ErrorColor

Accessors: GetErrorColor

**ErrorString**

Accessors: GetErrorString

**FlexX**

Accessors: GetFlexX

**FlexY**

Accessors: GetFlexY

**FocusEnabled**

Accessors: GetFocusEnabled

**Height**

Accessors: GetHeight

**Id**

Accessors: GetId

**MouseEnabled**

Accessors: GetMouseEnabled

**NumAutomationChildren**

Accessors: GetNumAutomationChildren

**PercentHeight**

Accessors: GetPercentHeight

**PercentWidth**

Accessors: GetPercentWidth

**ScaleX**

Accessors: GetScaleX

**ScaleY**

Accessors: GetScaleY

**Source**

Accessors: GetSource

**TabChildren**

Accessors: GetTabChildren

**TabEnabled**

Accessors: GetTabEnabled

**TabIndex**

Accessors: GetTabIndex

**ThemeColor**

Accessors: GetThemeColor

**ToolTip**

Accessors: GetToolTip

## UseHandCursor

Accessors: GetUseHandCursor

## Visible

Accessors: GetVisible

## Width

Accessors: GetWidth

## X

Accessors: GetX

## Y

Accessors: GetY

## Action Detail

### DoChangeFocus(shiftKey, keyCode)

#### Parameters:

Name	Type	Description
shiftKey	Boolean	Optional, Default: false.
keyCode	String	Optional, Default: TAB.

### DoClick(keyModifier)

#### Parameters:

Name	Type	Description
keyModifier	Number	<p>FlexKeyModifierValues</p> <ol style="list-style-type: none"><li>1 flexControl</li><li>2 flexShift</li><li>4 flexAlt</li><li>3 flexControlShift</li><li>5 flexControlAlt</li><li>6 flexShiftAlt</li><li>7 flexControlShiftAlt</li></ol> <p>Optional, Default: 0.</p>

### DoMouseMove(localX, localY, keyModifier)

#### Parameters:

Name	Type	Description
localX	Number	Optional, Default: 0.
localY	Number	Optional, Default: 0.
keyModifier	Number	<p>FlexKeyModifierValues</p> <ol style="list-style-type: none"><li>1 flexControl</li><li>2 flexShift</li><li>4 flexAlt</li><li>3 flexControlShift</li><li>5 flexControlAlt</li><li>6 flexShiftAlt</li></ol>

	7	flexControlShiftAlt
		Optional, Default: 0.

## Behavior Pattern: Win32Generic

### Property Summary

Property	Description	Getter	Setter
<a href="#">Bitmap</a>	UI Image of the object.	GetBitmap	
<a href="#">BWBitmap</a>	UI Image of the object in 1-bit format (black&white).	GetBWBitmap	
<a href="#">Class</a>	Class of the object.	GetClass	
<a href="#">Height</a>	Height of the object.	GetHeight	
<a href="#">Name</a>	Name of the object.	GetName	
<a href="#">ObjectType</a>	SeSMatcherRule type for this object.	GetObjectType	
<a href="#">State</a>	State of the object.	GetState	
<a href="#">Value</a>	Value of the object.	GetValue	SetValue
<a href="#">Width</a>	Width of the object.	GetWidth	
<a href="#">WindowText</a>	Window text of the object.	GetWindowText	SetWindowText
<a href="#">X</a>	X-coordinate of the top left corner of the object.	GetX	
<a href="#">Y</a>	Y-coordinate of the top left corner of the object.	GetY	

### Action Summary

Action	Description
<a href="#">DoAction</a>	Performs default action for an object.
<a href="#">DoAnalogPlay</a>	Plays analog recording using coordinates relative to this object.
<a href="#">DoClick</a>	Performs left click at the center of an object.
<a href="#">DoEnsureVisible</a>	Makes sure specified element is visible on the screen.
<a href="#">DoLButtonDown</a>	Performs left mouse button down.
<a href="#">DoLButtonUp</a>	Performs left mouse button up.
<a href="#">DoLClick</a>	Performs a left click at the center of an object or at the specified location.
<a href="#">DoLDClick</a>	Performs a left double click at the center of an object or at the specified location.
<a href="#">DoMButtonDown</a>	Performs middle mouse button down.
<a href="#">DoMButtonUp</a>	Performs middle mouse button up.
<a href="#">DoMClick</a>	Performs a middle click at the center of an object or at the specified location.
<a href="#">DoMDClick</a>	Performs a middle double click at the center of an object or at the specified location.
<a href="#">DoMouseMove</a>	Moves mouse cursor to a location relative to this object position.
<a href="#">DoRButtonDown</a>	Performs right mouse button down.
<a href="#">DoRButtonUp</a>	Performs right mouse button up.
<a href="#">DoRClick</a>	Performs a right click at the center of an object or at the specified location.
<a href="#">DoRDClick</a>	Performs a right double click at the center of an object or at the specified location.
<a href="#">DoSendKeys</a>	Sends series of keystrokes to an object.

### Property Detail

#### Bitmap

UI Image of the object.  
Accessors: GetBitmap

#### BWBitmap

UI Image of the object in 1-bit format (black&white).  
Accessors: GetBWBitmap

#### Class

Class of the object.  
Accessors: GetClass

#### Height

Height of the object.  
Accessors: GetHeight

**Name**

Name of the object.  
Accessors: GetName

**ObjectType**

SeSMatcherRule type for this object.  
Accessors: GetObjectType

**State**

State of the object.  
Accessors: GetState

**Value**

Value of the object.  
Accessors: GetValue, SetValue

**Width**

Width of the object.  
Accessors: GetWidth

**WindowText**

Window text of the object.  
Accessors: GetWindowText, SetWindowText

**X**

X-coordinate of the top left corner of the object.  
Accessors: GetX

**Y**

Y-coordinate of the top left corner of the object.  
Accessors: GetY

## Action Detail

**DoAction()**

Performs default action for an object. If the object doesn't have default action then 'LClick' is performed.

**DoAnalogPlay(path, left, top)**

Plays analog recording using coordinates relative to this object.

**Parameters:**

Name	Type	Description
path	string	Path to analog recording (usually an .arf file).
left	number	X-coordinate of top-left corner of the analog area, relative to object top-left corner Optional.
top	number	Y-coordinate of the top-left corner of the analog area, relative to object top-left corner. Optional.

**DoClick(clickType, xOffset, yOffset)**

Performs left click at the center of an object. It is a customizable variant of LClick action.

**Parameters:**

Name	Type	Description
clickType	string	Type of click, can be one of "L" - left click, "LD" - double left click, "R" - right click, "RD" - double right click, "M" - middle click, "MD" - double middle click, "N" - don't click Optional, Default: L.
xOffset	number	X offset to click within object. Default is a center. Optional.
yOffset	number	Y offset to click within object. Default is a center. Optional.

**Returns:**

'true' if operation is successful, 'false' otherwise

**DoEnsureVisible()**

Makes sure specified element is visible on the screen.

**DoLButtonDown()**

Performs left mouse button down. This method does not change cursor coordinates. Make sure that you use 'DoMouseMove' to position mouse cursor properly before calling this method. Note: This action must be followed by 'DoLButtonUp', otherwise it may lock mouse cursor.

### DoLButtonUp()

Performs left mouse button up. This method does not change cursor coordinates. Make sure that you use 'DoMouseMove' to position mouse cursor properly before calling this method. Note: Use this action after 'DoLButtonDown', otherwise it will have no effect.

### DoLClick(x, y)

Performs a left click at the center of an object or at the specified location.

#### Parameters:

Name	Type	Description
x	number	X-coordinate of location relative to object's left border
y	number	Y-coordinate of location relative to object's top border

#### Returns:

'true' if operation is successful, 'false' otherwise

### DoLDClick(x, y)

Performs a left double click at the center of an object or at the specified location.

#### Parameters:

Name	Type	Description
x	number	X-coordinate of location relative to object's left border
y	number	Y-coordinate of location relative to object's top border

#### Returns:

'true' if operation is successful, 'false' otherwise

### DoMButtonDown()

Performs middle mouse button down. This method does not change cursor coordinates. Make sure that you use 'DoMouseMove' to position mouse cursor properly before calling this method. Note: This action must be followed by 'DoMButtonUp', otherwise it may lock mouse cursor.

### DoMButtonUp()

Performs middle mouse button up. This method does not change cursor coordinates. Make sure that you use 'DoMouseMove' to position mouse cursor properly before calling this method. Note: Use this action after 'DoMButtonDown', otherwise it will have no effect.

### DoMClick(x, y)

Performs a middle click at the center of an object or at the specified location.

#### Parameters:

Name	Type	Description
x	number	X-coordinate of location relative to object's left border
y	number	Y-coordinate of location relative to object's top border

#### Returns:

'true' if operation is successful, 'false' otherwise

### DoMDClick(x, y)

Performs a middle double click at the center of an object or at the specified location.

#### Parameters:

Name	Type	Description
x	number	X-coordinate of location relative to object's left border
y	number	Y-coordinate of location relative to object's top border

#### Returns:

'true' if operation is successful, 'false' otherwise

### DoMouseMove(x, y)

Moves mouse cursor to a location relative to this object position.

#### Parameters:



Name	Type	Description
x	number	X-coordinate of location relative to object's left border
y	number	Y-coordinate of location relative to object's top border

### DoRButtonDown()

Performs right mouse button down. This method does not change cursor coordinates. Make sure that you use 'DoMouseMove' to position mouse cursor properly before calling this method. Note: This action must be followed by 'DoRButtonUp', otherwise it may lock mouse cursor.

### DoRButtonUp()

Performs right mouse button up. This method does not change cursor coordinates. Make sure that you use 'DoMouseMove' to position mouse cursor properly before calling this method. Note: Use this action after 'DoRButtonDown', otherwise it will have no effect.

### DoRClick(x, y)

Performs a right click at the center of an object or at the specified location.

#### Parameters:

Name	Type	Description
x	number	X-coordinate of location relative to object's left border
y	number	Y-coordinate of location relative to object's top border

#### Returns:

'true' if operation is successful, 'false' otherwise

### DoRDClick(x, y)

Performs a right double click at the center of an object or at the specified location.

#### Parameters:

Name	Type	Description
x	number	X-coordinate of location relative to object's left border
y	number	Y-coordinate of location relative to object's top border

#### Returns:

'true' if operation is successful, 'false' otherwise

### DoSendKeys(keys)

Sends series of keystrokes to an object. For example: DoSendKeys("^F") - sends {CTRL} + {F}. See [MSDN Article for SendKeys](#)

#### Parameters:

Name	Type	Description
keys	string	A sequence of keystrokes.

## FlexLabel

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FlexLabel

### Behavior Pattern: FlexLabelBehavior

### Property Summary

Property	Description	Getter	Setter
<a href="#">Alpha</a>		GetAlpha	
<a href="#">AutomationClassName</a>		GetAutomationClassName	
<a href="#">AutomationIndex</a>		GetAutomationIndex	
<a href="#">AutomationName</a>		GetAutomationName	
<a href="#">ClassName</a>		GetClassName	
<a href="#">Color</a>		GetColor	
<a href="#">CurrentState</a>		GetCurrentState	
<a href="#">DisabledColor</a>		GetDisabledColor	
<a href="#">Enabled</a>		GetEnabled	

<a href="#">ErrorColor</a>		GetErrorColor	
<a href="#">ErrorString</a>		GetErrorString	
<a href="#">FlexX</a>		GetFlexX	
<a href="#">FlexY</a>		GetFlexY	
<a href="#">FocusEnabled</a>		GetFocusEnabled	
<a href="#">FontFamily</a>		GetFontFamily	
<a href="#">FontSize</a>		GetFontSize	
<a href="#">FontStyle</a>		GetFontStyle	
<a href="#">FontWeight</a>		GetFontWeight	
<a href="#">Height</a>		GetHeight	
<a href="#">HtmlText</a>		GetHtmlText	
<a href="#">Id</a>		GetId	
<a href="#">MouseEnabled</a>		GetMouseEnabled	
<a href="#">NumAutomationChildren</a>		GetNumAutomationChildren	
<a href="#">PercentHeight</a>		GetPercentHeight	
<a href="#">PercentWidth</a>		GetPercentWidth	
<a href="#">ScaleX</a>		GetScaleX	
<a href="#">ScaleY</a>		GetScaleY	
<a href="#">TabChildren</a>		GetTabChildren	
<a href="#">TabEnabled</a>		GetTabEnabled	
<a href="#">TabIndex</a>		GetTabIndex	
<a href="#">Text</a>		GetText	
<a href="#">TextAlign</a>		GetTextAlign	
<a href="#">TextDecoration</a>		GetTextDecoration	
<a href="#">TextIndent</a>		GetTextIndent	
<a href="#">ThemeColor</a>		GetThemeColor	
<a href="#">ToolTip</a>		GetToolTip	
<a href="#">UseHandCursor</a>		GetUseHandCursor	
<a href="#">Visible</a>		GetVisible	
<a href="#">Width</a>		GetWidth	
<a href="#">X</a>		GetX	
<a href="#">Y</a>		GetY	

## Action Summary

Action	Description
<a href="#">DoChangeFocus</a>	
<a href="#">DoClick</a>	
<a href="#">DoMouseMove</a>	

## Property Detail

### Alpha

Accessors: GetAlpha

### AutomationClassName

Accessors: GetAutomationClassName

### AutomationIndex

Accessors: GetAutomationIndex

### AutomationName

Accessors: GetAutomationName

### ClassName

Accessors: GetClassName

### Color

Accessors: GetColor

### **CurrentState**

Accessors: GetCurrentState

### **DisabledColor**

Accessors: GetDisabledColor

### **Enabled**

Accessors: GetEnabled

### **ErrorColor**

Accessors: GetErrorColor

### **ErrorString**

Accessors: GetErrorString

### **FlexX**

Accessors: GetFlexX

### **FlexY**

Accessors: GetFlexY

### **FocusEnabled**

Accessors: GetFocusEnabled

### **FontFamily**

Accessors: GetFontFamily

### **FontSize**

Accessors: GetFontSize

### **FontStyle**

Accessors: GetFontStyle

### **FontWeight**

Accessors: GetFontWeight

### **Height**

Accessors: GetHeight

### **HtmlText**

Accessors: GetHtmlText

### **Id**

Accessors: GetId

### **MouseEnabled**

Accessors: GetMouseEnabled

### **NumAutomationChildren**

Accessors: GetNumAutomationChildren

### **PercentHeight**

Accessors: GetPercentHeight

### **PercentWidth**

Accessors: GetPercentWidth

### **ScaleX**

Accessors: GetScaleX

### **ScaleY**

Accessors: GetScaleY

### **TabChildren**

Accessors: GetTabChildren

### **TabEnabled**

Accessors: GetTabEnabled

### **TabIndex**

Accessors: GetTabIndex

### **Text**

Accessors: GetText

### **TextAlign**

Accessors: GetTextAlign

### **TextDecoration**

Accessors: GetTextDecoration

### **TextIndent**

Accessors: GetTextIndent

### **ThemeColor**

Accessors: GetThemeColor

### **ToolTip**

Accessors: GetToolTip

### **UseHandCursor**

Accessors: GetUseHandCursor

### **Visible**

Accessors: GetVisible

### **Width**

Accessors: GetWidth

### **X**

Accessors: GetX

### **Y**

Accessors: GetY

## Action Detail

## DoChangeFocus(shiftKey, keyCode)

### Parameters:

Name	Type	Description
shiftKey	Boolean	Optional, Default: false.
keyCode	String	Optional, Default: TAB.

## DoClick(keyModifier)

### Parameters:

Name	Type	Description
keyModifier	Number	<p>FlexKeyModifierValues</p> <ol style="list-style-type: none"><li>1 flexControl</li><li>2 flexShift</li><li>4 flexAlt</li><li>3 flexControlShift</li><li>5 flexControlAlt</li><li>6 flexShiftAlt</li><li>7 flexControlShiftAlt</li></ol> <p>Optional, Default: 0.</p>

## DoMouseMove(localX, localY, keyModifier)

### Parameters:

Name	Type	Description
localX	Number	Optional, Default: 0.
localY	Number	Optional, Default: 0.
keyModifier	Number	<p>FlexKeyModifierValues</p> <ol style="list-style-type: none"><li>1 flexControl</li><li>2 flexShift</li><li>4 flexAlt</li><li>3 flexControlShift</li><li>5 flexControlAlt</li><li>6 flexShiftAlt</li><li>7 flexControlShiftAlt</li></ol> <p>Optional, Default: 0.</p>

## Behavior Pattern: Win32Generic

## Property Summary

Property	Description	Getter	Setter
<a href="#">Bitmap</a>	UI Image of the object.	GetBitmap	
<a href="#">BWBitmap</a>	UI Image of the object in 1-bit format (black&white).	GetBWBitmap	
<a href="#">Class</a>	Class of the object.	GetClass	
<a href="#">Height</a>	Height of the object.	GetHeight	
<a href="#">Name</a>	Name of the object.	GetName	
<a href="#">ObjectType</a>	SeSMatcherRule type for this object.	GetObjectType	
<a href="#">State</a>	State of the object.	GetState	
<a href="#">Value</a>	Value of the object.	GetValue	SetValue
<a href="#">Width</a>	Width of the object.	GetWidth	
<a href="#">WindowText</a>	Window text of the object.	GetWindowText	SetWindowText

<u>X</u>	X-coordinate of the top left corner of the object.	GetX	
<u>Y</u>	Y-coordinate of the top left corner of the object.	GetY	

## Action Summary

Action	Description
<a href="#">DoAction</a>	Performs default action for an object.
<a href="#">DoAnalogPlay</a>	Plays analog recording using coordinates relative to this object.
<a href="#">DoClick</a>	Performs left click at the center of an object.
<a href="#">DoEnsureVisible</a>	Makes sure specified element is visible on the screen.
<a href="#">DoLButtonDown</a>	Performs left mouse button down.
<a href="#">DoLButtonUp</a>	Performs left mouse button up.
<a href="#">DoLClick</a>	Performs a left click at the center of an object or at the specified location.
<a href="#">DoLDClick</a>	Performs a left double click at the center of an object or at the specified location.
<a href="#">DoMButtonDown</a>	Performs middle mouse button down.
<a href="#">DoMButtonUp</a>	Performs middle mouse button up.
<a href="#">DoMClick</a>	Performs a middle click at the center of an object or at the specified location.
<a href="#">DoMDClick</a>	Performs a middle double click at the center of an object or at the specified location.
<a href="#">DoMouseMove</a>	Moves mouse cursor to a location relative to this object position.
<a href="#">DoRButtonDown</a>	Performs right mouse button down.
<a href="#">DoRButtonUp</a>	Performs right mouse button up.
<a href="#">DoRClick</a>	Performs a right click at the center of an object or at the specified location.
<a href="#">DoRDClick</a>	Performs a right double click at the center of an object or at the specified location.
<a href="#">DoSendKeys</a>	Sends series of keystrokes to an object.

## Property Detail

### Bitmap

UI Image of the object.  
Accessors: GetBitmap

### BWBitmap

UI Image of the object in 1-bit format (black&white).  
Accessors: GetBWBitmap

### Class

Class of the object.  
Accessors: GetClass

### Height

Height of the object.  
Accessors: GetHeight

### Name

Name of the object.  
Accessors: GetName

### ObjectType

SeSMatcherRule type for this object.  
Accessors: GetObjectType

### State

State of the object.  
Accessors: GetState

### Value

Value of the object.  
Accessors: GetValue, SetValue

### Width

Width of the object.  
Accessors: GetWidth

### WindowText

Window text of the object.  
Accessors: GetWindowText, SetWindowText

## X

X-coordinate of the top left corner of the object.

Accessors: GetX

## Y

Y-coordinate of the top left corner of the object.

Accessors: GetY

## Action Detail

### DoAction()

Performs default action for an object. If the object doesn't have default action then 'LClick' is performed.

### DoAnalogPlay(path, left, top)

Plays analog recording using coordinates relative to this object.

#### Parameters:

Name	Type	Description
path	string	Path to analog recording (usually an .arf file).
left	number	X-coordinate of top-left corner of the analog area, relative to object top-left corner Optional.
top	number	Y-coordinate of the top-left corner of the analog area, relative to object top-left corner. Optional.

### DoClick(clickType, xOffset, yOffset)

Performs left click at the center of an object. It is a customizable variant of LClick action.

#### Parameters:

Name	Type	Description
clickType	string	Type of click, can be one of "L" - left click, "LD" - double left click, "R" - right click, "RD" - double right click, "M" - middle click, "MD" - double middle click, "N" - don't click Optional, Default: L.
xOffset	number	X offset to click within object. Default is a center. Optional.
yOffset	number	X offset to click within object. Default is a center. Optional.

#### Returns:

'true' if operation is successful, 'false' otherwise

### DoEnsureVisible()

Makes sure specified element is visible on the screen.

### DoLButtonDown()

Performs left mouse button down. This method does not change cursor coordinates. Make sure that you use 'DoMouseMove' to position mouse cursor properly before calling this method. Note: This action must be followed by 'DoLButtonUp', otherwise it may lock mouse cursor.

### DoLButtonUp()

Performs left mouse button up. This method does not change cursor coordinates. Make sure that you use 'DoMouseMove' to position mouse cursor properly before calling this method. Note: Use this action after 'DoLButtonDown', otherwise it will have no effect.

### DoLClick(x, y)

Performs a left click at the center of an object or at the specified location.

#### Parameters:

Name	Type	Description
x	number	X-coordinate of location relative to object's left border
y	number	Y-coordinate of location relative to object's top border

#### Returns:

'true' if operation is successful, 'false' otherwise

### DoLDClick(x, y)

Performs a left double click at the center of an object or at the specified location.

#### Parameters:

Name	Type	Description
x	number	X-coordinate of location relative to object's left border
y	number	Y-coordinate of location relative to object's top border

**Returns:**

'true' if operation is successful, 'false' otherwise

**DoMButtonDown()**

Performs middle mouse button down. This method does not change cursor coordinates. Make sure that you use 'DoMouseMove' to position mouse cursor properly before calling this method. Note: This action must be followed by 'DoMButtonUp', otherwise it may lock mouse cursor.

**DoMButtonUp()**

Performs middle mouse button up. This method does not change cursor coordinates. Make sure that you use 'DoMouseMove' to position mouse cursor properly before calling this method. Note: Use this action after 'DoMButtonDown', otherwise it will have no effect.

**DoMClick(x, y)**

Performs a middle click at the center of an object or at the specified location.

**Parameters:**

Name	Type	Description
x	number	X-coordinate of location relative to object's left border
y	number	Y-coordinate of location relative to object's top border

**Returns:**

'true' if operation is successful, 'false' otherwise

**DoMDClick(x, y)**

Performs a middle double click at the center of an object or at the specified location.

**Parameters:**

Name	Type	Description
x	number	X-coordinate of location relative to object's left border
y	number	Y-coordinate of location relative to object's top border

**Returns:**

'true' if operation is successful, 'false' otherwise

**DoMouseMove(x, y)**

Moves mouse cursor to a location relative to this object position.

**Parameters:**

Name	Type	Description
x	number	X-coordinate of location relative to object's left border
y	number	Y-coordinate of location relative to object's top border

**DoRButtonDown()**

Performs right mouse button down. This method does not change cursor coordinates. Make sure that you use 'DoMouseMove' to position mouse cursor properly before calling this method. Note: This action must be followed by 'DoRButtonUp', otherwise it may lock mouse cursor.

**DoRButtonUp()**

Performs right mouse button up. This method does not change cursor coordinates. Make sure that you use 'DoMouseMove' to position mouse cursor properly before calling this method. Note: Use this action after 'DoRButtonDown', otherwise it will have no effect.

**DoRClick(x, y)**

Performs a right click at the center of an object or at the specified location.

**Parameters:**

Name	Type	Description
x	number	X-coordinate of location relative to object's left border
y	number	Y-coordinate of location relative to object's top border



**Returns:**

'true' if operation is successful, 'false' otherwise

**DoRDClick(x, y)**

Performs a right double click at the center of an object or at the specified location.

**Parameters:**

Name	Type	Description
x	number	X-coordinate of location relative to object's left border
y	number	Y-coordinate of location relative to object's top border

**Returns:**

'true' if operation is successful, 'false' otherwise

**DoSendKeys(keys)**

Sends series of keystrokes to an object. For example: DoSendKeys("{F}") - sends {CTRL} + {F}. See [MSDN Article for SendKeys](#)

**Parameters:**

Name	Type	Description
keys	string	A sequence of keystrokes.

## FlexLineChart

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FlexLineChart

### Behavior Pattern: FlexLineChartBehavior

### Property Summary

Property	Description	Getter	Setter
<a href="#">Alpha</a>		GetAlpha	
<a href="#">AutomationClassName</a>		GetAutomationClassName	
<a href="#">AutomationIndex</a>		GetAutomationIndex	
<a href="#">AutomationName</a>		GetAutomationName	
<a href="#">ClassName</a>		GetClassName	
<a href="#">ClipContent</a>		GetClipContent	
<a href="#">CurrentState</a>		GetCurrentState	
<a href="#">DataTipLayerIndex</a>		GetDataTipLayerIndex	
<a href="#">DataTipMode</a>		GetDataTipMode	
<a href="#">Description</a>		GetDescription	
<a href="#">Enabled</a>		GetEnabled	
<a href="#">ErrorColor</a>		GetErrorColor	
<a href="#">ErrorString</a>		GetErrorString	
<a href="#">FlexX</a>		GetFlexX	
<a href="#">FlexY</a>		GetFlexY	
<a href="#">FocusEnabled</a>		GetFocusEnabled	
<a href="#">FontFamily</a>		GetFontFamily	
<a href="#">FontSize</a>		GetFontSize	
<a href="#">GutterBottom</a>		GetGutterBottom	
<a href="#">GutterLeft</a>		GetGutterLeft	
<a href="#">GutterRight</a>		GetGutterRight	
<a href="#">GutterTop</a>		GetGutterTop	
<a href="#">Height</a>		GetHeight	
<a href="#">HorizontalAxisRatio</a>		GetHorizontalAxisRatio	
<a href="#">Id</a>		GetId	
<a href="#">MaximumDataTipCount</a>		GetMaximumDataTipCount	
<a href="#">MouseEnabled</a>		GetMouseEnabled	

<a href="#">MouseSensitivity</a>		GetMouseSensitivity	
<a href="#">NumAutomationChildren</a>		GetNumAutomationChildren	
<a href="#">PaddingBottom</a>		GetPaddingBottom	
<a href="#">PaddingLeft</a>		GetPaddingLeft	
<a href="#">PaddingRight</a>		GetPaddingRight	
<a href="#">PaddingTop</a>		GetPaddingTop	
<a href="#">PercentHeight</a>		GetPercentHeight	
<a href="#">PercentWidth</a>		GetPercentWidth	
<a href="#">ScaleX</a>		GetScaleX	
<a href="#">ScaleY</a>		GetScaleY	
<a href="#">ShowDataTips</a>		GetShowDataTips	
<a href="#">ShowDataTipTargets</a>		GetShowDataTipTargets	
<a href="#">TabChildren</a>		GetTabChildren	
<a href="#">TabEnabled</a>		GetTabEnabled	
<a href="#">TabIndex</a>		GetTabIndex	
<a href="#">TextAlign</a>		GetTextAlign	
<a href="#">ThemeColor</a>		GetThemeColor	
<a href="#">ToolTip</a>		GetToolTip	
<a href="#">UseHandCursor</a>		GetUseHandCursor	
<a href="#">Visible</a>		GetVisible	
<a href="#">Width</a>		GetWidth	
<a href="#">X</a>		GetX	
<a href="#">Y</a>		GetY	

## Action Summary

Action	Description
<a href="#">DoChangeFocus</a>	
<a href="#">DoClick</a>	
<a href="#">DoMouseMove</a>	

## Property Detail

### Alpha

Accessors: GetAlpha

### AutomationClassName

Accessors: GetAutomationClassName

### AutomationIndex

Accessors: GetAutomationIndex

### AutomationName

Accessors: GetAutomationName

### ClassName

Accessors: GetClassName

### ClipContent

Accessors: GetClipContent

### CurrentState

Accessors: GetCurrentState

### DataTipLayerIndex

Accessors: GetDataTipLayerIndex

**DataTipMode**

Accessors: GetDataTipMode

**Description**

Accessors: GetDescription

**Enabled**

Accessors: GetEnabled

**ErrorColor**

Accessors: GetErrorColor

**ErrorString**

Accessors: GetErrorString

**FlexX**

Accessors: GetFlexX

**FlexY**

Accessors: GetFlexY

**FocusEnabled**

Accessors: GetFocusEnabled

**FontFamily**

Accessors: GetFontFamily

**FontSize**

Accessors: GetFontSize

**GutterBottom**

Accessors: GetGutterBottom

**GutterLeft**

Accessors: GetGutterLeft

**GutterRight**

Accessors: GetGutterRight

**GutterTop**

Accessors: GetGutterTop

**Height**

Accessors: GetHeight

**HorizontalAxisRatio**

Accessors: GetHorizontalAxisRatio

**Id**

Accessors: GetId

**MaximumDataTipCount**

Accessors: GetMaximumDataTipCount

**MouseEnabled**

Accessors: GetMouseEnabled

**MouseSensitivity**

Accessors: GetMouseSensitivity

**NumAutomationChildren**

Accessors: GetNumAutomationChildren

**PaddingBottom**

Accessors: GetPaddingBottom

**PaddingLeft**

Accessors: GetPaddingLeft

**PaddingRight**

Accessors: GetPaddingRight

**PaddingTop**

Accessors: GetPaddingTop

**PercentHeight**

Accessors: GetPercentHeight

**PercentWidth**

Accessors: GetPercentWidth

**ScaleX**

Accessors: GetScaleX

**ScaleY**

Accessors: GetScaleY

**ShowDataTips**

Accessors: GetShowDataTips

**ShowDataTipTargets**

Accessors: GetShowDataTipTargets

**TabChildren**

Accessors: GetTabChildren

**TabEnabled**

Accessors: GetTabEnabled

**TabIndex**

Accessors: GetTabIndex

**TextAlign**

Accessors: GetTextAlign

**ThemeColor**

Accessors: GetThemeColor

## ToolTip

Accessors: GetToolTip

## UseHandCursor

Accessors: GetUseHandCursor

## Visible

Accessors: GetVisible

## Width

Accessors: GetWidth

## X

Accessors: GetX

## Y

Accessors: GetY

## Action Detail

### DoChangeFocus(shiftKey, keyCode)

#### Parameters:

Name	Type	Description
shiftKey	Boolean	Optional, Default: false.
keyCode	String	Optional, Default: TAB.

### DoClick(keyModifier)

#### Parameters:

Name	Type	Description
keyModifier	Number	<p>FlexKeyModifierValues</p> <ol style="list-style-type: none"><li>1 flexControl</li><li>2 flexShift</li><li>4 flexAlt</li><li>3 flexControlShift</li><li>5 flexControlAlt</li><li>6 flexShiftAlt</li><li>7 flexControlShiftAlt</li></ol> <p>Optional, Default: 0.</p>

### DoMouseMove(localX, localY, keyModifier)

#### Parameters:

Name	Type	Description
localX	Number	Optional, Default: 0.
localY	Number	Optional, Default: 0.
keyModifier	Number	<p>FlexKeyModifierValues</p> <ol style="list-style-type: none"><li>1 flexControl</li><li>2 flexShift</li></ol>

	4	flexAlt
	3	flexControlShift
	5	flexControlAlt
	6	flexShiftAlt
	7	flexControlShiftAlt
	Optional, Default: 0.	

## Behavior Pattern: Win32Generic

## Property Summary

Property	Description	Getter	Setter
<a href="#">Bitmap</a>	UI Image of the object.	GetBitmap	
<a href="#">BWBitmap</a>	UI Image of the object in 1-bit format (black&white).	GetBWBitmap	
<a href="#">Class</a>	Class of the object.	GetClass	
<a href="#">Height</a>	Height of the object.	GetHeight	
<a href="#">Name</a>	Name of the object.	GetName	
<a href="#">ObjectType</a>	SeSMatcherRule type for this object.	GetObjectType	
<a href="#">State</a>	State of the object.	GetState	
<a href="#">Value</a>	Value of the object.	GetValue	SetValue
<a href="#">Width</a>	Width of the object.	GetWidth	
<a href="#">WindowText</a>	Window text of the object.	GetWindowText	SetWindowText
<a href="#">X</a>	X-coordinate of the top left corner of the object.	GetX	
<a href="#">Y</a>	Y-coordinate of the top left corner of the object.	GetY	

## Action Summary

Action	Description
<a href="#">DoAction</a>	Performs default action for an object.
<a href="#">DoAnalogPlay</a>	Plays analog recording using coordinates relative to this object.
<a href="#">DoClick</a>	Performs left click at the center of an object.
<a href="#">DoEnsureVisible</a>	Makes sure specified element is visible on the screen.
<a href="#">DoLButtonDown</a>	Performs left mouse button down.
<a href="#">DoLButtonUp</a>	Performs left mouse button up.
<a href="#">DoLClick</a>	Performs a left click at the center of an object or at the specified location.
<a href="#">DoLDClick</a>	Performs a left double click at the center of an object or at the specified location.
<a href="#">DoMButtonDown</a>	Performs middle mouse button down.
<a href="#">DoMButtonUp</a>	Performs middle mouse button up.
<a href="#">DoMClick</a>	Performs a middle click at the center of an object or at the specified location.
<a href="#">DoMDClick</a>	Performs a middle double click at the center of an object or at the specified location.
<a href="#">DoMouseMove</a>	Moves mouse cursor to a location relative to this object position.
<a href="#">DoRButtonDown</a>	Performs right mouse button down.
<a href="#">DoRButtonUp</a>	Performs right mouse button up.
<a href="#">DoRClick</a>	Performs a right click at the center of an object or at the specified location.
<a href="#">DoRDClick</a>	Performs a right double click at the center of an object or at the specified location.
<a href="#">DoSendKeys</a>	Sends series of keystrokes to an object.

## Property Detail

### Bitmap

UI Image of the object.  
Accessors: GetBitmap

### BWBitmap

UI Image of the object in 1-bit format (black&white).  
Accessors: GetBWBitmap

### Class

Class of the object.  
Accessors: GetClass

**Height**

Height of the object.  
Accessors: GetHeight

**Name**

Name of the object.  
Accessors: GetName

**ObjectType**

SeSMatcherRule type for this object.  
Accessors: GetObjectType

**State**

State of the object.  
Accessors: GetState

**Value**

Value of the object.  
Accessors: GetValue, SetValue

**Width**

Width of the object.  
Accessors: GetWidth

**WindowText**

Window text of the object.  
Accessors: GetWindowText, SetWindowText

**X**

X-coordinate of the top left corner of the object.  
Accessors: GetX

**Y**

Y-coordinate of the top left corner of the object.  
Accessors: GetY

## Action Detail

**DoAction()**

Performs default action for an object. If the object doesn't have default action then 'LClick' is performed.

**DoAnalogPlay(path, left, top)**

Plays analog recording using coordinates relative to this object.

**Parameters:**

Name	Type	Description
path	string	Path to analog recording (usually an .arf file).
left	number	X-coordinate of top-left corner of the analog area, relative to object top-left corner Optional.
top	number	Y-coordinate of the top-left corner of the analog area, relative to object top-left corner. Optional.

**DoClick(clickType, xOffset, yOffset)**

Performs left click at the center of an object. It is a customizable variant of LClick action.

**Parameters:**

Name	Type	Description
clickType	string	Type of click, can be one of "L" - left click, "LD" - double left click, "R" - right click, "RD" - double right click, "M" - middle click, "MD" - double middle click, "N" - don't click Optional, Default: L.
xOffset	number	X offset to click within object. Default is a center. Optional.
yOffset	number	X offset to click within object. Default is a center. Optional.

**Returns:**

'true' if operation is successful, 'false' otherwise

### DoEnsureVisible()

Makes sure specified element is visible on the screen.

### DoLButtonDown()

Performs left mouse button down. This method does not change cursor coordinates. Make sure that you use 'DoMouseMove' to position mouse cursor properly before calling this method. Note: This action must be followed by 'DoLButtonUp', otherwise it may lock mouse cursor.

### DoLButtonUp()

Performs left mouse button up. This method does not change cursor coordinates. Make sure that you use 'DoMouseMove' to position mouse cursor properly before calling this method. Note: Use this action after 'DoLButtonDown', otherwise it will have no effect.

### DoLClick(x, y)

Performs a left click at the center of an object or at the specified location.

#### Parameters:

Name	Type	Description
x	number	X-coordinate of location relative to object's left border
y	number	Y-coordinate of location relative to object's top border

#### Returns:

'true' if operation is successful, 'false' otherwise

### DoLDClick(x, y)

Performs a left double click at the center of an object or at the specified location.

#### Parameters:

Name	Type	Description
x	number	X-coordinate of location relative to object's left border
y	number	Y-coordinate of location relative to object's top border

#### Returns:

'true' if operation is successful, 'false' otherwise

### DoMButtonDown()

Performs middle mouse button down. This method does not change cursor coordinates. Make sure that you use 'DoMouseMove' to position mouse cursor properly before calling this method. Note: This action must be followed by 'DoMButtonUp', otherwise it may lock mouse cursor.

### DoMButtonUp()

Performs middle mouse button up. This method does not change cursor coordinates. Make sure that you use 'DoMouseMove' to position mouse cursor properly before calling this method. Note: Use this action after 'DoMButtonDown', otherwise it will have no effect.

### DoMClick(x, y)

Performs a middle click at the center of an object or at the specified location.

#### Parameters:

Name	Type	Description
x	number	X-coordinate of location relative to object's left border
y	number	Y-coordinate of location relative to object's top border

#### Returns:

'true' if operation is successful, 'false' otherwise

### DoMDClick(x, y)

Performs a middle double click at the center of an object or at the specified location.

#### Parameters:

Name	Type	Description
x	number	X-coordinate of location relative to object's left border
y	number	Y-coordinate of location relative to object's top border

#### Returns:

'true' if operation is successful, 'false' otherwise



## DoMouseMove(x, y)

Moves mouse cursor to a location relative to this object position.

### Parameters:

Name	Type	Description
x	number	X-coordinate of location relative to object's left border
y	number	Y-coordinate of location relative to object's top border

## DoRButtonDown()

Performs right mouse button down. This method does not change cursor coordinates. Make sure that you use 'DoMouseMove' to position mouse cursor properly before calling this method. Note: This action must be followed by 'DoRButtonUp', otherwise it may lock mouse cursor.

## DoRButtonUp()

Performs right mouse button up. This method does not change cursor coordinates. Make sure that you use 'DoMouseMove' to position mouse cursor properly before calling this method. Note: Use this action after 'DoRButtonDown', otherwise it will have no effect.

## DoRClick(x, y)

Performs a right click at the center of an object or at the specified location.

### Parameters:

Name	Type	Description
x	number	X-coordinate of location relative to object's left border
y	number	Y-coordinate of location relative to object's top border

### Returns:

'true' if operation is successful, 'false' otherwise

## DoRDClick(x, y)

Performs a right double click at the center of an object or at the specified location.

### Parameters:

Name	Type	Description
x	number	X-coordinate of location relative to object's left border
y	number	Y-coordinate of location relative to object's top border

### Returns:

'true' if operation is successful, 'false' otherwise

## DoSendKeys(keys)

Sends series of keystrokes to an object. For example: DoSendKeys("^F") - sends {CTRL} + {F}. See [MSDN Article for SendKeys](#)

### Parameters:

Name	Type	Description
keys	string	A sequence of keystrokes.

## FlexLineSeries

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FlexLineSeries

### Behavior Pattern: FlexLineSeriesBehavior

### Property Summary

Property	Description	Getter	Setter
<a href="#">Alpha</a>		GetAlpha	
<a href="#">AutomationClassName</a>		GetAutomationClassName	
<a href="#">AutomationIndex</a>		GetAutomationIndex	
<a href="#">AutomationName</a>		GetAutomationName	
<a href="#">ClassName</a>		GetClassName	

<a href="#">CurrentState</a>		GetCurrentState	
<a href="#">Enabled</a>		GetEnabled	
<a href="#">ErrorColor</a>		GetErrorColor	
<a href="#">ErrorString</a>		GetErrorString	
<a href="#">FlexX</a>		GetFlexX	
<a href="#">FlexY</a>		GetFlexY	
<a href="#">FocusEnabled</a>		GetFocusEnabled	
<a href="#">Form</a>		GetForm	
<a href="#">Height</a>		GetHeight	
<a href="#">Id</a>		GetId	
<a href="#">MouseEnabled</a>		GetMouseEnabled	
<a href="#">NumAutomationChildren</a>		GetNumAutomationChildren	
<a href="#">PercentHeight</a>		GetPercentHeight	
<a href="#">PercentWidth</a>		GetPercentWidth	
<a href="#">Radius</a>		GetRadius	
<a href="#">ScaleX</a>		GetScaleX	
<a href="#">ScaleY</a>		GetScaleY	
<a href="#">SortOnXField</a>		GetSortOnXField	
<a href="#">TabChildren</a>		GetTabChildren	
<a href="#">TabEnabled</a>		GetTabEnabled	
<a href="#">TabIndex</a>		GetTabIndex	
<a href="#">ThemeColor</a>		GetThemeColor	
<a href="#">ToolTip</a>		GetToolTip	
<a href="#">UseHandCursor</a>		GetUseHandCursor	
<a href="#">Visible</a>		GetVisible	
<a href="#">Width</a>		GetWidth	
<a href="#">X</a>		GetX	
<a href="#">XField</a>		GetXField	
<a href="#">Y</a>		GetY	
<a href="#">YField</a>		GetYField	

## Action Summary

Action	Description
<a href="#">DoChangeFocus</a>	
<a href="#">DoClick</a>	
<a href="#">DoDoubleClick</a>	
<a href="#">DoItemRollOver</a>	
<a href="#">DoMouseMove</a>	

## Property Detail

### Alpha

Accessors: GetAlpha

### AutomationClassName

Accessors: GetAutomationClassName

### AutomationIndex

Accessors: GetAutomationIndex

### AutomationName

Accessors: GetAutomationName

### ClassName

Accessors: GetClassName

### CurrentState

Accessors: GetCurrentState

### **Enabled**

Accessors: GetEnabled

### **ErrorColor**

Accessors: GetErrorColor

### **ErrorString**

Accessors: GetErrorString

### **FlexX**

Accessors: GetFlexX

### **FlexY**

Accessors: GetFlexY

### **FocusEnabled**

Accessors: GetFocusEnabled

### **Form**

Accessors: GetForm

### **Height**

Accessors: GetHeight

### **Id**

Accessors: GetId

### **MouseEnabled**

Accessors: GetMouseEnabled

### **NumAutomationChildren**

Accessors: GetNumAutomationChildren

### **PercentHeight**

Accessors: GetPercentHeight

### **PercentWidth**

Accessors: GetPercentWidth

### **Radius**

Accessors: GetRadius

### **ScaleX**

Accessors: GetScaleX

### **ScaleY**

Accessors: GetScaleY

### **SortOnXField**

Accessors: GetSortOnXField

### **TabChildren**

Accessors: GetTabChildren

### TabEnabled

Accessors: GetTabEnabled

### TabIndex

Accessors: GetTabIndex

### ThemeColor

Accessors: GetThemeColor

### ToolTip

Accessors: GetToolTip

### UseHandCursor

Accessors: GetUseHandCursor

### Visible

Accessors: GetVisible

### Width

Accessors: GetWidth

### X

Accessors: GetX

### XField

Accessors: GetXField

### Y

Accessors: GetY

### YField

Accessors: GetYField

## Action Detail

### DoChangeFocus(shiftKey, keyCode)

#### Parameters:

Name	Type	Description
shiftKey	Boolean	Optional, Default: false.
keyCode	String	Optional, Default: TAB.

### DoClick(keyModifier)

#### Parameters:

Name	Type	Description
keyModifier	Number	FlexKeyModifierValues 1 flexControl 2 flexShift 4 flexAlt 3 flexControlShift

		5 flexControlAlt
		6 flexShiftAlt
		7 flexControlShiftAlt
		Optional, Default: 0.

### DoDoubleClick(hitSet)

#### Parameters:

Name	Type	Description
hitSet	Number	

### DoItemRollOver(hitSet)

#### Parameters:

Name	Type	Description
hitSet	Number	

### DoMouseMove(localX, localY, keyModifier)

#### Parameters:

Name	Type	Description
localX	Number	Optional, Default: 0.
localY	Number	Optional, Default: 0.
keyModifier	Number	FlexKeyModifierValues 1 flexControl 2 flexShift 4 flexAlt 3 flexControlShift 5 flexControlAlt 6 flexShiftAlt 7 flexControlShiftAlt  Optional, Default: 0.

## Behavior Pattern: Win32Generic

### Property Summary

Property	Description	Getter	Setter
<a href="#">Bitmap</a>	UI Image of the object.	GetBitmap	
<a href="#">BWBitmap</a>	UI Image of the object in 1-bit format (black&white).	GetBWBitmap	
<a href="#">Class</a>	Class of the object.	GetClass	
<a href="#">Height</a>	Height of the object.	GetHeight	
<a href="#">Name</a>	Name of the object.	GetName	
<a href="#">ObjectType</a>	SeSMatcherRule type for this object.	GetObjectType	
<a href="#">State</a>	State of the object.	GetState	
<a href="#">Value</a>	Value of the object.	GetValue	SetValue
<a href="#">Width</a>	Width of the object.	GetWidth	
<a href="#">WindowText</a>	Window text of the object.	GetWindowText	SetWindowText
<a href="#">X</a>	X-coordinate of the top left corner of the object.	GetX	
<a href="#">Y</a>	Y-coordinate of the top left corner of the object.	GetY	

### Action Summary

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Action	Description
<a href="#">DoAction</a>	Performs default action for an object.
<a href="#">DoAnalogPlay</a>	Plays analog recording using coordinates relative to this object.
<a href="#">DoClick</a>	Performs left click at the center of an object.
<a href="#">DoEnsureVisible</a>	Makes sure specified element is visible on the screen.
<a href="#">DoLButtonDown</a>	Performs left mouse button down.
<a href="#">DoLButtonUp</a>	Performs left mouse button up.
<a href="#">DoLClick</a>	Performs a left click at the center of an object or at the specified location.
<a href="#">DoLDClick</a>	Performs a left double click at the center of an object or at the specified location.
<a href="#">DoMButtonDown</a>	Performs middle mouse button down.
<a href="#">DoMButtonUp</a>	Performs middle mouse button up.
<a href="#">DoMClick</a>	Performs a middle click at the center of an object or at the specified location.
<a href="#">DoMDClick</a>	Performs a middle double click at the center of an object or at the specified location.
<a href="#">DoMouseMove</a>	Moves mouse cursor to a location relative to this object position.
<a href="#">DoRButtonDown</a>	Performs right mouse button down.
<a href="#">DoRButtonUp</a>	Performs right mouse button up.
<a href="#">DoRClick</a>	Performs a right click at the center of an object or at the specified location.
<a href="#">DoRDClick</a>	Performs a right double click at the center of an object or at the specified location.
<a href="#">DoSendKeys</a>	Sends series of keystrokes to an object.

## Property Detail

### Bitmap

UI Image of the object.  
Accessors: GetBitmap

### BWBitmap

UI Image of the object in 1-bit format (black&white).  
Accessors: GetBWBitmap

### Class

Class of the object.  
Accessors: GetClass

### Height

Height of the object.  
Accessors: GetHeight

### Name

Name of the object.  
Accessors: GetName

### ObjectType

SeSMatcherRule type for this object.  
Accessors: GetObjectType

### State

State of the object.  
Accessors: GetState

### Value

Value of the object.  
Accessors: GetValue, SetValue

### Width

Width of the object.  
Accessors: GetWidth

### WindowText

Window text of the object.  
Accessors: GetWindowText, SetWindowText

### X

X-coordinate of the top left corner of the object.  
Accessors: GetX

### Y

Y-coordinate of the top left corner of the object.

Accessors: GetY

## Action Detail

### DoAction()

Performs default action for an object. If the object doesn't have default action then 'LClick' is performed.

### DoAnalogPlay(path, left, top)

Plays analog recording using coordinates relative to this object.

#### Parameters:

Name	Type	Description
path	string	Path to analog recording (usually an .arf file).
left	number	X-coordinate of top-left corner of the analog area, relative to object top-left corner Optional.
top	number	Y-coordinate of the top-left corner of the analog area, relative to object top-left corner. Optional.

### DoClick(clickType, xOffset, yOffset)

Performs left click at the center of an object. It is a customizable variant of LClick action.

#### Parameters:

Name	Type	Description
clickType	string	Type of click, can be one of "L" - left click, "LD" - double left click, "R" - right click, "RD" - double right click, "M" - middle click, "MD" - double middle click, "N" - don't click Optional, Default: L.
xOffset	number	X offset to click within object. Default is a center. Optional.
yOffset	number	Y offset to click within object. Default is a center. Optional.

#### Returns:

'true' if operation is successful, 'false' otherwise

### DoEnsureVisible()

Makes sure specified element is visible on the screen.

### DoLButtonDown()

Performs left mouse button down. This method does not change cursor coordinates. Make sure that you use 'DoMouseMove' to position mouse cursor properly before calling this method. Note: This action must be followed by 'DoLButtonUp', otherwise it may lock mouse cursor.

### DoLButtonUp()

Performs left mouse button up. This method does not change cursor coordinates. Make sure that you use 'DoMouseMove' to position mouse cursor properly before calling this method. Note: Use this action after 'DoLButtonDown', otherwise it will have no effect.

### DoLClick(x, y)

Performs a left click at the center of an object or at the specified location.

#### Parameters:

Name	Type	Description
x	number	X-coordinate of location relative to object's left border
y	number	Y-coordinate of location relative to object's top border

#### Returns:

'true' if operation is successful, 'false' otherwise

### DoLDClick(x, y)

Performs a left double click at the center of an object or at the specified location.

#### Parameters:

Name	Type	Description
x	number	X-coordinate of location relative to object's left border
y	number	Y-coordinate of location relative to object's top border

**Returns:**

'true' if operation is successful, 'false' otherwise

**DoMButtonDown()**

Performs middle mouse button down. This method does not change cursor coordinates. Make sure that you use 'DoMouseMove' to position mouse cursor properly before calling this method. Note: This action must be followed by 'DoMButtonUp', otherwise it may lock mouse cursor.

**DoMButtonUp()**

Performs middle mouse button up. This method does not change cursor coordinates. Make sure that you use 'DoMouseMove' to position mouse cursor properly before calling this method. Note: Use this action after 'DoMButtonDown', otherwise it will have no effect.

**DoMClick(x, y)**

Performs a middle click at the center of an object or at the specified location.

**Parameters:**

Name	Type	Description
x	number	X-coordinate of location relative to object's left border
y	number	Y-coordinate of location relative to object's top border

**Returns:**

'true' if operation is successful, 'false' otherwise

**DoMDClick(x, y)**

Performs a middle double click at the center of an object or at the specified location.

**Parameters:**

Name	Type	Description
x	number	X-coordinate of location relative to object's left border
y	number	Y-coordinate of location relative to object's top border

**Returns:**

'true' if operation is successful, 'false' otherwise

**DoMouseMove(x, y)**

Moves mouse cursor to a location relative to this object position.

**Parameters:**

Name	Type	Description
x	number	X-coordinate of location relative to object's left border
y	number	Y-coordinate of location relative to object's top border

**DoRButtonDown()**

Performs right mouse button down. This method does not change cursor coordinates. Make sure that you use 'DoMouseMove' to position mouse cursor properly before calling this method. Note: This action must be followed by 'DoRButtonUp', otherwise it may lock mouse cursor.

**DoRButtonUp()**

Performs right mouse button up. This method does not change cursor coordinates. Make sure that you use 'DoMouseMove' to position mouse cursor properly before calling this method. Note: Use this action after 'DoRButtonDown', otherwise it will have no effect.

**DoRClick(x, y)**

Performs a right click at the center of an object or at the specified location.

**Parameters:**

Name	Type	Description
x	number	X-coordinate of location relative to object's left border
y	number	Y-coordinate of location relative to object's top border

**Returns:**

'true' if operation is successful, 'false' otherwise

**DoRDClick(x, y)**

Performs a right double click at the center of an object or at the specified location.



**Parameters:**

Name	Type	Description
x	number	X-coordinate of location relative to object's left border
y	number	Y-coordinate of location relative to object's top border

**Returns:**

'true' if operation is successful, 'false' otherwise

**DoSendKeys(keys)**

Sends series of keystrokes to an object. For example: DoSendKeys("^F") - sends {CTRL} + {F}. See [MSDN Article for SendKeys](#)

**Parameters:**

Name	Type	Description
keys	string	A sequence of keystrokes.

## FlexLinkBar

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FlexLinkBar

### Behavior Pattern: FlexLinkBarBehavior

### Property Summary

Property	Description	Getter	Setter
<a href="#">Alpha</a>		GetAlpha	
<a href="#">AutomationClassName</a>		GetAutomationClassName	
<a href="#">AutomationIndex</a>		GetAutomationIndex	
<a href="#">AutomationName</a>		GetAutomationName	
<a href="#">BackgroundAlpha</a>		GetBackgroundAlpha	
<a href="#">BackgroundColor</a>		GetBackgroundColor	
<a href="#">BackgroundDisabledColor</a>		GetBackgroundDisabledColor	
<a href="#">BackgroundImage</a>		GetBackgroundImage	
<a href="#">BackgroundSize</a>		GetBackgroundSize	
<a href="#">ClassName</a>		GetClassName	
<a href="#">CreationIndex</a>		GetCreationIndex	
<a href="#">CreationPolicy</a>		GetCreationPolicy	
<a href="#">CurrentState</a>		GetCurrentState	
<a href="#">Direction</a>		GetDirection	
<a href="#">Enabled</a>		GetEnabled	
<a href="#">ErrorColor</a>		GetErrorColor	
<a href="#">ErrorString</a>		GetErrorString	
<a href="#">FillAlphas</a>		GetFillAlphas	
<a href="#">FillColors</a>		GetFillColors	
<a href="#">FlexX</a>		GetFlexX	
<a href="#">FlexY</a>		GetFlexY	
<a href="#">FocusEnabled</a>		GetFocusEnabled	
<a href="#">FontFamily</a>		GetFontFamily	
<a href="#">FontSize</a>		GetFontSize	
<a href="#">FontStyle</a>		GetFontStyle	
<a href="#">FontWeight</a>		GetFontWeight	
<a href="#">Height</a>		GetHeight	
<a href="#">HorizontalAlign</a>		GetHorizontalAlign	
<a href="#">Id</a>		GetId	
<a href="#">Label</a>		GetLabel	
<a href="#">MouseEnabled</a>		GetMouseEnabled	
<a href="#">NumAutomationChildren</a>		GetNumAutomationChildren	

<a href="#">NumChildren</a>		GetNumChildren	
<a href="#">PercentHeight</a>		GetPercentHeight	
<a href="#">PercentWidth</a>		GetPercentWidth	
<a href="#">ScaleX</a>		GetScaleX	
<a href="#">ScaleY</a>		GetScaleY	
<a href="#">SelectedIndex</a>		GetSelectedIndex	
<a href="#">TabChildren</a>		GetTabChildren	
<a href="#">TabEnabled</a>		GetTabEnabled	
<a href="#">TabIndex</a>		GetTabIndex	
<a href="#">ThemeColor</a>		GetThemeColor	
<a href="#">ToolTip</a>		GetToolTip	
<a href="#">UseHandCursor</a>		GetUseHandCursor	
<a href="#">VerticalAlign</a>		GetVerticalAlign	
<a href="#">Visible</a>		GetVisible	
<a href="#">Width</a>		GetWidth	
<a href="#">X</a>		GetX	
<a href="#">Y</a>		GetY	

## Action Summary

Action	Description
<a href="#">DoChange</a>	
<a href="#">DoChangeFocus</a>	
<a href="#">DoClick</a>	
<a href="#">DoDragCancel</a>	
<a href="#">DoDragDrop</a>	
<a href="#">DoDragStart</a>	
<a href="#">DoMouseMove</a>	
<a href="#">DoMouseScroll</a>	
<a href="#">DoScroll</a>	
<a href="#">DoType</a>	

## Property Detail

### Alpha

Accessors: GetAlpha

### AutomationClassName

Accessors: GetAutomationClassName

### AutomationIndex

Accessors: GetAutomationIndex

### AutomationName

Accessors: GetAutomationName

### BackgroundAlpha

Accessors: GetBackgroundAlpha

### BackgroundColor

Accessors: GetBackgroundColor

### BackgroundDisabledColor

Accessors: GetBackgroundDisabledColor

### BackgroundImage

Accessors: GetBackgroundImage

**BackgroundColor**

Accessors: GetBackgroundColor

**ClassName**

Accessors: GetClassName

**CreationIndex**

Accessors: GetCreationIndex

**CreationPolicy**

Accessors: GetCreationPolicy

**CurrentState**

Accessors: GetCurrentState

**Direction**

Accessors: GetDirection

**Enabled**

Accessors: GetEnabled

**ErrorColor**

Accessors: GetErrorColor

**ErrorString**

Accessors: GetErrorString

**FillAlphas**

Accessors: GetFillAlphas

**FillColors**

Accessors: GetFillColors

**FlexX**

Accessors: GetFlexX

**FlexY**

Accessors: GetFlexY

**FocusEnabled**

Accessors: GetFocusEnabled

**FontFamily**

Accessors: GetFontFamily

**FontSize**

Accessors: GetFontSize

**FontStyle**

Accessors: GetFontStyle

**FontWeight**

Accessors: GetFontWeight

## **Height**

Accessors: GetHeight

## **HorizontalAlign**

Accessors: GetHorizontalAlign

## **Id**

Accessors: GetId

## **Label**

Accessors: GetLabel

## **MouseEnabled**

Accessors: GetMouseEnabled

## **NumAutomationChildren**

Accessors: GetNumAutomationChildren

## **NumChildren**

Accessors: GetNumChildren

## **PercentHeight**

Accessors: GetPercentHeight

## **PercentWidth**

Accessors: GetPercentWidth

## **ScaleX**

Accessors: GetScaleX

## **ScaleY**

Accessors: GetScaleY

## **SelectedIndex**

Accessors: GetSelectedIndex

## **TabChildren**

Accessors: GetTabChildren

## **TabEnabled**

Accessors: GetTabEnabled

## **TabIndex**

Accessors: GetTabIndex

## **ThemeColor**

Accessors: GetThemeColor

## **ToolTip**

Accessors: GetToolTip

## **UseHandCursor**

Accessors: GetUseHandCursor

## VerticalAlign

Accessors: GetVerticalAlign

## Visible

Accessors: GetVisible

## Width

Accessors: GetWidth

## X

Accessors: GetX

## Y

Accessors: GetY

## Action Detail

### DoChange(relatedObject)

Parameters:

Name	Type	Description
relatedObject	String	

### DoChangeFocus(shiftKey, keyCode)

Parameters:

Name	Type	Description
shiftKey	Boolean	Optional, Default: false.
keyCode	String	Optional, Default: TAB.

### DoClick(keyModifier)

Parameters:

Name	Type	Description
keyModifier	Number	<p>FlexKeyModifierValues</p> <ol style="list-style-type: none"><li>1 flexControl</li><li>2 flexShift</li><li>4 flexAlt</li><li>3 flexControlShift</li><li>5 flexControlAlt</li><li>6 flexShiftAlt</li><li>7 flexControlShiftAlt</li></ol> <p>Optional, Default: 0.</p>

### DoDragCancel(keyModifier)

Parameters:

Name	Type	Description
keyModifier	Number	<p>FlexKeyModifierValues</p> <ol style="list-style-type: none"><li>1 flexControl</li><li>2 flexShift</li></ol>

		4 flexAlt 3 flexControlShift 5 flexControlAlt 6 flexShiftAlt 7 flexControlShiftAlt  Optional, Default: 0.
--	--	---

### DoDragDrop(action, draggedItem, keyModifier)

**Parameters:**

Name	Type	Description
action	String	
draggedItem	String	Optional.
keyModifier	Number	FlexKeyModifierValues 1 flexControl 2 flexShift 4 flexAlt 3 flexControlShift 5 flexControlAlt 6 flexShiftAlt 7 flexControlShiftAlt  Optional, Default: 0.

### DoDragStart(draggedItem, keyModifier)

**Parameters:**

Name	Type	Description
draggedItem	String	
keyModifier	Number	FlexKeyModifierValues 1 flexControl 2 flexShift 4 flexAlt 3 flexControlShift 5 flexControlAlt 6 flexShiftAlt 7 flexControlShiftAlt  Optional, Default: 0.

### DoMouseMove(localX, localY, keyModifier)

**Parameters:**

Name	Type	Description
localX	Number	Optional, Default: 0.
localY	Number	Optional, Default: 0.
keyModifier	Number	FlexKeyModifierValues 1 flexControl 2 flexShift 4 flexAlt 3 flexControlShift 5 flexControlAlt 6 flexShiftAlt

		7 flexControlShiftAlt
		Optional, Default: 0.

### DoMouseScroll(delta)

#### Parameters:

Name	Type	Description
delta	Number	Optional, Default: 0.

### DoScroll(position, direction, detail)

#### Parameters:

Name	Type	Description
position	Number	
direction	Number	FlexScrollDirectionValues 1 flexScrollHorizontal 2 flexScrollVertical
detail	Number	FlexScrollDetailValues 1 flexAtBottom 2 flexAtLeft 3 flexAtRight 4 flexAtTop 5 flexLineDown 6 flexLineLeft 7 flexLineRight 8 flexLineUp 9 flexPageDown 10 flexPageLeft 11 flexPageRight 12 flexPageUp 13 flexThumbPosition 14 flexThumbTrack  Optional, Default: null.

### DoType(keyCode, keyModifier)

#### Parameters:

Name	Type	Description
keyCode	String	
keyModifier	Number	FlexKeyModifierValues 1 flexControl 2 flexShift 4 flexAlt 3 flexControlShift 5 flexControlAlt 6 flexShiftAlt 7 flexControlShiftAlt  Optional, Default: 0.

Behavior Pattern: Win32Generic

Property Summary

Property	Description	Getter	Setter
<a href="#">Bitmap</a>	UI Image of the object.	GetBitmap	
<a href="#">BWBitmap</a>	UI Image of the object in 1-bit format (black&white).	GetBWBitmap	
<a href="#">Class</a>	Class of the object.	GetClass	
<a href="#">Height</a>	Height of the object.	GetHeight	
<a href="#">Name</a>	Name of the object.	GetName	
<a href="#">ObjectType</a>	SeSMatcherRule type for this object.	GetObjectType	
<a href="#">State</a>	State of the object.	GetState	
<a href="#">Value</a>	Value of the object.	GetValue	SetValue
<a href="#">Width</a>	Width of the object.	GetWidth	
<a href="#">WindowText</a>	Window text of the object.	GetWindowText	SetWindowText
<a href="#">X</a>	X-coordinate of the top left corner of the object.	GetX	
<a href="#">Y</a>	Y-coordinate of the top left corner of the object.	GetY	

## Action Summary

Action	Description
<a href="#">DoAction</a>	Performs default action for an object.
<a href="#">DoAnalogPlay</a>	Plays analog recording using coordinates relative to this object.
<a href="#">DoClick</a>	Performs left click at the center of an object.
<a href="#">DoEnsureVisible</a>	Makes sure specified element is visible on the screen.
<a href="#">DoLButtonDown</a>	Performs left mouse button down.
<a href="#">DoLButtonUp</a>	Performs left mouse button up.
<a href="#">DoLClick</a>	Performs a left click at the center of an object or at the specified location.
<a href="#">DoLDClick</a>	Performs a left double click at the center of an object or at the specified location.
<a href="#">DoMButtonDown</a>	Performs middle mouse button down.
<a href="#">DoMButtonUp</a>	Performs middle mouse button up.
<a href="#">DoMClick</a>	Performs a middle click at the center of an object or at the specified location.
<a href="#">DoMDClick</a>	Performs a middle double click at the center of an object or at the specified location.
<a href="#">DoMouseMove</a>	Moves mouse cursor to a location relative to this object position.
<a href="#">DoRButtonDown</a>	Performs right mouse button down.
<a href="#">DoRButtonUp</a>	Performs right mouse button up.
<a href="#">DoRClick</a>	Performs a right click at the center of an object or at the specified location.
<a href="#">DoRDClick</a>	Performs a right double click at the center of an object or at the specified location.
<a href="#">DoSendKeys</a>	Sends series of keystrokes to an object.

## Property Detail

### Bitmap

UI Image of the object.  
Accessors: GetBitmap

### BWBitmap

UI Image of the object in 1-bit format (black&white).  
Accessors: GetBWBitmap

### Class

Class of the object.  
Accessors: GetClass

### Height

Height of the object.  
Accessors: GetHeight

### Name

Name of the object.  
Accessors: GetName

### ObjectType

SeSMatcherRule type for this object.  
Accessors: GetObjectType

### State



State of the object.  
Accessors: GetState

### Value

Value of the object.  
Accessors: GetValue, SetValue

### Width

Width of the object.  
Accessors: GetWidth

### WindowText

Window text of the object.  
Accessors: GetWindowText, SetWindowText

### X

X-coordinate of the top left corner of the object.  
Accessors: GetX

### Y

Y-coordinate of the top left corner of the object.  
Accessors: GetY

## Action Detail

### DoAction()

Performs default action for an object. If the object doesn't have default action then 'LClick' is performed.

### DoAnalogPlay(path, left, top)

Plays analog recording using coordinates relative to this object.

#### Parameters:

Name	Type	Description
path	string	Path to analog recording (usually an .arf file).
left	number	X-coordinate of top-left corner of the analog area, relative to object top-left corner Optional.
top	number	Y-coordinate of the top-left corner of the analog area, relative to object top-left corner. Optional.

### DoClick(clickType, xOffset, yOffset)

Performs left click at the center of an object. It is a customizable variant of LClick action.

#### Parameters:

Name	Type	Description
clickType	string	Type of click, can be one of "L" - left click, "LD" - double left click, "R" - right click, "RD" - double right click, "M" - middle click, "MD" - double middle click, "N" - don't click Optional, Default: L.
xOffset	number	X offset to click within object. Default is a center. Optional.
yOffset	number	X offset to click within object. Default is a center. Optional.

#### Returns:

'true' if operation is successful, 'false' otherwise

### DoEnsureVisible()

Makes sure specified element is visible on the screen.

### DoLButtonDown()

Performs left mouse button down. This method does not change cursor coordinates. Make sure that you use 'DoMouseMove' to position mouse cursor properly before calling this method. Note: This action must be followed by 'DoLButtonUp', otherwise it may lock mouse cursor.

### DoLButtonUp()

Performs left mouse button up. This method does not change cursor coordinates. Make sure that you use 'DoMouseMove' to position mouse cursor properly before calling this method. Note: Use this action after 'DoLButtonDown', otherwise it will have no effect.

### DoLClick(x, y)

Performs a left click at the center of an object or at the specified location.

**Parameters:**

Name	Type	Description
x	number	X-coordinate of location relative to object's left border
y	number	Y-coordinate of location relative to object's top border

**Returns:**

'true' if operation is successful, 'false' otherwise

**DoLDClick(x, y)**

Performs a left double click at the center of an object or at the specified location.

**Parameters:**

Name	Type	Description
x	number	X-coordinate of location relative to object's left border
y	number	Y-coordinate of location relative to object's top border

**Returns:**

'true' if operation is successful, 'false' otherwise

**DoMButtonDown()**

Performs middle mouse button down. This method does not change cursor coordinates. Make sure that you use 'DoMouseMove' to position mouse cursor properly before calling this method. Note: This action must be followed by 'DoMButtonUp', otherwise it may lock mouse cursor.

**DoMButtonUp()**

Performs middle mouse button up. This method does not change cursor coordinates. Make sure that you use 'DoMouseMove' to position mouse cursor properly before calling this method. Note: Use this action after 'DoMButtonDown', otherwise it will have no effect.

**DoMClick(x, y)**

Performs a middle click at the center of an object or at the specified location.

**Parameters:**

Name	Type	Description
x	number	X-coordinate of location relative to object's left border
y	number	Y-coordinate of location relative to object's top border

**Returns:**

'true' if operation is successful, 'false' otherwise

**DoMDClick(x, y)**

Performs a middle double click at the center of an object or at the specified location.

**Parameters:**

Name	Type	Description
x	number	X-coordinate of location relative to object's left border
y	number	Y-coordinate of location relative to object's top border

**Returns:**

'true' if operation is successful, 'false' otherwise

**DoMouseMove(x, y)**

Moves mouse cursor to a location relative to this object position.

**Parameters:**

Name	Type	Description
x	number	X-coordinate of location relative to object's left border
y	number	Y-coordinate of location relative to object's top border

**DoRButtonDown()**

Performs right mouse button down. This method does not change cursor coordinates. Make sure that you use 'DoMouseMove' to position mouse cursor properly before calling this method. Note: This action must be followed by 'DoRButtonUp', otherwise it may lock mouse cursor.

## DoRButtonUp()

Performs right mouse button up. This method does not change cursor coordinates. Make sure that you use 'DoMouseMove' to position mouse cursor properly before calling this method. Note: Use this action after 'DoRButtonDown', otherwise it will have no effect.

## DoRClick(x, y)

Performs a right click at the center of an object or at the specified location.

### Parameters:

Name	Type	Description
x	number	X-coordinate of location relative to object's left border
y	number	Y-coordinate of location relative to object's top border

### Returns:

'true' if operation is successful, 'false' otherwise

## DoRDClick(x, y)

Performs a right double click at the center of an object or at the specified location.

### Parameters:

Name	Type	Description
x	number	X-coordinate of location relative to object's left border
y	number	Y-coordinate of location relative to object's top border

### Returns:

'true' if operation is successful, 'false' otherwise

## DoSendKeys(keys)

Sends series of keystrokes to an object. For example: DoSendKeys("{F}") - sends {CTRL} + {F}. See [MSDN Article for SendKeys](#)

### Parameters:

Name	Type	Description
keys	string	A sequence of keystrokes.

## FlexList

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FlexList

## Behavior Pattern: FlexListBehavior

## Property Summary

Property	Description	Getter	Setter
<a href="#">AllowMultipleSelection</a>		GetAllowMultipleSelection	
<a href="#">Alpha</a>		GetAlpha	
<a href="#">AlternatingRowColors</a>		GetAlternatingRowColors	
<a href="#">AutomationClassName</a>		GetAutomationClassName	
<a href="#">AutomationIndex</a>		GetAutomationIndex	
<a href="#">AutomationName</a>		GetAutomationName	
<a href="#">BackgroundDisabledColor</a>		GetBackgroundDisabledColor	
<a href="#">ClassName</a>		GetClassName	
<a href="#">ColumnCount</a>		GetColumnCount	
<a href="#">ColumnWidth</a>		GetColumnWidth	
<a href="#">CurrentState</a>		GetCurrentState	
<a href="#">DataTipField</a>		GetDataTipField	
<a href="#">Enabled</a>		GetEnabled	
<a href="#">ErrorColor</a>		GetErrorColor	
<a href="#">ErrorString</a>		GetErrorString	
<a href="#">FlexX</a>		GetFlexX	

<a href="#">FlexY</a>		GetFlexY	
<a href="#">FocusAlpha</a>		GetFocusAlpha	
<a href="#">FocusEnabled</a>		GetFocusEnabled	
<a href="#">Height</a>		GetHeight	
<a href="#">IconField</a>		GetIconField	
<a href="#">Id</a>		GetId	
<a href="#">LabelField</a>		GetLabelField	
<a href="#">LockedColumnCount</a>		GetLockedColumnCount	
<a href="#">LockedRowCount</a>		GetLockedRowCount	
<a href="#">MouseEnabled</a>		GetMouseEnabled	
<a href="#">NumAutomationChildren</a>		GetNumAutomationChildren	
<a href="#">PercentHeight</a>		GetPercentHeight	
<a href="#">PercentWidth</a>		GetPercentWidth	
<a href="#">RollOverColor</a>		GetRollOverColor	
<a href="#">RowCount</a>		GetRowCount	
<a href="#">RowHeight</a>		GetRowHeight	
<a href="#">ScaleX</a>		GetScaleX	
<a href="#">ScaleY</a>		GetScaleY	
<a href="#">Selectable</a>		GetSelectable	
<a href="#">SelectedIndex</a>		GetSelectedIndex	
<a href="#">SelectedIndices</a>		GetSelectedIndices	
<a href="#">SelectedItem</a>		GetSelectedItem	
<a href="#">SelectedItems</a>		GetSelectedItems	
<a href="#">SelectionColor</a>		GetSelectionColor	
<a href="#">SelectionDisabledColor</a>		GetSelectionDisabledColor	
<a href="#">ShowDataTips</a>		GetShowDataTips	
<a href="#">TabChildren</a>		GetTabChildren	
<a href="#">TabEnabled</a>		GetTabEnabled	
<a href="#">TabIndex</a>		GetTabIndex	
<a href="#">TextRollOverColor</a>		GetTextRollOverColor	
<a href="#">TextSelectedColor</a>		GetTextSelectedColor	
<a href="#">ThemeColor</a>		GetThemeColor	
<a href="#">ToolTip</a>		GetToolTip	
<a href="#">UseHandCursor</a>		GetUseHandCursor	
<a href="#">UseRollOver</a>		GetUseRollOver	
<a href="#">VariableRowHeight</a>		GetVariableRowHeight	
<a href="#">VerticalAlign</a>		GetVerticalAlign	
<a href="#">Visible</a>		GetVisible	
<a href="#">Width</a>		GetWidth	
<a href="#">WordWrap</a>		GetWordWrap	
<a href="#">X</a>		GetX	
<a href="#">Y</a>		GetY	

## Action Summary

Action	Description
<a href="#">DoChangeFocus</a>	
<a href="#">DoClick</a>	
<a href="#">DoDeselect</a>	
<a href="#">DoDoubleClick</a>	
<a href="#">DoDragCancel</a>	
<a href="#">DoDragDrop</a>	
<a href="#">DoDragStart</a>	
<a href="#">DoEdit</a>	
<a href="#">DoMouseMove</a>	
<a href="#">DoMouseScroll</a>	
<a href="#">DoMultiSelect</a>	
<a href="#">DoScroll</a>	
<a href="#">DoSelect</a>	

## Property Detail

### **AllowMultipleSelection**

Accessors: GetAllowMultipleSelection

### **Alpha**

Accessors: GetAlpha

### **AlternatingRowColors**

Accessors: GetAlternatingRowColors

### **AutomationClassName**

Accessors: GetAutomationClassName

### **AutomationIndex**

Accessors: GetAutomationIndex

### **AutomationName**

Accessors: GetAutomationName

### **BackgroundDisabledColor**

Accessors: GetBackgroundDisabledColor

### **ClassName**

Accessors: GetClassName

### **ColumnCount**

Accessors: GetColumnCount

### **ColumnWidth**

Accessors: GetColumnWidth

### **CurrentState**

Accessors: GetCurrentState

### **DataTipField**

Accessors: GetDataTipField

### **Enabled**

Accessors: GetEnabled

### **ErrorColor**

Accessors: GetErrorColor

### **ErrorString**

Accessors: GetErrorString

### **FlexX**

Accessors: GetFlexX

### **FlexY**

Accessors: GetFlexY

**FocusAlpha**

Accessors: GetFocusAlpha

**FocusEnabled**

Accessors: GetFocusEnabled

**Height**

Accessors: GetHeight

**IconField**

Accessors: GetIconField

**Id**

Accessors: GetId

**LabelField**

Accessors: GetLabelField

**LockedColumnCount**

Accessors: GetLockedColumnCount

**LockedRowCount**

Accessors: GetLockedRowCount

**MouseEnabled**

Accessors: GetMouseEnabled

**NumAutomationChildren**

Accessors: GetNumAutomationChildren

**PercentHeight**

Accessors: GetPercentHeight

**PercentWidth**

Accessors: GetPercentWidth

**RollOverColor**

Accessors: GetRollOverColor

**RowCount**

Accessors: GetRowCount

**RowHeight**

Accessors: GetRowHeight

**ScaleX**

Accessors: GetScaleX

**ScaleY**

Accessors: GetScaleY

**Selectable**

Accessors: GetSelectable

**SelectedIndex**

Accessors: GetSelectedIndex

**SelectedIndices**

Accessors: GetSelectedIndices

**SelectedItem**

Accessors: GetSelectedItem

**SelectedItems**

Accessors: GetSelectedItems

**SelectionColor**

Accessors: GetSelectionColor

**SelectionDisabledColor**

Accessors: GetSelectionDisabledColor

**ShowDataTips**

Accessors: GetShowDataTips

**TabChildren**

Accessors: GetTabChildren

**TabEnabled**

Accessors: GetTabEnabled

**TabIndex**

Accessors: GetTabIndex

**TextRollOverColor**

Accessors: GetTextRollOverColor

**TextSelectedColor**

Accessors: GetTextSelectedColor

**ThemeColor**

Accessors: GetThemeColor

**ToolTip**

Accessors: GetToolTip

**UseHandCursor**

Accessors: GetUseHandCursor

**UseRollOver**

Accessors: GetUseRollOver

**VariableRowHeight**

Accessors: GetVariableRowHeight

**VerticalAlign**

Accessors: GetVerticalAlign

## Visible

Accessors: GetVisible

## Width

Accessors: GetWidth

## WordWrap

Accessors: GetWordWrap

## X

Accessors: GetX

## Y

Accessors: GetY

## Action Detail

### DoChangeFocus(shiftKey, keyCode)

#### Parameters:

Name	Type	Description
shiftKey	Boolean	Optional, Default: false.
keyCode	String	Optional, Default: TAB.

### DoClick(keyModifier)

#### Parameters:

Name	Type	Description
keyModifier	Number	<p>FlexKeyModifierValues</p> <ol style="list-style-type: none"><li>1 flexControl</li><li>2 flexShift</li><li>4 flexAlt</li><li>3 flexControlShift</li><li>5 flexControlAlt</li><li>6 flexShiftAlt</li><li>7 flexControlShiftAlt</li></ol> <p>Optional, Default: 0.</p>

### DoDeselect(itemRenderer, triggerEvent, keyModifier)

#### Parameters:

Name	Type	Description
itemRenderer	String	
triggerEvent	Number	<p>FlexTriggerEventValues</p> <ol style="list-style-type: none"><li>1 flexMouse</li><li>2 flexKeyboard</li></ol> <p>Optional, Default: 1.</p>
keyModifier	Number	<p>FlexKeyModifierValues</p> <ol style="list-style-type: none"><li>1 flexControl</li><li>2 flexShift</li></ol>



		4 flexAlt 3 flexControlShift 5 flexControlAlt 6 flexShiftAlt 7 flexControlShiftAlt  Optional, Default: 0.
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### DoDoubleClick(itemRenderer)

**Parameters:**

Name	Type	Description
itemRenderer	String	

### DoDragCancel(keyModifier)

**Parameters:**

Name	Type	Description
keyModifier	Number	FlexKeyModifierValues 1 flexControl 2 flexShift 4 flexAlt 3 flexControlShift 5 flexControlAlt 6 flexShiftAlt 7 flexControlShiftAlt  Optional, Default: 0.

### DoDragDrop(action, draggedItem, keyModifier)

**Parameters:**

Name	Type	Description
action	String	
draggedItem	String	Optional.
keyModifier	Number	FlexKeyModifierValues 1 flexControl 2 flexShift 4 flexAlt 3 flexControlShift 5 flexControlAlt 6 flexShiftAlt 7 flexControlShiftAlt  Optional, Default: 0.

### DoDragStart(draggedItem, keyModifier)

**Parameters:**

Name	Type	Description
draggedItem	String	
keyModifier	Number	FlexKeyModifierValues 1 flexControl 2 flexShift

		4 flexAlt 3 flexControlShift 5 flexControlAlt 6 flexShiftAlt 7 flexControlShiftAlt  Optional, Default: 0.
--	--	---

### DoEdit(itemRenderer, rowIndex, columnIndex)

**Parameters:**

Name	Type	Description
itemRenderer	String	
rowIndex	Number	
columnIndex	Number	

### DoMouseMove(localX, localY, keyModifier)

**Parameters:**

Name	Type	Description
localX	Number	Optional, Default: 0.
localY	Number	Optional, Default: 0.
keyModifier	Number	FlexKeyModifierValues 1 flexControl 2 flexShift 4 flexAlt 3 flexControlShift 5 flexControlAlt 6 flexShiftAlt 7 flexControlShiftAlt  Optional, Default: 0.

### DoMouseScroll(delta)

**Parameters:**

Name	Type	Description
delta	Number	Optional, Default: 0.

### DoMultiSelect(itemRenderer, triggerEvent, keyModifier)

**Parameters:**

Name	Type	Description
itemRenderer	String	
triggerEvent	Number	FlexTriggerEventValues 1 flexMouse 2 flexKeyboard  Optional, Default: 1.
keyModifier	Number	FlexKeyModifierValues 1 flexControl 2 flexShift

		4 flexAlt 3 flexControlShift 5 flexControlAlt 6 flexShiftAlt 7 flexControlShiftAlt  Optional, Default: 0.
--	--	---

### DoScroll(position, direction, detail)

**Parameters:**

Name	Type	Description
position	Number	
direction	Number	FlexScrollDirectionValues 1 flexScrollHorizontal 2 flexScrollVertical
detail	Number	FlexScrollDetailValues 1 flexAtBottom 2 flexAtLeft 3 flexAtRight 4 flexAtTop 5 flexLineDown 6 flexLineLeft 7 flexLineRight 8 flexLineUp 9 flexPageDown 10 flexPageLeft 11 flexPageRight 12 flexPageUp 13 flexThumbPosition 14 flexThumbTrack  Optional, Default: null.

### DoSelect(itemRenderer, triggerEvent, keyModifier)

**Parameters:**

Name	Type	Description
itemRenderer	String	
triggerEvent	Number	FlexTriggerEventValues 1 flexMouse 2 flexKeyboard  Optional, Default: 1.
keyModifier	Number	FlexKeyModifierValues 1 flexControl 2 flexShift 4 flexAlt 3 flexControlShift 5 flexControlAlt 6 flexShiftAlt 7 flexControlShiftAlt  Optional, Default: 0.

### DoType(keyCode, keyModifier)

**Parameters:**

Name	Type	Description
keyCode	String	
keyModifier	Number	FlexKeyModifierValues 1 flexControl 2 flexShift 4 flexAlt 3 flexControlShift 5 flexControlAlt 6 flexShiftAlt 7 flexControlShiftAlt  Optional, Default: 0.

**Behavior Pattern: Win32Generic****Property Summary**

Property	Description	Getter	Setter
<a href="#">Bitmap</a>	UI Image of the object.	GetBitmap	
<a href="#">BWBitmap</a>	UI Image of the object in 1-bit format (black&white).	GetBWBitmap	
<a href="#">Class</a>	Class of the object.	GetClass	
<a href="#">Height</a>	Height of the object.	GetHeight	
<a href="#">Name</a>	Name of the object.	GetName	
<a href="#">ObjectType</a>	SeSMatcherRule type for this object.	GetObjectType	
<a href="#">State</a>	State of the object.	GetState	
<a href="#">Value</a>	Value of the object.	GetValue	SetValue
<a href="#">Width</a>	Width of the object.	GetWidth	
<a href="#">WindowText</a>	Window text of the object.	GetWindowText	SetWindowText
<a href="#">X</a>	X-coordinate of the top left corner of the object.	GetX	
<a href="#">Y</a>	Y-coordinate of the top left corner of the object.	GetY	

**Action Summary**

Action	Description
<a href="#">DoAction</a>	Performs default action for an object.
<a href="#">DoAnalogPlay</a>	Plays analog recording using coordinates relative to this object.
<a href="#">DoClick</a>	Performs left click at the center of an object.
<a href="#">DoEnsureVisible</a>	Makes sure specified element is visible on the screen.
<a href="#">DoLButtonDown</a>	Performs left mouse button down.
<a href="#">DoLButtonUp</a>	Performs left mouse button up.
<a href="#">DoLClick</a>	Performs a left click at the center of an object or at the specified location.
<a href="#">DoLDClick</a>	Performs a left double click at the center of an object or at the specified location.
<a href="#">DoMButtonDown</a>	Performs middle mouse button down.
<a href="#">DoMButtonUp</a>	Performs middle mouse button up.
<a href="#">DoMClick</a>	Performs a middle click at the center of an object or at the specified location.
<a href="#">DoMDClick</a>	Performs a middle double click at the center of an object or at the specified location.
<a href="#">DoMouseMove</a>	Moves mouse cursor to a location relative to this object position.
<a href="#">DoRButtonDown</a>	Performs right mouse button down.
<a href="#">DoRButtonUp</a>	Performs right mouse button up.
<a href="#">DoRClick</a>	Performs a right click at the center of an object or at the specified location.
<a href="#">DoRDClick</a>	Performs a right double click at the center of an object or at the specified location.
<a href="#">DoSendKeys</a>	Sends series of keystrokes to an object.

**Property Detail****Bitmap**

UI Image of the object.  
 Accessors: GetBitmap

## BWBitmap

UI Image of the object in 1-bit format (black&white).

Accessors: GetBWBitmap

## Class

Class of the object.

Accessors: GetClass

## Height

Height of the object.

Accessors: GetHeight

## Name

Name of the object.

Accessors: GetName

## ObjectType

SeSMatcherRule type for this object.

Accessors: GetObjectType

## State

State of the object.

Accessors: GetState

## Value

Value of the object.

Accessors: GetValue, SetValue

## Width

Width of the object.

Accessors: GetWidth

## WindowText

Window text of the object.

Accessors: GetWindowText, SetWindowText

## X

X-coordinate of the top left corner of the object.

Accessors: GetX

## Y

Y-coordinate of the top left corner of the object.

Accessors: GetY

## Action Detail

### DoAction()

Performs default action for an object. If the object doesn't have default action then 'LClick' is performed.

### DoAnalogPlay(path, left, top)

Plays analog recording using coordinates relative to this object.

#### Parameters:

Name	Type	Description
path	string	Path to analog recording (usually an .arf file).
left	number	X-coordinate of top-left corner of the analog area, relative to object top-left corner Optional.
top	number	Y-coordinate of the top-left corner of the analog area, relative to object top-left corner. Optional.

### DoClick(clickType, xOffset, yOffset)

Performs left click at the center of an object. It is a customizable variant of LClick action.

#### Parameters:

Name	Type	Description
clickType	string	Type of click, can be one of "L" - left click, "LD" - double left click, "R" - right click, "RD" - double right click, "M" - middle click, "MD" - double middle click, "N" - don't click Optional, Default: L.

xOffset	number	X offset to click within object. Default is a center. Optional.
yOffset	number	X offset to click within object. Default is a center. Optional.

**Returns:**

'true' if operation is successful, 'false' otherwise

**DoEnsureVisible()**

Makes sure specified element is visible on the screen.

**DoLButtonDown()**

Performs left mouse button down. This method does not change cursor coordinates. Make sure that you use 'DoMouseMove' to position mouse cursor properly before calling this method. Note: This action must be followed by 'DoLButtonUp', otherwise it may lock mouse cursor.

**DoLButtonUp()**

Performs left mouse button up. This method does not change cursor coordinates. Make sure that you use 'DoMouseMove' to position mouse cursor properly before calling this method. Note: Use this action after 'DoLButtonDown', otherwise it will have no effect.

**DoLClick(x, y)**

Performs a left click at the center of an object or at the specified location.

**Parameters:**

Name	Type	Description
x	number	X-coordinate of location relative to object's left border
y	number	Y-coordinate of location relative to object's top border

**Returns:**

'true' if operation is successful, 'false' otherwise

**DoLDClick(x, y)**

Performs a left double click at the center of an object or at the specified location.

**Parameters:**

Name	Type	Description
x	number	X-coordinate of location relative to object's left border
y	number	Y-coordinate of location relative to object's top border

**Returns:**

'true' if operation is successful, 'false' otherwise

**DoMButtonDown()**

Performs middle mouse button down. This method does not change cursor coordinates. Make sure that you use 'DoMouseMove' to position mouse cursor properly before calling this method. Note: This action must be followed by 'DoMButtonUp', otherwise it may lock mouse cursor.

**DoMButtonUp()**

Performs middle mouse button up. This method does not change cursor coordinates. Make sure that you use 'DoMouseMove' to position mouse cursor properly before calling this method. Note: Use this action after 'DoMButtonDown', otherwise it will have no effect.

**DoMClick(x, y)**

Performs a middle click at the center of an object or at the specified location.

**Parameters:**

Name	Type	Description
x	number	X-coordinate of location relative to object's left border
y	number	Y-coordinate of location relative to object's top border

**Returns:**

'true' if operation is successful, 'false' otherwise

**DoMDClick(x, y)**

Performs a middle double click at the center of an object or at the specified location.

**Parameters:**

Name	Type	Description
x	number	X-coordinate of location relative to object's left border
y	number	Y-coordinate of location relative to object's top border

**Returns:**

'true' if operation is successful, 'false' otherwise

**DoMouseMove(x, y)**

Moves mouse cursor to a location relative to this object position.

**Parameters:**

Name	Type	Description
x	number	X-coordinate of location relative to object's left border
y	number	Y-coordinate of location relative to object's top border

**DoRButtonDown()**

Performs right mouse button down. This method does not change cursor coordinates. Make sure that you use 'DoMouseMove' to position mouse cursor properly before calling this method. Note: This action must be followed by 'DoRButtonUp', otherwise it will lock mouse cursor.

**DoRButtonUp()**

Performs right mouse button up. This method does not change cursor coordinates. Make sure that you use 'DoMouseMove' to position mouse cursor properly before calling this method. Note: Use this action after 'DoRButtonDown', otherwise it will have no effect.

**DoRClick(x, y)**

Performs a right click at the center of an object or at the specified location.

**Parameters:**

Name	Type	Description
x	number	X-coordinate of location relative to object's left border
y	number	Y-coordinate of location relative to object's top border

**Returns:**

'true' if operation is successful, 'false' otherwise

**DoRDClick(x, y)**

Performs a right double click at the center of an object or at the specified location.

**Parameters:**

Name	Type	Description
x	number	X-coordinate of location relative to object's left border
y	number	Y-coordinate of location relative to object's top border

**Returns:**

'true' if operation is successful, 'false' otherwise

**DoSendKeys(keys)**

Sends series of keystrokes to an object. For example: DoSendKeys('^F') - sends {CTRL} + {F}. See [MSDN Article for SendKeys](#)

**Parameters:**

Name	Type	Description
keys	string	A sequence of keystrokes.

## FlexListBase

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FlexListBase

Behavior Pattern: FlexListBaseBehavior

## Property Summary

Property	Description	Getter	Setter
<a href="#">AllowMultipleSelection</a>		GetAllowMultipleSelection	
<a href="#">Alpha</a>		GetAlpha	
<a href="#">AlternatingRowColors</a>		GetAlternatingRowColors	
<a href="#">AutomationClassName</a>		GetAutomationClassName	
<a href="#">AutomationIndex</a>		GetAutomationIndex	
<a href="#">AutomationName</a>		GetAutomationName	
<a href="#">BackgroundDisabledColor</a>		GetBackgroundDisabledColor	
<a href="#">ClassName</a>		GetClassName	
<a href="#">ColumnCount</a>		GetColumnCount	
<a href="#">ColumnWidth</a>		GetColumnWidth	
<a href="#">CurrentState</a>		GetCurrentState	
<a href="#">DataTipField</a>		GetDataTipField	
<a href="#">Enabled</a>		GetEnabled	
<a href="#">ErrorColor</a>		GetErrorColor	
<a href="#">ErrorString</a>		GetErrorString	
<a href="#">FlexX</a>		GetFlexX	
<a href="#">FlexY</a>		GetFlexY	
<a href="#">FocusAlpha</a>		GetFocusAlpha	
<a href="#">FocusEnabled</a>		GetFocusEnabled	
<a href="#">Height</a>		GetHeight	
<a href="#">IconField</a>		GetIconField	
<a href="#">Id</a>		GetId	
<a href="#">LabelField</a>		GetLabelField	
<a href="#">LockedColumnCount</a>		GetLockedColumnCount	
<a href="#">LockedRowCount</a>		GetLockedRowCount	
<a href="#">MouseEnabled</a>		GetMouseEnabled	
<a href="#">NumAutomationChildren</a>		GetNumAutomationChildren	
<a href="#">PercentHeight</a>		GetPercentHeight	
<a href="#">PercentWidth</a>		GetPercentWidth	
<a href="#">RollOverColor</a>		GetRollOverColor	
<a href="#">RowCount</a>		GetRowCount	
<a href="#">RowHeight</a>		GetRowHeight	
<a href="#">ScaleX</a>		GetScaleX	
<a href="#">ScaleY</a>		GetScaleY	
<a href="#">Selectable</a>		GetSelectable	
<a href="#">SelectedIndex</a>		GetSelectedIndex	
<a href="#">SelectedIndices</a>		GetSelectedIndices	
<a href="#">SelectedItem</a>		GetSelectedItem	
<a href="#">SelectedItems</a>		GetSelectedItems	
<a href="#">SelectionColor</a>		GetSelectionColor	
<a href="#">SelectionDisabledColor</a>		GetSelectionDisabledColor	
<a href="#">ShowDataTips</a>		GetShowDataTips	
<a href="#">TabChildren</a>		GetTabChildren	
<a href="#">TabEnabled</a>		GetTabEnabled	
<a href="#">TabIndex</a>		GetTabIndex	
<a href="#">TextRollOverColor</a>		GetTextRollOverColor	
<a href="#">TextSelectedColor</a>		GetTextSelectedColor	
<a href="#">ThemeColor</a>		GetThemeColor	
<a href="#">ToolTip</a>		GetToolTip	
<a href="#">UseHandCursor</a>		GetUseHandCursor	
<a href="#">UseRollOver</a>		GetUseRollOver	
<a href="#">VariableRowHeight</a>		GetVariableRowHeight	
<a href="#">VerticalAlign</a>		GetVerticalAlign	
<a href="#">Visible</a>		GetVisible	
<a href="#">Width</a>		GetWidth	



<a href="#">WordWrap</a>		GetWordWrap	
<a href="#">X</a>		GetX	
<a href="#">Y</a>		GetY	

## Action Summary

Action	Description
<a href="#">DoChangeFocus</a>	
<a href="#">DoClick</a>	
<a href="#">DoDeselect</a>	
<a href="#">DoDoubleClick</a>	
<a href="#">DoDragCancel</a>	
<a href="#">DoDragDrop</a>	
<a href="#">DoDragStart</a>	
<a href="#">DoMouseMove</a>	
<a href="#">DoMouseScroll</a>	
<a href="#">DoMultiSelect</a>	
<a href="#">DoScroll</a>	
<a href="#">DoSelect</a>	
<a href="#">DoType</a>	

## Property Detail

### AllowMultipleSelection

Accessors: GetAllowMultipleSelection

### Alpha

Accessors: GetAlpha

### AlternatingRowColors

Accessors: GetAlternatingRowColors

### AutomationClassName

Accessors: GetAutomationClassName

### AutomationIndex

Accessors: GetAutomationIndex

### AutomationName

Accessors: GetAutomationName

### BackgroundDisabledColor

Accessors: GetBackgroundDisabledColor

### ClassName

Accessors: GetClassName

### ColumnCount

Accessors: GetColumnCount

### ColumnWidth

Accessors: GetColumnWidth

### CurrentState

Accessors: GetCurrentState

### DataTipField

Accessors: GetDataTipField

### **Enabled**

Accessors: GetEnabled

### **ErrorColor**

Accessors: GetErrorColor

### **ErrorString**

Accessors: GetErrorString

### **FlexX**

Accessors: GetFlexX

### **FlexY**

Accessors: GetFlexY

### **FocusAlpha**

Accessors: GetFocusAlpha

### **FocusEnabled**

Accessors: GetFocusEnabled

### **Height**

Accessors: GetHeight

### **IconField**

Accessors: GetIconField

### **Id**

Accessors: GetId

### **LabelField**

Accessors: GetLabelField

### **LockedColumnCount**

Accessors: GetLockedColumnCount

### **LockedRowCount**

Accessors: GetLockedRowCount

### **MouseEnabled**

Accessors: GetMouseEnabled

### **NumAutomationChildren**

Accessors: GetNumAutomationChildren

### **PercentHeight**

Accessors: GetPercentHeight

### **PercentWidth**

Accessors: GetPercentWidth

### **RollOverColor**

Accessors: GetRollOverColor

### **RowCount**

Accessors: GetRowCount

### **RowHeight**

Accessors: GetRowHeight

### **ScaleX**

Accessors: GetScaleX

### **ScaleY**

Accessors: GetScaleY

### **Selectable**

Accessors: GetSelectable

### **SelectedIndex**

Accessors: GetSelectedIndex

### **SelectedIndices**

Accessors: GetSelectedIndices

### **SelectedItem**

Accessors: GetSelectedItem

### **SelectedItems**

Accessors: GetSelectedItems

### **SelectionColor**

Accessors: GetSelectionColor

### **SelectionDisabledColor**

Accessors: GetSelectionDisabledColor

### **ShowDataTips**

Accessors: GetShowDataTips

### **TabChildren**

Accessors: GetTabChildren

### **TabEnabled**

Accessors: GetTabEnabled

### **TabIndex**

Accessors: GetTabIndex

### **TextRollOverColor**

Accessors: GetTextRollOverColor

### **TextSelectedColor**

Accessors: GetTextSelectedColor

### **ThemeColor**

Accessors: GetThemeColor

## ToolTip

Accessors: GetToolTip

## UseHandCursor

Accessors: GetUseHandCursor

## UseRollOver

Accessors: GetUseRollOver

## VariableRowHeight

Accessors: GetVariableRowHeight

## VerticalAlign

Accessors: GetVerticalAlign

## Visible

Accessors: GetVisible

## Width

Accessors: GetWidth

## WordWrap

Accessors: GetWordWrap

## X

Accessors: GetX

## Y

Accessors: GetY

## Action Detail

### DoChangeFocus(shiftKey, keyCode)

#### Parameters:

Name	Type	Description
shiftKey	Boolean	Optional, Default: false.
keyCode	String	Optional, Default: TAB.

### DoClick(keyModifier)

#### Parameters:

Name	Type	Description
keyModifier	Number	<p>FlexKeyModifierValues</p> <ol style="list-style-type: none"><li>1 flexControl</li><li>2 flexShift</li><li>4 flexAlt</li><li>3 flexControlShift</li><li>5 flexControlAlt</li><li>6 flexShiftAlt</li><li>7 flexControlShiftAlt</li></ol>

Optional, Default: 0.

### DoDeselect(itemRenderer, triggerEvent, keyModifier)

#### Parameters:

Name	Type	Description
itemRenderer	String	
triggerEvent	Number	FlexTriggerEventValues 1 flexMouse 2 flexKeyboard  Optional, Default: 1.
keyModifier	Number	FlexKeyModifierValues 1 flexControl 2 flexShift 4 flexAlt 3 flexControlShift 5 flexControlAlt 6 flexShiftAlt 7 flexControlShiftAlt  Optional, Default: 0.

### DoDoubleClick(itemRenderer)

#### Parameters:

Name	Type	Description
itemRenderer	String	

### DoDragCancel(keyModifier)

#### Parameters:

Name	Type	Description
keyModifier	Number	FlexKeyModifierValues 1 flexControl 2 flexShift 4 flexAlt 3 flexControlShift 5 flexControlAlt 6 flexShiftAlt 7 flexControlShiftAlt  Optional, Default: 0.

### DoDragDrop(action, draggedItem, keyModifier)

#### Parameters:

Name	Type	Description
action	String	
draggedItem	String	Optional.
keyModifier	Number	FlexKeyModifierValues 1 flexControl 2 flexShift

		4 flexAlt 3 flexControlShift 5 flexControlAlt 6 flexShiftAlt 7 flexControlShiftAlt  Optional, Default: 0.
--	--	---

### DoDragStart(draggedItem, keyModifier)

**Parameters:**

Name	Type	Description
draggedItem	String	
keyModifier	Number	FlexKeyModifierValues 1 flexControl 2 flexShift 4 flexAlt 3 flexControlShift 5 flexControlAlt 6 flexShiftAlt 7 flexControlShiftAlt  Optional, Default: 0.

### DoMouseMove(localX, localY, keyModifier)

**Parameters:**

Name	Type	Description
localX	Number	Optional, Default: 0.
localY	Number	Optional, Default: 0.
keyModifier	Number	FlexKeyModifierValues 1 flexControl 2 flexShift 4 flexAlt 3 flexControlShift 5 flexControlAlt 6 flexShiftAlt 7 flexControlShiftAlt  Optional, Default: 0.

### DoMouseScroll(delta)

**Parameters:**

Name	Type	Description
delta	Number	Optional, Default: 0.

### DoMultiSelect(itemRenderer, triggerEvent, keyModifier)

**Parameters:**

Name	Type	Description
itemRenderer	String	
triggerEvent	Number	FlexTriggerEventValues

		1 flexMouse 2 flexKeyboard  Optional, Default: 1.
keyModifier	Number	FlexKeyModifierValues 1 flexControl 2 flexShift 4 flexAlt 3 flexControlShift 5 flexControlAlt 6 flexShiftAlt 7 flexControlShiftAlt  Optional, Default: 0.

### DoScroll(position, direction, detail)

#### Parameters:

Name	Type	Description
position	Number	
direction	Number	FlexScrollDirectionValues 1 flexScrollHorizontal 2 flexScrollVertical
detail	Number	FlexScrollDetailValues 1 flexAtBottom 2 flexAtLeft 3 flexAtRight 4 flexAtTop 5 flexLineDown 6 flexLineLeft 7 flexLineRight 8 flexLineUp 9 flexPageDown 10 flexPageLeft 11 flexPageRight 12 flexPageUp 13 flexThumbPosition 14 flexThumbTrack  Optional, Default: null.

### DoSelect(itemRenderer, triggerEvent, keyModifier)

#### Parameters:

Name	Type	Description
itemRenderer	String	
triggerEvent	Number	FlexTriggerEventValues 1 flexMouse 2 flexKeyboard  Optional, Default: 1.
keyModifier	Number	FlexKeyModifierValues 1 flexControl 2 flexShift 4 flexAlt

		3 flexControlShift
		5 flexControlAlt
		6 flexShiftAlt
		7 flexControlShiftAlt
		Optional, Default: 0.

## DoType(keyCode, keyModifier)

### Parameters:

Name	Type	Description
keyCode	String	
keyModifier	Number	FlexKeyModifierValues 1 flexControl 2 flexShift 4 flexAlt 3 flexControlShift 5 flexControlAlt 6 flexShiftAlt 7 flexControlShiftAlt Optional, Default: 0.

## Behavior Pattern: Win32Generic

## Property Summary

Property	Description	Getter	Setter
<a href="#">Bitmap</a>	UI Image of the object.	GetBitmap	
<a href="#">BWBitmap</a>	UI Image of the object in 1-bit format (black&white).	GetBWBitmap	
<a href="#">Class</a>	Class of the object.	GetClass	
<a href="#">Height</a>	Height of the object.	GetHeight	
<a href="#">Name</a>	Name of the object.	GetName	
<a href="#">ObjectType</a>	SeSMatcherRule type for this object.	GetObjectType	
<a href="#">State</a>	State of the object.	GetState	
<a href="#">Value</a>	Value of the object.	GetValue	SetValue
<a href="#">Width</a>	Width of the object.	GetWidth	
<a href="#">WindowText</a>	Window text of the object.	GetWindowText	SetWindowText
<a href="#">X</a>	X-coordinate of the top left corner of the object.	GetX	
<a href="#">Y</a>	Y-coordinate of the top left corner of the object.	GetY	

## Action Summary

Action	Description
<a href="#">DoAction</a>	Performs default action for an object.
<a href="#">DoAnalogPlay</a>	Plays analog recording using coordinates relative to this object.
<a href="#">DoClick</a>	Performs left click at the center of an object.
<a href="#">DoEnsureVisible</a>	Makes sure specified element is visible on the screen.
<a href="#">DoLButtonDown</a>	Performs left mouse button down.
<a href="#">DoLButtonUp</a>	Performs left mouse button up.
<a href="#">DoLClick</a>	Performs a left click at the center of an object or at the specified location.
<a href="#">DoLDClick</a>	Performs a left double click at the center of an object or at the specified location.
<a href="#">DoMButtonDown</a>	Performs middle mouse button down.
<a href="#">DoMButtonUp</a>	Performs middle mouse button up.
<a href="#">DoMClick</a>	Performs a middle click at the center of an object or at the specified location.
<a href="#">DoMDClick</a>	Performs a middle double click at the center of an object or at the specified location.
<a href="#">DoMouseMove</a>	Moves mouse cursor to a location relative to this object position.
<a href="#">DoRButtonDown</a>	Performs right mouse button down.



<a href="#">DoRButtonUp</a>	Performs right mouse button up.
<a href="#">DoRClick</a>	Performs a right click at the center of an object or at the specified location.
<a href="#">DoRDClick</a>	Performs a right double click at the center of an object or at the specified location.
<a href="#">DoSendKeys</a>	Sends series of keystrokes to an object.

## Property Detail

### Bitmap

UI Image of the object.  
Accessors: GetBitmap

### BWBitmap

UI Image of the object in 1-bit format (black&white).  
Accessors: GetBWBitmap

### Class

Class of the object.  
Accessors: GetClass

### Height

Height of the object.  
Accessors: GetHeight

### Name

Name of the object.  
Accessors: GetName

### ObjectType

SeSMatcherRule type for this object.  
Accessors: GetObjectType

### State

State of the object.  
Accessors: GetState

### Value

Value of the object.  
Accessors: GetValue, SetValue

### Width

Width of the object.  
Accessors: GetWidth

### WindowText

Window text of the object.  
Accessors: GetWindowText, SetWindowText

### X

X-coordinate of the top left corner of the object.  
Accessors: GetX

### Y

Y-coordinate of the top left corner of the object.  
Accessors: GetY

## Action Detail

### DoAction()

Performs default action for an object. If the object doesn't have default action then 'LClick' is performed.

### DoAnalogPlay(path, left, top)

Plays analog recording using coordinates relative to this object.

#### Parameters:

Name	Type	Description
path	string	Path to analog recording (usually an .arf file).
left	number	X-coordinate of top-left corner of the analog area, relative to object top-left corner Optional.
top	number	Y-coordinate of the top-left corner of the analog area, relative to object top-left corner.

Optional.

### DoClick(clickType, xOffset, yOffset)

Performs left click at the center of an object. It is a customizable variant of LClick action.

#### Parameters:

Name	Type	Description
clickType	string	Type of click, can be one of "L" - left click, "LD" - double left click, "R" - right click, "RD" - double right click, "M" - middle click, "MD" - double middle click, "N" - don't click Optional, Default: L.
xOffset	number	X offset to click within object. Default is a center. Optional.
yOffset	number	X offset to click within object. Default is a center. Optional.

#### Returns:

'true' if operation is successful, 'false' otherwise

### DoEnsureVisible()

Makes sure specified element is visible on the screen.

### DoLButtonDown()

Performs left mouse button down. This method does not change cursor coordinates. Make sure that you use 'DoMouseMove' to position mouse cursor properly before calling this method. Note: This action must be followed by 'DoLButtonUp', otherwise it may lock mouse cursor.

### DoLButtonUp()

Performs left mouse button up. This method does not change cursor coordinates. Make sure that you use 'DoMouseMove' to position mouse cursor properly before calling this method. Note: Use this action after 'DoLButtonDown', otherwise it will have no effect.

### DoLClick(x, y)

Performs a left click at the center of an object or at the specified location.

#### Parameters:

Name	Type	Description
x	number	X-coordinate of location relative to object's left border
y	number	Y-coordinate of location relative to object's top border

#### Returns:

'true' if operation is successful, 'false' otherwise

### DoLDClick(x, y)

Performs a left double click at the center of an object or at the specified location.

#### Parameters:

Name	Type	Description
x	number	X-coordinate of location relative to object's left border
y	number	Y-coordinate of location relative to object's top border

#### Returns:

'true' if operation is successful, 'false' otherwise

### DoMButtonDown()

Performs middle mouse button down. This method does not change cursor coordinates. Make sure that you use 'DoMouseMove' to position mouse cursor properly before calling this method. Note: This action must be followed by 'DoMButtonUp', otherwise it may lock mouse cursor.

### DoMButtonUp()

Performs middle mouse button up. This method does not change cursor coordinates. Make sure that you use 'DoMouseMove' to position mouse cursor properly before calling this method. Note: Use this action after 'DoMButtonDown', otherwise it will have no effect.

### DoMClick(x, y)

Performs a middle click at the center of an object or at the specified location.

#### Parameters:

Name	Type	Description
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x	number	X-coordinate of location relative to object's left border
y	number	Y-coordinate of location relative to object's top border

**Returns:**

'true' if operation is successful, 'false' otherwise

**DoMDClick(x, y)**

Performs a middle double click at the center of an object or at the specified location.

**Parameters:**

Name	Type	Description
x	number	X-coordinate of location relative to object's left border
y	number	Y-coordinate of location relative to object's top border

**Returns:**

'true' if operation is successful, 'false' otherwise

**DoMouseMove(x, y)**

Moves mouse cursor to a location relative to this object position.

**Parameters:**

Name	Type	Description
x	number	X-coordinate of location relative to object's left border
y	number	Y-coordinate of location relative to object's top border

**DoRButtonDown()**

Performs right mouse button down. This method does not change cursor coordinates. Make sure that you use 'DoMouseMove' to position mouse cursor properly before calling this method. Note: This action must be followed by 'DoRButtonUp', otherwise it may lock mouse cursor.

**DoRButtonUp()**

Performs right mouse button up. This method does not change cursor coordinates. Make sure that you use 'DoMouseMove' to position mouse cursor properly before calling this method. Note: Use this action after 'DoRButtonDown', otherwise it will have no effect.

**DoRClick(x, y)**

Performs a right click at the center of an object or at the specified location.

**Parameters:**

Name	Type	Description
x	number	X-coordinate of location relative to object's left border
y	number	Y-coordinate of location relative to object's top border

**Returns:**

'true' if operation is successful, 'false' otherwise

**DoRDClick(x, y)**

Performs a right double click at the center of an object or at the specified location.

**Parameters:**

Name	Type	Description
x	number	X-coordinate of location relative to object's left border
y	number	Y-coordinate of location relative to object's top border

**Returns:**

'true' if operation is successful, 'false' otherwise

**DoSendKeys(keys)**

Sends series of keystrokes to an object. For example: DoSendKeys("^F") - sends {CTRL} + {F}. See [MSDN Article for SendKeys](#)

**Parameters:**

Name	Type	Description

keys	string	A sequence of keystrokes.
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## FlexListLabel

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FlexListLabel

### Behavior Pattern: FlexListLabelBehavior

### Property Summary

Property	Description	Getter	Setter
<a href="#">Alpha</a>		GetAlpha	
<a href="#">AutomationIndex</a>		GetAutomationIndex	
<a href="#">AutomationName</a>		GetAutomationName	
<a href="#">AutomationValue</a>		GetAutomationValue	
<a href="#">ClassName</a>		GetClassName	
<a href="#">FlexX</a>		GetFlexX	
<a href="#">FlexY</a>		GetFlexY	
<a href="#">Height</a>		GetHeight	
<a href="#">MouseEnabled</a>		GetMouseEnabled	
<a href="#">TabChildren</a>		GetTabChildren	
<a href="#">TabEnabled</a>		GetTabEnabled	
<a href="#">TabIndex</a>		GetTabIndex	
<a href="#">Visible</a>		GetVisible	
<a href="#">Width</a>		GetWidth	
<a href="#">X</a>		GetX	
<a href="#">Y</a>		GetY	

### Action Summary

Action	Description
<a href="#">DoClick</a>	
<a href="#">DoMouseMove</a>	

### Property Detail

#### Alpha

Accessors: GetAlpha

#### AutomationIndex

Accessors: GetAutomationIndex

#### AutomationName

Accessors: GetAutomationName

#### AutomationValue

Accessors: GetAutomationValue

#### ClassName

Accessors: GetClassName

#### FlexX

Accessors: GetFlexX

#### FlexY

Accessors: GetFlexY

## Height

Accessors: GetHeight

## MouseEnabled

Accessors: GetMouseEnabled

## TabChildren

Accessors: GetTabChildren

## TabEnabled

Accessors: GetTabEnabled

## TabIndex

Accessors: GetTabIndex

## Visible

Accessors: GetVisible

## Width

Accessors: GetWidth

## X

Accessors: GetX

## Y

Accessors: GetY

## Action Detail

### DoClick(keyModifier)

#### Parameters:

Name	Type	Description
keyModifier	Number	<p>FlexKeyModifierValues</p> <ol style="list-style-type: none"><li>1 flexControl</li><li>2 flexShift</li><li>4 flexAlt</li><li>3 flexControlShift</li><li>5 flexControlAlt</li><li>6 flexShiftAlt</li><li>7 flexControlShiftAlt</li></ol> <p>Optional, Default: 0.</p>

### DoMouseMove(localX, localY, keyModifier)

#### Parameters:

Name	Type	Description
localX	Number	Optional, Default: 0.
localY	Number	Optional, Default: 0.
keyModifier	Number	<p>FlexKeyModifierValues</p> <ol style="list-style-type: none"><li>1 flexControl</li><li>2 flexShift</li></ol>

	4	flexAlt
	3	flexControlShift
	5	flexControlAlt
	6	flexShiftAlt
	7	flexControlShiftAlt
	Optional, Default: 0.	

## Behavior Pattern: Win32Generic

## Property Summary

Property	Description	Getter	Setter
<a href="#">Bitmap</a>	UI Image of the object.	GetBitmap	
<a href="#">BWBitmap</a>	UI Image of the object in 1-bit format (black&white).	GetBWBitmap	
<a href="#">Class</a>	Class of the object.	GetClass	
<a href="#">Height</a>	Height of the object.	GetHeight	
<a href="#">Name</a>	Name of the object.	GetName	
<a href="#">ObjectType</a>	SeSMatcherRule type for this object.	GetObjectType	
<a href="#">State</a>	State of the object.	GetState	
<a href="#">Value</a>	Value of the object.	GetValue	SetValue
<a href="#">Width</a>	Width of the object.	GetWidth	
<a href="#">WindowText</a>	Window text of the object.	GetWindowText	SetWindowText
<a href="#">X</a>	X-coordinate of the top left corner of the object.	GetX	
<a href="#">Y</a>	Y-coordinate of the top left corner of the object.	GetY	

## Action Summary

Action	Description
<a href="#">DoAction</a>	Performs default action for an object.
<a href="#">DoAnalogPlay</a>	Plays analog recording using coordinates relative to this object.
<a href="#">DoClick</a>	Performs left click at the center of an object.
<a href="#">DoEnsureVisible</a>	Makes sure specified element is visible on the screen.
<a href="#">DoLButtonDown</a>	Performs left mouse button down.
<a href="#">DoLButtonUp</a>	Performs left mouse button up.
<a href="#">DoLClick</a>	Performs a left click at the center of an object or at the specified location.
<a href="#">DoLDClick</a>	Performs a left double click at the center of an object or at the specified location.
<a href="#">DoMButtonDown</a>	Performs middle mouse button down.
<a href="#">DoMButtonUp</a>	Performs middle mouse button up.
<a href="#">DoMClick</a>	Performs a middle click at the center of an object or at the specified location.
<a href="#">DoMDClick</a>	Performs a middle double click at the center of an object or at the specified location.
<a href="#">DoMouseMove</a>	Moves mouse cursor to a location relative to this object position.
<a href="#">DoRButtonDown</a>	Performs right mouse button down.
<a href="#">DoRButtonUp</a>	Performs right mouse button up.
<a href="#">DoRClick</a>	Performs a right click at the center of an object or at the specified location.
<a href="#">DoRDClick</a>	Performs a right double click at the center of an object or at the specified location.
<a href="#">DoSendKeys</a>	Sends series of keystrokes to an object.

## Property Detail

### Bitmap

UI Image of the object.  
Accessors: GetBitmap

### BWBitmap

UI Image of the object in 1-bit format (black&white).  
Accessors: GetBWBitmap

### Class

Class of the object.  
Accessors: GetClass

**Height**

Height of the object.  
Accessors: GetHeight

**Name**

Name of the object.  
Accessors: GetName

**ObjectType**

SeSMatcherRule type for this object.  
Accessors: GetObjectType

**State**

State of the object.  
Accessors: GetState

**Value**

Value of the object.  
Accessors: GetValue, SetValue

**Width**

Width of the object.  
Accessors: GetWidth

**WindowText**

Window text of the object.  
Accessors: GetWindowText, SetWindowText

**X**

X-coordinate of the top left corner of the object.  
Accessors: GetX

**Y**

Y-coordinate of the top left corner of the object.  
Accessors: GetY

## Action Detail

**DoAction()**

Performs default action for an object. If the object doesn't have default action then 'LClick' is performed.

**DoAnalogPlay(path, left, top)**

Plays analog recording using coordinates relative to this object.

**Parameters:**

Name	Type	Description
path	string	Path to analog recording (usually an .arf file).
left	number	X-coordinate of top-left corner of the analog area, relative to object top-left corner Optional.
top	number	Y-coordinate of the top-left corner of the analog area, relative to object top-left corner. Optional.

**DoClick(clickType, xOffset, yOffset)**

Performs left click at the center of an object. It is a customizable variant of LClick action.

**Parameters:**

Name	Type	Description
clickType	string	Type of click, can be one of "L" - left click, "LD" - double left click, "R" - right click, "RD" - double right click, "M" - middle click, "MD" - double middle click, "N" - don't click Optional, Default: L.
xOffset	number	X offset to click within object. Default is a center. Optional.
yOffset	number	Y offset to click within object. Default is a center. Optional.

**Returns:**

'true' if operation is successful, 'false' otherwise

### DoEnsureVisible()

Makes sure specified element is visible on the screen.

### DoLButtonDown()

Performs left mouse button down. This method does not change cursor coordinates. Make sure that you use 'DoMouseMove' to position mouse cursor properly before calling this method. Note: This action must be followed by 'DoLButtonUp', otherwise it may lock mouse cursor.

### DoLButtonUp()

Performs left mouse button up. This method does not change cursor coordinates. Make sure that you use 'DoMouseMove' to position mouse cursor properly before calling this method. Note: Use this action after 'DoLButtonDown', otherwise it will have no effect.

### DoLClick(x, y)

Performs a left click at the center of an object or at the specified location.

#### Parameters:

Name	Type	Description
x	number	X-coordinate of location relative to object's left border
y	number	Y-coordinate of location relative to object's top border

#### Returns:

'true' if operation is successful, 'false' otherwise

### DoLDClick(x, y)

Performs a left double click at the center of an object or at the specified location.

#### Parameters:

Name	Type	Description
x	number	X-coordinate of location relative to object's left border
y	number	Y-coordinate of location relative to object's top border

#### Returns:

'true' if operation is successful, 'false' otherwise

### DoMButtonDown()

Performs middle mouse button down. This method does not change cursor coordinates. Make sure that you use 'DoMouseMove' to position mouse cursor properly before calling this method. Note: This action must be followed by 'DoMButtonUp', otherwise it may lock mouse cursor.

### DoMButtonUp()

Performs middle mouse button up. This method does not change cursor coordinates. Make sure that you use 'DoMouseMove' to position mouse cursor properly before calling this method. Note: Use this action after 'DoMButtonDown', otherwise it will have no effect.

### DoMClick(x, y)

Performs a middle click at the center of an object or at the specified location.

#### Parameters:

Name	Type	Description
x	number	X-coordinate of location relative to object's left border
y	number	Y-coordinate of location relative to object's top border

#### Returns:

'true' if operation is successful, 'false' otherwise

### DoMDClick(x, y)

Performs a middle double click at the center of an object or at the specified location.

#### Parameters:

Name	Type	Description
x	number	X-coordinate of location relative to object's left border
y	number	Y-coordinate of location relative to object's top border

#### Returns:

'true' if operation is successful, 'false' otherwise



## DoMouseMove(x, y)

Moves mouse cursor to a location relative to this object position.

### Parameters:

Name	Type	Description
x	number	X-coordinate of location relative to object's left border
y	number	Y-coordinate of location relative to object's top border

## DoRButtonDown()

Performs right mouse button down. This method does not change cursor coordinates. Make sure that you use 'DoMouseMove' to position mouse cursor properly before calling this method. Note: This action must be followed by 'DoRButtonUp', otherwise it may lock mouse cursor.

## DoRButtonUp()

Performs right mouse button up. This method does not change cursor coordinates. Make sure that you use 'DoMouseMove' to position mouse cursor properly before calling this method. Note: Use this action after 'DoRButtonDown', otherwise it will have no effect.

## DoRClick(x, y)

Performs a right click at the center of an object or at the specified location.

### Parameters:

Name	Type	Description
x	number	X-coordinate of location relative to object's left border
y	number	Y-coordinate of location relative to object's top border

### Returns:

'true' if operation is successful, 'false' otherwise

## DoRDClick(x, y)

Performs a right double click at the center of an object or at the specified location.

### Parameters:

Name	Type	Description
x	number	X-coordinate of location relative to object's left border
y	number	Y-coordinate of location relative to object's top border

### Returns:

'true' if operation is successful, 'false' otherwise

## DoSendKeys(keys)

Sends series of keystrokes to an object. For example: DoSendKeys("^F") - sends {CTRL} + {F}. See [MSDN Article for SendKeys](#)

### Parameters:

Name	Type	Description
keys	string	A sequence of keystrokes.

# FlexLoader

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FlexLoader

## Behavior Pattern: FlexLoaderBehavior

## Property Summary

Property	Description	Getter	Setter
<a href="#">Alpha</a>		GetAlpha	
<a href="#">AutomationClassName</a>		GetAutomationClassName	
<a href="#">AutomationIndex</a>		GetAutomationIndex	
<a href="#">AutomationName</a>		GetAutomationName	
<a href="#">ClassName</a>		GetClassName	

<a href="#">CurrentState</a>		GetCurrentState	
<a href="#">Enabled</a>		GetEnabled	
<a href="#">ErrorColor</a>		GetErrorColor	
<a href="#">ErrorString</a>		GetErrorString	
<a href="#">FlexX</a>		GetFlexX	
<a href="#">FlexY</a>		GetFlexY	
<a href="#">FocusEnabled</a>		GetFocusEnabled	
<a href="#">Height</a>		GetHeight	
<a href="#">Id</a>		GetId	
<a href="#">MouseEnabled</a>		GetMouseEnabled	
<a href="#">NumAutomationChildren</a>		GetNumAutomationChildren	
<a href="#">PercentHeight</a>		GetPercentHeight	
<a href="#">PercentWidth</a>		GetPercentWidth	
<a href="#">ScaleX</a>		GetScaleX	
<a href="#">ScaleY</a>		GetScaleY	
<a href="#">Source</a>		GetSource	
<a href="#">TabChildren</a>		GetTabChildren	
<a href="#">TabEnabled</a>		GetTabEnabled	
<a href="#">TabIndex</a>		GetTabIndex	
<a href="#">ThemeColor</a>		GetThemeColor	
<a href="#">ToolTip</a>		GetToolTip	
<a href="#">UseHandCursor</a>		GetUseHandCursor	
<a href="#">Visible</a>		GetVisible	
<a href="#">Width</a>		GetWidth	
<a href="#">X</a>		GetX	
<a href="#">Y</a>		GetY	

## Action Summary

Action	Description
<a href="#">DoChangeFocus</a>	
<a href="#">DoClick</a>	
<a href="#">DoMouseMove</a>	

## Property Detail

### Alpha

Accessors: GetAlpha

### AutomationClassName

Accessors: GetAutomationClassName

### AutomationIndex

Accessors: GetAutomationIndex

### AutomationName

Accessors: GetAutomationName

### ClassName

Accessors: GetClassName

### CurrentState

Accessors: GetCurrentState

### Enabled

Accessors: GetEnabled

### ErrorColor

Accessors: GetErrorColor

### **ErrorString**

Accessors: GetErrorString

### **FlexX**

Accessors: GetFlexX

### **FlexY**

Accessors: GetFlexY

### **FocusEnabled**

Accessors: GetFocusEnabled

### **Height**

Accessors: GetHeight

### **Id**

Accessors: GetId

### **MouseEnabled**

Accessors: GetMouseEnabled

### **NumAutomationChildren**

Accessors: GetNumAutomationChildren

### **PercentHeight**

Accessors: GetPercentHeight

### **PercentWidth**

Accessors: GetPercentWidth

### **ScaleX**

Accessors: GetScaleX

### **ScaleY**

Accessors: GetScaleY

### **Source**

Accessors: GetSource

### **TabChildren**

Accessors: GetTabChildren

### **TabEnabled**

Accessors: GetTabEnabled

### **TabIndex**

Accessors: GetTabIndex

### **ThemeColor**

Accessors: GetThemeColor

### **ToolTip**

Accessors: GetToolTip

## UseHandCursor

Accessors: GetUseHandCursor

## Visible

Accessors: GetVisible

## Width

Accessors: GetWidth

## X

Accessors: GetX

## Y

Accessors: GetY

## Action Detail

### DoChangeFocus(shiftKey, keyCode)

Parameters:

Name	Type	Description
shiftKey	Boolean	Optional, Default: false.
keyCode	String	Optional, Default: TAB.

### DoClick(keyModifier)

Parameters:

Name	Type	Description
keyModifier	Number	<p>FlexKeyModifierValues</p> <ol style="list-style-type: none"><li>1 flexControl</li><li>2 flexShift</li><li>4 flexAlt</li><li>3 flexControlShift</li><li>5 flexControlAlt</li><li>6 flexShiftAlt</li><li>7 flexControlShiftAlt</li></ol> <p>Optional, Default: 0.</p>

### DoMouseMove(localX, localY, keyModifier)

Parameters:

Name	Type	Description
localX	Number	Optional, Default: 0.
localY	Number	Optional, Default: 0.
keyModifier	Number	<p>FlexKeyModifierValues</p> <ol style="list-style-type: none"><li>1 flexControl</li><li>2 flexShift</li><li>4 flexAlt</li><li>3 flexControlShift</li></ol>

	5	flexControlAlt
	6	flexShiftAlt
	7	flexControlShiftAlt
	Optional, Default: 0.	

## Behavior Pattern: Win32Generic

## Property Summary

Property	Description	Getter	Setter
<a href="#">Bitmap</a>	UI Image of the object.	GetBitmap	
<a href="#">BWBitmap</a>	UI Image of the object in 1-bit format (black&white).	GetBWBitmap	
<a href="#">Class</a>	Class of the object.	GetClass	
<a href="#">Height</a>	Height of the object.	GetHeight	
<a href="#">Name</a>	Name of the object.	GetName	
<a href="#">ObjectType</a>	SeSMatcherRule type for this object.	GetObjectType	
<a href="#">State</a>	State of the object.	GetState	
<a href="#">Value</a>	Value of the object.	GetValue	SetValue
<a href="#">Width</a>	Width of the object.	GetWidth	
<a href="#">WindowText</a>	Window text of the object.	GetWindowText	SetWindowText
<a href="#">X</a>	X-coordinate of the top left corner of the object.	GetX	
<a href="#">Y</a>	Y-coordinate of the top left corner of the object.	GetY	

## Action Summary

Action	Description
<a href="#">DoAction</a>	Performs default action for an object.
<a href="#">DoAnalogPlay</a>	Plays analog recording using coordinates relative to this object.
<a href="#">DoClick</a>	Performs left click at the center of an object.
<a href="#">DoEnsureVisible</a>	Makes sure specified element is visible on the screen.
<a href="#">DoLButtonDown</a>	Performs left mouse button down.
<a href="#">DoLButtonUp</a>	Performs left mouse button up.
<a href="#">DoLClick</a>	Performs a left click at the center of an object or at the specified location.
<a href="#">DoLDClick</a>	Performs a left double click at the center of an object or at the specified location.
<a href="#">DoMButtonDown</a>	Performs middle mouse button down.
<a href="#">DoMButtonUp</a>	Performs middle mouse button up.
<a href="#">DoMClick</a>	Performs a middle click at the center of an object or at the specified location.
<a href="#">DoMDClick</a>	Performs a middle double click at the center of an object or at the specified location.
<a href="#">DoMouseMove</a>	Moves mouse cursor to a location relative to this object position.
<a href="#">DoRButtonDown</a>	Performs right mouse button down.
<a href="#">DoRButtonUp</a>	Performs right mouse button up.
<a href="#">DoRClick</a>	Performs a right click at the center of an object or at the specified location.
<a href="#">DoRDClick</a>	Performs a right double click at the center of an object or at the specified location.
<a href="#">DoSendKeys</a>	Sends series of keystrokes to an object.

## Property Detail

### Bitmap

UI Image of the object.  
Accessors: GetBitmap

### BWBitmap

UI Image of the object in 1-bit format (black&white).  
Accessors: GetBWBitmap

### Class

Class of the object.  
Accessors: GetClass

### Height

Height of the object.

Accessors: GetHeight

### Name

Name of the object.  
Accessors: GetName

### ObjectType

SeSMatcherRule type for this object.  
Accessors: GetObjectType

### State

State of the object.  
Accessors: GetState

### Value

Value of the object.  
Accessors: GetValue, SetValue

### Width

Width of the object.  
Accessors: GetWidth

### WindowText

Window text of the object.  
Accessors: GetWindowText, SetWindowText

### X

X-coordinate of the top left corner of the object.  
Accessors: GetX

### Y

Y-coordinate of the top left corner of the object.  
Accessors: GetY

## Action Detail

### DoAction()

Performs default action for an object. If the object doesn't have default action then 'LClick' is performed.

### DoAnalogPlay(path, left, top)

Plays analog recording using coordinates relative to this object.

#### Parameters:

Name	Type	Description
path	string	Path to analog recording (usually an .arf file).
left	number	X-coordinate of top-left corner of the analog area, relative to object top-left corner Optional.
top	number	Y-coordinate of the top-left corner of the analog area, relative to object top-left corner. Optional.

### DoClick(clickType, xOffset, yOffset)

Performs left click at the center of an object. It is a customizable variant of LClick action.

#### Parameters:

Name	Type	Description
clickType	string	Type of click, can be one of "L" - left click, "LD" - double left click, "R" - right click, "RD" - double right click, "M" - middle click, "MD" - double middle click, "N" - don't click Optional, Default: L.
xOffset	number	X offset to click within object. Default is a center. Optional.
yOffset	number	X offset to click within object. Default is a center. Optional.

#### Returns:

'true' if operation is successful, 'false' otherwise

### DoEnsureVisible()

Makes sure specified element is visible on the screen.

### DoLButtonDown()

Performs left mouse button down. This method does not change cursor coordinates. Make sure that you use 'DoMouseMove' to position mouse cursor properly before calling this method. Note: This action must be followed by 'DoLButtonUp', otherwise it may lock mouse cursor.

### DoLButtonUp()

Performs left mouse button up. This method does not change cursor coordinates. Make sure that you use 'DoMouseMove' to position mouse cursor properly before calling this method. Note: Use this action after 'DoLButtonDown', otherwise it will have no effect.

### DoLClick(x, y)

Performs a left click at the center of an object or at the specified location.

#### Parameters:

Name	Type	Description
x	number	X-coordinate of location relative to object's left border
y	number	Y-coordinate of location relative to object's top border

#### Returns:

'true' if operation is successful, 'false' otherwise

### DoLDClick(x, y)

Performs a left double click at the center of an object or at the specified location.

#### Parameters:

Name	Type	Description
x	number	X-coordinate of location relative to object's left border
y	number	Y-coordinate of location relative to object's top border

#### Returns:

'true' if operation is successful, 'false' otherwise

### DoMButtonDown()

Performs middle mouse button down. This method does not change cursor coordinates. Make sure that you use 'DoMouseMove' to position mouse cursor properly before calling this method. Note: This action must be followed by 'DoMButtonUp', otherwise it may lock mouse cursor.

### DoMButtonUp()

Performs middle mouse button up. This method does not change cursor coordinates. Make sure that you use 'DoMouseMove' to position mouse cursor properly before calling this method. Note: Use this action after 'DoMButtonDown', otherwise it will have no effect.

### DoMClick(x, y)

Performs a middle click at the center of an object or at the specified location.

#### Parameters:

Name	Type	Description
x	number	X-coordinate of location relative to object's left border
y	number	Y-coordinate of location relative to object's top border

#### Returns:

'true' if operation is successful, 'false' otherwise

### DoMDClick(x, y)

Performs a middle double click at the center of an object or at the specified location.

#### Parameters:

Name	Type	Description
x	number	X-coordinate of location relative to object's left border
y	number	Y-coordinate of location relative to object's top border

#### Returns:

'true' if operation is successful, 'false' otherwise

### DoMouseMove(x, y)

Moves mouse cursor to a location relative to this object position.

**Parameters:**

Name	Type	Description
x	number	X-coordinate of location relative to object's left border
y	number	Y-coordinate of location relative to object's top border

**DoRButtonDown()**

Performs right mouse button down. This method does not change cursor coordinates. Make sure that you use 'DoMouseMove' to position mouse cursor properly before calling this method. Note: This action must be followed by 'DoRButtonUp', otherwise it may lock mouse cursor.

**DoRButtonUp()**

Performs right mouse button up. This method does not change cursor coordinates. Make sure that you use 'DoMouseMove' to position mouse cursor properly before calling this method. Note: Use this action after 'DoRButtonDown', otherwise it will have no effect.

**DoRClick(x, y)**

Performs a right click at the center of an object or at the specified location.

**Parameters:**

Name	Type	Description
x	number	X-coordinate of location relative to object's left border
y	number	Y-coordinate of location relative to object's top border

**Returns:**

'true' if operation is successful, 'false' otherwise

**DoRDClick(x, y)**

Performs a right double click at the center of an object or at the specified location.

**Parameters:**

Name	Type	Description
x	number	X-coordinate of location relative to object's left border
y	number	Y-coordinate of location relative to object's top border

**Returns:**

'true' if operation is successful, 'false' otherwise

**DoSendKeys(keys)**

Sends series of keystrokes to an object. For example: DoSendKeys("^F") - sends {CTRL} + {F}. See [MSDN Article for SendKeys](#)

**Parameters:**

Name	Type	Description
keys	string	A sequence of keystrokes.

## FlexMenu

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FlexMenu

### Behavior Pattern: FlexMenuBehavior

### Property Summary

Property	Description	Getter	Setter
<a href="#">Alpha</a>		GetAlpha	
<a href="#">AlternatingRowColors</a>		GetAlternatingRowColors	
<a href="#">AutomationClassName</a>		GetAutomationClassName	
<a href="#">AutomationIndex</a>		GetAutomationIndex	
<a href="#">AutomationName</a>		GetAutomationName	
<a href="#">ClassName</a>		GetClassName	



<a href="#">CurrentState</a>		GetCurrentState	
<a href="#">Enabled</a>		GetEnabled	
<a href="#">ErrorColor</a>		GetErrorColor	
<a href="#">ErrorString</a>		GetErrorString	
<a href="#">FlexX</a>		GetFlexX	
<a href="#">FlexY</a>		GetFlexY	
<a href="#">FocusEnabled</a>		GetFocusEnabled	
<a href="#">Height</a>		GetHeight	
<a href="#">Id</a>		GetId	
<a href="#">MouseEnabled</a>		GetMouseEnabled	
<a href="#">NumAutomationChildren</a>		GetNumAutomationChildren	
<a href="#">PercentHeight</a>		GetPercentHeight	
<a href="#">PercentWidth</a>		GetPercentWidth	
<a href="#">RollOverColor</a>		GetRollOverColor	
<a href="#">RowCount</a>		GetRowCount	
<a href="#">ScaleX</a>		GetScaleX	
<a href="#">ScaleY</a>		GetScaleY	
<a href="#">SelectedIndex</a>		GetSelectedIndex	
<a href="#">SelectionColor</a>		GetSelectionColor	
<a href="#">TabChildren</a>		GetTabChildren	
<a href="#">TabEnabled</a>		GetTabEnabled	
<a href="#">TabIndex</a>		GetTabIndex	
<a href="#">TextRollOverColor</a>		GetTextRollOverColor	
<a href="#">TextSelectedColor</a>		GetTextSelectedColor	
<a href="#">ThemeColor</a>		GetThemeColor	
<a href="#">ToolTip</a>		GetToolTip	
<a href="#">UseHandCursor</a>		GetUseHandCursor	
<a href="#">Visible</a>		GetVisible	
<a href="#">Width</a>		GetWidth	
<a href="#">X</a>		GetX	
<a href="#">Y</a>		GetY	

## Action Summary

Action	Description
<a href="#">DoChangeFocus</a>	
<a href="#">DoClick</a>	
<a href="#">DoHide</a>	
<a href="#">DoMouseMove</a>	
<a href="#">DoSelect</a>	
<a href="#">DoShow</a>	
<a href="#">DoType</a>	

## Property Detail

### Alpha

Accessors: GetAlpha

### AlternatingRowColors

Accessors: GetAlternatingRowColors

### AutomationClassName

Accessors: GetAutomationClassName

### AutomationIndex

Accessors: GetAutomationIndex

### AutomationName

Accessors: GetAutomationName

**ClassName**

Accessors: GetClassName

**CurrentState**

Accessors: GetCurrentState

**Enabled**

Accessors: GetEnabled

**ErrorColor**

Accessors: GetErrorColor

**ErrorString**

Accessors: GetErrorString

**FlexX**

Accessors: GetFlexX

**FlexY**

Accessors: GetFlexY

**FocusEnabled**

Accessors: GetFocusEnabled

**Height**

Accessors: GetHeight

**Id**

Accessors: GetId

**MouseEnabled**

Accessors: GetMouseEnabled

**NumAutomationChildren**

Accessors: GetNumAutomationChildren

**PercentHeight**

Accessors: GetPercentHeight

**PercentWidth**

Accessors: GetPercentWidth

**RollOverColor**

Accessors: GetRollOverColor

**RowCount**

Accessors: GetRowCount

**ScaleX**

Accessors: GetScaleX

**ScaleY**

Accessors: GetScaleY

### **SelectedIndex**

Accessors: GetSelectedIndex

### **SelectionColor**

Accessors: GetSelectionColor

### **TabChildren**

Accessors: GetTabChildren

### **TabEnabled**

Accessors: GetTabEnabled

### **TabIndex**

Accessors: GetTabIndex

### **TextRollOverColor**

Accessors: GetTextRollOverColor

### **TextSelectedColor**

Accessors: GetTextSelectedColor

### **ThemeColor**

Accessors: GetThemeColor

### **ToolTip**

Accessors: GetToolTip

### **UseHandCursor**

Accessors: GetUseHandCursor

### **Visible**

Accessors: GetVisible

### **Width**

Accessors: GetWidth

### **X**

Accessors: GetX

### **Y**

Accessors: GetY

## Action Detail

### **DoChangeFocus(shiftKey, keyCode)**

#### **Parameters:**

Name	Type	Description
shiftKey	Boolean	Optional, Default: false.
keyCode	String	Optional, Default: TAB.

### **DoClick(keyModifier)**

**Parameters:**

Name	Type	Description
keyModifier	Number	<p>FlexKeyModifierValues</p> <ul style="list-style-type: none"><li>1 flexControl</li><li>2 flexShift</li><li>4 flexAlt</li><li>3 flexControlShift</li><li>5 flexControlAlt</li><li>6 flexShiftAlt</li><li>7 flexControlShiftAlt</li></ul> <p>Optional, Default: 0.</p>

**DoHide()**

**DoMouseMove(localX, localY, keyModifier)**

**Parameters:**

Name	Type	Description
localX	Number	Optional, Default: 0.
localY	Number	Optional, Default: 0.
keyModifier	Number	<p>FlexKeyModifierValues</p> <ul style="list-style-type: none"><li>1 flexControl</li><li>2 flexShift</li><li>4 flexAlt</li><li>3 flexControlShift</li><li>5 flexControlAlt</li><li>6 flexShiftAlt</li><li>7 flexControlShiftAlt</li></ul> <p>Optional, Default: 0.</p>

**DoSelect(itemRenderer)**

**Parameters:**

Name	Type	Description
itemRenderer	String	

**DoShow(itemRenderer)**

**Parameters:**

Name	Type	Description
itemRenderer	String	

**DoType(keyCode, keyModifier)**

**Parameters:**

Name	Type	Description
keyCode	String	
keyModifier	Number	FlexKeyModifierValues

	1	flexControl
	2	flexShift
	4	flexAlt
	3	flexControlShift
	5	flexControlAlt
	6	flexShiftAlt
	7	flexControlShiftAlt
	Optional, Default: 0.	

## Behavior Pattern: Win32Generic

## Property Summary

Property	Description	Getter	Setter
<a href="#">Bitmap</a>	UI Image of the object.	GetBitmap	
<a href="#">BWBitmap</a>	UI Image of the object in 1-bit format (black&white).	GetBWBitmap	
<a href="#">Class</a>	Class of the object.	GetClass	
<a href="#">Height</a>	Height of the object.	GetHeight	
<a href="#">Name</a>	Name of the object.	GetName	
<a href="#">ObjectType</a>	SeSMatcherRule type for this object.	GetObjectType	
<a href="#">State</a>	State of the object.	GetState	
<a href="#">Value</a>	Value of the object.	GetValue	SetValue
<a href="#">Width</a>	Width of the object.	GetWidth	
<a href="#">WindowText</a>	Window text of the object.	GetWindowText	SetWindowText
<a href="#">X</a>	X-coordinate of the top left corner of the object.	GetX	
<a href="#">Y</a>	Y-coordinate of the top left corner of the object.	GetY	

## Action Summary

Action	Description
<a href="#">DoAction</a>	Performs default action for an object.
<a href="#">DoAnalogPlay</a>	Plays analog recording using coordinates relative to this object.
<a href="#">DoClick</a>	Performs left click at the center of an object.
<a href="#">DoEnsureVisible</a>	Makes sure specified element is visible on the screen.
<a href="#">DoLButtonDown</a>	Performs left mouse button down.
<a href="#">DoLButtonUp</a>	Performs left mouse button up.
<a href="#">DoLClick</a>	Performs a left click at the center of an object or at the specified location.
<a href="#">DoLDClick</a>	Performs a left double click at the center of an object or at the specified location.
<a href="#">DoMButtonDown</a>	Performs middle mouse button down.
<a href="#">DoMButtonUp</a>	Performs middle mouse button up.
<a href="#">DoMClick</a>	Performs a middle click at the center of an object or at the specified location.
<a href="#">DoMDClick</a>	Performs a middle double click at the center of an object or at the specified location.
<a href="#">DoMouseMove</a>	Moves mouse cursor to a location relative to this object position.
<a href="#">DoRButtonDown</a>	Performs right mouse button down.
<a href="#">DoRButtonUp</a>	Performs right mouse button up.
<a href="#">DoRClick</a>	Performs a right click at the center of an object or at the specified location.
<a href="#">DoRDClick</a>	Performs a right double click at the center of an object or at the specified location.
<a href="#">DoSendKeys</a>	Sends series of keystrokes to an object.

## Property Detail

### Bitmap

UI Image of the object.  
Accessors: GetBitmap

### BWBitmap

UI Image of the object in 1-bit format (black&white).  
Accessors: GetBWBitmap

### Class

Class of the object.

Accessors: GetClass

### Height

Height of the object.  
Accessors: GetHeight

### Name

Name of the object.  
Accessors: GetName

### ObjectType

SeSMatcherRule type for this object.  
Accessors: GetObjectType

### State

State of the object.  
Accessors: GetState

### Value

Value of the object.  
Accessors: GetValue, SetValue

### Width

Width of the object.  
Accessors: GetWidth

### WindowText

Window text of the object.  
Accessors: GetWindowText, SetWindowText

### X

X-coordinate of the top left corner of the object.  
Accessors: GetX

### Y

Y-coordinate of the top left corner of the object.  
Accessors: GetY

## Action Detail

### DoAction()

Performs default action for an object. If the object doesn't have default action then 'LClick' is performed.

### DoAnalogPlay(path, left, top)

Plays analog recording using coordinates relative to this object.

#### Parameters:

Name	Type	Description
path	string	Path to analog recording (usually an .arf file).
left	number	X-coordinate of top-left corner of the analog area, relative to object top-left corner. Optional.
top	number	Y-coordinate of the top-left corner of the analog area, relative to object top-left corner. Optional.

### DoClick(clickType, xOffset, yOffset)

Performs left click at the center of an object. It is a customizable variant of LClick action.

#### Parameters:

Name	Type	Description
clickType	string	Type of click, can be one of "L" - left click, "LD" - double left click, "R" - right click, "RD" - double right click, "M" - middle click, "MD" - double middle click, "N" - don't click. Optional, Default: L.
xOffset	number	X offset to click within object. Default is a center. Optional.
yOffset	number	X offset to click within object. Default is a center. Optional.

#### Returns:

'true' if operation is successful, 'false' otherwise

### DoEnsureVisible()

Makes sure specified element is visible on the screen.

### DoLButtonDown()

Performs left mouse button down. This method does not change cursor coordinates. Make sure that you use 'DoMouseMove' to position mouse cursor properly before calling this method. Note: This action must be followed by 'DoLButtonUp', otherwise it may lock mouse cursor.

### DoLButtonUp()

Performs left mouse button up. This method does not change cursor coordinates. Make sure that you use 'DoMouseMove' to position mouse cursor properly before calling this method. Note: Use this action after 'DoLButtonDown', otherwise it will have no effect.

### DoLClick(x, y)

Performs a left click at the center of an object or at the specified location.

#### Parameters:

Name	Type	Description
x	number	X-coordinate of location relative to object's left border
y	number	Y-coordinate of location relative to object's top border

#### Returns:

'true' if operation is successful, 'false' otherwise

### DoLDClick(x, y)

Performs a left double click at the center of an object or at the specified location.

#### Parameters:

Name	Type	Description
x	number	X-coordinate of location relative to object's left border
y	number	Y-coordinate of location relative to object's top border

#### Returns:

'true' if operation is successful, 'false' otherwise

### DoMButtonDown()

Performs middle mouse button down. This method does not change cursor coordinates. Make sure that you use 'DoMouseMove' to position mouse cursor properly before calling this method. Note: This action must be followed by 'DoMButtonUp', otherwise it may lock mouse cursor.

### DoMButtonUp()

Performs middle mouse button up. This method does not change cursor coordinates. Make sure that you use 'DoMouseMove' to position mouse cursor properly before calling this method. Note: Use this action after 'DoMButtonDown', otherwise it will have no effect.

### DoMClick(x, y)

Performs a middle click at the center of an object or at the specified location.

#### Parameters:

Name	Type	Description
x	number	X-coordinate of location relative to object's left border
y	number	Y-coordinate of location relative to object's top border

#### Returns:

'true' if operation is successful, 'false' otherwise

### DoMDClick(x, y)

Performs a middle double click at the center of an object or at the specified location.

#### Parameters:

Name	Type	Description
x	number	X-coordinate of location relative to object's left border
y	number	Y-coordinate of location relative to object's top border

#### Returns:

'true' if operation is successful, 'false' otherwise

### DoMouseMove(x, y)

Moves mouse cursor to a location relative to this object position.

#### Parameters:

Name	Type	Description
x	number	X-coordinate of location relative to object's left border
y	number	Y-coordinate of location relative to object's top border

### DoRButtonDown()

Performs right mouse button down. This method does not change cursor coordinates. Make sure that you use 'DoMouseMove' to position mouse cursor properly before calling this method. Note: This action must be followed by 'DoRButtonUp', otherwise it may lock mouse cursor.

### DoRButtonUp()

Performs right mouse button up. This method does not change cursor coordinates. Make sure that you use 'DoMouseMove' to position mouse cursor properly before calling this method. Note: Use this action after 'DoRButtonDown', otherwise it will have no effect.

### DoRClick(x, y)

Performs a right click at the center of an object or at the specified location.

#### Parameters:

Name	Type	Description
x	number	X-coordinate of location relative to object's left border
y	number	Y-coordinate of location relative to object's top border

#### Returns:

'true' if operation is successful, 'false' otherwise

### DoRDClick(x, y)

Performs a right double click at the center of an object or at the specified location.

#### Parameters:

Name	Type	Description
x	number	X-coordinate of location relative to object's left border
y	number	Y-coordinate of location relative to object's top border

#### Returns:

'true' if operation is successful, 'false' otherwise

### DoSendKeys(keys)

Sends series of keystrokes to an object. For example: DoSendKeys("^F") - sends {CTRL} + {F}. See [MSDN Article for SendKeys](#)

#### Parameters:

Name	Type	Description
keys	string	A sequence of keystrokes.

## FlexMenuBar

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FlexMenuBar

### Behavior Pattern: FlexMenuBarBehavior

### Property Summary

Property	Description	Getter	Setter
<a href="#">Alpha</a>		GetAlpha	
<a href="#">AutomationClassName</a>		GetAutomationClassName	
<a href="#">AutomationIndex</a>		GetAutomationIndex	



<a href="#">AutomationName</a>		GetAutomationName	
<a href="#">BackgroundColor</a>		GetBackgroundColor	
<a href="#">ClassName</a>		GetClassName	
<a href="#">Color</a>		GetColor	
<a href="#">CurrentState</a>		GetCurrentState	
<a href="#">DisabledColor</a>		GetDisabledColor	
<a href="#">Enabled</a>		GetEnabled	
<a href="#">ErrorColor</a>		GetErrorColor	
<a href="#">ErrorString</a>		GetErrorString	
<a href="#">FillColors</a>		GetFillColors	
<a href="#">FlexX</a>		GetFlexX	
<a href="#">FlexY</a>		GetFlexY	
<a href="#">FocusEnabled</a>		GetFocusEnabled	
<a href="#">FontFamily</a>		GetFontFamily	
<a href="#">FontSize</a>		GetFontSize	
<a href="#">FontStyle</a>		GetFontStyle	
<a href="#">FontWeight</a>		GetFontWeight	
<a href="#">Height</a>		GetHeight	
<a href="#">Id</a>		GetId	
<a href="#">MouseEnabled</a>		GetMouseEnabled	
<a href="#">NumAutomationChildren</a>		GetNumAutomationChildren	
<a href="#">NumChildren</a>		GetNumChildren	
<a href="#">PercentHeight</a>		GetPercentHeight	
<a href="#">PercentWidth</a>		GetPercentWidth	
<a href="#">RollOverColor</a>		GetRollOverColor	
<a href="#">ScaleX</a>		GetScaleX	
<a href="#">ScaleY</a>		GetScaleY	
<a href="#">SelectedIndex</a>		GetSelectedIndex	
<a href="#">SelectionColor</a>		GetSelectionColor	
<a href="#">TabChildren</a>		GetTabChildren	
<a href="#">TabEnabled</a>		GetTabEnabled	
<a href="#">TabIndex</a>		GetTabIndex	
<a href="#">TextAlign</a>		GetTextAlign	
<a href="#">TextDecoration</a>		GetTextDecoration	
<a href="#">TextIndent</a>		GetTextIndent	
<a href="#">ThemeColor</a>		GetThemeColor	
<a href="#">ToolTip</a>		GetToolTip	
<a href="#">UseHandCursor</a>		GetUseHandCursor	
<a href="#">Visible</a>		GetVisible	
<a href="#">Width</a>		GetWidth	
<a href="#">X</a>		GetX	
<a href="#">Y</a>		GetY	

## Action Summary

Action	Description
<a href="#">DoChangeFocus</a>	
<a href="#">DoClick</a>	
<a href="#">DoHide</a>	
<a href="#">DoMouseMove</a>	
<a href="#">DoShow</a>	
<a href="#">DoType</a>	

## Property Detail

### Alpha

Accessors: GetAlpha

### AutomationClassName

Accessors: GetAutomationClassName

### **AutomationIndex**

Accessors: GetAutomationIndex

### **AutomationName**

Accessors: GetAutomationName

### **BackgroundColor**

Accessors: GetBackgroundColor

### **ClassName**

Accessors: GetClassName

### **Color**

Accessors: GetColor

### **CurrentState**

Accessors: GetCurrentState

### **DisabledColor**

Accessors: GetDisabledColor

### **Enabled**

Accessors: GetEnabled

### **ErrorColor**

Accessors: GetErrorColor

### **ErrorString**

Accessors: GetErrorString

### **FillColors**

Accessors: GetFillColors

### **FlexX**

Accessors: GetFlexX

### **FlexY**

Accessors: GetFlexY

### **FocusEnabled**

Accessors: GetFocusEnabled

### **FontFamily**

Accessors: GetFontFamily

### **FontSize**

Accessors: GetFontSize

### **FontStyle**

Accessors: GetFontStyle

### **FontWeight**

Accessors: GetFontWeight

### **Height**

Accessors: GetHeight

### **Id**

Accessors: GetId

### **MouseEnabled**

Accessors: GetMouseEnabled

### **NumAutomationChildren**

Accessors: GetNumAutomationChildren

### **NumChildren**

Accessors: GetNumChildren

### **PercentHeight**

Accessors: GetPercentHeight

### **PercentWidth**

Accessors: GetPercentWidth

### **RollOverColor**

Accessors: GetRollOverColor

### **ScaleX**

Accessors: GetScaleX

### **ScaleY**

Accessors: GetScaleY

### **SelectedIndex**

Accessors: GetSelectedIndex

### **SelectionColor**

Accessors: GetSelectionColor

### **TabChildren**

Accessors: GetTabChildren

### **TabEnabled**

Accessors: GetTabEnabled

### **TabIndex**

Accessors: GetTabIndex

### **TextAlign**

Accessors: GetTextAlign

### **TextDecoration**

Accessors: GetTextDecoration

### **TextIndent**

Accessors: GetTextIndent

## ThemeColor

Accessors: GetThemeColor

## ToolTip

Accessors: GetToolTip

## UseHandCursor

Accessors: GetUseHandCursor

## Visible

Accessors: GetVisible

## Width

Accessors: GetWidth

## X

Accessors: GetX

## Y

Accessors: GetY

## Action Detail

### DoChangeFocus(shiftKey, keyCode)

#### Parameters:

Name	Type	Description
shiftKey	Boolean	Optional, Default: false.
keyCode	String	Optional, Default: TAB.

### DoClick(keyModifier)

#### Parameters:

Name	Type	Description
keyModifier	Number	<p>FlexKeyModifierValues</p> <ol style="list-style-type: none"><li>1 flexControl</li><li>2 flexShift</li><li>4 flexAlt</li><li>3 flexControlShift</li><li>5 flexControlAlt</li><li>6 flexShiftAlt</li><li>7 flexControlShiftAlt</li></ol> <p>Optional, Default: 0.</p>

### DoHide()

### DoMouseMove(localX, localY, keyModifier)

#### Parameters:

Name	Type	Description
localX	Number	

		Optional, Default: 0.
localY	Number	Optional, Default: 0.
keyModifier	Number	FlexKeyModifierValues 1 flexControl 2 flexShift 4 flexAlt 3 flexControlShift 5 flexControlAlt 6 flexShiftAlt 7 flexControlShiftAlt  Optional, Default: 0.

### DoShow(itemRenderer)

#### Parameters:

Name	Type	Description
itemRenderer	String	

### DoType(keyCode, keyModifier)

#### Parameters:

Name	Type	Description
keyCode	String	
keyModifier	Number	FlexKeyModifierValues 1 flexControl 2 flexShift 4 flexAlt 3 flexControlShift 5 flexControlAlt 6 flexShiftAlt 7 flexControlShiftAlt  Optional, Default: 0.

## Behavior Pattern: Win32Generic

### Property Summary

Property	Description	Getter	Setter
<a href="#">Bitmap</a>	UI Image of the object.	GetBitmap	
<a href="#">BWBitmap</a>	UI Image of the object in 1-bit format (black&white).	GetBWBitmap	
<a href="#">Class</a>	Class of the object.	GetClass	
<a href="#">Height</a>	Height of the object.	GetHeight	
<a href="#">Name</a>	Name of the object.	GetName	
<a href="#">ObjectType</a>	SeSMatcherRule type for this object.	GetObjectType	
<a href="#">State</a>	State of the object.	GetState	
<a href="#">Value</a>	Value of the object.	GetValue	SetValue
<a href="#">Width</a>	Width of the object.	GetWidth	
<a href="#">WindowText</a>	Window text of the object.	GetWindowText	SetWindowText
<a href="#">X</a>	X-coordinate of the top left corner of the object.	GetX	
<a href="#">Y</a>	Y-coordinate of the top left corner of the object.	GetY	

### Action Summary

Action	Description
<a href="#">DoAction</a>	Performs default action for an object.

<a href="#">DoAnalogPlay</a>	Plays analog recording using coordinates relative to this object.
<a href="#">DoClick</a>	Performs left click at the center of an object.
<a href="#">DoEnsureVisible</a>	Makes sure specified element is visible on the screen.
<a href="#">DoLButtonDown</a>	Performs left mouse button down.
<a href="#">DoLButtonUp</a>	Performs left mouse button up.
<a href="#">DoLClick</a>	Performs a left click at the center of an object or at the specified location.
<a href="#">DoLDClick</a>	Performs a left double click at the center of an object or at the specified location.
<a href="#">DoMButtonDown</a>	Performs middle mouse button down.
<a href="#">DoMButtonUp</a>	Performs middle mouse button up.
<a href="#">DoMClick</a>	Performs a middle click at the center of an object or at the specified location.
<a href="#">DoMDClick</a>	Performs a middle double click at the center of an object or at the specified location.
<a href="#">DoMouseMove</a>	Moves mouse cursor to a location relative to this object position.
<a href="#">DoRButtonDown</a>	Performs right mouse button down.
<a href="#">DoRButtonUp</a>	Performs right mouse button up.
<a href="#">DoRClick</a>	Performs a right click at the center of an object or at the specified location.
<a href="#">DoRDClick</a>	Performs a right double click at the center of an object or at the specified location.
<a href="#">DoSendKeys</a>	Sends series of keystrokes to an object.

## Property Detail

### Bitmap

UI Image of the object.

Accessors: GetBitmap

### BWBitmap

UI Image of the object in 1-bit format (black&white).

Accessors: GetBWBitmap

### Class

Class of the object.

Accessors: GetClass

### Height

Height of the object.

Accessors: GetHeight

### Name

Name of the object.

Accessors: GetName

### ObjectType

SeSMatcherRule type for this object.

Accessors: GetObjectType

### State

State of the object.

Accessors: GetState

### Value

Value of the object.

Accessors: GetValue, SetValue

### Width

Width of the object.

Accessors: GetWidth

### WindowText

Window text of the object.

Accessors: GetWindowText, SetWindowText

### X

X-coordinate of the top left corner of the object.

Accessors: GetX

### Y

Y-coordinate of the top left corner of the object.

Accessors: GetY

## Action Detail

### DoAction()

Performs default action for an object. If the object doesn't have default action then 'LClick' is performed.

### DoAnalogPlay(path, left, top)

Plays analog recording using coordinates relative to this object.

#### Parameters:

Name	Type	Description
path	string	Path to analog recording (usually an .arf file).
left	number	X-coordinate of top-left corner of the analog area, relative to object top-left corner Optional.
top	number	Y-coordinate of the top-left corner of the analog area, relative to object top-left corner. Optional.

### DoClick(clickType, xOffset, yOffset)

Performs left click at the center of an object. It is a customizable variant of LClick action.

#### Parameters:

Name	Type	Description
clickType	string	Type of click, can be one of "L" - left click, "LD" - double left click, "R" - right click, "RD" - double right click, "M" - middle click, "MD" - double middle click, "N" - don't click Optional, Default: L.
xOffset	number	X offset to click within object. Default is a center. Optional.
yOffset	number	X offset to click within object. Default is a center. Optional.

#### Returns:

'true' if operation is successful, 'false' otherwise

### DoEnsureVisible()

Makes sure specified element is visible on the screen.

### DoLButtonDown()

Performs left mouse button down. This method does not change cursor coordinates. Make sure that you use 'DoMouseMove' to position mouse cursor properly before calling this method. Note: This action must be followed by 'DoLButtonUp', otherwise it may lock mouse cursor.

### DoLButtonUp()

Performs left mouse button up. This method does not change cursor coordinates. Make sure that you use 'DoMouseMove' to position mouse cursor properly before calling this method. Note: Use this action after 'DoLButtonDown', otherwise it will have no effect.

### DoLClick(x, y)

Performs a left click at the center of an object or at the specified location.

#### Parameters:

Name	Type	Description
x	number	X-coordinate of location relative to object's left border
y	number	Y-coordinate of location relative to object's top border

#### Returns:

'true' if operation is successful, 'false' otherwise

### DoLDClick(x, y)

Performs a left double click at the center of an object or at the specified location.

#### Parameters:

Name	Type	Description
x	number	X-coordinate of location relative to object's left border
y	number	Y-coordinate of location relative to object's top border

#### Returns:

'true' if operation is successful, 'false' otherwise

### DoMButtonDown()

Performs middle mouse button down. This method does not change cursor coordinates. Make sure that you use 'DoMouseMove' to position mouse cursor properly before calling this method. Note: This action must be followed by 'DoMButtonUp', otherwise it may lock mouse cursor.

### DoMButtonUp()

Performs middle mouse button up. This method does not change cursor coordinates. Make sure that you use 'DoMouseMove' to position mouse cursor properly before calling this method. Note: Use this action after 'DoMButtonDown', otherwise it will have no effect.

### DoMClick(x, y)

Performs a middle click at the center of an object or at the specified location.

#### Parameters:

Name	Type	Description
x	number	X-coordinate of location relative to object's left border
y	number	Y-coordinate of location relative to object's top border

#### Returns:

'true' if operation is successful, 'false' otherwise

### DoMDClick(x, y)

Performs a middle double click at the center of an object or at the specified location.

#### Parameters:

Name	Type	Description
x	number	X-coordinate of location relative to object's left border
y	number	Y-coordinate of location relative to object's top border

#### Returns:

'true' if operation is successful, 'false' otherwise

### DoMouseMove(x, y)

Moves mouse cursor to a location relative to this object position.

#### Parameters:

Name	Type	Description
x	number	X-coordinate of location relative to object's left border
y	number	Y-coordinate of location relative to object's top border

### DoRButtonDown()

Performs right mouse button down. This method does not change cursor coordinates. Make sure that you use 'DoMouseMove' to position mouse cursor properly before calling this method. Note: This action must be followed by 'DoRButtonUp', otherwise it may lock mouse cursor.

### DoRButtonUp()

Performs right mouse button up. This method does not change cursor coordinates. Make sure that you use 'DoMouseMove' to position mouse cursor properly before calling this method. Note: Use this action after 'DoRButtonDown', otherwise it will have no effect.

### DoRClick(x, y)

Performs a right click at the center of an object or at the specified location.

#### Parameters:

Name	Type	Description
x	number	X-coordinate of location relative to object's left border
y	number	Y-coordinate of location relative to object's top border

#### Returns:

'true' if operation is successful, 'false' otherwise

### DoRDClick(x, y)

Performs a right double click at the center of an object or at the specified location.

#### Parameters:



Name	Type	Description
x	number	X-coordinate of location relative to object's left border
y	number	Y-coordinate of location relative to object's top border

**Returns:**

'true' if operation is successful, 'false' otherwise

**DoSendKeys(keys)**

Sends series of keystrokes to an object. For example: DoSendKeys("^F") - sends {CTRL} + {F}. See [MSDN Article for SendKeys](#)

**Parameters:**

Name	Type	Description
keys	string	A sequence of keystrokes.

## FlexNavigationBar

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FlexNavigationBar

### Behavior Pattern: FlexNavigationBarBehavior

### Property Summary

Property	Description	Getter	Setter
<a href="#">Alpha</a>		GetAlpha	
<a href="#">AutomationClassName</a>		GetAutomationClassName	
<a href="#">AutomationIndex</a>		GetAutomationIndex	
<a href="#">AutomationName</a>		GetAutomationName	
<a href="#">BackgroundAlpha</a>		GetBackgroundAlpha	
<a href="#">BackgroundColor</a>		GetBackgroundColor	
<a href="#">BackgroundDisabledColor</a>		GetBackgroundDisabledColor	
<a href="#">BackgroundImage</a>		GetBackgroundImage	
<a href="#">BackgroundSize</a>		GetBackgroundSize	
<a href="#">ClassName</a>		GetClassName	
<a href="#">CreationIndex</a>		GetCreationIndex	
<a href="#">CreationPolicy</a>		GetCreationPolicy	
<a href="#">CurrentState</a>		GetCurrentState	
<a href="#">Direction</a>		GetDirection	
<a href="#">Enabled</a>		GetEnabled	
<a href="#">ErrorColor</a>		GetErrorColor	
<a href="#">ErrorString</a>		GetErrorString	
<a href="#">FillAlphas</a>		GetFillAlphas	
<a href="#">FillColors</a>		GetFillColors	
<a href="#">FlexX</a>		GetFlexX	
<a href="#">FlexY</a>		GetFlexY	
<a href="#">FocusEnabled</a>		GetFocusEnabled	
<a href="#">FontFamily</a>		GetFontFamily	
<a href="#">FontSize</a>		GetFontSize	
<a href="#">FontStyle</a>		GetFontStyle	
<a href="#">FontWeight</a>		GetFontWeight	
<a href="#">Height</a>		GetHeight	
<a href="#">HorizontalAlign</a>		GetHorizontalAlign	
<a href="#">Id</a>		GetId	
<a href="#">Label</a>		GetLabel	
<a href="#">MouseEnabled</a>		GetMouseEnabled	
<a href="#">NumAutomationChildren</a>		GetNumAutomationChildren	
<a href="#">NumChildren</a>		GetNumChildren	
<a href="#">PercentHeight</a>		GetPercentHeight	

<a href="#">PercentWidth</a>		GetPercentWidth	
<a href="#">ScaleX</a>		GetScaleX	
<a href="#">ScaleY</a>		GetScaleY	
<a href="#">SelectedIndex</a>		GetSelectedIndex	
<a href="#">TabChildren</a>		GetTabChildren	
<a href="#">TabEnabled</a>		GetTabEnabled	
<a href="#">TabIndex</a>		GetTabIndex	
<a href="#">ThemeColor</a>		GetThemeColor	
<a href="#">ToolTip</a>		GetToolTip	
<a href="#">UseHandCursor</a>		GetUseHandCursor	
<a href="#">VerticalAlign</a>		GetVerticalAlign	
<a href="#">Visible</a>		GetVisible	
<a href="#">Width</a>		GetWidth	
<a href="#">X</a>		GetX	
<a href="#">Y</a>		GetY	

## Action Summary

Action	Description
<a href="#">DoChange</a>	
<a href="#">DoChangeFocus</a>	
<a href="#">DoClick</a>	
<a href="#">DoDragCancel</a>	
<a href="#">DoDragDrop</a>	
<a href="#">DoDragStart</a>	
<a href="#">DoMouseMove</a>	
<a href="#">DoMouseScroll</a>	
<a href="#">DoScroll</a>	
<a href="#">DoType</a>	

## Property Detail

### Alpha

Accessors: GetAlpha

### AutomationClassName

Accessors: GetAutomationClassName

### AutomationIndex

Accessors: GetAutomationIndex

### AutomationName

Accessors: GetAutomationName

### BackgroundAlpha

Accessors: GetBackgroundAlpha

### BackgroundColor

Accessors: GetBackgroundColor

### BackgroundDisabledColor

Accessors: GetBackgroundDisabledColor

### BackgroundImage

Accessors: GetBackgroundImage

### BackgroundSize

Accessors: GetBackgroundSize

### **ClassName**

Accessors: GetClassName

### **CreationIndex**

Accessors: GetCreationIndex

### **CreationPolicy**

Accessors: GetCreationPolicy

### **CurrentState**

Accessors: GetCurrentState

### **Direction**

Accessors: GetDirection

### **Enabled**

Accessors: GetEnabled

### **ErrorColor**

Accessors: GetErrorColor

### **ErrorString**

Accessors: GetErrorString

### **FillAlphas**

Accessors: GetFillAlphas

### **FillColors**

Accessors: GetFillColors

### **FlexX**

Accessors: GetFlexX

### **FlexY**

Accessors: GetFlexY

### **FocusEnabled**

Accessors: GetFocusEnabled

### **FontFamily**

Accessors: GetFontFamily

### **FontSize**

Accessors: GetFontSize

### **FontStyle**

Accessors: GetFontStyle

### **FontWeight**

Accessors: GetFontWeight

### **Height**

Accessors: GetHeight

**HorizontalAlign**

Accessors: GetHorizontalAlign

**Id**

Accessors: GetId

**Label**

Accessors: GetLabel

**MouseEnabled**

Accessors: GetMouseEnabled

**NumAutomationChildren**

Accessors: GetNumAutomationChildren

**NumChildren**

Accessors: GetNumChildren

**PercentHeight**

Accessors: GetPercentHeight

**PercentWidth**

Accessors: GetPercentWidth

**ScaleX**

Accessors: GetScaleX

**ScaleY**

Accessors: GetScaleY

**SelectedIndex**

Accessors: GetSelectedIndex

**TabChildren**

Accessors: GetTabChildren

**TabEnabled**

Accessors: GetTabEnabled

**TabIndex**

Accessors: GetTabIndex

**ThemeColor**

Accessors: GetThemeColor

**ToolTip**

Accessors: GetToolTip

**UseHandCursor**

Accessors: GetUseHandCursor

**VerticalAlign**

Accessors: GetVerticalAlign

## Visible

Accessors: GetVisible

## Width

Accessors: GetWidth

## X

Accessors: GetX

## Y

Accessors: GetY

## Action Detail

### DoChange(relatedObject)

#### Parameters:

Name	Type	Description
relatedObject	String	

### DoChangeFocus(shiftKey, keyCode)

#### Parameters:

Name	Type	Description
shiftKey	Boolean	Optional, Default: false.
keyCode	String	Optional, Default: TAB.

### DoClick(keyModifier)

#### Parameters:

Name	Type	Description
keyModifier	Number	<p>FlexKeyModifierValues</p> <ol style="list-style-type: none"><li>1 flexControl</li><li>2 flexShift</li><li>4 flexAlt</li><li>3 flexControlShift</li><li>5 flexControlAlt</li><li>6 flexShiftAlt</li><li>7 flexControlShiftAlt</li></ol> <p>Optional, Default: 0.</p>

### DoDragCancel(keyModifier)

#### Parameters:

Name	Type	Description
keyModifier	Number	<p>FlexKeyModifierValues</p> <ol style="list-style-type: none"><li>1 flexControl</li><li>2 flexShift</li><li>4 flexAlt</li><li>3 flexControlShift</li><li>5 flexControlAlt</li><li>6 flexShiftAlt</li></ol>

		7 flexControlShiftAlt
		Optional, Default: 0.

### DoDragDrop(action, draggedItem, keyModifier)

#### Parameters:

Name	Type	Description
action	String	
draggedItem	String	Optional.
keyModifier	Number	FlexKeyModifierValues 1 flexControl 2 flexShift 4 flexAlt 3 flexControlShift 5 flexControlAlt 6 flexShiftAlt 7 flexControlShiftAlt  Optional, Default: 0.

### DoDragStart(draggedItem, keyModifier)

#### Parameters:

Name	Type	Description
draggedItem	String	
keyModifier	Number	FlexKeyModifierValues 1 flexControl 2 flexShift 4 flexAlt 3 flexControlShift 5 flexControlAlt 6 flexShiftAlt 7 flexControlShiftAlt  Optional, Default: 0.

### DoMouseMove(localX, localY, keyModifier)

#### Parameters:

Name	Type	Description
localX	Number	Optional, Default: 0.
localY	Number	Optional, Default: 0.
keyModifier	Number	FlexKeyModifierValues 1 flexControl 2 flexShift 4 flexAlt 3 flexControlShift 5 flexControlAlt 6 flexShiftAlt 7 flexControlShiftAlt  Optional, Default: 0.

## DoMouseScroll(delta)

### Parameters:

Name	Type	Description
delta	Number	Optional, Default: 0.

## DoScroll(position, direction, detail)

### Parameters:

Name	Type	Description
position	Number	
direction	Number	FlexScrollDirectionValues 1 flexScrollHorizontal 2 flexScrollVertical
detail	Number	FlexScrollDetailValues 1 flexAtBottom 2 flexAtLeft 3 flexAtRight 4 flexAtTop 5 flexLineDown 6 flexLineLeft 7 flexLineRight 8 flexLineUp 9 flexPageDown 10 flexPageLeft 11 flexPageRight 12 flexPageUp 13 flexThumbPosition 14 flexThumbTrack  Optional, Default: null.

## DoType(keyCode, keyModifier)

### Parameters:

Name	Type	Description
keyCode	String	
keyModifier	Number	FlexKeyModifierValues 1 flexControl 2 flexShift 4 flexAlt 3 flexControlShift 5 flexControlAlt 6 flexShiftAlt 7 flexControlShiftAlt  Optional, Default: 0.

## Behavior Pattern: Win32Generic

### Property Summary

Property	Description	Getter	Setter
<a href="#">Bitmap</a>	UI Image of the object.	GetBitmap	
<a href="#">BWBitmap</a>	UI Image of the object in 1-bit format (black&white).	GetBWBitmap	

<a href="#">Class</a>	Class of the object.	GetClass	
<a href="#">Height</a>	Height of the object.	GetHeight	
<a href="#">Name</a>	Name of the object.	GetName	
<a href="#">ObjectType</a>	SeSMatcherRule type for this object.	GetObjectType	
<a href="#">State</a>	State of the object.	GetState	
<a href="#">Value</a>	Value of the object.	GetValue	SetValue
<a href="#">Width</a>	Width of the object.	GetWidth	
<a href="#">WindowText</a>	Window text of the object.	GetWindowText	SetWindowText
<a href="#">X</a>	X-coordinate of the top left corner of the object.	GetX	
<a href="#">Y</a>	Y-coordinate of the top left corner of the object.	GetY	

## Action Summary

Action	Description
<a href="#">DoAction</a>	Performs default action for an object.
<a href="#">DoAnalogPlay</a>	Plays analog recording using coordinates relative to this object.
<a href="#">DoClick</a>	Performs left click at the center of an object.
<a href="#">DoEnsureVisible</a>	Makes sure specified element is visible on the screen.
<a href="#">DoLButtonDown</a>	Performs left mouse button down.
<a href="#">DoLButtonUp</a>	Performs left mouse button up.
<a href="#">DoLClick</a>	Performs a left click at the center of an object or at the specified location.
<a href="#">DoLDClick</a>	Performs a left double click at the center of an object or at the specified location.
<a href="#">DoMButtonDown</a>	Performs middle mouse button down.
<a href="#">DoMButtonUp</a>	Performs middle mouse button up.
<a href="#">DoMClick</a>	Performs a middle click at the center of an object or at the specified location.
<a href="#">DoMDClick</a>	Performs a middle double click at the center of an object or at the specified location.
<a href="#">DoMouseMove</a>	Moves mouse cursor to a location relative to this object position.
<a href="#">DoRButtonDown</a>	Performs right mouse button down.
<a href="#">DoRButtonUp</a>	Performs right mouse button up.
<a href="#">DoRClick</a>	Performs a right click at the center of an object or at the specified location.
<a href="#">DoRDClick</a>	Performs a right double click at the center of an object or at the specified location.
<a href="#">DoSendKeys</a>	Sends series of keystrokes to an object.

## Property Detail

### Bitmap

UI Image of the object.  
Accessors: GetBitmap

### BWBitmap

UI Image of the object in 1-bit format (black&white).  
Accessors: GetBWBitmap

### Class

Class of the object.  
Accessors: GetClass

### Height

Height of the object.  
Accessors: GetHeight

### Name

Name of the object.  
Accessors: GetName

### ObjectType

SeSMatcherRule type for this object.  
Accessors: GetObjectType

### State

State of the object.  
Accessors: GetState

### Value

Value of the object.



Accessors: GetValue, SetValue

### Width

Width of the object.  
Accessors: GetWidth

### WindowText

Window text of the object.  
Accessors: GetWindowText, SetWindowText

### X

X-coordinate of the top left corner of the object.  
Accessors: GetX

### Y

Y-coordinate of the top left corner of the object.  
Accessors: GetY

## Action Detail

### DoAction()

Performs default action for an object. If the object doesn't have default action then 'LClick' is performed.

### DoAnalogPlay(path, left, top)

Plays analog recording using coordinates relative to this object.

#### Parameters:

Name	Type	Description
path	string	Path to analog recording (usually an .arf file).
left	number	X-coordinate of top-left corner of the analog area, relative to object top-left corner Optional.
top	number	Y-coordinate of the top-left corner of the analog area, relative to object top-left corner. Optional.

### DoClick(clickType, xOffset, yOffset)

Performs left click at the center of an object. It is a customizable variant of LClick action.

#### Parameters:

Name	Type	Description
clickType	string	Type of click, can be one of "L" - left click, "LD" - double left click, "R" - right click, "RD" - double right click, "M" - middle click, "MD" - double middle click, "N" - don't click Optional, Default: L.
xOffset	number	X offset to click within object. Default is a center. Optional.
yOffset	number	X offset to click within object. Default is a center. Optional.

#### Returns:

'true' if operation is successful, 'false' otherwise

### DoEnsureVisible()

Makes sure specified element is visible on the screen.

### DoLButtonDown()

Performs left mouse button down. This method does not change cursor coordinates. Make sure that you use 'DoMouseMove' to position mouse cursor properly before calling this method. Note: This action must be followed by 'DoLButtonUp', otherwise it may lock mouse cursor.

### DoLButtonUp()

Performs left mouse button up. This method does not change cursor coordinates. Make sure that you use 'DoMouseMove' to position mouse cursor properly before calling this method. Note: Use this action after 'DoLButtonDown', otherwise it will have no effect.

### DoLClick(x, y)

Performs a left click at the center of an object or at the specified location.

#### Parameters:

Name	Type	Description
x	number	X-coordinate of location relative to object's left border

y	number	Y-coordinate of location relative to object's top border
---	--------	--

**Returns:**

'true' if operation is successful, 'false' otherwise

**DoLDClick(x, y)**

Performs a left double click at the center of an object or at the specified location.

**Parameters:**

Name	Type	Description
x	number	X-coordinate of location relative to object's left border
y	number	Y-coordinate of location relative to object's top border

**Returns:**

'true' if operation is successful, 'false' otherwise

**DoMButtonDown()**

Performs middle mouse button down. This method does not change cursor coordinates. Make sure that you use 'DoMouseMove' to position mouse cursor properly before calling this method. Note: This action must be followed by 'DoMButtonUp', otherwise it may lock mouse cursor.

**DoMButtonUp()**

Performs middle mouse button up. This method does not change cursor coordinates. Make sure that you use 'DoMouseMove' to position mouse cursor properly before calling this method. Note: Use this action after 'DoMButtonDown', otherwise it will have no effect.

**DoMClick(x, y)**

Performs a middle click at the center of an object or at the specified location.

**Parameters:**

Name	Type	Description
x	number	X-coordinate of location relative to object's left border
y	number	Y-coordinate of location relative to object's top border

**Returns:**

'true' if operation is successful, 'false' otherwise

**DoMDClick(x, y)**

Performs a middle double click at the center of an object or at the specified location.

**Parameters:**

Name	Type	Description
x	number	X-coordinate of location relative to object's left border
y	number	Y-coordinate of location relative to object's top border

**Returns:**

'true' if operation is successful, 'false' otherwise

**DoMouseMove(x, y)**

Moves mouse cursor to a location relative to this object position.

**Parameters:**

Name	Type	Description
x	number	X-coordinate of location relative to object's left border
y	number	Y-coordinate of location relative to object's top border

**DoRButtonDown()**

Performs right mouse button down. This method does not change cursor coordinates. Make sure that you use 'DoMouseMove' to position mouse cursor properly before calling this method. Note: This action must be followed by 'DoRButtonUp', otherwise it may lock mouse cursor.

**DoRButtonUp()**

Performs right mouse button up. This method does not change cursor coordinates. Make sure that you use 'DoMouseMove' to position mouse cursor properly before calling this method. Note: Use this action after 'DoRButtonDown', otherwise it will have no effect.

## DoRClick(x, y)

Performs a right click at the center of an object or at the specified location.

### Parameters:

Name	Type	Description
x	number	X-coordinate of location relative to object's left border
y	number	Y-coordinate of location relative to object's top border

### Returns:

'true' if operation is successful, 'false' otherwise

## DoRDClick(x, y)

Performs a right double click at the center of an object or at the specified location.

### Parameters:

Name	Type	Description
x	number	X-coordinate of location relative to object's left border
y	number	Y-coordinate of location relative to object's top border

### Returns:

'true' if operation is successful, 'false' otherwise

## DoSendKeys(keys)

Sends series of keystrokes to an object. For example: DoSendKeys("{F}") - sends {CTRL} + {F}. See [MSDN Article for SendKeys](#)

### Parameters:

Name	Type	Description
keys	string	A sequence of keystrokes.

## FlexNumericStepper

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FlexNumericStepper

### Behavior Pattern: FlexNumericStepperBehavior

### Property Summary

Property	Description	Getter	Setter
<a href="#">Alpha</a>		GetAlpha	
<a href="#">AutomationClassName</a>		GetAutomationClassName	
<a href="#">AutomationIndex</a>		GetAutomationIndex	
<a href="#">AutomationName</a>		GetAutomationName	
<a href="#">ClassName</a>		GetClassName	
<a href="#">Color</a>		GetColor	
<a href="#">CurrentState</a>		GetCurrentState	
<a href="#">DisabledColor</a>		GetDisabledColor	
<a href="#">Enabled</a>		GetEnabled	
<a href="#">ErrorColor</a>		GetErrorColor	
<a href="#">ErrorString</a>		GetErrorString	
<a href="#">FillColors</a>		GetFillColors	
<a href="#">FlexX</a>		GetFlexX	
<a href="#">FlexY</a>		GetFlexY	
<a href="#">FocusEnabled</a>		GetFocusEnabled	
<a href="#">FontFamily</a>		GetFontFamily	
<a href="#">FontSize</a>		GetFontSize	
<a href="#">FontStyle</a>		GetFontStyle	
<a href="#">FontWeight</a>		GetFontWeight	
<a href="#">Height</a>		GetHeight	

<u>Id</u>		GetId	
<u>Maximum</u>		GetMaximum	
<u>Minimum</u>		GetMinimum	
<u>MouseEnabled</u>		GetMouseEnabled	
<u>NextValue</u>		GetNextValue	
<u>NumAutomationChildren</u>		GetNumAutomationChildren	
<u>PercentHeight</u>		GetPercentHeight	
<u>PercentWidth</u>		GetPercentWidth	
<u>PreviousValue</u>		GetPreviousValue	
<u>ScaleX</u>		GetScaleX	
<u>ScaleY</u>		GetScaleY	
<u>StepSize</u>		GetStepSize	
<u>TabChildren</u>		GetTabChildren	
<u>TabEnabled</u>		GetTabEnabled	
<u>TabIndex</u>		GetTabIndex	
<u>TextAlign</u>		GetTextAlign	
<u>TextDecoration</u>		GetTextDecoration	
<u>TextIndent</u>		GetTextIndent	
<u>ThemeColor</u>		GetThemeColor	
<u>ToolTip</u>		GetToolTip	
<u>UseHandCursor</u>		GetUseHandCursor	
<u>Value</u>		GetValue	
<u>Visible</u>		GetVisible	
<u>Width</u>		GetWidth	
<u>X</u>		GetX	
<u>Y</u>		GetY	

## Action Summary

Action	Description
<u>DoChange</u>	
<u>DoChangeFocus</u>	
<u>DoClick</u>	
<u>DoInput</u>	
<u>DoMouseMove</u>	
<u>DoSelectText</u>	
<u>DoType</u>	

## Property Detail

### Alpha

Accessors: GetAlpha

### AutomationClassName

Accessors: GetAutomationClassName

### AutomationIndex

Accessors: GetAutomationIndex

### AutomationName

Accessors: GetAutomationName

### ClassName

Accessors: GetClassName

### Color

Accessors: GetColor

**CurrentState**

Accessors: GetCurrentState

**DisabledColor**

Accessors: GetDisabledColor

**Enabled**

Accessors: GetEnabled

**ErrorColor**

Accessors: GetErrorColor

**ErrorString**

Accessors: GetErrorString

**FillColors**

Accessors: GetFillColors

**FlexX**

Accessors: GetFlexX

**FlexY**

Accessors: GetFlexY

**FocusEnabled**

Accessors: GetFocusEnabled

**FontFamily**

Accessors: GetFontFamily

**FontSize**

Accessors: GetFontSize

**FontStyle**

Accessors: GetFontStyle

**FontWeight**

Accessors: GetFontWeight

**Height**

Accessors: GetHeight

**Id**

Accessors: GetId

**Maximum**

Accessors: GetMaximum

**Minimum**

Accessors: GetMinimum

**MouseEnabled**

Accessors: GetMouseEnabled

**NextValue**

Accessors: GetNextValue

**NumAutomationChildren**

Accessors: GetNumAutomationChildren

**PercentHeight**

Accessors: GetPercentHeight

**PercentWidth**

Accessors: GetPercentWidth

**PreviousValue**

Accessors: GetPreviousValue

**ScaleX**

Accessors: GetScaleX

**ScaleY**

Accessors: GetScaleY

**StepSize**

Accessors: GetStepSize

**TabChildren**

Accessors: GetTabChildren

**TabEnabled**

Accessors: GetTabEnabled

**TabIndex**

Accessors: GetTabIndex

**TextAlign**

Accessors: GetTextAlign

**TextDecoration**

Accessors: GetTextDecoration

**TextIndent**

Accessors: GetTextIndent

**ThemeColor**

Accessors: GetThemeColor

**ToolTip**

Accessors: GetToolTip

**UseHandCursor**

Accessors: GetUseHandCursor

**Value**

Accessors: GetValue

## Visible

Accessors: GetVisible

## Width

Accessors: GetWidth

## X

Accessors: GetX

## Y

Accessors: GetY

## Action Detail

### DoChange(value)

#### Parameters:

Name	Type	Description
value	Number	

### DoChangeFocus(shiftKey, keyCode)

#### Parameters:

Name	Type	Description
shiftKey	Boolean	Optional, Default: false.
keyCode	String	Optional, Default: TAB.

### DoClick(keyModifier)

#### Parameters:

Name	Type	Description
keyModifier	Number	<p>FlexKeyModifierValues</p> <ol style="list-style-type: none"><li>1 flexControl</li><li>2 flexShift</li><li>4 flexAlt</li><li>3 flexControlShift</li><li>5 flexControlAlt</li><li>6 flexShiftAlt</li><li>7 flexControlShiftAlt</li></ol> <p>Optional, Default: 0.</p>

### DoInput(text)

#### Parameters:

Name	Type	Description
text	String	

### DoMouseMove(localX, localY, keyModifier)

#### Parameters:

Name	Type	Description
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localX	Number	Optional, Default: 0.
localY	Number	Optional, Default: 0.
keyModifier	Number	FlexKeyModifierValues 1 flexControl 2 flexShift 4 flexAlt 3 flexControlShift 5 flexControlAlt 6 flexShiftAlt 7 flexControlShiftAlt  Optional, Default: 0.

### DoSelectText(beginIndex, endIndex)

#### Parameters:

Name	Type	Description
beginIndex	Number	
endIndex	Number	

### DoType(keyCode, keyModifier)

#### Parameters:

Name	Type	Description
keyCode	String	
keyModifier	Number	FlexKeyModifierValues 1 flexControl 2 flexShift 4 flexAlt 3 flexControlShift 5 flexControlAlt 6 flexShiftAlt 7 flexControlShiftAlt  Optional, Default: 0.

## Behavior Pattern: Win32Generic

### Property Summary

Property	Description	Getter	Setter
<a href="#">Bitmap</a>	UI Image of the object.	GetBitmap	
<a href="#">BWBitmap</a>	UI Image of the object in 1-bit format (black&white).	GetBWBitmap	
<a href="#">Class</a>	Class of the object.	GetClass	
<a href="#">Height</a>	Height of the object.	GetHeight	
<a href="#">Name</a>	Name of the object.	GetName	
<a href="#">ObjectType</a>	SeSMatcherRule type for this object.	GetObjectType	
<a href="#">State</a>	State of the object.	GetState	
<a href="#">Value</a>	Value of the object.	GetValue	SetValue
<a href="#">Width</a>	Width of the object.	GetWidth	
<a href="#">WindowText</a>	Window text of the object.	GetWindowText	SetWindowText
<a href="#">X</a>	X-coordinate of the top left corner of the object.	GetX	
<a href="#">Y</a>	Y-coordinate of the top left corner of the object.	GetY	

### Action Summary



Action	Description
<a href="#">DoAction</a>	Performs default action for an object.
<a href="#">DoAnalogPlay</a>	Plays analog recording using coordinates relative to this object.
<a href="#">DoClick</a>	Performs left click at the center of an object.
<a href="#">DoEnsureVisible</a>	Makes sure specified element is visible on the screen.
<a href="#">DoLButtonDown</a>	Performs left mouse button down.
<a href="#">DoLButtonUp</a>	Performs left mouse button up.
<a href="#">DoLClick</a>	Performs a left click at the center of an object or at the specified location.
<a href="#">DoLDClick</a>	Performs a left double click at the center of an object or at the specified location.
<a href="#">DoMButtonDown</a>	Performs middle mouse button down.
<a href="#">DoMButtonUp</a>	Performs middle mouse button up.
<a href="#">DoMClick</a>	Performs a middle click at the center of an object or at the specified location.
<a href="#">DoMDClick</a>	Performs a middle double click at the center of an object or at the specified location.
<a href="#">DoMouseMove</a>	Moves mouse cursor to a location relative to this object position.
<a href="#">DoRButtonDown</a>	Performs right mouse button down.
<a href="#">DoRButtonUp</a>	Performs right mouse button up.
<a href="#">DoRClick</a>	Performs a right click at the center of an object or at the specified location.
<a href="#">DoRDClick</a>	Performs a right double click at the center of an object or at the specified location.
<a href="#">DoSendKeys</a>	Sends series of keystrokes to an object.

## Property Detail

### Bitmap

UI Image of the object.

Accessors: GetBitmap

### BWBitmap

UI Image of the object in 1-bit format (black&white).

Accessors: GetBWBitmap

### Class

Class of the object.

Accessors: GetClass

### Height

Height of the object.

Accessors: GetHeight

### Name

Name of the object.

Accessors: GetName

### ObjectType

SeSMatcherRule type for this object.

Accessors: GetObjectType

### State

State of the object.

Accessors: GetState

### Value

Value of the object.

Accessors: GetValue, SetValue

### Width

Width of the object.

Accessors: GetWidth

### WindowText

Window text of the object.

Accessors: GetWindowText, SetWindowText

### X

X-coordinate of the top left corner of the object.

Accessors: GetX

### Y

Y-coordinate of the top left corner of the object.

Accessors: GetY

## Action Detail

### DoAction()

Performs default action for an object. If the object doesn't have default action then 'LClick' is performed.

### DoAnalogPlay(path, left, top)

Plays analog recording using coordinates relative to this object.

#### Parameters:

Name	Type	Description
path	string	Path to analog recording (usually an .arf file).
left	number	X-coordinate of top-left corner of the analog area, relative to object top-left corner Optional.
top	number	Y-coordinate of the top-left corner of the analog area, relative to object top-left corner. Optional.

### DoClick(clickType, xOffset, yOffset)

Performs left click at the center of an object. It is a customizable variant of LClick action.

#### Parameters:

Name	Type	Description
clickType	string	Type of click, can be one of "L" - left click, "LD" - double left click, "R" - right click, "RD" - double right click, "M" - middle click, "MD" - double middle click, "N" - don't click Optional, Default: L.
xOffset	number	X offset to click within object. Default is a center. Optional.
yOffset	number	Y offset to click within object. Default is a center. Optional.

#### Returns:

'true' if operation is successful, 'false' otherwise

### DoEnsureVisible()

Makes sure specified element is visible on the screen.

### DoLButtonDown()

Performs left mouse button down. This method does not change cursor coordinates. Make sure that you use 'DoMouseMove' to position mouse cursor properly before calling this method. Note: This action must be followed by 'DoLButtonUp', otherwise it may lock mouse cursor.

### DoLButtonUp()

Performs left mouse button up. This method does not change cursor coordinates. Make sure that you use 'DoMouseMove' to position mouse cursor properly before calling this method. Note: Use this action after 'DoLButtonDown', otherwise it will have no effect.

### DoLClick(x, y)

Performs a left click at the center of an object or at the specified location.

#### Parameters:

Name	Type	Description
x	number	X-coordinate of location relative to object's left border
y	number	Y-coordinate of location relative to object's top border

#### Returns:

'true' if operation is successful, 'false' otherwise

### DoLDClick(x, y)

Performs a left double click at the center of an object or at the specified location.

#### Parameters:

Name	Type	Description
x	number	X-coordinate of location relative to object's left border
y	number	Y-coordinate of location relative to object's top border

**Returns:**

'true' if operation is successful, 'false' otherwise

**DoMButtonDown()**

Performs middle mouse button down. This method does not change cursor coordinates. Make sure that you use 'DoMouseMove' to position mouse cursor properly before calling this method. Note: This action must be followed by 'DoMButtonUp', otherwise it may lock mouse cursor.

**DoMButtonUp()**

Performs middle mouse button up. This method does not change cursor coordinates. Make sure that you use 'DoMouseMove' to position mouse cursor properly before calling this method. Note: Use this action after 'DoMButtonDown', otherwise it will have no effect.

**DoMClick(x, y)**

Performs a middle click at the center of an object or at the specified location.

**Parameters:**

Name	Type	Description
x	number	X-coordinate of location relative to object's left border
y	number	Y-coordinate of location relative to object's top border

**Returns:**

'true' if operation is successful, 'false' otherwise

**DoMDClick(x, y)**

Performs a middle double click at the center of an object or at the specified location.

**Parameters:**

Name	Type	Description
x	number	X-coordinate of location relative to object's left border
y	number	Y-coordinate of location relative to object's top border

**Returns:**

'true' if operation is successful, 'false' otherwise

**DoMouseMove(x, y)**

Moves mouse cursor to a location relative to this object position.

**Parameters:**

Name	Type	Description
x	number	X-coordinate of location relative to object's left border
y	number	Y-coordinate of location relative to object's top border

**DoRButtonDown()**

Performs right mouse button down. This method does not change cursor coordinates. Make sure that you use 'DoMouseMove' to position mouse cursor properly before calling this method. Note: This action must be followed by 'DoRButtonUp', otherwise it may lock mouse cursor.

**DoRButtonUp()**

Performs right mouse button up. This method does not change cursor coordinates. Make sure that you use 'DoMouseMove' to position mouse cursor properly before calling this method. Note: Use this action after 'DoRButtonDown', otherwise it will have no effect.

**DoRClick(x, y)**

Performs a right click at the center of an object or at the specified location.

**Parameters:**

Name	Type	Description
x	number	X-coordinate of location relative to object's left border
y	number	Y-coordinate of location relative to object's top border

**Returns:**

'true' if operation is successful, 'false' otherwise

**DoRDClick(x, y)**

Performs a right double click at the center of an object or at the specified location.

**Parameters:**

Name	Type	Description
x	number	X-coordinate of location relative to object's left border
y	number	Y-coordinate of location relative to object's top border

**Returns:**

'true' if operation is successful, 'false' otherwise

**DoSendKeys(keys)**

Sends series of keystrokes to an object. For example: DoSendKeys("^F") - sends {CTRL} + {F}. See [MSDN Article for SendKeys](#)

**Parameters:**

Name	Type	Description
keys	string	A sequence of keystrokes.

## FlexObject

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FlexObject

### Behavior Pattern: FlexObjectBehavior

### Property Summary

Property	Description	Getter	Setter
<a href="#">Alpha</a>		GetAlpha	
<a href="#">AutomationClassName</a>		GetAutomationClassName	
<a href="#">AutomationIndex</a>		GetAutomationIndex	
<a href="#">AutomationName</a>		GetAutomationName	
<a href="#">ClassName</a>		GetClassName	
<a href="#">CurrentState</a>		GetCurrentState	
<a href="#">Enabled</a>		GetEnabled	
<a href="#">ErrorColor</a>		GetErrorColor	
<a href="#">ErrorString</a>		GetErrorString	
<a href="#">FlexX</a>		GetFlexX	
<a href="#">FlexY</a>		GetFlexY	
<a href="#">FocusEnabled</a>		GetFocusEnabled	
<a href="#">Height</a>		GetHeight	
<a href="#">Id</a>		GetId	
<a href="#">MouseEnabled</a>		GetMouseEnabled	
<a href="#">NumAutomationChildren</a>		GetNumAutomationChildren	
<a href="#">PercentHeight</a>		GetPercentHeight	
<a href="#">PercentWidth</a>		GetPercentWidth	
<a href="#">ScaleX</a>		GetScaleX	
<a href="#">ScaleY</a>		GetScaleY	
<a href="#">TabChildren</a>		GetTabChildren	
<a href="#">TabEnabled</a>		GetTabEnabled	
<a href="#">TabIndex</a>		GetTabIndex	
<a href="#">ThemeColor</a>		GetThemeColor	
<a href="#">ToolTip</a>		GetToolTip	
<a href="#">UseHandCursor</a>		GetUseHandCursor	
<a href="#">Visible</a>		GetVisible	
<a href="#">Width</a>		GetWidth	
<a href="#">X</a>		GetX	
<a href="#">Y</a>		GetY	

### Action Summary

Action	Description
<a href="#">DoChangeFocus</a>	
<a href="#">DoClick</a>	
<a href="#">DoMouseMove</a>	

## Property Detail

### Alpha

Accessors: GetAlpha

### AutomationClassName

Accessors: GetAutomationClassName

### AutomationIndex

Accessors: GetAutomationIndex

### AutomationName

Accessors: GetAutomationName

### ClassName

Accessors: GetClassName

### CurrentState

Accessors: GetCurrentState

### Enabled

Accessors: GetEnabled

### ErrorColor

Accessors: GetErrorColor

### ErrorString

Accessors: GetErrorString

### FlexX

Accessors: GetFlexX

### FlexY

Accessors: GetFlexY

### FocusEnabled

Accessors: GetFocusEnabled

### Height

Accessors: GetHeight

### Id

Accessors: GetId

### MouseEnabled

Accessors: GetMouseEnabled

### NumAutomationChildren

Accessors: GetNumAutomationChildren

## PercentHeight

Accessors: GetPercentHeight

## PercentWidth

Accessors: GetPercentWidth

## ScaleX

Accessors: GetScaleX

## ScaleY

Accessors: GetScaleY

## TabChildren

Accessors: GetTabChildren

## TabEnabled

Accessors: GetTabEnabled

## TabIndex

Accessors: GetTabIndex

## ThemeColor

Accessors: GetThemeColor

## ToolTip

Accessors: GetToolTip

## UseHandCursor

Accessors: GetUseHandCursor

## Visible

Accessors: GetVisible

## Width

Accessors: GetWidth

## X

Accessors: GetX

## Y

Accessors: GetY

## Action Detail

### DoChangeFocus(shiftKey, keyCode)

#### Parameters:

Name	Type	Description
shiftKey	Boolean	Optional, Default: false.
keyCode	String	Optional, Default: TAB.

### DoClick(keyModifier)

**Parameters:**

Name	Type	Description
keyModifier	Number	FlexKeyModifierValues 1 flexControl 2 flexShift 4 flexAlt 3 flexControlShift 5 flexControlAlt 6 flexShiftAlt 7 flexControlShiftAlt  Optional, Default: 0.

**DoMouseMove(localX, localY, keyModifier)****Parameters:**

Name	Type	Description
localX	Number	Optional, Default: 0.
localY	Number	Optional, Default: 0.
keyModifier	Number	FlexKeyModifierValues 1 flexControl 2 flexShift 4 flexAlt 3 flexControlShift 5 flexControlAlt 6 flexShiftAlt 7 flexControlShiftAlt  Optional, Default: 0.

**Behavior Pattern: Win32Generic****Property Summary**

Property	Description	Getter	Setter
<a href="#">Bitmap</a>	UI Image of the object.	GetBitmap	
<a href="#">BWBitmap</a>	UI Image of the object in 1-bit format (black&white).	GetBWBitmap	
<a href="#">Class</a>	Class of the object.	GetClass	
<a href="#">Height</a>	Height of the object.	GetHeight	
<a href="#">Name</a>	Name of the object.	GetName	
<a href="#">ObjectType</a>	SeSMatcherRule type for this object.	GetObjectType	
<a href="#">State</a>	State of the object.	GetState	
<a href="#">Value</a>	Value of the object.	GetValue	SetValue
<a href="#">Width</a>	Width of the object.	GetWidth	
<a href="#">WindowText</a>	Window text of the object.	GetWindowText	SetWindowText
<a href="#">X</a>	X-coordinate of the top left corner of the object.	GetX	
<a href="#">Y</a>	Y-coordinate of the top left corner of the object.	GetY	

**Action Summary**

Action	Description
<a href="#">DoAction</a>	Performs default action for an object.
<a href="#">DoAnalogPlay</a>	Plays analog recording using coordinates relative to this object.
<a href="#">DoClick</a>	Performs left click at the center of an object.
<a href="#">DoEnsureVisible</a>	Makes sure specified element is visible on the screen.
<a href="#">DoLButtonDown</a>	Performs left mouse button down.

<a href="#">DoLButtonUp</a>	Performs left mouse button up.
<a href="#">DoLClick</a>	Performs a left click at the center of an object or at the specified location.
<a href="#">DoLDClick</a>	Performs a left double click at the center of an object or at the specified location.
<a href="#">DoMButtonDown</a>	Performs middle mouse button down.
<a href="#">DoMButtonUp</a>	Performs middle mouse button up.
<a href="#">DoMClick</a>	Performs a middle click at the center of an object or at the specified location.
<a href="#">DoMDClick</a>	Performs a middle double click at the center of an object or at the specified location.
<a href="#">DoMouseMove</a>	Moves mouse cursor to a location relative to this object position.
<a href="#">DoRButtonDown</a>	Performs right mouse button down.
<a href="#">DoRButtonUp</a>	Performs right mouse button up.
<a href="#">DoRClick</a>	Performs a right click at the center of an object or at the specified location.
<a href="#">DoRDClick</a>	Performs a right double click at the center of an object or at the specified location.
<a href="#">DoSendKeys</a>	Sends series of keystrokes to an object.

## Property Detail

### Bitmap

UI Image of the object.  
Accessors: GetBitmap

### BWBitmap

UI Image of the object in 1-bit format (black&white).  
Accessors: GetBWBitmap

### Class

Class of the object.  
Accessors: GetClass

### Height

Height of the object.  
Accessors: GetHeight

### Name

Name of the object.  
Accessors: GetName

### ObjectType

SeSMatcherRule type for this object.  
Accessors: GetObjectType

### State

State of the object.  
Accessors: GetState

### Value

Value of the object.  
Accessors: GetValue, SetValue

### Width

Width of the object.  
Accessors: GetWidth

### WindowText

Window text of the object.  
Accessors: GetWindowText, SetWindowText

### X

X-coordinate of the top left corner of the object.  
Accessors: GetX

### Y

Y-coordinate of the top left corner of the object.  
Accessors: GetY

## Action Detail

### DoAction()

Performs default action for an object. If the object doesn't have default action then 'LClick' is performed.



### DoAnalogPlay(path, left, top)

Plays analog recording using coordinates relative to this object.

#### Parameters:

Name	Type	Description
path	string	Path to analog recording (usually an .arf file).
left	number	X-coordinate of top-left corner of the analog area, relative to object top-left corner. Optional.
top	number	Y-coordinate of the top-left corner of the analog area, relative to object top-left corner. Optional.

### DoClick(clickType, xOffset, yOffset)

Performs left click at the center of an object. It is a customizable variant of LClick action.

#### Parameters:

Name	Type	Description
clickType	string	Type of click, can be one of "L" - left click, "LD" - double left click, "R" - right click, "RD" - double right click, "M" - middle click, "MD" - double middle click, "N" - don't click. Optional, Default: L.
xOffset	number	X offset to click within object. Default is a center. Optional.
yOffset	number	Y offset to click within object. Default is a center. Optional.

#### Returns:

'true' if operation is successful, 'false' otherwise

### DoEnsureVisible()

Makes sure specified element is visible on the screen.

### DoLButtonDown()

Performs left mouse button down. This method does not change cursor coordinates. Make sure that you use 'DoMouseMove' to position mouse cursor properly before calling this method. Note: This action must be followed by 'DoLButtonUp', otherwise it may lock mouse cursor.

### DoLButtonUp()

Performs left mouse button up. This method does not change cursor coordinates. Make sure that you use 'DoMouseMove' to position mouse cursor properly before calling this method. Note: Use this action after 'DoLButtonDown', otherwise it will have no effect.

### DoLClick(x, y)

Performs a left click at the center of an object or at the specified location.

#### Parameters:

Name	Type	Description
x	number	X-coordinate of location relative to object's left border
y	number	Y-coordinate of location relative to object's top border

#### Returns:

'true' if operation is successful, 'false' otherwise

### DoLDClick(x, y)

Performs a left double click at the center of an object or at the specified location.

#### Parameters:

Name	Type	Description
x	number	X-coordinate of location relative to object's left border
y	number	Y-coordinate of location relative to object's top border

#### Returns:

'true' if operation is successful, 'false' otherwise

### DoMButtonDown()

Performs middle mouse button down. This method does not change cursor coordinates. Make sure that you use 'DoMouseMove' to position mouse cursor properly before calling this method. Note: This action must be followed by 'DoMButtonUp', otherwise it may lock mouse cursor.

### DoMButtonUp()

Performs middle mouse button up. This method does not change cursor coordinates. Make sure that you use 'DoMouseMove' to position mouse cursor properly before calling this method. Note: Use this action after 'DoMButtonDown', otherwise it will have no effect.

### DoMClick(x, y)

Performs a middle click at the center of an object or at the specified location.

#### Parameters:

Name	Type	Description
x	number	X-coordinate of location relative to object's left border
y	number	Y-coordinate of location relative to object's top border

#### Returns:

'true' if operation is successful, 'false' otherwise

### DoMDClick(x, y)

Performs a middle double click at the center of an object or at the specified location.

#### Parameters:

Name	Type	Description
x	number	X-coordinate of location relative to object's left border
y	number	Y-coordinate of location relative to object's top border

#### Returns:

'true' if operation is successful, 'false' otherwise

### DoMouseMove(x, y)

Moves mouse cursor to a location relative to this object position.

#### Parameters:

Name	Type	Description
x	number	X-coordinate of location relative to object's left border
y	number	Y-coordinate of location relative to object's top border

### DoRButtonDown()

Performs right mouse button down. This method does not change cursor coordinates. Make sure that you use 'DoMouseMove' to position mouse cursor properly before calling this method. Note: This action must be followed by 'DoRButtonUp', otherwise it may lock mouse cursor.

### DoRButtonUp()

Performs right mouse button up. This method does not change cursor coordinates. Make sure that you use 'DoMouseMove' to position mouse cursor properly before calling this method. Note: Use this action after 'DoRButtonDown', otherwise it will have no effect.

### DoRClick(x, y)

Performs a right click at the center of an object or at the specified location.

#### Parameters:

Name	Type	Description
x	number	X-coordinate of location relative to object's left border
y	number	Y-coordinate of location relative to object's top border

#### Returns:

'true' if operation is successful, 'false' otherwise

### DoRDClick(x, y)

Performs a right double click at the center of an object or at the specified location.

#### Parameters:

Name	Type	Description
x	number	X-coordinate of location relative to object's left border
y	number	Y-coordinate of location relative to object's top border

**Returns:**

'true' if operation is successful, 'false' otherwise

**DoSendKeys(keys)**

Sends series of keystrokes to an object. For example: DoSendKeys("^F") - sends {CTRL} + {F}. See [MSDN Article for SendKeys](#)

**Parameters:**

Name	Type	Description
keys	string	A sequence of keystrokes.

## FlexPanel

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FlexPanel

### Behavior Pattern: FlexPanelBehavior

### Property Summary

Property	Description	Getter	Setter
<a href="#">Alpha</a>		GetAlpha	
<a href="#">AutomationClassName</a>		GetAutomationClassName	
<a href="#">AutomationIndex</a>		GetAutomationIndex	
<a href="#">AutomationName</a>		GetAutomationName	
<a href="#">BackgroundAlpha</a>		GetBackgroundAlpha	
<a href="#">BackgroundColor</a>		GetBackgroundColor	
<a href="#">BackgroundDisabledColor</a>		GetBackgroundDisabledColor	
<a href="#">BackgroundImage</a>		GetBackgroundImage	
<a href="#">BackgroundSize</a>		GetBackgroundSize	
<a href="#">ClassName</a>		GetClassName	
<a href="#">CreationIndex</a>		GetCreationIndex	
<a href="#">CreationPolicy</a>		GetCreationPolicy	
<a href="#">CurrentState</a>		GetCurrentState	
<a href="#">DropShadowEnabled</a>		GetDropShadowEnabled	
<a href="#">Enabled</a>		GetEnabled	
<a href="#">ErrorColor</a>		GetErrorColor	
<a href="#">ErrorString</a>		GetErrorString	
<a href="#">FillAlphas</a>		GetFillAlphas	
<a href="#">FillColors</a>		GetFillColors	
<a href="#">FlexX</a>		GetFlexX	
<a href="#">FlexY</a>		GetFlexY	
<a href="#">FocusEnabled</a>		GetFocusEnabled	
<a href="#">FontFamily</a>		GetFontFamily	
<a href="#">FontSize</a>		GetFontSize	
<a href="#">FontStyle</a>		GetFontStyle	
<a href="#">FontWeight</a>		GetFontWeight	
<a href="#">FooterColors</a>		GetFooterColors	
<a href="#">HeaderColors</a>		GetHeaderColors	
<a href="#">HeaderHeight</a>		GetHeaderHeight	
<a href="#">Height</a>		GetHeight	
<a href="#">Id</a>		GetId	
<a href="#">Label</a>		GetLabel	
<a href="#">MouseEnabled</a>		GetMouseEnabled	
<a href="#">NumAutomationChildren</a>		GetNumAutomationChildren	
<a href="#">NumChildren</a>		GetNumChildren	
<a href="#">PercentHeight</a>		GetPercentHeight	
<a href="#">PercentWidth</a>		GetPercentWidth	
<a href="#">ScaleX</a>		GetScaleX	

<a href="#">ScaleY</a>		GetScaleY	
<a href="#">Status</a>		GetStatus	
<a href="#">TabChildren</a>		GetTabChildren	
<a href="#">TabEnabled</a>		GetTabEnabled	
<a href="#">TabIndex</a>		GetTabIndex	
<a href="#">ThemeColor</a>		GetThemeColor	
<a href="#">Title</a>		GetTitle	
<a href="#">ToolTip</a>		GetToolTip	
<a href="#">UseHandCursor</a>		GetUseHandCursor	
<a href="#">Visible</a>		GetVisible	
<a href="#">Width</a>		GetWidth	
<a href="#">X</a>		GetX	
<a href="#">Y</a>		GetY	

## Action Summary

Action	Description
<a href="#">DoChangeFocus</a>	
<a href="#">DoClick</a>	
<a href="#">DoDragCancel</a>	
<a href="#">DoDragDrop</a>	
<a href="#">DoDragStart</a>	
<a href="#">DoMouseMove</a>	
<a href="#">DoMouseScroll</a>	
<a href="#">DoScroll</a>	

## Property Detail

### Alpha

Accessors: GetAlpha

### AutomationClassName

Accessors: GetAutomationClassName

### AutomationIndex

Accessors: GetAutomationIndex

### AutomationName

Accessors: GetAutomationName

### BackgroundAlpha

Accessors: GetBackgroundAlpha

### BackgroundColor

Accessors: GetBackgroundColor

### BackgroundDisabledColor

Accessors: GetBackgroundDisabledColor

### BackgroundImage

Accessors: GetBackgroundImage

### BackgroundSize

Accessors: GetBackgroundSize

### ClassName

Accessors: GetClassName

**CreationIndex**

Accessors: GetCreationIndex

**CreationPolicy**

Accessors: GetCreationPolicy

**CurrentState**

Accessors: GetCurrentState

**DropShadowEnabled**

Accessors: GetDropShadowEnabled

**Enabled**

Accessors: GetEnabled

**ErrorColor**

Accessors: GetErrorColor

**ErrorString**

Accessors: GetErrorString

**FillAlphas**

Accessors: GetFillAlphas

**FillColors**

Accessors: GetFillColors

**FlexX**

Accessors: GetFlexX

**FlexY**

Accessors: GetFlexY

**FocusEnabled**

Accessors: GetFocusEnabled

**FontFamily**

Accessors: GetFontFamily

**FontSize**

Accessors: GetFontSize

**FontStyle**

Accessors: GetFontStyle

**FontWeight**

Accessors: GetFontWeight

**FooterColors**

Accessors: GetFooterColors

**HeaderColors**

Accessors: GetHeaderColors

**HeaderHeight**

Accessors: GetHeaderHeight

**Height**

Accessors: GetHeight

**Id**

Accessors: GetId

**Label**

Accessors: GetLabel

**MouseEnabled**

Accessors: GetMouseEnabled

**NumAutomationChildren**

Accessors: GetNumAutomationChildren

**NumChildren**

Accessors: GetNumChildren

**PercentHeight**

Accessors: GetPercentHeight

**PercentWidth**

Accessors: GetPercentWidth

**ScaleX**

Accessors: GetScaleX

**ScaleY**

Accessors: GetScaleY

**Status**

Accessors: GetStatus

**TabChildren**

Accessors: GetTabChildren

**TabEnabled**

Accessors: GetTabEnabled

**TabIndex**

Accessors: GetTabIndex

**ThemeColor**

Accessors: GetThemeColor

**Title**

Accessors: GetTitle

**ToolTip**

Accessors: GetToolTip

## UseHandCursor

Accessors: GetUseHandCursor

## Visible

Accessors: GetVisible

## Width

Accessors: GetWidth

## X

Accessors: GetX

## Y

Accessors: GetY

## Action Detail

### DoChangeFocus(shiftKey, keyCode)

Parameters:

Name	Type	Description
shiftKey	Boolean	Optional, Default: false.
keyCode	String	Optional, Default: TAB.

### DoClick(keyModifier)

Parameters:

Name	Type	Description
keyModifier	Number	<p>FlexKeyModifierValues</p> <ol style="list-style-type: none"><li>1 flexControl</li><li>2 flexShift</li><li>4 flexAlt</li><li>3 flexControlShift</li><li>5 flexControlAlt</li><li>6 flexShiftAlt</li><li>7 flexControlShiftAlt</li></ol> <p>Optional, Default: 0.</p>

### DoDragCancel(keyModifier)

Parameters:

Name	Type	Description
keyModifier	Number	<p>FlexKeyModifierValues</p> <ol style="list-style-type: none"><li>1 flexControl</li><li>2 flexShift</li><li>4 flexAlt</li><li>3 flexControlShift</li><li>5 flexControlAlt</li><li>6 flexShiftAlt</li><li>7 flexControlShiftAlt</li></ol> <p>Optional, Default: 0.</p>

## DoDragDrop(action, draggedItem, keyModifier)

### Parameters:

Name	Type	Description
action	String	
draggedItem	String	Optional.
keyModifier	Number	FlexKeyModifierValues 1 flexControl 2 flexShift 4 flexAlt 3 flexControlShift 5 flexControlAlt 6 flexShiftAlt 7 flexControlShiftAlt  Optional, Default: 0.

## DoDragStart(draggedItem, keyModifier)

### Parameters:

Name	Type	Description
draggedItem	String	
keyModifier	Number	FlexKeyModifierValues 1 flexControl 2 flexShift 4 flexAlt 3 flexControlShift 5 flexControlAlt 6 flexShiftAlt 7 flexControlShiftAlt  Optional, Default: 0.

## DoMouseMove(localX, localY, keyModifier)

### Parameters:

Name	Type	Description
localX	Number	Optional, Default: 0.
localY	Number	Optional, Default: 0.
keyModifier	Number	FlexKeyModifierValues 1 flexControl 2 flexShift 4 flexAlt 3 flexControlShift 5 flexControlAlt 6 flexShiftAlt 7 flexControlShiftAlt  Optional, Default: 0.

## DoMouseScroll(delta)

### Parameters:

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Name	Type	Description
delta	Number	Optional, Default: 0.

## DoScroll(position, direction, detail)

### Parameters:

Name	Type	Description
position	Number	
direction	Number	FlexScrollDirectionValues 1 flexScrollHorizontal 2 flexScrollVertical
detail	Number	FlexScrollDetailValues 1 flexAtBottom 2 flexAtLeft 3 flexAtRight 4 flexAtTop 5 flexLineDown 6 flexLineLeft 7 flexLineRight 8 flexLineUp 9 flexPageDown 10 flexPageLeft 11 flexPageRight 12 flexPageUp 13 flexThumbPosition 14 flexThumbTrack  Optional, Default: null.

## Behavior Pattern: Win32Generic

### Property Summary

Property	Description	Getter	Setter
<a href="#">Bitmap</a>	UI Image of the object.	GetBitmap	
<a href="#">BWBitmap</a>	UI Image of the object in 1-bit format (black&white).	GetBWBitmap	
<a href="#">Class</a>	Class of the object.	GetClass	
<a href="#">Height</a>	Height of the object.	GetHeight	
<a href="#">Name</a>	Name of the object.	GetName	
<a href="#">ObjectType</a>	SeSMatcherRule type for this object.	GetObjectType	
<a href="#">State</a>	State of the object.	GetState	
<a href="#">Value</a>	Value of the object.	GetValue	SetValue
<a href="#">Width</a>	Width of the object.	GetWidth	
<a href="#">WindowText</a>	Window text of the object.	GetWindowText	SetWindowText
<a href="#">X</a>	X-coordinate of the top left corner of the object.	GetX	
<a href="#">Y</a>	Y-coordinate of the top left corner of the object.	GetY	

### Action Summary

Action	Description
<a href="#">DoAction</a>	Performs default action for an object.
<a href="#">DoAnalogPlay</a>	Plays analog recording using coordinates relative to this object.
<a href="#">DoClick</a>	Performs left click at the center of an object.
<a href="#">DoEnsureVisible</a>	Makes sure specified element is visible on the screen.
<a href="#">DoLButtonDown</a>	Performs left mouse button down.
<a href="#">DoLButtonUp</a>	Performs left mouse button up.
<a href="#">DoLClick</a>	Performs a left click at the center of an object or at the specified location.

<a href="#">DoLDClick</a>	Performs a left double click at the center of an object or at the specified location.
<a href="#">DoMButtonDown</a>	Performs middle mouse button down.
<a href="#">DoMButtonUp</a>	Performs middle mouse button up.
<a href="#">DoMClick</a>	Performs a middle click at the center of an object or at the specified location.
<a href="#">DoMDClick</a>	Performs a middle double click at the center of an object or at the specified location.
<a href="#">DoMouseMove</a>	Moves mouse cursor to a location relative to this object position.
<a href="#">DoRButtonDown</a>	Performs right mouse button down.
<a href="#">DoRButtonUp</a>	Performs right mouse button up.
<a href="#">DoRClick</a>	Performs a right click at the center of an object or at the specified location.
<a href="#">DoRDClick</a>	Performs a right double click at the center of an object or at the specified location.
<a href="#">DoSendKeys</a>	Sends series of keystrokes to an object.

## Property Detail

### Bitmap

UI Image of the object.  
Accessors: GetBitmap

### BWBitmap

UI Image of the object in 1-bit format (black&white).  
Accessors: GetBWBitmap

### Class

Class of the object.  
Accessors: GetClass

### Height

Height of the object.  
Accessors: GetHeight

### Name

Name of the object.  
Accessors: GetName

### ObjectType

SeSMatcherRule type for this object.  
Accessors: GetObjectType

### State

State of the object.  
Accessors: GetState

### Value

Value of the object.  
Accessors: GetValue, SetValue

### Width

Width of the object.  
Accessors: GetWidth

### WindowText

Window text of the object.  
Accessors: GetWindowText, SetWindowText

### X

X-coordinate of the top left corner of the object.  
Accessors: GetX

### Y

Y-coordinate of the top left corner of the object.  
Accessors: GetY

## Action Detail

### DoAction()

Performs default action for an object. If the object doesn't have default action then 'LClick' is performed.

### DoAnalogPlay(path, left, top)

Plays analog recording using coordinates relative to this object.

**Parameters:**

Name	Type	Description
path	string	Path to analog recording (usually an .arf file).
left	number	X-coordinate of top-left corner of the analog area, relative to object top-left corner. Optional.
top	number	Y-coordinate of the top-left corner of the analog area, relative to object top-left corner. Optional.

**DoClick(clickType, xOffset, yOffset)**

Performs left click at the center of an object. It is a customizable variant of LClick action.

**Parameters:**

Name	Type	Description
clickType	string	Type of click, can be one of "L" - left click, "LD" - double left click, "R" - right click, "RD" - double right click, "M" - middle click, "MD" - double middle click, "N" - don't click. Optional, Default: L.
xOffset	number	X offset to click within object. Default is a center. Optional.
yOffset	number	X offset to click within object. Default is a center. Optional.

**Returns:**

'true' if operation is successful, 'false' otherwise

**DoEnsureVisible()**

Makes sure specified element is visible on the screen.

**DoLButtonDown()**

Performs left mouse button down. This method does not change cursor coordinates. Make sure that you use 'DoMouseMove' to position mouse cursor properly before calling this method. Note: This action must be followed by 'DoLButtonUp', otherwise it may lock mouse cursor.

**DoLButtonUp()**

Performs left mouse button up. This method does not change cursor coordinates. Make sure that you use 'DoMouseMove' to position mouse cursor properly before calling this method. Note: Use this action after 'DoLButtonDown', otherwise it will have no effect.

**DoLClick(x, y)**

Performs a left click at the center of an object or at the specified location.

**Parameters:**

Name	Type	Description
x	number	X-coordinate of location relative to object's left border
y	number	Y-coordinate of location relative to object's top border

**Returns:**

'true' if operation is successful, 'false' otherwise

**DoLDClick(x, y)**

Performs a left double click at the center of an object or at the specified location.

**Parameters:**

Name	Type	Description
x	number	X-coordinate of location relative to object's left border
y	number	Y-coordinate of location relative to object's top border

**Returns:**

'true' if operation is successful, 'false' otherwise

**DoMButtonDown()**

Performs middle mouse button down. This method does not change cursor coordinates. Make sure that you use 'DoMouseMove' to position mouse cursor properly before calling this method. Note: This action must be followed by 'DoMButtonUp', otherwise it may lock mouse cursor.

**DoMButtonUp()**

Performs middle mouse button up. This method does not change cursor coordinates. Make sure that you use 'DoMouseMove' to position mouse cursor properly

before calling this method. Note: Use this action after 'DoMButtonDown', otherwise it will have no effect.

### DoMClick(x, y)

Performs a middle click at the center of an object or at the specified location.

#### Parameters:

Name	Type	Description
x	number	X-coordinate of location relative to object's left border
y	number	Y-coordinate of location relative to object's top border

#### Returns:

'true' if operation is successful, 'false' otherwise

### DoMDClick(x, y)

Performs a middle double click at the center of an object or at the specified location.

#### Parameters:

Name	Type	Description
x	number	X-coordinate of location relative to object's left border
y	number	Y-coordinate of location relative to object's top border

#### Returns:

'true' if operation is successful, 'false' otherwise

### DoMouseMove(x, y)

Moves mouse cursor to a location relative to this object position.

#### Parameters:

Name	Type	Description
x	number	X-coordinate of location relative to object's left border
y	number	Y-coordinate of location relative to object's top border

### DoRButtonDown()

Performs right mouse button down. This method does not change cursor coordinates. Make sure that you use 'DoMouseMove' to position mouse cursor properly before calling this method. Note: This action must be followed by 'DoRButtonUp', otherwise it may lock mouse cursor.

### DoRButtonUp()

Performs right mouse button up. This method does not change cursor coordinates. Make sure that you use 'DoMouseMove' to position mouse cursor properly before calling this method. Note: Use this action after 'DoRButtonDown', otherwise it will have no effect.

### DoRClick(x, y)

Performs a right click at the center of an object or at the specified location.

#### Parameters:

Name	Type	Description
x	number	X-coordinate of location relative to object's left border
y	number	Y-coordinate of location relative to object's top border

#### Returns:

'true' if operation is successful, 'false' otherwise

### DoRDClick(x, y)

Performs a right double click at the center of an object or at the specified location.

#### Parameters:

Name	Type	Description
x	number	X-coordinate of location relative to object's left border
y	number	Y-coordinate of location relative to object's top border

#### Returns:

'true' if operation is successful, 'false' otherwise

## DoSendKeys(keys)

Sends series of keystrokes to an object. For example: DoSendKeys("^F") - sends {CTRL} + {F}. See [MSDN Article for SendKeys](#)

### Parameters:

Name	Type	Description
keys	string	A sequence of keystrokes.

## FlexPieChart

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FlexPieChart

### Behavior Pattern: FlexPieChartBehavior

### Property Summary

Property	Description	Getter	Setter
<a href="#">Alpha</a>		GetAlpha	
<a href="#">AutomationClassName</a>		GetAutomationClassName	
<a href="#">AutomationIndex</a>		GetAutomationIndex	
<a href="#">AutomationName</a>		GetAutomationName	
<a href="#">ClassName</a>		GetClassName	
<a href="#">ClipContent</a>		GetClipContent	
<a href="#">CurrentState</a>		GetCurrentState	
<a href="#">DataTipLayerIndex</a>		GetDataTipLayerIndex	
<a href="#">DataTipMode</a>		GetDataTipMode	
<a href="#">Description</a>		GetDescription	
<a href="#">Enabled</a>		GetEnabled	
<a href="#">ErrorColor</a>		GetErrorColor	
<a href="#">ErrorString</a>		GetErrorString	
<a href="#">FlexX</a>		GetFlexX	
<a href="#">FlexY</a>		GetFlexY	
<a href="#">FocusEnabled</a>		GetFocusEnabled	
<a href="#">FontFamily</a>		GetFontFamily	
<a href="#">FontSize</a>		GetFontSize	
<a href="#">Height</a>		GetHeight	
<a href="#">Id</a>		GetId	
<a href="#">InnerRadius</a>		GetInnerRadius	
<a href="#">MaximumDataTipCount</a>		GetMaximumDataTipCount	
<a href="#">MouseEnabled</a>		GetMouseEnabled	
<a href="#">MouseSensitivity</a>		GetMouseSensitivity	
<a href="#">NumAutomationChildren</a>		GetNumAutomationChildren	
<a href="#">PaddingBottom</a>		GetPaddingBottom	
<a href="#">PaddingLeft</a>		GetPaddingLeft	
<a href="#">PaddingRight</a>		GetPaddingRight	
<a href="#">PaddingTop</a>		GetPaddingTop	
<a href="#">PercentHeight</a>		GetPercentHeight	
<a href="#">PercentWidth</a>		GetPercentWidth	
<a href="#">ScaleX</a>		GetScaleX	
<a href="#">ScaleY</a>		GetScaleY	
<a href="#">ShowDataTips</a>		GetShowDataTips	
<a href="#">ShowDataTipTargets</a>		GetShowDataTipTargets	
<a href="#">TabChildren</a>		GetTabChildren	
<a href="#">TabEnabled</a>		GetTabEnabled	
<a href="#">TabIndex</a>		GetTabIndex	
<a href="#">TextAlign</a>		GetTextAlign	
<a href="#">ThemeColor</a>		GetThemeColor	
<a href="#">ToolTip</a>		GetToolTip	

<a href="#">UseHandCursor</a>		GetUseHandCursor	
<a href="#">Visible</a>		GetVisible	
<a href="#">Width</a>		GetWidth	
<a href="#">X</a>		GetX	
<a href="#">Y</a>		GetY	

## Action Summary

Action	Description
<a href="#">DoChangeFocus</a>	
<a href="#">DoClick</a>	
<a href="#">DoMouseMove</a>	

## Property Detail

### Alpha

Accessors: GetAlpha

### AutomationClassName

Accessors: GetAutomationClassName

### AutomationIndex

Accessors: GetAutomationIndex

### AutomationName

Accessors: GetAutomationName

### ClassName

Accessors: GetClassName

### ClipContent

Accessors: GetClipContent

### CurrentState

Accessors: GetCurrentState

### DataTipLayerIndex

Accessors: GetDataTipLayerIndex

### DataTipMode

Accessors: GetDataTipMode

### Description

Accessors: GetDescription

### Enabled

Accessors: GetEnabled

### ErrorColor

Accessors: GetErrorColor

### ErrorString

Accessors: GetErrorString

### FlexX

Accessors: GetFlexX

**FlexY**

Accessors: GetFlexY

**FocusEnabled**

Accessors: GetFocusEnabled

**FontFamily**

Accessors: GetFontFamily

**FontSize**

Accessors: GetFontSize

**Height**

Accessors: GetHeight

**Id**

Accessors: GetId

**InnerRadius**

Accessors: GetInnerRadius

**MaximumDataTipCount**

Accessors: GetMaximumDataTipCount

**MouseEnabled**

Accessors: GetMouseEnabled

**MouseSensitivity**

Accessors: GetMouseSensitivity

**NumAutomationChildren**

Accessors: GetNumAutomationChildren

**PaddingBottom**

Accessors: GetPaddingBottom

**PaddingLeft**

Accessors: GetPaddingLeft

**PaddingRight**

Accessors: GetPaddingRight

**PaddingTop**

Accessors: GetPaddingTop

**PercentHeight**

Accessors: GetPercentHeight

**PercentWidth**

Accessors: GetPercentWidth

**ScaleX**

Accessors: GetScaleX

## ScaleY

Accessors: GetScaleY

## ShowDataTips

Accessors: GetShowDataTips

## ShowDataTipTargets

Accessors: GetShowDataTipTargets

## TabChildren

Accessors: GetTabChildren

## TabEnabled

Accessors: GetTabEnabled

## TabIndex

Accessors: GetTabIndex

## TextAlign

Accessors: GetTextAlign

## ThemeColor

Accessors: GetThemeColor

## ToolTip

Accessors: GetToolTip

## UseHandCursor

Accessors: GetUseHandCursor

## Visible

Accessors: GetVisible

## Width

Accessors: GetWidth

## X

Accessors: GetX

## Y

Accessors: GetY

## Action Detail

### DoChangeFocus(shiftKey, keyCode)

#### Parameters:

Name	Type	Description
shiftKey	Boolean	Optional, Default: false.
keyCode	String	Optional, Default: TAB.

### DoClick(keyModifier)



**Parameters:**

Name	Type	Description
keyModifier	Number	FlexKeyModifierValues 1 flexControl 2 flexShift 4 flexAlt 3 flexControlShift 5 flexControlAlt 6 flexShiftAlt 7 flexControlShiftAlt  Optional, Default: 0.

**DoMouseMove(localX, localY, keyModifier)****Parameters:**

Name	Type	Description
localX	Number	Optional, Default: 0.
localY	Number	Optional, Default: 0.
keyModifier	Number	FlexKeyModifierValues 1 flexControl 2 flexShift 4 flexAlt 3 flexControlShift 5 flexControlAlt 6 flexShiftAlt 7 flexControlShiftAlt  Optional, Default: 0.

**Behavior Pattern: Win32Generic****Property Summary**

Property	Description	Getter	Setter
<a href="#">Bitmap</a>	UI Image of the object.	GetBitmap	
<a href="#">BWBitmap</a>	UI Image of the object in 1-bit format (black&white).	GetBWBitmap	
<a href="#">Class</a>	Class of the object.	GetClass	
<a href="#">Height</a>	Height of the object.	GetHeight	
<a href="#">Name</a>	Name of the object.	GetName	
<a href="#">ObjectType</a>	SeSMatcherRule type for this object.	GetObjectType	
<a href="#">State</a>	State of the object.	GetState	
<a href="#">Value</a>	Value of the object.	GetValue	SetValue
<a href="#">Width</a>	Width of the object.	GetWidth	
<a href="#">WindowText</a>	Window text of the object.	GetWindowText	SetWindowText
<a href="#">X</a>	X-coordinate of the top left corner of the object.	GetX	
<a href="#">Y</a>	Y-coordinate of the top left corner of the object.	GetY	

**Action Summary**

Action	Description
<a href="#">DoAction</a>	Performs default action for an object.
<a href="#">DoAnalogPlay</a>	Plays analog recording using coordinates relative to this object.
<a href="#">DoClick</a>	Performs left click at the center of an object.
<a href="#">DoEnsureVisible</a>	Makes sure specified element is visible on the screen.
<a href="#">DoLButtonDown</a>	Performs left mouse button down.

<a href="#">DoLButtonUp</a>	Performs left mouse button up.
<a href="#">DoLClick</a>	Performs a left click at the center of an object or at the specified location.
<a href="#">DoLDClick</a>	Performs a left double click at the center of an object or at the specified location.
<a href="#">DoMButtonDown</a>	Performs middle mouse button down.
<a href="#">DoMButtonUp</a>	Performs middle mouse button up.
<a href="#">DoMClick</a>	Performs a middle click at the center of an object or at the specified location.
<a href="#">DoMDClick</a>	Performs a middle double click at the center of an object or at the specified location.
<a href="#">DoMouseMove</a>	Moves mouse cursor to a location relative to this object position.
<a href="#">DoRButtonDown</a>	Performs right mouse button down.
<a href="#">DoRButtonUp</a>	Performs right mouse button up.
<a href="#">DoRClick</a>	Performs a right click at the center of an object or at the specified location.
<a href="#">DoRDClick</a>	Performs a right double click at the center of an object or at the specified location.
<a href="#">DoSendKeys</a>	Sends series of keystrokes to an object.

## Property Detail

### Bitmap

UI Image of the object.

Accessors: GetBitmap

### BWBitmap

UI Image of the object in 1-bit format (black&white).

Accessors: GetBWBitmap

### Class

Class of the object.

Accessors: GetClass

### Height

Height of the object.

Accessors: GetHeight

### Name

Name of the object.

Accessors: GetName

### ObjectType

SeSMatcherRule type for this object.

Accessors: GetObjectType

### State

State of the object.

Accessors: GetState

### Value

Value of the object.

Accessors: GetValue, SetValue

### Width

Width of the object.

Accessors: GetWidth

### WindowText

Window text of the object.

Accessors: GetWindowText, SetWindowText

### X

X-coordinate of the top left corner of the object.

Accessors: GetX

### Y

Y-coordinate of the top left corner of the object.

Accessors: GetY

## Action Detail

### DoAction()

Performs default action for an object. If the object doesn't have default action then 'LClick' is performed.

### DoAnalogPlay(path, left, top)

Plays analog recording using coordinates relative to this object.

#### Parameters:

Name	Type	Description
path	string	Path to analog recording (usually an .arf file).
left	number	X-coordinate of top-left corner of the analog area, relative to object top-left corner. Optional.
top	number	Y-coordinate of the top-left corner of the analog area, relative to object top-left corner. Optional.

### DoClick(clickType, xOffset, yOffset)

Performs left click at the center of an object. It is a customizable variant of LClick action.

#### Parameters:

Name	Type	Description
clickType	string	Type of click, can be one of "L" - left click, "LD" - double left click, "R" - right click, "RD" - double right click, "M" - middle click, "MD" - double middle click, "N" - don't click. Optional, Default: L.
xOffset	number	X offset to click within object. Default is a center. Optional.
yOffset	number	X offset to click within object. Default is a center. Optional.

#### Returns:

'true' if operation is successful, 'false' otherwise

### DoEnsureVisible()

Makes sure specified element is visible on the screen.

### DoLButtonDown()

Performs left mouse button down. This method does not change cursor coordinates. Make sure that you use 'DoMouseMove' to position mouse cursor properly before calling this method. Note: This action must be followed by 'DoLButtonUp', otherwise it may lock mouse cursor.

### DoLButtonUp()

Performs left mouse button up. This method does not change cursor coordinates. Make sure that you use 'DoMouseMove' to position mouse cursor properly before calling this method. Note: Use this action after 'DoLButtonDown', otherwise it will have no effect.

### DoLClick(x, y)

Performs a left click at the center of an object or at the specified location.

#### Parameters:

Name	Type	Description
x	number	X-coordinate of location relative to object's left border
y	number	Y-coordinate of location relative to object's top border

#### Returns:

'true' if operation is successful, 'false' otherwise

### DoLDClick(x, y)

Performs a left double click at the center of an object or at the specified location.

#### Parameters:

Name	Type	Description
x	number	X-coordinate of location relative to object's left border
y	number	Y-coordinate of location relative to object's top border

#### Returns:

'true' if operation is successful, 'false' otherwise

### DoMButtonDown()

Performs middle mouse button down. This method does not change cursor coordinates. Make sure that you use 'DoMouseMove' to position mouse cursor properly before calling this method. Note: This action must be followed by 'DoMButtonUp', otherwise it may lock mouse cursor.

### DoMButtonUp()

Performs middle mouse button up. This method does not change cursor coordinates. Make sure that you use 'DoMouseMove' to position mouse cursor properly before calling this method. Note: Use this action after 'DoMButtonDown', otherwise it will have no effect.

### DoMClick(x, y)

Performs a middle click at the center of an object or at the specified location.

#### Parameters:

Name	Type	Description
x	number	X-coordinate of location relative to object's left border
y	number	Y-coordinate of location relative to object's top border

#### Returns:

'true' if operation is successful, 'false' otherwise

### DoMDClick(x, y)

Performs a middle double click at the center of an object or at the specified location.

#### Parameters:

Name	Type	Description
x	number	X-coordinate of location relative to object's left border
y	number	Y-coordinate of location relative to object's top border

#### Returns:

'true' if operation is successful, 'false' otherwise

### DoMouseMove(x, y)

Moves mouse cursor to a location relative to this object position.

#### Parameters:

Name	Type	Description
x	number	X-coordinate of location relative to object's left border
y	number	Y-coordinate of location relative to object's top border

### DoRButtonDown()

Performs right mouse button down. This method does not change cursor coordinates. Make sure that you use 'DoMouseMove' to position mouse cursor properly before calling this method. Note: This action must be followed by 'DoRButtonUp', otherwise it may lock mouse cursor.

### DoRButtonUp()

Performs right mouse button up. This method does not change cursor coordinates. Make sure that you use 'DoMouseMove' to position mouse cursor properly before calling this method. Note: Use this action after 'DoRButtonDown', otherwise it will have no effect.

### DoRClick(x, y)

Performs a right click at the center of an object or at the specified location.

#### Parameters:

Name	Type	Description
x	number	X-coordinate of location relative to object's left border
y	number	Y-coordinate of location relative to object's top border

#### Returns:

'true' if operation is successful, 'false' otherwise

### DoRDClick(x, y)

Performs a right double click at the center of an object or at the specified location.

#### Parameters:

Name	Type	Description
x	number	X-coordinate of location relative to object's left border
y	number	Y-coordinate of location relative to object's top border

**Returns:**

'true' if operation is successful, 'false' otherwise

**DoSendKeys(keys)**

Sends series of keystrokes to an object. For example: DoSendKeys("^F") - sends {CTRL} + {F}. See [MSDN Article for SendKeys](#)

**Parameters:**

Name	Type	Description
keys	string	A sequence of keystrokes.

**FlexPieSeries**

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FlexPieSeries

**Behavior Pattern: FlexPieSeriesBehavior****Property Summary**

Property	Description	Getter	Setter
<a href="#">Alpha</a>		GetAlpha	
<a href="#">AutomationClassName</a>		GetAutomationClassName	
<a href="#">AutomationIndex</a>		GetAutomationIndex	
<a href="#">AutomationName</a>		GetAutomationName	
<a href="#">CalloutGap</a>		GetCalloutGap	
<a href="#">ClassName</a>		GetClassName	
<a href="#">CurrentState</a>		GetCurrentState	
<a href="#">Enabled</a>		GetEnabled	
<a href="#">ErrorColor</a>		GetErrorColor	
<a href="#">ErrorString</a>		GetErrorString	
<a href="#">ExplodeRadius</a>		GetExplodeRadius	
<a href="#">Field</a>		GetField	
<a href="#">FlexX</a>		GetFlexX	
<a href="#">FlexY</a>		GetFlexY	
<a href="#">FocusEnabled</a>		GetFocusEnabled	
<a href="#">FontSize</a>		GetFontSize	
<a href="#">Height</a>		GetHeight	
<a href="#">Id</a>		GetId	
<a href="#">InnerRadius</a>		GetInnerRadius	
<a href="#">InsideLabelSizeLimit</a>		GetInsideLabelSizeLimit	
<a href="#">LabelPosition</a>		GetLabelPosition	
<a href="#">MaxLabelRadius</a>		GetMaxLabelRadius	
<a href="#">MouseEnabled</a>		GetMouseEnabled	
<a href="#">NameField</a>		GetNameField	
<a href="#">NumAutomationChildren</a>		GetNumAutomationChildren	
<a href="#">OuterRadius</a>		GetOuterRadius	
<a href="#">PercentHeight</a>		GetPercentHeight	
<a href="#">PercentWidth</a>		GetPercentWidth	
<a href="#">ScaleX</a>		GetScaleX	
<a href="#">ScaleY</a>		GetScaleY	
<a href="#">StartAngle</a>		GetStartAngle	
<a href="#">TabChildren</a>		GetTabChildren	
<a href="#">TabEnabled</a>		GetTabEnabled	
<a href="#">TabIndex</a>		GetTabIndex	
<a href="#">ThemeColor</a>		GetThemeColor	
<a href="#">ToolTip</a>		GetToolTip	
<a href="#">UseHandCursor</a>		GetUseHandCursor	
<a href="#">Visible</a>		GetVisible	

<a href="#">Width</a>		GetWidth	
<a href="#">X</a>		GetX	
<a href="#">Y</a>		GetY	

## Action Summary

Action	Description
<a href="#">DoChangeFocus</a>	
<a href="#">DoClick</a>	
<a href="#">DoDoubleClick</a>	
<a href="#">DoItemRollOver</a>	
<a href="#">DoMouseMove</a>	

## Property Detail

### Alpha

Accessors: GetAlpha

### AutomationClassName

Accessors: GetAutomationClassName

### AutomationIndex

Accessors: GetAutomationIndex

### AutomationName

Accessors: GetAutomationName

### CalloutGap

Accessors: GetCalloutGap

### ClassName

Accessors: GetClassName

### CurrentState

Accessors: GetCurrentState

### Enabled

Accessors: GetEnabled

### ErrorColor

Accessors: GetErrorColor

### ErrorString

Accessors: GetErrorString

### ExplodeRadius

Accessors: GetExplodeRadius

### Field

Accessors: GetField

### FlexX

Accessors: GetFlexX

### FlexY

Accessors: GetFlexY

**FocusEnabled**

Accessors: GetFocusEnabled

**FontSize**

Accessors: GetFontSize

**Height**

Accessors: GetHeight

**Id**

Accessors: GetId

**InnerRadius**

Accessors: GetInnerRadius

**InsideLabelSizeLimit**

Accessors: GetInsideLabelSizeLimit

**LabelPosition**

Accessors: GetLabelPosition

**MaxLabelRadius**

Accessors: GetMaxLabelRadius

**MouseEnabled**

Accessors: GetMouseEnabled

**NameField**

Accessors: GetNameField

**NumAutomationChildren**

Accessors: GetNumAutomationChildren

**OuterRadius**

Accessors: GetOuterRadius

**PercentHeight**

Accessors: GetPercentHeight

**PercentWidth**

Accessors: GetPercentWidth

**ScaleX**

Accessors: GetScaleX

**ScaleY**

Accessors: GetScaleY

**StartAngle**

Accessors: GetStartAngle

**TabChildren**

Accessors: GetTabChildren

## TabEnabled

Accessors: GetTabEnabled

## TabIndex

Accessors: GetTabIndex

## ThemeColor

Accessors: GetThemeColor

## ToolTip

Accessors: GetToolTip

## UseHandCursor

Accessors: GetUseHandCursor

## Visible

Accessors: GetVisible

## Width

Accessors: GetWidth

## X

Accessors: GetX

## Y

Accessors: GetY

## Action Detail

### DoChangeFocus(shiftKey, keyCode)

Parameters:

Name	Type	Description
shiftKey	Boolean	Optional, Default: false.
keyCode	String	Optional, Default: TAB.

### DoClick(keyModifier)

Parameters:

Name	Type	Description
keyModifier	Number	<p>FlexKeyModifierValues</p> <ol style="list-style-type: none"><li>1 flexControl</li><li>2 flexShift</li><li>4 flexAlt</li><li>3 flexControlShift</li><li>5 flexControlAlt</li><li>6 flexShiftAlt</li><li>7 flexControlShiftAlt</li></ol> <p>Optional, Default: 0.</p>

### DoDoubleClick(hitSet)



**Parameters:**

Name	Type	Description
hitSet	Number	

**DoItemRollOver(hitSet)**

**Parameters:**

Name	Type	Description
hitSet	Number	

**DoMouseMove(localX, localY, keyModifier)**

**Parameters:**

Name	Type	Description
localX	Number	Optional, Default: 0.
localY	Number	Optional, Default: 0.
keyModifier	Number	FlexKeyModifierValues 1 flexControl 2 flexShift 4 flexAlt 3 flexControlShift 5 flexControlAlt 6 flexShiftAlt 7 flexControlShiftAlt  Optional, Default: 0.

**Behavior Pattern: Win32Generic**

**Property Summary**

Property	Description	Getter	Setter
<a href="#">Bitmap</a>	UI Image of the object.	GetBitmap	
<a href="#">BWBitmap</a>	UI Image of the object in 1-bit format (black&white).	GetBWBitmap	
<a href="#">Class</a>	Class of the object.	GetClass	
<a href="#">Height</a>	Height of the object.	GetHeight	
<a href="#">Name</a>	Name of the object.	GetName	
<a href="#">ObjectType</a>	SeSMatcherRule type for this object.	GetObjectType	
<a href="#">State</a>	State of the object.	GetState	
<a href="#">Value</a>	Value of the object.	GetValue	SetValue
<a href="#">Width</a>	Width of the object.	GetWidth	
<a href="#">WindowText</a>	Window text of the object.	GetWindowText	SetWindowText
<a href="#">X</a>	X-coordinate of the top left corner of the object.	GetX	
<a href="#">Y</a>	Y-coordinate of the top left corner of the object.	GetY	

**Action Summary**

Action	Description
<a href="#">DoAction</a>	Performs default action for an object.
<a href="#">DoAnalogPlay</a>	Plays analog recording using coordinates relative to this object.
<a href="#">DoClick</a>	Performs left click at the center of an object.
<a href="#">DoEnsureVisible</a>	Makes sure specified element is visible on the screen.
<a href="#">DoLButtonDown</a>	Performs left mouse button down.
<a href="#">DoLButtonUp</a>	Performs left mouse button up.
<a href="#">DoLClick</a>	Performs a left click at the center of an object or at the specified location.

<a href="#">DoLDClick</a>	Performs a left double click at the center of an object or at the specified location.
<a href="#">DoMButtonDown</a>	Performs middle mouse button down.
<a href="#">DoMButtonUp</a>	Performs middle mouse button up.
<a href="#">DoMClick</a>	Performs a middle click at the center of an object or at the specified location.
<a href="#">DoMDClick</a>	Performs a middle double click at the center of an object or at the specified location.
<a href="#">DoMouseMove</a>	Moves mouse cursor to a location relative to this object position.
<a href="#">DoRButtonDown</a>	Performs right mouse button down.
<a href="#">DoRButtonUp</a>	Performs right mouse button up.
<a href="#">DoRClick</a>	Performs a right click at the center of an object or at the specified location.
<a href="#">DoRDClick</a>	Performs a right double click at the center of an object or at the specified location.
<a href="#">DoSendKeys</a>	Sends series of keystrokes to an object.

## Property Detail

### Bitmap

UI Image of the object.  
Accessors: GetBitmap

### BWBitmap

UI Image of the object in 1-bit format (black&white).  
Accessors: GetBWBitmap

### Class

Class of the object.  
Accessors: GetClass

### Height

Height of the object.  
Accessors: GetHeight

### Name

Name of the object.  
Accessors: GetName

### ObjectType

SeSMatcherRule type for this object.  
Accessors: GetObjectType

### State

State of the object.  
Accessors: GetState

### Value

Value of the object.  
Accessors: GetValue, SetValue

### Width

Width of the object.  
Accessors: GetWidth

### WindowText

Window text of the object.  
Accessors: GetWindowText, SetWindowText

### X

X-coordinate of the top left corner of the object.  
Accessors: GetX

### Y

Y-coordinate of the top left corner of the object.  
Accessors: GetY

## Action Detail

### DoAction()

Performs default action for an object. If the object doesn't have default action then 'LClick' is performed.

### DoAnalogPlay(path, left, top)

Plays analog recording using coordinates relative to this object.

**Parameters:**

Name	Type	Description
path	string	Path to analog recording (usually an .arf file).
left	number	X-coordinate of top-left corner of the analog area, relative to object top-left corner. Optional.
top	number	Y-coordinate of the top-left corner of the analog area, relative to object top-left corner. Optional.

**DoClick(clickType, xOffset, yOffset)**

Performs left click at the center of an object. It is a customizable variant of LClick action.

**Parameters:**

Name	Type	Description
clickType	string	Type of click, can be one of "L" - left click, "LD" - double left click, "R" - right click, "RD" - double right click, "M" - middle click, "MD" - double middle click, "N" - don't click. Optional, Default: L.
xOffset	number	X offset to click within object. Default is a center. Optional.
yOffset	number	Y offset to click within object. Default is a center. Optional.

**Returns:**

'true' if operation is successful, 'false' otherwise

**DoEnsureVisible()**

Makes sure specified element is visible on the screen.

**DoLButtonDown()**

Performs left mouse button down. This method does not change cursor coordinates. Make sure that you use 'DoMouseMove' to position mouse cursor properly before calling this method. Note: This action must be followed by 'DoLButtonUp', otherwise it may lock mouse cursor.

**DoLButtonUp()**

Performs left mouse button up. This method does not change cursor coordinates. Make sure that you use 'DoMouseMove' to position mouse cursor properly before calling this method. Note: Use this action after 'DoLButtonDown', otherwise it will have no effect.

**DoLClick(x, y)**

Performs a left click at the center of an object or at the specified location.

**Parameters:**

Name	Type	Description
x	number	X-coordinate of location relative to object's left border
y	number	Y-coordinate of location relative to object's top border

**Returns:**

'true' if operation is successful, 'false' otherwise

**DoLDClick(x, y)**

Performs a left double click at the center of an object or at the specified location.

**Parameters:**

Name	Type	Description
x	number	X-coordinate of location relative to object's left border
y	number	Y-coordinate of location relative to object's top border

**Returns:**

'true' if operation is successful, 'false' otherwise

**DoMButtonDown()**

Performs middle mouse button down. This method does not change cursor coordinates. Make sure that you use 'DoMouseMove' to position mouse cursor properly before calling this method. Note: This action must be followed by 'DoMButtonUp', otherwise it may lock mouse cursor.

**DoMButtonUp()**

Performs middle mouse button up. This method does not change cursor coordinates. Make sure that you use 'DoMouseMove' to position mouse cursor properly

before calling this method. Note: Use this action after 'DoMButtonDown', otherwise it will have no effect.

### DoMClick(x, y)

Performs a middle click at the center of an object or at the specified location.

#### Parameters:

Name	Type	Description
x	number	X-coordinate of location relative to object's left border
y	number	Y-coordinate of location relative to object's top border

#### Returns:

'true' if operation is successful, 'false' otherwise

### DoMDClick(x, y)

Performs a middle double click at the center of an object or at the specified location.

#### Parameters:

Name	Type	Description
x	number	X-coordinate of location relative to object's left border
y	number	Y-coordinate of location relative to object's top border

#### Returns:

'true' if operation is successful, 'false' otherwise

### DoMouseMove(x, y)

Moves mouse cursor to a location relative to this object position.

#### Parameters:

Name	Type	Description
x	number	X-coordinate of location relative to object's left border
y	number	Y-coordinate of location relative to object's top border

### DoRButtonDown()

Performs right mouse button down. This method does not change cursor coordinates. Make sure that you use 'DoMouseMove' to position mouse cursor properly before calling this method. Note: This action must be followed by 'DoRButtonUp', otherwise it may lock mouse cursor.

### DoRButtonUp()

Performs right mouse button up. This method does not change cursor coordinates. Make sure that you use 'DoMouseMove' to position mouse cursor properly before calling this method. Note: Use this action after 'DoRButtonDown', otherwise it will have no effect.

### DoRClick(x, y)

Performs a right click at the center of an object or at the specified location.

#### Parameters:

Name	Type	Description
x	number	X-coordinate of location relative to object's left border
y	number	Y-coordinate of location relative to object's top border

#### Returns:

'true' if operation is successful, 'false' otherwise

### DoRDClick(x, y)

Performs a right double click at the center of an object or at the specified location.

#### Parameters:

Name	Type	Description
x	number	X-coordinate of location relative to object's left border
y	number	Y-coordinate of location relative to object's top border

#### Returns:

'true' if operation is successful, 'false' otherwise

## DoSendKeys(keys)

Sends series of keystrokes to an object. For example: DoSendKeys("^F") - sends {CTRL} + {F}. See [MSDN Article for SendKeys](#)

### Parameters:

Name	Type	Description
keys	string	A sequence of keystrokes.

## FlexPlotSeries

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FlexPlotSeries

### Behavior Pattern: FlexPlotSeriesBehavior

### Property Summary

Property	Description	Getter	Setter
<a href="#">Alpha</a>		GetAlpha	
<a href="#">AutomationClassName</a>		GetAutomationClassName	
<a href="#">AutomationIndex</a>		GetAutomationIndex	
<a href="#">AutomationName</a>		GetAutomationName	
<a href="#">ClassName</a>		GetClassName	
<a href="#">CurrentState</a>		GetCurrentState	
<a href="#">Enabled</a>		GetEnabled	
<a href="#">ErrorColor</a>		GetErrorColor	
<a href="#">ErrorString</a>		GetErrorString	
<a href="#">FlexX</a>		GetFlexX	
<a href="#">FlexY</a>		GetFlexY	
<a href="#">FocusEnabled</a>		GetFocusEnabled	
<a href="#">Height</a>		GetHeight	
<a href="#">Id</a>		GetId	
<a href="#">MouseEnabled</a>		GetMouseEnabled	
<a href="#">NumAutomationChildren</a>		GetNumAutomationChildren	
<a href="#">PercentHeight</a>		GetPercentHeight	
<a href="#">PercentWidth</a>		GetPercentWidth	
<a href="#">Radius</a>		GetRadius	
<a href="#">ScaleX</a>		GetScaleX	
<a href="#">ScaleY</a>		GetScaleY	
<a href="#">TabChildren</a>		GetTabChildren	
<a href="#">TabEnabled</a>		GetTabEnabled	
<a href="#">TabIndex</a>		GetTabIndex	
<a href="#">ThemeColor</a>		GetThemeColor	
<a href="#">ToolTip</a>		GetToolTip	
<a href="#">UseHandCursor</a>		GetUseHandCursor	
<a href="#">Visible</a>		GetVisible	
<a href="#">Width</a>		GetWidth	
<a href="#">X</a>		GetX	
<a href="#">XField</a>		GetXField	
<a href="#">Y</a>		GetY	
<a href="#">YField</a>		GetYField	

### Action Summary

Action	Description
<a href="#">DoChangeFocus</a>	
<a href="#">DoClick</a>	
<a href="#">DoDoubleClick</a>	
<a href="#">DoItemRollOver</a>	

## Property Detail

### Alpha

Accessors: GetAlpha

### AutomationClassName

Accessors: GetAutomationClassName

### AutomationIndex

Accessors: GetAutomationIndex

### AutomationName

Accessors: GetAutomationName

### ClassName

Accessors: GetClassName

### CurrentState

Accessors: GetCurrentState

### Enabled

Accessors: GetEnabled

### ErrorColor

Accessors: GetErrorColor

### ErrorString

Accessors: GetErrorString

### FlexX

Accessors: GetFlexX

### FlexY

Accessors: GetFlexY

### FocusEnabled

Accessors: GetFocusEnabled

### Height

Accessors: GetHeight

### Id

Accessors: GetId

### MouseEnabled

Accessors: GetMouseEnabled

### NumAutomationChildren

Accessors: GetNumAutomationChildren

### PercentHeight

Accessors: GetPercentHeight

## PercentWidth

Accessors: GetPercentWidth

## Radius

Accessors: GetRadius

## ScaleX

Accessors: GetScaleX

## ScaleY

Accessors: GetScaleY

## TabChildren

Accessors: GetTabChildren

## TabEnabled

Accessors: GetTabEnabled

## TabIndex

Accessors: GetTabIndex

## ThemeColor

Accessors: GetThemeColor

## ToolTip

Accessors: GetToolTip

## UseHandCursor

Accessors: GetUseHandCursor

## Visible

Accessors: GetVisible

## Width

Accessors: GetWidth

## X

Accessors: GetX

## XField

Accessors: GetXField

## Y

Accessors: GetY

## YField

Accessors: GetYField

## Action Detail

### DoChangeFocus(shiftKey, keyCode)

#### Parameters:

Name	Type	Description
------	------	-------------

shiftKey	Boolean	Optional, Default: false.
keyCode	String	Optional, Default: TAB.

### DoClick(keyModifier)

#### Parameters:

Name	Type	Description
keyModifier	Number	<p>FlexKeyModifierValues</p> <ul style="list-style-type: none"> <li>1 flexControl</li> <li>2 flexShift</li> <li>4 flexAlt</li> <li>3 flexControlShift</li> <li>5 flexControlAlt</li> <li>6 flexShiftAlt</li> <li>7 flexControlShiftAlt</li> </ul> <p>Optional, Default: 0.</p>

### DoDoubleClick(hitSet)

#### Parameters:

Name	Type	Description
hitSet	Number	

### DoItemRollOver(hitSet)

#### Parameters:

Name	Type	Description
hitSet	Number	

### DoMouseMove(localX, localY, keyModifier)

#### Parameters:

Name	Type	Description
localX	Number	Optional, Default: 0.
localY	Number	Optional, Default: 0.
keyModifier	Number	<p>FlexKeyModifierValues</p> <ul style="list-style-type: none"> <li>1 flexControl</li> <li>2 flexShift</li> <li>4 flexAlt</li> <li>3 flexControlShift</li> <li>5 flexControlAlt</li> <li>6 flexShiftAlt</li> <li>7 flexControlShiftAlt</li> </ul> <p>Optional, Default: 0.</p>

## Behavior Pattern: Win32Generic

### Property Summary

Property	Description	Getter	Setter
<a href="#">Bitmap</a>	UI Image of the object.	GetBitmap	



<a href="#">BWBitmap</a>	UI Image of the object in 1-bit format (black&white).	GetBWBitmap	
<a href="#">Class</a>	Class of the object.	GetClass	
<a href="#">Height</a>	Height of the object.	GetHeight	
<a href="#">Name</a>	Name of the object.	GetName	
<a href="#">ObjectType</a>	SeSMatcherRule type for this object.	GetObjectType	
<a href="#">State</a>	State of the object.	GetState	
<a href="#">Value</a>	Value of the object.	GetValue	SetValue
<a href="#">Width</a>	Width of the object.	GetWidth	
<a href="#">WindowText</a>	Window text of the object.	GetWindowText	SetWindowText
<a href="#">X</a>	X-coordinate of the top left corner of the object.	GetX	
<a href="#">Y</a>	Y-coordinate of the top left corner of the object.	GetY	

## Action Summary

Action	Description
<a href="#">DoAction</a>	Performs default action for an object.
<a href="#">DoAnalogPlay</a>	Plays analog recording using coordinates relative to this object.
<a href="#">DoClick</a>	Performs left click at the center of an object.
<a href="#">DoEnsureVisible</a>	Makes sure specified element is visible on the screen.
<a href="#">DoLButtonDown</a>	Performs left mouse button down.
<a href="#">DoLButtonUp</a>	Performs left mouse button up.
<a href="#">DoLClick</a>	Performs a left click at the center of an object or at the specified location.
<a href="#">DoLDClick</a>	Performs a left double click at the center of an object or at the specified location.
<a href="#">DoMButtonDown</a>	Performs middle mouse button down.
<a href="#">DoMButtonUp</a>	Performs middle mouse button up.
<a href="#">DoMClick</a>	Performs a middle click at the center of an object or at the specified location.
<a href="#">DoMDClick</a>	Performs a middle double click at the center of an object or at the specified location.
<a href="#">DoMouseMove</a>	Moves mouse cursor to a location relative to this object position.
<a href="#">DoRButtonDown</a>	Performs right mouse button down.
<a href="#">DoRButtonUp</a>	Performs right mouse button up.
<a href="#">DoRClick</a>	Performs a right click at the center of an object or at the specified location.
<a href="#">DoRDClick</a>	Performs a right double click at the center of an object or at the specified location.
<a href="#">DoSendKeys</a>	Sends series of keystrokes to an object.

## Property Detail

### Bitmap

UI Image of the object.  
Accessors: GetBitmap

### BWBitmap

UI Image of the object in 1-bit format (black&white).  
Accessors: GetBWBitmap

### Class

Class of the object.  
Accessors: GetClass

### Height

Height of the object.  
Accessors: GetHeight

### Name

Name of the object.  
Accessors: GetName

### ObjectType

SeSMatcherRule type for this object.  
Accessors: GetObjectType

### State

State of the object.  
Accessors: GetState

### Value

Value of the object.  
Accessors: GetValue, SetValue

### Width

Width of the object.  
Accessors: GetWidth

### WindowText

Window text of the object.  
Accessors: GetWindowText, SetWindowText

### X

X-coordinate of the top left corner of the object.  
Accessors: GetX

### Y

Y-coordinate of the top left corner of the object.  
Accessors: GetY

## Action Detail

### DoAction()

Performs default action for an object. If the object doesn't have default action then 'LClick' is performed.

### DoAnalogPlay(path, left, top)

Plays analog recording using coordinates relative to this object.

#### Parameters:

Name	Type	Description
path	string	Path to analog recording (usually an .arf file).
left	number	X-coordinate of top-left corner of the analog area, relative to object top-left corner Optional.
top	number	Y-coordinate of the top-left corner of the analog area, relative to object top-left corner. Optional.

### DoClick(clickType, xOffset, yOffset)

Performs left click at the center of an object. It is a customizable variant of LClick action.

#### Parameters:

Name	Type	Description
clickType	string	Type of click, can be one of "L" - left click, "LD" - double left click, "R" - right click, "RD" - double right click, "M" - middle click, "MD" - double middle click, "N" - don't click Optional, Default: L.
xOffset	number	X offset to click within object. Default is a center. Optional.
yOffset	number	X offset to click within object. Default is a center. Optional.

#### Returns:

'true' if operation is successful, 'false' otherwise

### DoEnsureVisible()

Makes sure specified element is visible on the screen.

### DoLButtonDown()

Performs left mouse button down. This method does not change cursor coordinates. Make sure that you use 'DoMouseMove' to position mouse cursor properly before calling this method. Note: This action must be followed by 'DoLButtonUp', otherwise it may lock mouse cursor.

### DoLButtonUp()

Performs left mouse button up. This method does not change cursor coordinates. Make sure that you use 'DoMouseMove' to position mouse cursor properly before calling this method. Note: Use this action after 'DoLButtonDown', otherwise it will have no effect.

### DoLClick(x, y)

Performs a left click at the center of an object or at the specified location.

#### Parameters:

Name	Type	Description
------	------	-------------

x	number	X-coordinate of location relative to object's left border
y	number	Y-coordinate of location relative to object's top border

**Returns:**

'true' if operation is successful, 'false' otherwise

**DoLDClick(x, y)**

Performs a left double click at the center of an object or at the specified location.

**Parameters:**

Name	Type	Description
x	number	X-coordinate of location relative to object's left border
y	number	Y-coordinate of location relative to object's top border

**Returns:**

'true' if operation is successful, 'false' otherwise

**DoMButtonDown()**

Performs middle mouse button down. This method does not change cursor coordinates. Make sure that you use 'DoMouseMove' to position mouse cursor properly before calling this method. Note: This action must be followed by 'DoMButtonUp', otherwise it may lock mouse cursor.

**DoMButtonUp()**

Performs middle mouse button up. This method does not change cursor coordinates. Make sure that you use 'DoMouseMove' to position mouse cursor properly before calling this method. Note: Use this action after 'DoMButtonDown', otherwise it will have no effect.

**DoMClick(x, y)**

Performs a middle click at the center of an object or at the specified location.

**Parameters:**

Name	Type	Description
x	number	X-coordinate of location relative to object's left border
y	number	Y-coordinate of location relative to object's top border

**Returns:**

'true' if operation is successful, 'false' otherwise

**DoMDClick(x, y)**

Performs a middle double click at the center of an object or at the specified location.

**Parameters:**

Name	Type	Description
x	number	X-coordinate of location relative to object's left border
y	number	Y-coordinate of location relative to object's top border

**Returns:**

'true' if operation is successful, 'false' otherwise

**DoMouseMove(x, y)**

Moves mouse cursor to a location relative to this object position.

**Parameters:**

Name	Type	Description
x	number	X-coordinate of location relative to object's left border
y	number	Y-coordinate of location relative to object's top border

**DoRButtonDown()**

Performs right mouse button down. This method does not change cursor coordinates. Make sure that you use 'DoMouseMove' to position mouse cursor properly before calling this method. Note: This action must be followed by 'DoRButtonUp', otherwise it may lock mouse cursor.

**DoRButtonUp()**

Performs right mouse button up. This method does not change cursor coordinates. Make sure that you use 'DoMouseMove' to position mouse cursor properly before calling this method. Note: Use this action after 'DoRButtonDown', otherwise it will have no effect.

## DoRClick(x, y)

Performs a right click at the center of an object or at the specified location.

### Parameters:

Name	Type	Description
x	number	X-coordinate of location relative to object's left border
y	number	Y-coordinate of location relative to object's top border

### Returns:

'true' if operation is successful, 'false' otherwise

## DoRDClick(x, y)

Performs a right double click at the center of an object or at the specified location.

### Parameters:

Name	Type	Description
x	number	X-coordinate of location relative to object's left border
y	number	Y-coordinate of location relative to object's top border

### Returns:

'true' if operation is successful, 'false' otherwise

## DoSendKeys(keys)

Sends series of keystrokes to an object. For example: DoSendKeys("^F") - sends {CTRL} + {F}. See [MSDN Article for SendKeys](#)

### Parameters:

Name	Type	Description
keys	string	A sequence of keystrokes.

# FlexPopUpButton

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FlexPopUpButton

## Behavior Pattern: FlexPopUpButtonBehavior

## Property Summary

Property	Description	Getter	Setter
<a href="#">Alpha</a>		GetAlpha	
<a href="#">AutomationClassName</a>		GetAutomationClassName	
<a href="#">AutomationIndex</a>		GetAutomationIndex	
<a href="#">AutomationName</a>		GetAutomationName	
<a href="#">ClassName</a>		GetClassName	
<a href="#">Color</a>		GetColor	
<a href="#">CurrentState</a>		GetCurrentState	
<a href="#">DisabledColor</a>		GetDisabledColor	
<a href="#">Enabled</a>		GetEnabled	
<a href="#">ErrorColor</a>		GetErrorColor	
<a href="#">ErrorString</a>		GetErrorString	
<a href="#">FillAlphas</a>		GetFillAlphas	
<a href="#">FillColors</a>		GetFillColors	
<a href="#">FlexX</a>		GetFlexX	
<a href="#">FlexY</a>		GetFlexY	
<a href="#">FocusAlpha</a>		GetFocusAlpha	
<a href="#">FocusEnabled</a>		GetFocusEnabled	
<a href="#">FontFamily</a>		GetFontFamily	
<a href="#">FontSize</a>		GetFontSize	

<a href="#">FontStyle</a>		GetFontStyle	
<a href="#">FontWeight</a>		GetFontWeight	
<a href="#">Height</a>		GetHeight	
<a href="#">Id</a>		GetId	
<a href="#">Label</a>		GetLabel	
<a href="#">LabelPlacement</a>		GetLabelPlacement	
<a href="#">MouseEnabled</a>		GetMouseEnabled	
<a href="#">NumAutomationChildren</a>		GetNumAutomationChildren	
<a href="#">PercentHeight</a>		GetPercentHeight	
<a href="#">PercentWidth</a>		GetPercentWidth	
<a href="#">ScaleX</a>		GetScaleX	
<a href="#">ScaleY</a>		GetScaleY	
<a href="#">Selected</a>		GetSelected	
<a href="#">TabChildren</a>		GetTabChildren	
<a href="#">TabEnabled</a>		GetTabEnabled	
<a href="#">TabIndex</a>		GetTabIndex	
<a href="#">TextAlign</a>		GetTextAlign	
<a href="#">TextDecoration</a>		GetTextDecoration	
<a href="#">TextIndent</a>		GetTextIndent	
<a href="#">TextRollOverColor</a>		GetTextRollOverColor	
<a href="#">TextSelectedColor</a>		GetTextSelectedColor	
<a href="#">ThemeColor</a>		GetThemeColor	
<a href="#">Toggle</a>		GetToggle	
<a href="#">ToolTip</a>		GetToolTip	
<a href="#">UseHandCursor</a>		GetUseHandCursor	
<a href="#">Visible</a>		GetVisible	
<a href="#">Width</a>		GetWidth	
<a href="#">X</a>		GetX	
<a href="#">Y</a>		GetY	

## Action Summary

Action	Description
<a href="#">DoChangeFocus</a>	
<a href="#">DoClick</a>	
<a href="#">DoClose</a>	
<a href="#">DoMouseMove</a>	
<a href="#">DoOpen</a>	
<a href="#">DoType</a>	

## Property Detail

### Alpha

Accessors: GetAlpha

### AutomationClassName

Accessors: GetAutomationClassName

### AutomationIndex

Accessors: GetAutomationIndex

### AutomationName

Accessors: GetAutomationName

### ClassName

Accessors: GetClassName

### Color

Accessors: GetColor

### **CurrentState**

Accessors: GetCurrentState

### **DisabledColor**

Accessors: GetDisabledColor

### **Enabled**

Accessors: GetEnabled

### **ErrorColor**

Accessors: GetErrorColor

### **ErrorString**

Accessors: GetErrorString

### **FillAlphas**

Accessors: GetFillAlphas

### **FillColors**

Accessors: GetFillColors

### **FlexX**

Accessors: GetFlexX

### **FlexY**

Accessors: GetFlexY

### **FocusAlpha**

Accessors: GetFocusAlpha

### **FocusEnabled**

Accessors: GetFocusEnabled

### **FontFamily**

Accessors: GetFontFamily

### **FontSize**

Accessors: GetFontSize

### **FontStyle**

Accessors: GetFontStyle

### **FontWeight**

Accessors: GetFontWeight

### **Height**

Accessors: GetHeight

### **Id**

Accessors: GetId

### **Label**

Accessors: GetLabel

### **LabelPlacement**

Accessors: GetLabelPlacement

### **MouseEnabled**

Accessors: GetMouseEnabled

### **NumAutomationChildren**

Accessors: GetNumAutomationChildren

### **PercentHeight**

Accessors: GetPercentHeight

### **PercentWidth**

Accessors: GetPercentWidth

### **ScaleX**

Accessors: GetScaleX

### **ScaleY**

Accessors: GetScaleY

### **Selected**

Accessors: GetSelected

### **TabChildren**

Accessors: GetTabChildren

### **TabEnabled**

Accessors: GetTabEnabled

### **TabIndex**

Accessors: GetTabIndex

### **TextAlign**

Accessors: GetTextAlign

### **TextDecoration**

Accessors: GetTextDecoration

### **TextIndent**

Accessors: GetTextIndent

### **TextRollOverColor**

Accessors: GetTextRollOverColor

### **TextSelectedColor**

Accessors: GetTextSelectedColor

### **ThemeColor**

Accessors: GetThemeColor

### **Toggle**

Accessors: GetToggle

## ToolTip

Accessors: GetToolTip

## UseHandCursor

Accessors: GetUseHandCursor

## Visible

Accessors: GetVisible

## Width

Accessors: GetWidth

## X

Accessors: GetX

## Y

Accessors: GetY

## Action Detail

### DoChangeFocus(shiftKey, keyCode)

Parameters:

Name	Type	Description
shiftKey	Boolean	Optional, Default: false.
keyCode	String	Optional, Default: TAB.

### DoClick(keyModifier)

Parameters:

Name	Type	Description
keyModifier	Number	<p>FlexKeyModifierValues</p> <ol style="list-style-type: none"><li>1 flexControl</li><li>2 flexShift</li><li>4 flexAlt</li><li>3 flexControlShift</li><li>5 flexControlAlt</li><li>6 flexShiftAlt</li><li>7 flexControlShiftAlt</li></ol> <p>Optional, Default: 0.</p>

### DoClose(triggerEvent)

Parameters:

Name	Type	Description
triggerEvent	Number	<p>FlexTriggerEventValues</p> <ol style="list-style-type: none"><li>1 flexMouse</li><li>2 flexKeyboard</li></ol> <p>Optional, Default: 1.</p>



## DoMouseMove(localX, localY, keyModifier)

### Parameters:

Name	Type	Description
localX	Number	Optional, Default: 0.
localY	Number	Optional, Default: 0.
keyModifier	Number	<p>FlexKeyModifierValues</p> <ol style="list-style-type: none"><li>1 flexControl</li><li>2 flexShift</li><li>4 flexAlt</li><li>3 flexControlShift</li><li>5 flexControlAlt</li><li>6 flexShiftAlt</li><li>7 flexControlShiftAlt</li></ol> <p>Optional, Default: 0.</p>

## DoOpen(triggerEvent)

### Parameters:

Name	Type	Description
triggerEvent	Number	<p>FlexTriggerEventValues</p> <ol style="list-style-type: none"><li>1 flexMouse</li><li>2 flexKeyboard</li></ol> <p>Optional, Default: 1.</p>

## DoType(keyCode, keyModifier)

### Parameters:

Name	Type	Description
keyCode	String	Optional, Default: SPACE.
keyModifier	Number	<p>FlexKeyModifierValues</p> <ol style="list-style-type: none"><li>1 flexControl</li><li>2 flexShift</li><li>4 flexAlt</li><li>3 flexControlShift</li><li>5 flexControlAlt</li><li>6 flexShiftAlt</li><li>7 flexControlShiftAlt</li></ol> <p>Optional, Default: 0.</p>

## Behavior Pattern: Win32Generic

## Property Summary

Property	Description	Getter	Setter
<a href="#">Bitmap</a>	UI Image of the object.	GetBitmap	
<a href="#">BWBitmap</a>	UI Image of the object in 1-bit format (black&white).	GetBWBitmap	
<a href="#">Class</a>	Class of the object.	GetClass	
<a href="#">Height</a>	Height of the object.	GetHeight	
<a href="#">Name</a>	Name of the object.	GetName	
<a href="#">ObjectType</a>	SeSMatcherRule type for this object.	GetObjectType	

<a href="#">State</a>	State of the object.	GetState	
<a href="#">Value</a>	Value of the object.	GetValue	SetValue
<a href="#">Width</a>	Width of the object.	GetWidth	
<a href="#">WindowText</a>	Window text of the object.	GetWindowText	SetWindowText
<a href="#">X</a>	X-coordinate of the top left corner of the object.	GetX	
<a href="#">Y</a>	Y-coordinate of the top left corner of the object.	GetY	

## Action Summary

Action	Description
<a href="#">DoAction</a>	Performs default action for an object.
<a href="#">DoAnalogPlay</a>	Plays analog recording using coordinates relative to this object.
<a href="#">DoClick</a>	Performs left click at the center of an object.
<a href="#">DoEnsureVisible</a>	Makes sure specified element is visible on the screen.
<a href="#">DoLButtonDown</a>	Performs left mouse button down.
<a href="#">DoLButtonUp</a>	Performs left mouse button up.
<a href="#">DoLClick</a>	Performs a left click at the center of an object or at the specified location.
<a href="#">DoLDClick</a>	Performs a left double click at the center of an object or at the specified location.
<a href="#">DoMButtonDown</a>	Performs middle mouse button down.
<a href="#">DoMButtonUp</a>	Performs middle mouse button up.
<a href="#">DoMClick</a>	Performs a middle click at the center of an object or at the specified location.
<a href="#">DoMDClick</a>	Performs a middle double click at the center of an object or at the specified location.
<a href="#">DoMouseMove</a>	Moves mouse cursor to a location relative to this object position.
<a href="#">DoRButtonDown</a>	Performs right mouse button down.
<a href="#">DoRButtonUp</a>	Performs right mouse button up.
<a href="#">DoRClick</a>	Performs a right click at the center of an object or at the specified location.
<a href="#">DoRDClick</a>	Performs a right double click at the center of an object or at the specified location.
<a href="#">DoSendKeys</a>	Sends series of keystrokes to an object.

## Property Detail

### Bitmap

UI Image of the object.  
Accessors: GetBitmap

### BWBitmap

UI Image of the object in 1-bit format (black&white).  
Accessors: GetBWBitmap

### Class

Class of the object.  
Accessors: GetClass

### Height

Height of the object.  
Accessors: GetHeight

### Name

Name of the object.  
Accessors: GetName

### ObjectType

SeSMatcherRule type for this object.  
Accessors: GetObjectType

### State

State of the object.  
Accessors: GetState

### Value

Value of the object.  
Accessors: GetValue, SetValue

### Width

Width of the object.  
Accessors: GetWidth

## WindowText

Window text of the object.

Accessors: GetWindowText, SetWindowText

## X

X-coordinate of the top left corner of the object.

Accessors: GetX

## Y

Y-coordinate of the top left corner of the object.

Accessors: GetY

## Action Detail

### DoAction()

Performs default action for an object. If the object doesn't have default action then 'LClick' is performed.

### DoAnalogPlay(path, left, top)

Plays analog recording using coordinates relative to this object.

#### Parameters:

Name	Type	Description
path	string	Path to analog recording (usually an .arf file).
left	number	X-coordinate of top-left corner of the analog area, relative to object top-left corner Optional.
top	number	Y-coordinate of the top-left corner of the analog area, relative to object top-left corner. Optional.

### DoClick(clickType, xOffset, yOffset)

Performs left click at the center of an object. It is a customizable variant of LClick action.

#### Parameters:

Name	Type	Description
clickType	string	Type of click, can be one of "L" - left click, "LD" - double left click, "R" - right click, "RD" - double right click, "M" - middle click, "MD" - double middle click, "N" - don't click Optional, Default: L.
xOffset	number	X offset to click within object. Default is a center. Optional.
yOffset	number	X offset to click within object. Default is a center. Optional.

#### Returns:

'true' if operation is successful, 'false' otherwise

### DoEnsureVisible()

Makes sure specified element is visible on the screen.

### DoLButtonDown()

Performs left mouse button down. This method does not change cursor coordinates. Make sure that you use 'DoMouseMove' to position mouse cursor properly before calling this method. Note: This action must be followed by 'DoLButtonUp', otherwise it may lock mouse cursor.

### DoLButtonUp()

Performs left mouse button up. This method does not change cursor coordinates. Make sure that you use 'DoMouseMove' to position mouse cursor properly before calling this method. Note: Use this action after 'DoLButtonDown', otherwise it will have no effect.

### DoLClick(x, y)

Performs a left click at the center of an object or at the specified location.

#### Parameters:

Name	Type	Description
x	number	X-coordinate of location relative to object's left border
y	number	Y-coordinate of location relative to object's top border

#### Returns:

'true' if operation is successful, 'false' otherwise

### DoLDClick(x, y)

Performs a left double click at the center of an object or at the specified location.

#### Parameters:

Name	Type	Description
x	number	X-coordinate of location relative to object's left border
y	number	Y-coordinate of location relative to object's top border

#### Returns:

'true' if operation is successful, 'false' otherwise

### DoMButtonDown()

Performs middle mouse button down. This method does not change cursor coordinates. Make sure that you use 'DoMouseMove' to position mouse cursor properly before calling this method. Note: This action must be followed by 'DoMButtonUp', otherwise it may lock mouse cursor.

### DoMButtonUp()

Performs middle mouse button up. This method does not change cursor coordinates. Make sure that you use 'DoMouseMove' to position mouse cursor properly before calling this method. Note: Use this action after 'DoMButtonDown', otherwise it will have no effect.

### DoMClick(x, y)

Performs a middle click at the center of an object or at the specified location.

#### Parameters:

Name	Type	Description
x	number	X-coordinate of location relative to object's left border
y	number	Y-coordinate of location relative to object's top border

#### Returns:

'true' if operation is successful, 'false' otherwise

### DoMDClick(x, y)

Performs a middle double click at the center of an object or at the specified location.

#### Parameters:

Name	Type	Description
x	number	X-coordinate of location relative to object's left border
y	number	Y-coordinate of location relative to object's top border

#### Returns:

'true' if operation is successful, 'false' otherwise

### DoMouseMove(x, y)

Moves mouse cursor to a location relative to this object position.

#### Parameters:

Name	Type	Description
x	number	X-coordinate of location relative to object's left border
y	number	Y-coordinate of location relative to object's top border

### DoRButtonDown()

Performs right mouse button down. This method does not change cursor coordinates. Make sure that you use 'DoMouseMove' to position mouse cursor properly before calling this method. Note: This action must be followed by 'DoRButtonUp', otherwise it may lock mouse cursor.

### DoRButtonUp()

Performs right mouse button up. This method does not change cursor coordinates. Make sure that you use 'DoMouseMove' to position mouse cursor properly before calling this method. Note: Use this action after 'DoRButtonDown', otherwise it will have no effect.

### DoRClick(x, y)

Performs a right click at the center of an object or at the specified location.

#### Parameters:

Name	Type	Description
------	------	-------------

Name	Type	Description
x	number	X-coordinate of location relative to object's left border
y	number	Y-coordinate of location relative to object's top border

**Returns:**

'true' if operation is successful, 'false' otherwise

**DoRDClick(x, y)**

Performs a right double click at the center of an object or at the specified location.

**Parameters:**

Name	Type	Description
x	number	X-coordinate of location relative to object's left border
y	number	Y-coordinate of location relative to object's top border

**Returns:**

'true' if operation is successful, 'false' otherwise

**DoSendKeys(keys)**

Sends series of keystrokes to an object. For example: DoSendKeys("^F") - sends {CTRL} + {F}. See [MSDN Article for SendKeys](#)

**Parameters:**

Name	Type	Description
keys	string	A sequence of keystrokes.

## FlexProgressBar

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FlexProgressBar

### Behavior Pattern: FlexProgressBarBehavior

### Property Summary

Property	Description	Getter	Setter
<a href="#">Alpha</a>		GetAlpha	
<a href="#">AutomationClassName</a>		GetAutomationClassName	
<a href="#">AutomationIndex</a>		GetAutomationIndex	
<a href="#">AutomationName</a>		GetAutomationName	
<a href="#">BarColor</a>		GetBarColor	
<a href="#">BorderColor</a>		GetBorderColor	
<a href="#">ClassName</a>		GetClassName	
<a href="#">Color</a>		GetColor	
<a href="#">Conversion</a>		GetConversion	
<a href="#">CurrentState</a>		GetCurrentState	
<a href="#">Direction</a>		GetDirection	
<a href="#">DisabledColor</a>		GetDisabledColor	
<a href="#">Enabled</a>		GetEnabled	
<a href="#">ErrorColor</a>		GetErrorColor	
<a href="#">ErrorString</a>		GetErrorString	
<a href="#">FillColors</a>		GetFillColors	
<a href="#">FlexX</a>		GetFlexX	
<a href="#">FlexY</a>		GetFlexY	
<a href="#">FocusEnabled</a>		GetFocusEnabled	
<a href="#">FontFamily</a>		GetFontFamily	
<a href="#">FontSize</a>		GetFontSize	
<a href="#">FontStyle</a>		GetFontStyle	
<a href="#">FontWeight</a>		GetFontWeight	
<a href="#">Height</a>		GetHeight	

<a href="#">Id</a>		GetId	
<a href="#">Indeterminate</a>		GetIndeterminate	
<a href="#">Label</a>		GetLabel	
<a href="#">LabelPlacement</a>		GetLabelPlacement	
<a href="#">LabelWidth</a>		GetLabelWidth	
<a href="#">Maximum</a>		GetMaximum	
<a href="#">Minimum</a>		GetMinimum	
<a href="#">MouseEnabled</a>		GetMouseEnabled	
<a href="#">NumAutomationChildren</a>		GetNumAutomationChildren	
<a href="#">PercentComplete</a>		GetPercentComplete	
<a href="#">PercentHeight</a>		GetPercentHeight	
<a href="#">PercentWidth</a>		GetPercentWidth	
<a href="#">ScaleX</a>		GetScaleX	
<a href="#">ScaleY</a>		GetScaleY	
<a href="#">TabChildren</a>		GetTabChildren	
<a href="#">TabEnabled</a>		GetTabEnabled	
<a href="#">TabIndex</a>		GetTabIndex	
<a href="#">TextAlign</a>		GetTextAlign	
<a href="#">TextDecoration</a>		GetTextDecoration	
<a href="#">TextIndent</a>		GetTextIndent	
<a href="#">ThemeColor</a>		GetThemeColor	
<a href="#">ToolTip</a>		GetToolTip	
<a href="#">UseHandCursor</a>		GetUseHandCursor	
<a href="#">Value</a>		GetValue	
<a href="#">Visible</a>		GetVisible	
<a href="#">Width</a>		GetWidth	
<a href="#">X</a>		GetX	
<a href="#">Y</a>		GetY	

## Action Summary

Action	Description
<a href="#">DoChangeFocus</a>	
<a href="#">DoClick</a>	
<a href="#">DoMouseMove</a>	

## Property Detail

### Alpha

Accessors: GetAlpha

### AutomationClassName

Accessors: GetAutomationClassName

### AutomationIndex

Accessors: GetAutomationIndex

### AutomationName

Accessors: GetAutomationName

### BarColor

Accessors: GetBarColor

### BorderColor

Accessors: GetBorderColor

### ClassName

Accessors: GetClassName

## **Color**

Accessors: GetColor

## **Conversion**

Accessors: GetConversion

## **CurrentState**

Accessors: GetCurrentState

## **Direction**

Accessors: GetDirection

## **DisabledColor**

Accessors: GetDisabledColor

## **Enabled**

Accessors: GetEnabled

## **ErrorColor**

Accessors: GetErrorColor

## **ErrorString**

Accessors: GetErrorString

## **FillColors**

Accessors: GetFillColors

## **FlexX**

Accessors: GetFlexX

## **FlexY**

Accessors: GetFlexY

## **FocusEnabled**

Accessors: GetFocusEnabled

## **FontFamily**

Accessors: GetFontFamily

## **FontSize**

Accessors: GetFontSize

## **FontStyle**

Accessors: GetFontStyle

## **FontWeight**

Accessors: GetFontWeight

## **Height**

Accessors: GetHeight

## **Id**

Accessors: GetId

**Indeterminate**

Accessors: GetIndeterminate

**Label**

Accessors: GetLabel

**LabelPlacement**

Accessors: GetLabelPlacement

**LabelWidth**

Accessors: GetLabelWidth

**Maximum**

Accessors: GetMaximum

**Minimum**

Accessors: GetMinimum

**MouseEnabled**

Accessors: GetMouseEnabled

**NumAutomationChildren**

Accessors: GetNumAutomationChildren

**PercentComplete**

Accessors: GetPercentComplete

**PercentHeight**

Accessors: GetPercentHeight

**PercentWidth**

Accessors: GetPercentWidth

**ScaleX**

Accessors: GetScaleX

**ScaleY**

Accessors: GetScaleY

**TabChildren**

Accessors: GetTabChildren

**TabEnabled**

Accessors: GetTabEnabled

**TabIndex**

Accessors: GetTabIndex

**TextAlign**

Accessors: GetTextAlign

**TextDecoration**

Accessors: GetTextDecoration



## TextIndent

Accessors: GetTextIndent

## ThemeColor

Accessors: GetThemeColor

## ToolTip

Accessors: GetToolTip

## UseHandCursor

Accessors: GetUseHandCursor

## Value

Accessors: GetValue

## Visible

Accessors: GetVisible

## Width

Accessors: GetWidth

## X

Accessors: GetX

## Y

Accessors: GetY

## Action Detail

### DoChangeFocus(shiftKey, keyCode)

Parameters:

Name	Type	Description
shiftKey	Boolean	Optional, Default: false.
keyCode	String	Optional, Default: TAB.

### DoClick(keyModifier)

Parameters:

Name	Type	Description
keyModifier	Number	<p>FlexKeyModifierValues</p> <ol style="list-style-type: none"><li>1 flexControl</li><li>2 flexShift</li><li>4 flexAlt</li><li>3 flexControlShift</li><li>5 flexControlAlt</li><li>6 flexShiftAlt</li><li>7 flexControlShiftAlt</li></ol> <p>Optional, Default: 0.</p>

### DoMouseMove(localX, localY, keyModifier)

**Parameters:**

Name	Type	Description
localX	Number	Optional, Default: 0.
localY	Number	Optional, Default: 0.
keyModifier	Number	FlexKeyModifierValues 1 flexControl 2 flexShift 4 flexAlt 3 flexControlShift 5 flexControlAlt 6 flexShiftAlt 7 flexControlShiftAlt  Optional, Default: 0.

**Behavior Pattern: Win32Generic****Property Summary**

Property	Description	Getter	Setter
<a href="#">Bitmap</a>	UI Image of the object.	GetBitmap	
<a href="#">BWBitmap</a>	UI Image of the object in 1-bit format (black&white).	GetBWBitmap	
<a href="#">Class</a>	Class of the object.	GetClass	
<a href="#">Height</a>	Height of the object.	GetHeight	
<a href="#">Name</a>	Name of the object.	GetName	
<a href="#">ObjectType</a>	SeSMatcherRule type for this object.	GetObjectType	
<a href="#">State</a>	State of the object.	GetState	
<a href="#">Value</a>	Value of the object.	GetValue	SetValue
<a href="#">Width</a>	Width of the object.	GetWidth	
<a href="#">WindowText</a>	Window text of the object.	GetWindowText	SetWindowText
<a href="#">X</a>	X-coordinate of the top left corner of the object.	GetX	
<a href="#">Y</a>	Y-coordinate of the top left corner of the object.	GetY	

**Action Summary**

Action	Description
<a href="#">DoAction</a>	Performs default action for an object.
<a href="#">DoAnalogPlay</a>	Plays analog recording using coordinates relative to this object.
<a href="#">DoClick</a>	Performs left click at the center of an object.
<a href="#">DoEnsureVisible</a>	Makes sure specified element is visible on the screen.
<a href="#">DoLButtonDown</a>	Performs left mouse button down.
<a href="#">DoLButtonUp</a>	Performs left mouse button up.
<a href="#">DoLClick</a>	Performs a left click at the center of an object or at the specified location.
<a href="#">DoLDClick</a>	Performs a left double click at the center of an object or at the specified location.
<a href="#">DoMButtonDown</a>	Performs middle mouse button down.
<a href="#">DoMButtonUp</a>	Performs middle mouse button up.
<a href="#">DoMClick</a>	Performs a middle click at the center of an object or at the specified location.
<a href="#">DoMDClick</a>	Performs a middle double click at the center of an object or at the specified location.
<a href="#">DoMouseMove</a>	Moves mouse cursor to a location relative to this object position.
<a href="#">DoRButtonDown</a>	Performs right mouse button down.
<a href="#">DoRButtonUp</a>	Performs right mouse button up.
<a href="#">DoRClick</a>	Performs a right click at the center of an object or at the specified location.
<a href="#">DoRDClick</a>	Performs a right double click at the center of an object or at the specified location.
<a href="#">DoSendKeys</a>	Sends series of keystrokes to an object.

**Property Detail****Bitmap**

UI Image of the object.  
Accessors: GetBitmap

### BWBitmap

UI Image of the object in 1-bit format (black&white).  
Accessors: GetBWBitmap

### Class

Class of the object.  
Accessors: GetClass

### Height

Height of the object.  
Accessors: GetHeight

### Name

Name of the object.  
Accessors: GetName

### ObjectType

SeSMatcherRule type for this object.  
Accessors: GetObjectType

### State

State of the object.  
Accessors: GetState

### Value

Value of the object.  
Accessors: GetValue, SetValue

### Width

Width of the object.  
Accessors: GetWidth

### WindowText

Window text of the object.  
Accessors: GetWindowText, SetWindowText

### X

X-coordinate of the top left corner of the object.  
Accessors: GetX

### Y

Y-coordinate of the top left corner of the object.  
Accessors: GetY

## Action Detail

### DoAction()

Performs default action for an object. If the object doesn't have default action then 'LClick' is performed.

### DoAnalogPlay(path, left, top)

Plays analog recording using coordinates relative to this object.

#### Parameters:

Name	Type	Description
path	string	Path to analog recording (usually an .arf file).
left	number	X-coordinate of top-left corner of the analog area, relative to object top-left corner Optional.
top	number	Y-coordinate of the top-left corner of the analog area, relative to object top-left corner. Optional.

### DoClick(clickType, xOffset, yOffset)

Performs left click at the center of an object. It is a customizable variant of LClick action.

#### Parameters:

Name	Type	Description
clickType	string	Type of click, can be one of "L" - left click, "LD" - double left click, "R" - right click, "RD" - double right click, "M" -

		middle click, "MD" - double middle click, "N" - don't click Optional, Default: L.
xOffset	number	X offset to click within object. Default is a center. Optional.
yOffset	number	X offset to click within object. Default is a center. Optional.

**Returns:**

'true' if operation is successful, 'false' otherwise

**DoEnsureVisible()**

Makes sure specified element is visible on the screen.

**DoLButtonDown()**

Performs left mouse button down. This method does not change cursor coordinates. Make sure that you use 'DoMouseMove' to position mouse cursor properly before calling this method. Note: This action must be followed by 'DoLButtonUp', otherwise it may lock mouse cursor.

**DoLButtonUp()**

Performs left mouse button up. This method does not change cursor coordinates. Make sure that you use 'DoMouseMove' to position mouse cursor properly before calling this method. Note: Use this action after 'DoLButtonDown', otherwise it will have no effect.

**DoLClick(x, y)**

Performs a left click at the center of an object or at the specified location.

**Parameters:**

Name	Type	Description
x	number	X-coordinate of location relative to object's left border
y	number	Y-coordinate of location relative to object's top border

**Returns:**

'true' if operation is successful, 'false' otherwise

**DoLDClick(x, y)**

Performs a left double click at the center of an object or at the specified location.

**Parameters:**

Name	Type	Description
x	number	X-coordinate of location relative to object's left border
y	number	Y-coordinate of location relative to object's top border

**Returns:**

'true' if operation is successful, 'false' otherwise

**DoMButtonDown()**

Performs middle mouse button down. This method does not change cursor coordinates. Make sure that you use 'DoMouseMove' to position mouse cursor properly before calling this method. Note: This action must be followed by 'DoMButtonUp', otherwise it may lock mouse cursor.

**DoMButtonUp()**

Performs middle mouse button up. This method does not change cursor coordinates. Make sure that you use 'DoMouseMove' to position mouse cursor properly before calling this method. Note: Use this action after 'DoMButtonDown', otherwise it will have no effect.

**DoMClick(x, y)**

Performs a middle click at the center of an object or at the specified location.

**Parameters:**

Name	Type	Description
x	number	X-coordinate of location relative to object's left border
y	number	Y-coordinate of location relative to object's top border

**Returns:**

'true' if operation is successful, 'false' otherwise

**DoMDClick(x, y)**

Performs a middle double click at the center of an object or at the specified location.

**Parameters:**

Name	Type	Description
x	number	X-coordinate of location relative to object's left border
y	number	Y-coordinate of location relative to object's top border

**Returns:**

'true' if operation is successful, 'false' otherwise

**DoMouseMove(x, y)**

Moves mouse cursor to a location relative to this object position.

**Parameters:**

Name	Type	Description
x	number	X-coordinate of location relative to object's left border
y	number	Y-coordinate of location relative to object's top border

**DoRButtonDown()**

Performs right mouse button down. This method does not change cursor coordinates. Make sure that you use 'DoMouseMove' to position mouse cursor properly before calling this method. Note: This action must be followed by 'DoRButtonUp', otherwise it may lock mouse cursor.

**DoRButtonUp()**

Performs right mouse button up. This method does not change cursor coordinates. Make sure that you use 'DoMouseMove' to position mouse cursor properly before calling this method. Note: Use this action after 'DoRButtonDown', otherwise it will have no effect.

**DoRClick(x, y)**

Performs a right click at the center of an object or at the specified location.

**Parameters:**

Name	Type	Description
x	number	X-coordinate of location relative to object's left border
y	number	Y-coordinate of location relative to object's top border

**Returns:**

'true' if operation is successful, 'false' otherwise

**DoRDClick(x, y)**

Performs a right double click at the center of an object or at the specified location.

**Parameters:**

Name	Type	Description
x	number	X-coordinate of location relative to object's left border
y	number	Y-coordinate of location relative to object's top border

**Returns:**

'true' if operation is successful, 'false' otherwise

**DoSendKeys(keys)**

Sends series of keystrokes to an object. For example: DoSendKeys("^F") - sends {CTRL} + {F}. See [MSDN Article for SendKeys](#)

**Parameters:**

Name	Type	Description
keys	string	A sequence of keystrokes.

## FlexRadioButton

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FlexRadioButton

Behavior Pattern: FlexRadioButtonBehavior

## Property Summary

Property	Description	Getter	Setter
<a href="#">Alpha</a>		GetAlpha	
<a href="#">AutomationClassName</a>		GetAutomationClassName	
<a href="#">AutomationIndex</a>		GetAutomationIndex	
<a href="#">AutomationName</a>		GetAutomationName	
<a href="#">ClassName</a>		GetClassName	
<a href="#">Color</a>		GetColor	
<a href="#">CurrentState</a>		GetCurrentState	
<a href="#">DisabledColor</a>		GetDisabledColor	
<a href="#">Enabled</a>		GetEnabled	
<a href="#">ErrorColor</a>		GetErrorColor	
<a href="#">ErrorString</a>		GetErrorString	
<a href="#">FillAlphas</a>		GetFillAlphas	
<a href="#">FillColors</a>		GetFillColors	
<a href="#">FlexX</a>		GetFlexX	
<a href="#">FlexY</a>		GetFlexY	
<a href="#">FocusAlpha</a>		GetFocusAlpha	
<a href="#">FocusEnabled</a>		GetFocusEnabled	
<a href="#">FontFamily</a>		GetFontFamily	
<a href="#">FontSize</a>		GetFontSize	
<a href="#">FontStyle</a>		GetFontStyle	
<a href="#">FontWeight</a>		GetFontWeight	
<a href="#">GroupName</a>		GetGroupName	
<a href="#">Height</a>		GetHeight	
<a href="#">Id</a>		GetId	
<a href="#">Label</a>		GetLabel	
<a href="#">LabelPlacement</a>		GetLabelPlacement	
<a href="#">MouseEnabled</a>		GetMouseEnabled	
<a href="#">NumAutomationChildren</a>		GetNumAutomationChildren	
<a href="#">PercentHeight</a>		GetPercentHeight	
<a href="#">PercentWidth</a>		GetPercentWidth	
<a href="#">ScaleX</a>		GetScaleX	
<a href="#">ScaleY</a>		GetScaleY	
<a href="#">Selected</a>		GetSelected	
<a href="#">TabChildren</a>		GetTabChildren	
<a href="#">TabEnabled</a>		GetTabEnabled	
<a href="#">TabIndex</a>		GetTabIndex	
<a href="#">TextAlign</a>		GetTextAlign	
<a href="#">TextDecoration</a>		GetTextDecoration	
<a href="#">TextIndent</a>		GetTextIndent	
<a href="#">TextRollOverColor</a>		GetTextRollOverColor	
<a href="#">TextSelectedColor</a>		GetTextSelectedColor	
<a href="#">ThemeColor</a>		GetThemeColor	
<a href="#">Toggle</a>		GetToggle	
<a href="#">ToolTip</a>		GetToolTip	
<a href="#">UseHandCursor</a>		GetUseHandCursor	
<a href="#">Visible</a>		GetVisible	
<a href="#">Width</a>		GetWidth	
<a href="#">X</a>		GetX	
<a href="#">Y</a>		GetY	

## Action Summary

Action	Description
<a href="#">DoChangeFocus</a>	
<a href="#">DoClick</a>	

<a href="#">DoMouseMove</a>	
<a href="#">DoType</a>	

## Property Detail

### Alpha

Accessors: GetAlpha

### AutomationClassName

Accessors: GetAutomationClassName

### AutomationIndex

Accessors: GetAutomationIndex

### AutomationName

Accessors: GetAutomationName

### ClassName

Accessors: GetClassName

### Color

Accessors: GetColor

### CurrentState

Accessors: GetCurrentState

### DisabledColor

Accessors: GetDisabledColor

### Enabled

Accessors: GetEnabled

### ErrorColor

Accessors: GetErrorColor

### ErrorString

Accessors: GetErrorString

### FillAlphas

Accessors: GetFillAlphas

### FillColors

Accessors: GetFillColors

### FlexX

Accessors: GetFlexX

### FlexY

Accessors: GetFlexY

### FocusAlpha

Accessors: GetFocusAlpha

### FocusEnabled

Accessors: GetFocusEnabled

**FontFamily**

Accessors: GetFontFamily

**FontSize**

Accessors: GetFontSize

**FontStyle**

Accessors: GetFontStyle

**FontWeight**

Accessors: GetFontWeight

**GroupName**

Accessors: GetGroupName

**Height**

Accessors: GetHeight

**Id**

Accessors: GetId

**Label**

Accessors: GetLabel

**LabelPlacement**

Accessors: GetLabelPlacement

**MouseEnabled**

Accessors: GetMouseEnabled

**NumAutomationChildren**

Accessors: GetNumAutomationChildren

**PercentHeight**

Accessors: GetPercentHeight

**PercentWidth**

Accessors: GetPercentWidth

**ScaleX**

Accessors: GetScaleX

**ScaleY**

Accessors: GetScaleY

**Selected**

Accessors: GetSelected

**TabChildren**

Accessors: GetTabChildren

**TabEnabled**

Accessors: GetTabEnabled



## TabIndex

Accessors: GetTabIndex

## TextAlign

Accessors: GetTextAlign

## TextDecoration

Accessors: GetTextDecoration

## TextIndent

Accessors: GetTextIndent

## TextRollOverColor

Accessors: GetTextRollOverColor

## TextSelectedColor

Accessors: GetTextSelectedColor

## ThemeColor

Accessors: GetThemeColor

## Toggle

Accessors: GetToggle

## ToolTip

Accessors: GetToolTip

## UseHandCursor

Accessors: GetUseHandCursor

## Visible

Accessors: GetVisible

## Width

Accessors: GetWidth

## X

Accessors: GetX

## Y

Accessors: GetY

## Action Detail

### DoChangeFocus(shiftKey, keyCode)

#### Parameters:

Name	Type	Description
shiftKey	Boolean	Optional, Default: false.
keyCode	String	Optional, Default: TAB.

### DoClick(keyModifier)

**Parameters:**

Name	Type	Description
keyModifier	Number	FlexKeyModifierValues 1 flexControl 2 flexShift 4 flexAlt 3 flexControlShift 5 flexControlAlt 6 flexShiftAlt 7 flexControlShiftAlt  Optional, Default: 0.

**DoMouseMove(localX, localY, keyModifier)**

**Parameters:**

Name	Type	Description
localX	Number	Optional, Default: 0.
localY	Number	Optional, Default: 0.
keyModifier	Number	FlexKeyModifierValues 1 flexControl 2 flexShift 4 flexAlt 3 flexControlShift 5 flexControlAlt 6 flexShiftAlt 7 flexControlShiftAlt  Optional, Default: 0.

**DoType(keyCode, keyModifier)**

**Parameters:**

Name	Type	Description
keyCode	String	Optional, Default: SPACE.
keyModifier	Number	FlexKeyModifierValues 1 flexControl 2 flexShift 4 flexAlt 3 flexControlShift 5 flexControlAlt 6 flexShiftAlt 7 flexControlShiftAlt  Optional, Default: 0.

**Behavior Pattern: Win32Generic**

**Property Summary**

Property	Description	Getter	Setter
<a href="#">Bitmap</a>	UI Image of the object.	GetBitmap	
<a href="#">BWBitmap</a>	UI Image of the object in 1-bit format (black&white).	GetBWBitmap	
<a href="#">Class</a>	Class of the object.	GetClass	
<a href="#">Height</a>	Height of the object.	GetHeight	

<u>Name</u>	Name of the object.	GetName	
<u>ObjectType</u>	SeSMatcherRule type for this object.	GetObjectType	
<u>State</u>	State of the object.	GetState	
<u>Value</u>	Value of the object.	GetValue	SetValue
<u>Width</u>	Width of the object.	GetWidth	
<u>WindowText</u>	Window text of the object.	GetWindowText	SetWindowText
<u>X</u>	X-coordinate of the top left corner of the object.	GetX	
<u>Y</u>	Y-coordinate of the top left corner of the object.	GetY	

## Action Summary

Action	Description
<u>DoAction</u>	Performs default action for an object.
<u>DoAnalogPlay</u>	Plays analog recording using coordinates relative to this object.
<u>DoClick</u>	Performs left click at the center of an object.
<u>DoEnsureVisible</u>	Makes sure specified element is visible on the screen.
<u>DoLButtonDown</u>	Performs left mouse button down.
<u>DoLButtonUp</u>	Performs left mouse button up.
<u>DoLClick</u>	Performs a left click at the center of an object or at the specified location.
<u>DoLDClick</u>	Performs a left double click at the center of an object or at the specified location.
<u>DoMButtonDown</u>	Performs middle mouse button down.
<u>DoMButtonUp</u>	Performs middle mouse button up.
<u>DoMClick</u>	Performs a middle click at the center of an object or at the specified location.
<u>DoMDClick</u>	Performs a middle double click at the center of an object or at the specified location.
<u>DoMouseMove</u>	Moves mouse cursor to a location relative to this object position.
<u>DoRButtonDown</u>	Performs right mouse button down.
<u>DoRButtonUp</u>	Performs right mouse button up.
<u>DoRClick</u>	Performs a right click at the center of an object or at the specified location.
<u>DoRDClick</u>	Performs a right double click at the center of an object or at the specified location.
<u>DoSendKeys</u>	Sends series of keystrokes to an object.

## Property Detail

### Bitmap

UI Image of the object.  
Accessors: GetBitmap

### BWBitmap

UI Image of the object in 1-bit format (black&white).  
Accessors: GetBWBitmap

### Class

Class of the object.  
Accessors: GetClass

### Height

Height of the object.  
Accessors: GetHeight

### Name

Name of the object.  
Accessors: GetName

### ObjectType

SeSMatcherRule type for this object.  
Accessors: GetObjectType

### State

State of the object.  
Accessors: GetState

### Value

Value of the object.  
Accessors: GetValue, SetValue

## Width

Width of the object.  
Accessors: GetWidth

## WindowText

Window text of the object.  
Accessors: GetWindowText, SetWindowText

## X

X-coordinate of the top left corner of the object.  
Accessors: GetX

## Y

Y-coordinate of the top left corner of the object.  
Accessors: GetY

## Action Detail

### DoAction()

Performs default action for an object. If the object doesn't have default action then 'LClick' is performed.

### DoAnalogPlay(path, left, top)

Plays analog recording using coordinates relative to this object.

#### Parameters:

Name	Type	Description
path	string	Path to analog recording (usually an .arf file).
left	number	X-coordinate of top-left corner of the analog area, relative to object top-left corner. Optional.
top	number	Y-coordinate of the top-left corner of the analog area, relative to object top-left corner. Optional.

### DoClick(clickType, xOffset, yOffset)

Performs left click at the center of an object. It is a customizable variant of LClick action.

#### Parameters:

Name	Type	Description
clickType	string	Type of click, can be one of "L" - left click, "LD" - double left click, "R" - right click, "RD" - double right click, "M" - middle click, "MD" - double middle click, "N" - don't click. Optional, Default: L.
xOffset	number	X offset to click within object. Default is a center. Optional.
yOffset	number	X offset to click within object. Default is a center. Optional.

#### Returns:

'true' if operation is successful, 'false' otherwise

### DoEnsureVisible()

Makes sure specified element is visible on the screen.

### DoLButtonDown()

Performs left mouse button down. This method does not change cursor coordinates. Make sure that you use 'DoMouseMove' to position mouse cursor properly before calling this method. Note: This action must be followed by 'DoLButtonUp', otherwise it may lock mouse cursor.

### DoLButtonUp()

Performs left mouse button up. This method does not change cursor coordinates. Make sure that you use 'DoMouseMove' to position mouse cursor properly before calling this method. Note: Use this action after 'DoLButtonDown', otherwise it will have no effect.

### DoLClick(x, y)

Performs a left click at the center of an object or at the specified location.

#### Parameters:

Name	Type	Description
x	number	X-coordinate of location relative to object's left border
y	number	Y-coordinate of location relative to object's top border

**Returns:**

'true' if operation is successful, 'false' otherwise

**DoLDClick(x, y)**

Performs a left double click at the center of an object or at the specified location.

**Parameters:**

Name	Type	Description
x	number	X-coordinate of location relative to object's left border
y	number	Y-coordinate of location relative to object's top border

**Returns:**

'true' if operation is successful, 'false' otherwise

**DoMButtonDown()**

Performs middle mouse button down. This method does not change cursor coordinates. Make sure that you use 'DoMouseMove' to position mouse cursor properly before calling this method. Note: This action must be followed by 'DoMButtonUp', otherwise it may lock mouse cursor.

**DoMButtonUp()**

Performs middle mouse button up. This method does not change cursor coordinates. Make sure that you use 'DoMouseMove' to position mouse cursor properly before calling this method. Note: Use this action after 'DoMButtonDown', otherwise it will have no effect.

**DoMClick(x, y)**

Performs a middle click at the center of an object or at the specified location.

**Parameters:**

Name	Type	Description
x	number	X-coordinate of location relative to object's left border
y	number	Y-coordinate of location relative to object's top border

**Returns:**

'true' if operation is successful, 'false' otherwise

**DoMDClick(x, y)**

Performs a middle double click at the center of an object or at the specified location.

**Parameters:**

Name	Type	Description
x	number	X-coordinate of location relative to object's left border
y	number	Y-coordinate of location relative to object's top border

**Returns:**

'true' if operation is successful, 'false' otherwise

**DoMouseMove(x, y)**

Moves mouse cursor to a location relative to this object position.

**Parameters:**

Name	Type	Description
x	number	X-coordinate of location relative to object's left border
y	number	Y-coordinate of location relative to object's top border

**DoRButtonDown()**

Performs right mouse button down. This method does not change cursor coordinates. Make sure that you use 'DoMouseMove' to position mouse cursor properly before calling this method. Note: This action must be followed by 'DoRButtonUp', otherwise it may lock mouse cursor.

**DoRButtonUp()**

Performs right mouse button up. This method does not change cursor coordinates. Make sure that you use 'DoMouseMove' to position mouse cursor properly before calling this method. Note: Use this action after 'DoRButtonDown', otherwise it will have no effect.

**DoRClick(x, y)**

Performs a right click at the center of an object or at the specified location.

**Parameters:**

Name	Type	Description
x	number	X-coordinate of location relative to object's left border
y	number	Y-coordinate of location relative to object's top border

**Returns:**

'true' if operation is successful, 'false' otherwise

**DoRDClick(x, y)**

Performs a right double click at the center of an object or at the specified location.

**Parameters:**

Name	Type	Description
x	number	X-coordinate of location relative to object's left border
y	number	Y-coordinate of location relative to object's top border

**Returns:**

'true' if operation is successful, 'false' otherwise

**DoSendKeys(keys)**

Sends series of keystrokes to an object. For example: DoSendKeys("^F") - sends {CTRL} + {F}. See [MSDN Article for SendKeys](#)

**Parameters:**

Name	Type	Description
keys	string	A sequence of keystrokes.

## FlexRepeater

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FlexRepeater

### Behavior Pattern: FlexRepeaterBehavior

### Property Summary

Property	Description	Getter	Setter
<a href="#">AutomationIndex</a>		GetAutomationIndex	
<a href="#">AutomationName</a>		GetAutomationName	
<a href="#">ClassName</a>		GetClassName	
<a href="#">Count</a>		GetCount	
<a href="#">Id</a>		GetId	

### Property Detail

#### AutomationIndex

Accessors: GetAutomationIndex

#### AutomationName

Accessors: GetAutomationName

#### ClassName

Accessors: GetClassName

#### Count

Accessors: GetCount

#### Id

Accessors: GetId

## Behavior Pattern: Win32Generic

### Property Summary

Property	Description	Getter	Setter
<a href="#">Bitmap</a>	UI Image of the object.	GetBitmap	
<a href="#">BWBitmap</a>	UI Image of the object in 1-bit format (black&white).	GetBWBitmap	
<a href="#">Class</a>	Class of the object.	GetClass	
<a href="#">Height</a>	Height of the object.	GetHeight	
<a href="#">Name</a>	Name of the object.	GetName	
<a href="#">ObjectType</a>	SeSMatcherRule type for this object.	GetObjectType	
<a href="#">State</a>	State of the object.	GetState	
<a href="#">Value</a>	Value of the object.	GetValue	SetValue
<a href="#">Width</a>	Width of the object.	GetWidth	
<a href="#">WindowText</a>	Window text of the object.	GetWindowText	SetWindowText
<a href="#">X</a>	X-coordinate of the top left corner of the object.	GetX	
<a href="#">Y</a>	Y-coordinate of the top left corner of the object.	GetY	

### Action Summary

Action	Description
<a href="#">DoAction</a>	Performs default action for an object.
<a href="#">DoAnalogPlay</a>	Plays analog recording using coordinates relative to this object.
<a href="#">DoClick</a>	Performs left click at the center of an object.
<a href="#">DoEnsureVisible</a>	Makes sure specified element is visible on the screen.
<a href="#">DoLButtonDown</a>	Performs left mouse button down.
<a href="#">DoLButtonUp</a>	Performs left mouse button up.
<a href="#">DoLClick</a>	Performs a left click at the center of an object or at the specified location.
<a href="#">DoLDClick</a>	Performs a left double click at the center of an object or at the specified location.
<a href="#">DoMButtonDown</a>	Performs middle mouse button down.
<a href="#">DoMButtonUp</a>	Performs middle mouse button up.
<a href="#">DoMClick</a>	Performs a middle click at the center of an object or at the specified location.
<a href="#">DoMDClick</a>	Performs a middle double click at the center of an object or at the specified location.
<a href="#">DoMouseMove</a>	Moves mouse cursor to a location relative to this object position.
<a href="#">DoRButtonDown</a>	Performs right mouse button down.
<a href="#">DoRButtonUp</a>	Performs right mouse button up.
<a href="#">DoRClick</a>	Performs a right click at the center of an object or at the specified location.
<a href="#">DoRDClick</a>	Performs a right double click at the center of an object or at the specified location.
<a href="#">DoSendKeys</a>	Sends series of keystrokes to an object.

### Property Detail

#### Bitmap

UI Image of the object.  
Accessors: GetBitmap

#### BWBitmap

UI Image of the object in 1-bit format (black&white).  
Accessors: GetBWBitmap

#### Class

Class of the object.  
Accessors: GetClass

#### Height

Height of the object.  
Accessors: GetHeight

#### Name

Name of the object.  
Accessors: GetName

## ObjectType

SeSMatcherRule type for this object.

Accessors: GetObjectType

## State

State of the object.

Accessors: GetState

## Value

Value of the object.

Accessors: GetValue, SetValue

## Width

Width of the object.

Accessors: GetWidth

## WindowText

Window text of the object.

Accessors: GetWindowText, SetWindowText

## X

X-coordinate of the top left corner of the object.

Accessors: GetX

## Y

Y-coordinate of the top left corner of the object.

Accessors: GetY

## Action Detail

### DoAction()

Performs default action for an object. If the object doesn't have default action then 'LClick' is performed.

### DoAnalogPlay(path, left, top)

Plays analog recording using coordinates relative to this object.

#### Parameters:

Name	Type	Description
path	string	Path to analog recording (usually an .arf file).
left	number	X-coordinate of top-left corner of the analog area, relative to object top-left corner Optional.
top	number	Y-coordinate of the top-left corner of the analog area, relative to object top-left corner. Optional.

### DoClick(clickType, xOffset, yOffset)

Performs left click at the center of an object. It is a customizable variant of LClick action.

#### Parameters:

Name	Type	Description
clickType	string	Type of click, can be one of "L" - left click, "LD" - double left click, "R" - right click, "RD" - double right click, "M" - middle click, "MD" - double middle click, "N" - don't click Optional, Default: L.
xOffset	number	X offset to click within object. Default is a center. Optional.
yOffset	number	X offset to click within object. Default is a center. Optional.

#### Returns:

'true' if operation is successful, 'false' otherwise

### DoEnsureVisible()

Makes sure specified element is visible on the screen.

### DoLButtonDown()

Performs left mouse button down. This method does not change cursor coordinates. Make sure that you use 'DoMouseMove' to position mouse cursor properly before calling this method. Note: This action must be followed by 'DoLButtonUp', otherwise it may lock mouse cursor.



### DoLButtonUp()

Performs left mouse button up. This method does not change cursor coordinates. Make sure that you use 'DoMouseMove' to position mouse cursor properly before calling this method. Note: Use this action after 'DoLButtonDown', otherwise it will have no effect.

### DoLClick(x, y)

Performs a left click at the center of an object or at the specified location.

#### Parameters:

Name	Type	Description
x	number	X-coordinate of location relative to object's left border
y	number	Y-coordinate of location relative to object's top border

#### Returns:

'true' if operation is successful, 'false' otherwise

### DoLDClick(x, y)

Performs a left double click at the center of an object or at the specified location.

#### Parameters:

Name	Type	Description
x	number	X-coordinate of location relative to object's left border
y	number	Y-coordinate of location relative to object's top border

#### Returns:

'true' if operation is successful, 'false' otherwise

### DoMButtonDown()

Performs middle mouse button down. This method does not change cursor coordinates. Make sure that you use 'DoMouseMove' to position mouse cursor properly before calling this method. Note: This action must be followed by 'DoMButtonUp', otherwise it may lock mouse cursor.

### DoMButtonUp()

Performs middle mouse button up. This method does not change cursor coordinates. Make sure that you use 'DoMouseMove' to position mouse cursor properly before calling this method. Note: Use this action after 'DoMButtonDown', otherwise it will have no effect.

### DoMClick(x, y)

Performs a middle click at the center of an object or at the specified location.

#### Parameters:

Name	Type	Description
x	number	X-coordinate of location relative to object's left border
y	number	Y-coordinate of location relative to object's top border

#### Returns:

'true' if operation is successful, 'false' otherwise

### DoMDClick(x, y)

Performs a middle double click at the center of an object or at the specified location.

#### Parameters:

Name	Type	Description
x	number	X-coordinate of location relative to object's left border
y	number	Y-coordinate of location relative to object's top border

#### Returns:

'true' if operation is successful, 'false' otherwise

### DoMouseMove(x, y)

Moves mouse cursor to a location relative to this object position.

#### Parameters:

Name	Type	Description
------	------	-------------

x	number	X-coordinate of location relative to object's left border
y	number	Y-coordinate of location relative to object's top border

### DoRButtonDown()

Performs right mouse button down. This method does not change cursor coordinates. Make sure that you use 'DoMouseMove' to position mouse cursor properly before calling this method. Note: This action must be followed by 'DoRButtonUp', otherwise it may lock mouse cursor.

### DoRButtonUp()

Performs right mouse button up. This method does not change cursor coordinates. Make sure that you use 'DoMouseMove' to position mouse cursor properly before calling this method. Note: Use this action after 'DoRButtonDown', otherwise it will have no effect.

### DoRClick(x, y)

Performs a right click at the center of an object or at the specified location.

#### Parameters:

Name	Type	Description
x	number	X-coordinate of location relative to object's left border
y	number	Y-coordinate of location relative to object's top border

#### Returns:

'true' if operation is successful, 'false' otherwise

### DoRDClick(x, y)

Performs a right double click at the center of an object or at the specified location.

#### Parameters:

Name	Type	Description
x	number	X-coordinate of location relative to object's left border
y	number	Y-coordinate of location relative to object's top border

#### Returns:

'true' if operation is successful, 'false' otherwise

### DoSendKeys(keys)

Sends series of keystrokes to an object. For example: DoSendKeys("^F") - sends {CTRL} + {F}. See [MSDN Article for SendKeys](#)

#### Parameters:

Name	Type	Description
keys	string	A sequence of keystrokes.

## FlexRule

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FlexRule

Behavior Pattern: FlexRuleBehavior

### Property Summary

Property	Description	Getter	Setter
<a href="#">Alpha</a>		GetAlpha	
<a href="#">AutomationClassName</a>		GetAutomationClassName	
<a href="#">AutomationIndex</a>		GetAutomationIndex	
<a href="#">AutomationName</a>		GetAutomationName	
<a href="#">ClassName</a>		GetClassName	
<a href="#">Color</a>		GetColor	
<a href="#">CurrentState</a>		GetCurrentState	
<a href="#">Enabled</a>		GetEnabled	
<a href="#">ErrorColor</a>		GetErrorColor	
<a href="#">ErrorString</a>		GetErrorString	

<a href="#">FlexX</a>		GetFlexX	
<a href="#">FlexY</a>		GetFlexY	
<a href="#">FocusEnabled</a>		GetFocusEnabled	
<a href="#">Height</a>		GetHeight	
<a href="#">Id</a>		GetId	
<a href="#">MouseEnabled</a>		GetMouseEnabled	
<a href="#">NumAutomationChildren</a>		GetNumAutomationChildren	
<a href="#">PercentHeight</a>		GetPercentHeight	
<a href="#">PercentWidth</a>		GetPercentWidth	
<a href="#">ScaleX</a>		GetScaleX	
<a href="#">ScaleY</a>		GetScaleY	
<a href="#">StrokeWidth</a>		GetStrokeWidth	
<a href="#">TabChildren</a>		GetTabChildren	
<a href="#">TabEnabled</a>		GetTabEnabled	
<a href="#">TabIndex</a>		GetTabIndex	
<a href="#">ThemeColor</a>		GetThemeColor	
<a href="#">ToolTip</a>		GetToolTip	
<a href="#">UseHandCursor</a>		GetUseHandCursor	
<a href="#">Visible</a>		GetVisible	
<a href="#">Width</a>		GetWidth	
<a href="#">X</a>		GetX	
<a href="#">Y</a>		GetY	

## Action Summary

Action	Description
<a href="#">DoChangeFocus</a>	
<a href="#">DoClick</a>	
<a href="#">DoMouseMove</a>	

## Property Detail

### Alpha

Accessors: GetAlpha

### AutomationClassName

Accessors: GetAutomationClassName

### AutomationIndex

Accessors: GetAutomationIndex

### AutomationName

Accessors: GetAutomationName

### ClassName

Accessors: GetClassName

### Color

Accessors: GetColor

### CurrentState

Accessors: GetCurrentState

### Enabled

Accessors: GetEnabled

### ErrorColor

Accessors: GetErrorColor

### **ErrorString**

Accessors: GetErrorString

### **FlexX**

Accessors: GetFlexX

### **FlexY**

Accessors: GetFlexY

### **FocusEnabled**

Accessors: GetFocusEnabled

### **Height**

Accessors: GetHeight

### **Id**

Accessors: GetId

### **MouseEnabled**

Accessors: GetMouseEnabled

### **NumAutomationChildren**

Accessors: GetNumAutomationChildren

### **PercentHeight**

Accessors: GetPercentHeight

### **PercentWidth**

Accessors: GetPercentWidth

### **ScaleX**

Accessors: GetScaleX

### **ScaleY**

Accessors: GetScaleY

### **StrokeWidth**

Accessors: GetStrokeWidth

### **TabChildren**

Accessors: GetTabChildren

### **TabEnabled**

Accessors: GetTabEnabled

### **TabIndex**

Accessors: GetTabIndex

### **ThemeColor**

Accessors: GetThemeColor

### **ToolTip**

Accessors: GetToolTip

## UseHandCursor

Accessors: GetUseHandCursor

## Visible

Accessors: GetVisible

## Width

Accessors: GetWidth

## X

Accessors: GetX

## Y

Accessors: GetY

## Action Detail

### DoChangeFocus(shiftKey, keyCode)

#### Parameters:

Name	Type	Description
shiftKey	Boolean	Optional, Default: false.
keyCode	String	Optional, Default: TAB.

### DoClick(keyModifier)

#### Parameters:

Name	Type	Description
keyModifier	Number	<p>FlexKeyModifierValues</p> <ol style="list-style-type: none"><li>1 flexControl</li><li>2 flexShift</li><li>4 flexAlt</li><li>3 flexControlShift</li><li>5 flexControlAlt</li><li>6 flexShiftAlt</li><li>7 flexControlShiftAlt</li></ol> <p>Optional, Default: 0.</p>

### DoMouseMove(localX, localY, keyModifier)

#### Parameters:

Name	Type	Description
localX	Number	Optional, Default: 0.
localY	Number	Optional, Default: 0.
keyModifier	Number	<p>FlexKeyModifierValues</p> <ol style="list-style-type: none"><li>1 flexControl</li><li>2 flexShift</li><li>4 flexAlt</li><li>3 flexControlShift</li><li>5 flexControlAlt</li></ol>

		6 flexShiftAlt
		7 flexControlShiftAlt
		Optional, Default: 0.

## Behavior Pattern: Win32Generic

## Property Summary

Property	Description	Getter	Setter
<a href="#">Bitmap</a>	UI Image of the object.	GetBitmap	
<a href="#">BWBitmap</a>	UI Image of the object in 1-bit format (black&white).	GetBWBitmap	
<a href="#">Class</a>	Class of the object.	GetClass	
<a href="#">Height</a>	Height of the object.	GetHeight	
<a href="#">Name</a>	Name of the object.	GetName	
<a href="#">ObjectType</a>	SeSMatcherRule type for this object.	GetObjectType	
<a href="#">State</a>	State of the object.	GetState	
<a href="#">Value</a>	Value of the object.	GetValue	SetValue
<a href="#">Width</a>	Width of the object.	GetWidth	
<a href="#">WindowText</a>	Window text of the object.	GetWindowText	SetWindowText
<a href="#">X</a>	X-coordinate of the top left corner of the object.	GetX	
<a href="#">Y</a>	Y-coordinate of the top left corner of the object.	GetY	

## Action Summary

Action	Description
<a href="#">DoAction</a>	Performs default action for an object.
<a href="#">DoAnalogPlay</a>	Plays analog recording using coordinates relative to this object.
<a href="#">DoClick</a>	Performs left click at the center of an object.
<a href="#">DoEnsureVisible</a>	Makes sure specified element is visible on the screen.
<a href="#">DoLButtonDown</a>	Performs left mouse button down.
<a href="#">DoLButtonUp</a>	Performs left mouse button up.
<a href="#">DoLClick</a>	Performs a left click at the center of an object or at the specified location.
<a href="#">DoLDClick</a>	Performs a left double click at the center of an object or at the specified location.
<a href="#">DoMButtonDown</a>	Performs middle mouse button down.
<a href="#">DoMButtonUp</a>	Performs middle mouse button up.
<a href="#">DoMClick</a>	Performs a middle click at the center of an object or at the specified location.
<a href="#">DoMDClick</a>	Performs a middle double click at the center of an object or at the specified location.
<a href="#">DoMouseMove</a>	Moves mouse cursor to a location relative to this object position.
<a href="#">DoRButtonDown</a>	Performs right mouse button down.
<a href="#">DoRButtonUp</a>	Performs right mouse button up.
<a href="#">DoRClick</a>	Performs a right click at the center of an object or at the specified location.
<a href="#">DoRDClick</a>	Performs a right double click at the center of an object or at the specified location.
<a href="#">DoSendKeys</a>	Sends series of keystrokes to an object.

## Property Detail

### Bitmap

UI Image of the object.  
Accessors: GetBitmap

### BWBitmap

UI Image of the object in 1-bit format (black&white).  
Accessors: GetBWBitmap

### Class

Class of the object.  
Accessors: GetClass

### Height

Height of the object.  
Accessors: GetHeight

**Name**

Name of the object.  
Accessors: GetName

**ObjectType**

SeSMatcherRule type for this object.  
Accessors: GetObjectType

**State**

State of the object.  
Accessors: GetState

**Value**

Value of the object.  
Accessors: GetValue, SetValue

**Width**

Width of the object.  
Accessors: GetWidth

**WindowText**

Window text of the object.  
Accessors: GetWindowText, SetWindowText

**X**

X-coordinate of the top left corner of the object.  
Accessors: GetX

**Y**

Y-coordinate of the top left corner of the object.  
Accessors: GetY

## Action Detail

**DoAction()**

Performs default action for an object. If the object doesn't have default action then 'LClick' is performed.

**DoAnalogPlay(path, left, top)**

Plays analog recording using coordinates relative to this object.

**Parameters:**

Name	Type	Description
path	string	Path to analog recording (usually an .arf file).
left	number	X-coordinate of top-left corner of the analog area, relative to object top-left corner. Optional.
top	number	Y-coordinate of the top-left corner of the analog area, relative to object top-left corner. Optional.

**DoClick(clickType, xOffset, yOffset)**

Performs left click at the center of an object. It is a customizable variant of LClick action.

**Parameters:**

Name	Type	Description
clickType	string	Type of click, can be one of "L" - left click, "LD" - double left click, "R" - right click, "RD" - double right click, "M" - middle click, "MD" - double middle click, "N" - don't click. Optional, Default: L.
xOffset	number	X offset to click within object. Default is a center. Optional.
yOffset	number	X offset to click within object. Default is a center. Optional.

**Returns:**

'true' if operation is successful, 'false' otherwise

**DoEnsureVisible()**

Makes sure specified element is visible on the screen.

### DoLButtonDown()

Performs left mouse button down. This method does not change cursor coordinates. Make sure that you use 'DoMouseMove' to position mouse cursor properly before calling this method. Note: This action must be followed by 'DoLButtonUp', otherwise it may lock mouse cursor.

### DoLButtonUp()

Performs left mouse button up. This method does not change cursor coordinates. Make sure that you use 'DoMouseMove' to position mouse cursor properly before calling this method. Note: Use this action after 'DoLButtonDown', otherwise it will have no effect.

### DoLClick(x, y)

Performs a left click at the center of an object or at the specified location.

#### Parameters:

Name	Type	Description
x	number	X-coordinate of location relative to object's left border
y	number	Y-coordinate of location relative to object's top border

#### Returns:

'true' if operation is successful, 'false' otherwise

### DoLDClick(x, y)

Performs a left double click at the center of an object or at the specified location.

#### Parameters:

Name	Type	Description
x	number	X-coordinate of location relative to object's left border
y	number	Y-coordinate of location relative to object's top border

#### Returns:

'true' if operation is successful, 'false' otherwise

### DoMButtonDown()

Performs middle mouse button down. This method does not change cursor coordinates. Make sure that you use 'DoMouseMove' to position mouse cursor properly before calling this method. Note: This action must be followed by 'DoMButtonUp', otherwise it may lock mouse cursor.

### DoMButtonUp()

Performs middle mouse button up. This method does not change cursor coordinates. Make sure that you use 'DoMouseMove' to position mouse cursor properly before calling this method. Note: Use this action after 'DoMButtonDown', otherwise it will have no effect.

### DoMClick(x, y)

Performs a middle click at the center of an object or at the specified location.

#### Parameters:

Name	Type	Description
x	number	X-coordinate of location relative to object's left border
y	number	Y-coordinate of location relative to object's top border

#### Returns:

'true' if operation is successful, 'false' otherwise

### DoMDClick(x, y)

Performs a middle double click at the center of an object or at the specified location.

#### Parameters:

Name	Type	Description
x	number	X-coordinate of location relative to object's left border
y	number	Y-coordinate of location relative to object's top border

#### Returns:

'true' if operation is successful, 'false' otherwise

### DoMouseMove(x, y)

Moves mouse cursor to a location relative to this object position.



**Parameters:**

Name	Type	Description
x	number	X-coordinate of location relative to object's left border
y	number	Y-coordinate of location relative to object's top border

**DoRButtonDown()**

Performs right mouse button down. This method does not change cursor coordinates. Make sure that you use 'DoMouseMove' to position mouse cursor properly before calling this method. Note: This action must be followed by 'DoRButtonUp', otherwise it may lock mouse cursor.

**DoRButtonUp()**

Performs right mouse button up. This method does not change cursor coordinates. Make sure that you use 'DoMouseMove' to position mouse cursor properly before calling this method. Note: Use this action after 'DoRButtonDown', otherwise it will have no effect.

**DoRClick(x, y)**

Performs a right click at the center of an object or at the specified location.

**Parameters:**

Name	Type	Description
x	number	X-coordinate of location relative to object's left border
y	number	Y-coordinate of location relative to object's top border

**Returns:**

'true' if operation is successful, 'false' otherwise

**DoRDClick(x, y)**

Performs a right double click at the center of an object or at the specified location.

**Parameters:**

Name	Type	Description
x	number	X-coordinate of location relative to object's left border
y	number	Y-coordinate of location relative to object's top border

**Returns:**

'true' if operation is successful, 'false' otherwise

**DoSendKeys(keys)**

Sends series of keystrokes to an object. For example: DoSendKeys("^F") - sends {CTRL} + {F}. See [MSDN Article for SendKeys](#)

**Parameters:**

Name	Type	Description
keys	string	A sequence of keystrokes.

## FlexScrollBar

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FlexScrollBar

### Behavior Pattern: FlexScrollBarBehavior

### Property Summary

Property	Description	Getter	Setter
<a href="#">Alpha</a>		GetAlpha	
<a href="#">AutomationClassName</a>		GetAutomationClassName	
<a href="#">AutomationIndex</a>		GetAutomationIndex	
<a href="#">AutomationName</a>		GetAutomationName	
<a href="#">ClassName</a>		GetClassName	
<a href="#">CurrentState</a>		GetCurrentState	
<a href="#">Enabled</a>		GetEnabled	

<a href="#">ErrorColor</a>		GetErrorColor	
<a href="#">ErrorString</a>		GetErrorString	
<a href="#">FillColor</a>		GetFillColor	
<a href="#">FlexX</a>		GetFlexX	
<a href="#">FlexY</a>		GetFlexY	
<a href="#">FocusEnabled</a>		GetFocusEnabled	
<a href="#">Height</a>		GetHeight	
<a href="#">Id</a>		GetId	
<a href="#">LineScrollSize</a>		GetLineScrollSize	
<a href="#">MouseEnabled</a>		GetMouseEnabled	
<a href="#">NumAutomationChildren</a>		GetNumAutomationChildren	
<a href="#">PageScrollSize</a>		GetPageScrollSize	
<a href="#">PercentHeight</a>		GetPercentHeight	
<a href="#">PercentWidth</a>		GetPercentWidth	
<a href="#">ScaleX</a>		GetScaleX	
<a href="#">ScaleY</a>		GetScaleY	
<a href="#">ScrollPosition</a>		GetScrollPosition	
<a href="#">TabChildren</a>		GetTabChildren	
<a href="#">TabEnabled</a>		GetTabEnabled	
<a href="#">TabIndex</a>		GetTabIndex	
<a href="#">ThemeColor</a>		GetThemeColor	
<a href="#">ToolTip</a>		GetToolTip	
<a href="#">TrackColors</a>		GetTrackColors	
<a href="#">UseHandCursor</a>		GetUseHandCursor	
<a href="#">Visible</a>		GetVisible	
<a href="#">Width</a>		GetWidth	
<a href="#">X</a>		GetX	
<a href="#">Y</a>		GetY	

## Action Summary

Action	Description
<a href="#">DoChangeFocus</a>	
<a href="#">DoClick</a>	
<a href="#">DoMouseMove</a>	
<a href="#">DoScroll</a>	

## Property Detail

### Alpha

Accessors: GetAlpha

### AutomationClassName

Accessors: GetAutomationClassName

### AutomationIndex

Accessors: GetAutomationIndex

### AutomationName

Accessors: GetAutomationName

### ClassName

Accessors: GetClassName

### CurrentState

Accessors: GetCurrentState

### Enabled

Accessors: GetEnabled

### **ErrorColor**

Accessors: GetErrorColor

### **ErrorString**

Accessors: GetErrorString

### **FillColor**

Accessors: GetFillColor

### **FlexX**

Accessors: GetFlexX

### **FlexY**

Accessors: GetFlexY

### **FocusEnabled**

Accessors: GetFocusEnabled

### **Height**

Accessors: GetHeight

### **Id**

Accessors: GetId

### **LineScrollSize**

Accessors: GetLineScrollSize

### **MouseEnabled**

Accessors: GetMouseEnabled

### **NumAutomationChildren**

Accessors: GetNumAutomationChildren

### **PageScrollSize**

Accessors: GetPageScrollSize

### **PercentHeight**

Accessors: GetPercentHeight

### **PercentWidth**

Accessors: GetPercentWidth

### **ScaleX**

Accessors: GetScaleX

### **ScaleY**

Accessors: GetScaleY

### **ScrollPosition**

Accessors: GetScrollPosition

### **TabChildren**

Accessors: GetTabChildren

### TabEnabled

Accessors: GetTabEnabled

### TabIndex

Accessors: GetTabIndex

### ThemeColor

Accessors: GetThemeColor

### ToolTip

Accessors: GetToolTip

### TrackColors

Accessors: GetTrackColors

### UseHandCursor

Accessors: GetUseHandCursor

### Visible

Accessors: GetVisible

### Width

Accessors: GetWidth

### X

Accessors: GetX

### Y

Accessors: GetY

## Action Detail

### DoChangeFocus(shiftKey, keyCode)

#### Parameters:

Name	Type	Description
shiftKey	Boolean	Optional, Default: false.
keyCode	String	Optional, Default: TAB.

### DoClick(keyModifier)

#### Parameters:

Name	Type	Description
keyModifier	Number	FlexKeyModifierValues 1 flexControl 2 flexShift 4 flexAlt 3 flexControlShift 5 flexControlAlt 6 flexShiftAlt 7 flexControlShiftAlt

		Optional, Default: 0.
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### DoMouseMove(localX, localY, keyModifier)

**Parameters:**

Name	Type	Description
localX	Number	Optional, Default: 0.
localY	Number	Optional, Default: 0.
keyModifier	Number	FlexKeyModifierValues 1 flexControl 2 flexShift 4 flexAlt 3 flexControlShift 5 flexControlAlt 6 flexShiftAlt 7 flexControlShiftAlt  Optional, Default: 0.

### DoScroll(position, direction, detail)

**Parameters:**

Name	Type	Description
position	Number	
direction	Number	FlexScrollDirectionValues 1 flexScrollHorizontal 2 flexScrollVertical
detail	Number	FlexScrollDetailValues 1 flexAtBottom 2 flexAtLeft 3 flexAtRight 4 flexAtTop 5 flexLineDown 6 flexLineLeft 7 flexLineRight 8 flexLineUp 9 flexPageDown 10 flexPageLeft 11 flexPageRight 12 flexPageUp 13 flexThumbPosition 14 flexThumbTrack  Optional, Default: null.

### Behavior Pattern: Win32Generic

### Property Summary

Property	Description	Getter	Setter
<a href="#">Bitmap</a>	UI Image of the object.	GetBitmap	
<a href="#">BWBitmap</a>	UI Image of the object in 1-bit format (black&white).	GetBWBitmap	
<a href="#">Class</a>	Class of the object.	GetClass	
<a href="#">Height</a>	Height of the object.	GetHeight	
<a href="#">Name</a>	Name of the object.	GetName	

<a href="#">ObjectType</a>	SeSMatcherRule type for this object.	GetObjectType	
<a href="#">State</a>	State of the object.	GetState	
<a href="#">Value</a>	Value of the object.	GetValue	SetValue
<a href="#">Width</a>	Width of the object.	GetWidth	
<a href="#">WindowText</a>	Window text of the object.	GetWindowText	SetWindowText
<a href="#">X</a>	X-coordinate of the top left corner of the object.	GetX	
<a href="#">Y</a>	Y-coordinate of the top left corner of the object.	GetY	

## Action Summary

Action	Description
<a href="#">DoAction</a>	Performs default action for an object.
<a href="#">DoAnalogPlay</a>	Plays analog recording using coordinates relative to this object.
<a href="#">DoClick</a>	Performs left click at the center of an object.
<a href="#">DoEnsureVisible</a>	Makes sure specified element is visible on the screen.
<a href="#">DoLButtonDown</a>	Performs left mouse button down.
<a href="#">DoLButtonUp</a>	Performs left mouse button up.
<a href="#">DoLClick</a>	Performs a left click at the center of an object or at the specified location.
<a href="#">DoLDClick</a>	Performs a left double click at the center of an object or at the specified location.
<a href="#">DoMButtonDown</a>	Performs middle mouse button down.
<a href="#">DoMButtonUp</a>	Performs middle mouse button up.
<a href="#">DoMClick</a>	Performs a middle click at the center of an object or at the specified location.
<a href="#">DoMDClick</a>	Performs a middle double click at the center of an object or at the specified location.
<a href="#">DoMouseMove</a>	Moves mouse cursor to a location relative to this object position.
<a href="#">DoRButtonDown</a>	Performs right mouse button down.
<a href="#">DoRButtonUp</a>	Performs right mouse button up.
<a href="#">DoRClick</a>	Performs a right click at the center of an object or at the specified location.
<a href="#">DoRDClick</a>	Performs a right double click at the center of an object or at the specified location.
<a href="#">DoSendKeys</a>	Sends series of keystrokes to an object.

## Property Detail

### Bitmap

UI Image of the object.  
Accessors: GetBitmap

### BWBitmap

UI Image of the object in 1-bit format (black&white).  
Accessors: GetBWBitmap

### Class

Class of the object.  
Accessors: GetClass

### Height

Height of the object.  
Accessors: GetHeight

### Name

Name of the object.  
Accessors: GetName

### ObjectType

SeSMatcherRule type for this object.  
Accessors: GetObjectType

### State

State of the object.  
Accessors: GetState

### Value

Value of the object.  
Accessors: GetValue, SetValue

### Width

Width of the object.

Accessors: GetWidth

### WindowText

Window text of the object.

Accessors: GetWindowText, SetWindowText

### X

X-coordinate of the top left corner of the object.

Accessors: GetX

### Y

Y-coordinate of the top left corner of the object.

Accessors: GetY

## Action Detail

### DoAction()

Performs default action for an object. If the object doesn't have default action then 'LClick' is performed.

### DoAnalogPlay(path, left, top)

Plays analog recording using coordinates relative to this object.

#### Parameters:

Name	Type	Description
path	string	Path to analog recording (usually an .arf file).
left	number	X-coordinate of top-left corner of the analog area, relative to object top-left corner Optional.
top	number	Y-coordinate of the top-left corner of the analog area, relative to object top-left corner. Optional.

### DoClick(clickType, xOffset, yOffset)

Performs left click at the center of an object. It is a customizable variant of LClick action.

#### Parameters:

Name	Type	Description
clickType	string	Type of click, can be one of "L" - left click, "LD" - double left click, "R" - right click, "RD" - double right click, "M" - middle click, "MD" - double middle click, "N" - don't click Optional, Default: L.
xOffset	number	X offset to click within object. Default is a center. Optional.
yOffset	number	Y offset to click within object. Default is a center. Optional.

#### Returns:

'true' if operation is successful, 'false' otherwise

### DoEnsureVisible()

Makes sure specified element is visible on the screen.

### DoLButtonDown()

Performs left mouse button down. This method does not change cursor coordinates. Make sure that you use 'DoMouseMove' to position mouse cursor properly before calling this method. Note: This action must be followed by 'DoLButtonUp', otherwise it may lock mouse cursor.

### DoLButtonUp()

Performs left mouse button up. This method does not change cursor coordinates. Make sure that you use 'DoMouseMove' to position mouse cursor properly before calling this method. Note: Use this action after 'DoLButtonDown', otherwise it will have no effect.

### DoLClick(x, y)

Performs a left click at the center of an object or at the specified location.

#### Parameters:

Name	Type	Description
x	number	X-coordinate of location relative to object's left border
y	number	Y-coordinate of location relative to object's top border

#### Returns:

'true' if operation is successful, 'false' otherwise

### DoLDClick(x, y)

Performs a left double click at the center of an object or at the specified location.

#### Parameters:

Name	Type	Description
x	number	X-coordinate of location relative to object's left border
y	number	Y-coordinate of location relative to object's top border

#### Returns:

'true' if operation is successful, 'false' otherwise

### DoMButtonDown()

Performs middle mouse button down. This method does not change cursor coordinates. Make sure that you use 'DoMouseMove' to position mouse cursor properly before calling this method. Note: This action must be followed by 'DoMButtonUp', otherwise it may lock mouse cursor.

### DoMButtonUp()

Performs middle mouse button up. This method does not change cursor coordinates. Make sure that you use 'DoMouseMove' to position mouse cursor properly before calling this method. Note: Use this action after 'DoMButtonDown', otherwise it will have no effect.

### DoMClick(x, y)

Performs a middle click at the center of an object or at the specified location.

#### Parameters:

Name	Type	Description
x	number	X-coordinate of location relative to object's left border
y	number	Y-coordinate of location relative to object's top border

#### Returns:

'true' if operation is successful, 'false' otherwise

### DoMDClick(x, y)

Performs a middle double click at the center of an object or at the specified location.

#### Parameters:

Name	Type	Description
x	number	X-coordinate of location relative to object's left border
y	number	Y-coordinate of location relative to object's top border

#### Returns:

'true' if operation is successful, 'false' otherwise

### DoMouseMove(x, y)

Moves mouse cursor to a location relative to this object position.

#### Parameters:

Name	Type	Description
x	number	X-coordinate of location relative to object's left border
y	number	Y-coordinate of location relative to object's top border

### DoRButtonDown()

Performs right mouse button down. This method does not change cursor coordinates. Make sure that you use 'DoMouseMove' to position mouse cursor properly before calling this method. Note: This action must be followed by 'DoRButtonUp', otherwise it may lock mouse cursor.

### DoRButtonUp()

Performs right mouse button up. This method does not change cursor coordinates. Make sure that you use 'DoMouseMove' to position mouse cursor properly before calling this method. Note: Use this action after 'DoRButtonDown', otherwise it will have no effect.

### DoRClick(x, y)

Performs a right click at the center of an object or at the specified location.

#### Parameters:



Name	Type	Description
x	number	X-coordinate of location relative to object's left border
y	number	Y-coordinate of location relative to object's top border

**Returns:**

'true' if operation is successful, 'false' otherwise

**DoRDClick(x, y)**

Performs a right double click at the center of an object or at the specified location.

**Parameters:**

Name	Type	Description
x	number	X-coordinate of location relative to object's left border
y	number	Y-coordinate of location relative to object's top border

**Returns:**

'true' if operation is successful, 'false' otherwise

**DoSendKeys(keys)**

Sends series of keystrokes to an object. For example: DoSendKeys("^F") - sends {CTRL} + {F}. See [MSDN Article for SendKeys](#)

**Parameters:**

Name	Type	Description
keys	string	A sequence of keystrokes.

## FlexScrollBase

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FlexScrollBase

### Behavior Pattern: FlexScrollBaseBehavior

### Property Summary

Property	Description	Getter	Setter
<a href="#">Alpha</a>		GetAlpha	
<a href="#">AutomationClassName</a>		GetAutomationClassName	
<a href="#">AutomationIndex</a>		GetAutomationIndex	
<a href="#">AutomationName</a>		GetAutomationName	
<a href="#">ClassName</a>		GetClassName	
<a href="#">CurrentState</a>		GetCurrentState	
<a href="#">Enabled</a>		GetEnabled	
<a href="#">ErrorColor</a>		GetErrorColor	
<a href="#">ErrorString</a>		GetErrorString	
<a href="#">FlexX</a>		GetFlexX	
<a href="#">FlexY</a>		GetFlexY	
<a href="#">FocusEnabled</a>		GetFocusEnabled	
<a href="#">Height</a>		GetHeight	
<a href="#">Id</a>		GetId	
<a href="#">MouseEnabled</a>		GetMouseEnabled	
<a href="#">NumAutomationChildren</a>		GetNumAutomationChildren	
<a href="#">PercentHeight</a>		GetPercentHeight	
<a href="#">PercentWidth</a>		GetPercentWidth	
<a href="#">ScaleX</a>		GetScaleX	
<a href="#">ScaleY</a>		GetScaleY	
<a href="#">TabChildren</a>		GetTabChildren	
<a href="#">TabEnabled</a>		GetTabEnabled	
<a href="#">TabIndex</a>		GetTabIndex	

<a href="#">ThemeColor</a>		GetThemeColor	
<a href="#">ToolTip</a>		GetToolTip	
<a href="#">UseHandCursor</a>		GetUseHandCursor	
<a href="#">Visible</a>		GetVisible	
<a href="#">Width</a>		GetWidth	
<a href="#">X</a>		GetX	
<a href="#">Y</a>		GetY	

## Action Summary

Action	Description
<a href="#">DoChangeFocus</a>	
<a href="#">DoClick</a>	
<a href="#">DoMouseMove</a>	
<a href="#">DoMouseScroll</a>	

## Property Detail

### Alpha

Accessors: GetAlpha

### AutomationClassName

Accessors: GetAutomationClassName

### AutomationIndex

Accessors: GetAutomationIndex

### AutomationName

Accessors: GetAutomationName

### ClassName

Accessors: GetClassName

### CurrentState

Accessors: GetCurrentState

### Enabled

Accessors: GetEnabled

### ErrorColor

Accessors: GetErrorColor

### ErrorString

Accessors: GetErrorString

### FlexX

Accessors: GetFlexX

### FlexY

Accessors: GetFlexY

### FocusEnabled

Accessors: GetFocusEnabled

### Height

Accessors: GetHeight

**Id**

Accessors: GetId

**MouseEnabled**

Accessors: GetMouseEnabled

**NumAutomationChildren**

Accessors: GetNumAutomationChildren

**PercentHeight**

Accessors: GetPercentHeight

**PercentWidth**

Accessors: GetPercentWidth

**ScaleX**

Accessors: GetScaleX

**ScaleY**

Accessors: GetScaleY

**TabChildren**

Accessors: GetTabChildren

**TabEnabled**

Accessors: GetTabEnabled

**TabIndex**

Accessors: GetTabIndex

**ThemeColor**

Accessors: GetThemeColor

**ToolTip**

Accessors: GetToolTip

**UseHandCursor**

Accessors: GetUseHandCursor

**Visible**

Accessors: GetVisible

**Width**

Accessors: GetWidth

**X**

Accessors: GetX

**Y**

Accessors: GetY

**Action Detail****DoChangeFocus(shiftKey, keyCode)**

**Parameters:**

Name	Type	Description
shiftKey	Boolean	Optional, Default: false.
keyCode	String	Optional, Default: TAB.

**DoClick(keyModifier)**

**Parameters:**

Name	Type	Description
keyModifier	Number	<p>FlexKeyModifierValues</p> <ul style="list-style-type: none"><li>1 flexControl</li><li>2 flexShift</li><li>4 flexAlt</li><li>3 flexControlShift</li><li>5 flexControlAlt</li><li>6 flexShiftAlt</li><li>7 flexControlShiftAlt</li></ul> <p>Optional, Default: 0.</p>

**DoMouseMove(localX, localY, keyModifier)**

**Parameters:**

Name	Type	Description
localX	Number	Optional, Default: 0.
localY	Number	Optional, Default: 0.
keyModifier	Number	<p>FlexKeyModifierValues</p> <ul style="list-style-type: none"><li>1 flexControl</li><li>2 flexShift</li><li>4 flexAlt</li><li>3 flexControlShift</li><li>5 flexControlAlt</li><li>6 flexShiftAlt</li><li>7 flexControlShiftAlt</li></ul> <p>Optional, Default: 0.</p>

**DoMouseScroll(delta)**

**Parameters:**

Name	Type	Description
delta	Number	Optional, Default: 0.

**Behavior Pattern: Win32Generic**

**Property Summary**

Property	Description	Getter	Setter
<a href="#">Bitmap</a>	UI Image of the object.	GetBitmap	
<a href="#">BWBitmap</a>	UI Image of the object in 1-bit format (black&white).	GetBWBitmap	
<a href="#">Class</a>	Class of the object.	GetClass	

<u>Height</u>	Height of the object.	GetHeight	
<u>Name</u>	Name of the object.	GetName	
<u>ObjectType</u>	SeSMatcherRule type for this object.	GetObjectType	
<u>State</u>	State of the object.	GetState	
<u>Value</u>	Value of the object.	GetValue	SetValue
<u>Width</u>	Width of the object.	GetWidth	
<u>WindowText</u>	Window text of the object.	GetWindowText	SetWindowText
<u>X</u>	X-coordinate of the top left corner of the object.	GetX	
<u>Y</u>	Y-coordinate of the top left corner of the object.	GetY	

## Action Summary

Action	Description
<u>DoAction</u>	Performs default action for an object.
<u>DoAnalogPlay</u>	Plays analog recording using coordinates relative to this object.
<u>DoClick</u>	Performs left click at the center of an object.
<u>DoEnsureVisible</u>	Makes sure specified element is visible on the screen.
<u>DoLButtonDown</u>	Performs left mouse button down.
<u>DoLButtonUp</u>	Performs left mouse button up.
<u>DoLClick</u>	Performs a left click at the center of an object or at the specified location.
<u>DoLDClick</u>	Performs a left double click at the center of an object or at the specified location.
<u>DoMButtonDown</u>	Performs middle mouse button down.
<u>DoMButtonUp</u>	Performs middle mouse button up.
<u>DoMClick</u>	Performs a middle click at the center of an object or at the specified location.
<u>DoMDClick</u>	Performs a middle double click at the center of an object or at the specified location.
<u>DoMouseMove</u>	Moves mouse cursor to a location relative to this object position.
<u>DoRButtonDown</u>	Performs right mouse button down.
<u>DoRButtonUp</u>	Performs right mouse button up.
<u>DoRClick</u>	Performs a right click at the center of an object or at the specified location.
<u>DoRDClick</u>	Performs a right double click at the center of an object or at the specified location.
<u>DoSendKeys</u>	Sends series of keystrokes to an object.

## Property Detail

### Bitmap

UI Image of the object.  
Accessors: GetBitmap

### BWBitmap

UI Image of the object in 1-bit format (black&white).  
Accessors: GetBWBitmap

### Class

Class of the object.  
Accessors: GetClass

### Height

Height of the object.  
Accessors: GetHeight

### Name

Name of the object.  
Accessors: GetName

### ObjectType

SeSMatcherRule type for this object.  
Accessors: GetObjectType

### State

State of the object.  
Accessors: GetState

### Value

Value of the object.  
Accessors: GetValue, SetValue

## Width

Width of the object.  
Accessors: GetWidth

## WindowText

Window text of the object.  
Accessors: GetWindowText, SetWindowText

## X

X-coordinate of the top left corner of the object.  
Accessors: GetX

## Y

Y-coordinate of the top left corner of the object.  
Accessors: GetY

## Action Detail

### DoAction()

Performs default action for an object. If the object doesn't have default action then 'LClick' is performed.

### DoAnalogPlay(path, left, top)

Plays analog recording using coordinates relative to this object.

#### Parameters:

Name	Type	Description
path	string	Path to analog recording (usually an .arf file).
left	number	X-coordinate of top-left corner of the analog area, relative to object top-left corner. Optional.
top	number	Y-coordinate of the top-left corner of the analog area, relative to object top-left corner. Optional.

### DoClick(clickType, xOffset, yOffset)

Performs left click at the center of an object. It is a customizable variant of LClick action.

#### Parameters:

Name	Type	Description
clickType	string	Type of click, can be one of "L" - left click, "LD" - double left click, "R" - right click, "RD" - double right click, "M" - middle click, "MD" - double middle click, "N" - don't click. Optional, Default: L.
xOffset	number	X offset to click within object. Default is a center. Optional.
yOffset	number	Y offset to click within object. Default is a center. Optional.

#### Returns:

'true' if operation is successful, 'false' otherwise

### DoEnsureVisible()

Makes sure specified element is visible on the screen.

### DoLButtonDown()

Performs left mouse button down. This method does not change cursor coordinates. Make sure that you use 'DoMouseMove' to position mouse cursor properly before calling this method. Note: This action must be followed by 'DoLButtonUp', otherwise it may lock mouse cursor.

### DoLButtonUp()

Performs left mouse button up. This method does not change cursor coordinates. Make sure that you use 'DoMouseMove' to position mouse cursor properly before calling this method. Note: Use this action after 'DoLButtonDown', otherwise it will have no effect.

### DoLClick(x, y)

Performs a left click at the center of an object or at the specified location.

#### Parameters:

Name	Type	Description
x	number	X-coordinate of location relative to object's left border
y	number	Y-coordinate of location relative to object's top border

**Returns:**

'true' if operation is successful, 'false' otherwise

**DoLDClick(x, y)**

Performs a left double click at the center of an object or at the specified location.

**Parameters:**

Name	Type	Description
x	number	X-coordinate of location relative to object's left border
y	number	Y-coordinate of location relative to object's top border

**Returns:**

'true' if operation is successful, 'false' otherwise

**DoMButtonDown()**

Performs middle mouse button down. This method does not change cursor coordinates. Make sure that you use 'DoMouseMove' to position mouse cursor properly before calling this method. Note: This action must be followed by 'DoMButtonUp', otherwise it may lock mouse cursor.

**DoMButtonUp()**

Performs middle mouse button up. This method does not change cursor coordinates. Make sure that you use 'DoMouseMove' to position mouse cursor properly before calling this method. Note: Use this action after 'DoMButtonDown', otherwise it will have no effect.

**DoMClick(x, y)**

Performs a middle click at the center of an object or at the specified location.

**Parameters:**

Name	Type	Description
x	number	X-coordinate of location relative to object's left border
y	number	Y-coordinate of location relative to object's top border

**Returns:**

'true' if operation is successful, 'false' otherwise

**DoMDClick(x, y)**

Performs a middle double click at the center of an object or at the specified location.

**Parameters:**

Name	Type	Description
x	number	X-coordinate of location relative to object's left border
y	number	Y-coordinate of location relative to object's top border

**Returns:**

'true' if operation is successful, 'false' otherwise

**DoMouseMove(x, y)**

Moves mouse cursor to a location relative to this object position.

**Parameters:**

Name	Type	Description
x	number	X-coordinate of location relative to object's left border
y	number	Y-coordinate of location relative to object's top border

**DoRButtonDown()**

Performs right mouse button down. This method does not change cursor coordinates. Make sure that you use 'DoMouseMove' to position mouse cursor properly before calling this method. Note: This action must be followed by 'DoRButtonUp', otherwise it may lock mouse cursor.

**DoRButtonUp()**

Performs right mouse button up. This method does not change cursor coordinates. Make sure that you use 'DoMouseMove' to position mouse cursor properly before calling this method. Note: Use this action after 'DoRButtonDown', otherwise it will have no effect.

**DoRClick(x, y)**

Performs a right click at the center of an object or at the specified location.

**Parameters:**

Name	Type	Description
x	number	X-coordinate of location relative to object's left border
y	number	Y-coordinate of location relative to object's top border

**Returns:**

'true' if operation is successful, 'false' otherwise

**DoRDClick(x, y)**

Performs a right double click at the center of an object or at the specified location.

**Parameters:**

Name	Type	Description
x	number	X-coordinate of location relative to object's left border
y	number	Y-coordinate of location relative to object's top border

**Returns:**

'true' if operation is successful, 'false' otherwise

**DoSendKeys(keys)**

Sends series of keystrokes to an object. For example: DoSendKeys("^F") - sends {CTRL} + {F}. See [MSDN Article for SendKeys](#)

**Parameters:**

Name	Type	Description
keys	string	A sequence of keystrokes.

## FlexSlider

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FlexSlider

### Behavior Pattern: FlexSliderBehavior

### Property Summary

Property	Description	Getter	Setter
<a href="#">Alpha</a>		GetAlpha	
<a href="#">AutomationClassName</a>		GetAutomationClassName	
<a href="#">AutomationIndex</a>		GetAutomationIndex	
<a href="#">AutomationName</a>		GetAutomationName	
<a href="#">ClassName</a>		GetClassName	
<a href="#">CurrentState</a>		GetCurrentState	
<a href="#">DataTipPrecision</a>		GetDataTipPrecision	
<a href="#">Direction</a>		GetDirection	
<a href="#">Enabled</a>		GetEnabled	
<a href="#">ErrorColor</a>		GetErrorColor	
<a href="#">ErrorString</a>		GetErrorString	
<a href="#">FillColors</a>		GetFillColors	
<a href="#">FlexX</a>		GetFlexX	
<a href="#">FlexY</a>		GetFlexY	
<a href="#">FocusEnabled</a>		GetFocusEnabled	
<a href="#">Height</a>		GetHeight	
<a href="#">Id</a>		GetId	
<a href="#">Labels</a>		GetLabels	
<a href="#">LabelStyleName</a>		GetLabelStyleName	
<a href="#">LiveDragging</a>		GetLiveDragging	



<a href="#">Maximum</a>		GetMaximum	
<a href="#">Minimum</a>		GetMinimum	
<a href="#">MouseEnabled</a>		GetMouseEnabled	
<a href="#">NumAutomationChildren</a>		GetNumAutomationChildren	
<a href="#">PercentHeight</a>		GetPercentHeight	
<a href="#">PercentWidth</a>		GetPercentWidth	
<a href="#">ScaleX</a>		GetScaleX	
<a href="#">ScaleY</a>		GetScaleY	
<a href="#">SnapInterval</a>		GetSnapInterval	
<a href="#">TabChildren</a>		GetTabChildren	
<a href="#">TabEnabled</a>		GetTabEnabled	
<a href="#">TabIndex</a>		GetTabIndex	
<a href="#">ThemeColor</a>		GetThemeColor	
<a href="#">ThumbCount</a>		GetThumbCount	
<a href="#">TickColor</a>		GetTickColor	
<a href="#">TickLength</a>		GetTickLength	
<a href="#">TickThickness</a>		GetTickThickness	
<a href="#">ToolTip</a>		GetToolTip	
<a href="#">ToolTipShow</a>		GetToolTipShow	
<a href="#">TrackColors</a>		GetTrackColors	
<a href="#">UseHandCursor</a>		GetUseHandCursor	
<a href="#">Value</a>		GetValue	
<a href="#">Values</a>		GetValues	
<a href="#">Visible</a>		GetVisible	
<a href="#">Width</a>		GetWidth	
<a href="#">X</a>		GetX	
<a href="#">Y</a>		GetY	

## Action Summary

Action	Description
<a href="#">DoChange</a>	
<a href="#">DoChangeFocus</a>	
<a href="#">DoClick</a>	
<a href="#">DoMouseMove</a>	

## Property Detail

### Alpha

Accessors: GetAlpha

### AutomationClassName

Accessors: GetAutomationClassName

### AutomationIndex

Accessors: GetAutomationIndex

### AutomationName

Accessors: GetAutomationName

### ClassName

Accessors: GetClassName

### CurrentState

Accessors: GetCurrentState

### DataTipPrecision

Accessors: GetDataTipPrecision

### **Direction**

Accessors: GetDirection

### **Enabled**

Accessors: GetEnabled

### **ErrorColor**

Accessors: GetErrorColor

### **ErrorString**

Accessors: GetErrorString

### **FillColors**

Accessors: GetFillColors

### **FlexX**

Accessors: GetFlexX

### **FlexY**

Accessors: GetFlexY

### **FocusEnabled**

Accessors: GetFocusEnabled

### **Height**

Accessors: GetHeight

### **Id**

Accessors: GetId

### **Labels**

Accessors: GetLabels

### **LabelStyleName**

Accessors: GetLabelStyleName

### **LiveDragging**

Accessors: GetLiveDragging

### **Maximum**

Accessors: GetMaximum

### **Minimum**

Accessors: GetMinimum

### **MouseEnabled**

Accessors: GetMouseEnabled

### **NumAutomationChildren**

Accessors: GetNumAutomationChildren

### **PercentHeight**

Accessors: GetPercentHeight

**PercentWidth**

Accessors: GetPercentWidth

**ScaleX**

Accessors: GetScaleX

**ScaleY**

Accessors: GetScaleY

**SnapInterval**

Accessors: GetSnapInterval

**TabChildren**

Accessors: GetTabChildren

**TabEnabled**

Accessors: GetTabEnabled

**TabIndex**

Accessors: GetTabIndex

**ThemeColor**

Accessors: GetThemeColor

**ThumbCount**

Accessors: GetThumbCount

**TickColor**

Accessors: GetTickColor

**TickLength**

Accessors: GetTickLength

**TickThickness**

Accessors: GetTickThickness

**ToolTip**

Accessors: GetToolTip

**ToolTipShow**

Accessors: GetToolTipShow

**TrackColors**

Accessors: GetTrackColors

**UseHandCursor**

Accessors: GetUseHandCursor

**Value**

Accessors: GetValue

**Values**

Accessors: GetValues

## Visible

Accessors: GetVisible

## Width

Accessors: GetWidth

## X

Accessors: GetX

## Y

Accessors: GetY

## Action Detail

### DoChange(value, thumbIndex, clickTarget, triggerEvent, keyCode)

#### Parameters:

Name	Type	Description
value	Number	
thumbIndex	Number	Optional, Default: 0.
clickTarget	String	Optional, Default: thumb.
triggerEvent	Number	FlexTriggerEventValues 1 flexMouse 2 flexKeyboard  Optional, Default: 1.
keyCode	String	Optional.

### DoChangeFocus(shiftKey, keyCode)

#### Parameters:

Name	Type	Description
shiftKey	Boolean	Optional, Default: false.
keyCode	String	Optional, Default: TAB.

### DoClick(keyModifier)

#### Parameters:

Name	Type	Description
keyModifier	Number	FlexKeyModifierValues 1 flexControl 2 flexShift 4 flexAlt 3 flexControlShift 5 flexControlAlt 6 flexShiftAlt 7 flexControlShiftAlt  Optional, Default: 0.

### DoMouseMove(localX, localY, keyModifier)

**Parameters:**

Name	Type	Description
localX	Number	Optional, Default: 0.
localY	Number	Optional, Default: 0.
keyModifier	Number	FlexKeyModifierValues 1 flexControl 2 flexShift 4 flexAlt 3 flexControlShift 5 flexControlAlt 6 flexShiftAlt 7 flexControlShiftAlt  Optional, Default: 0.

**Behavior Pattern: Win32Generic****Property Summary**

Property	Description	Getter	Setter
<a href="#">Bitmap</a>	UI Image of the object.	GetBitmap	
<a href="#">BWBitmap</a>	UI Image of the object in 1-bit format (black&white).	GetBWBitmap	
<a href="#">Class</a>	Class of the object.	GetClass	
<a href="#">Height</a>	Height of the object.	GetHeight	
<a href="#">Name</a>	Name of the object.	GetName	
<a href="#">ObjectType</a>	SeSMatcherRule type for this object.	GetObjectType	
<a href="#">State</a>	State of the object.	GetState	
<a href="#">Value</a>	Value of the object.	GetValue	SetValue
<a href="#">Width</a>	Width of the object.	GetWidth	
<a href="#">WindowText</a>	Window text of the object.	GetWindowText	SetWindowText
<a href="#">X</a>	X-coordinate of the top left corner of the object.	GetX	
<a href="#">Y</a>	Y-coordinate of the top left corner of the object.	GetY	

**Action Summary**

Action	Description
<a href="#">DoAction</a>	Performs default action for an object.
<a href="#">DoAnalogPlay</a>	Plays analog recording using coordinates relative to this object.
<a href="#">DoClick</a>	Performs left click at the center of an object.
<a href="#">DoEnsureVisible</a>	Makes sure specified element is visible on the screen.
<a href="#">DoLButtonDown</a>	Performs left mouse button down.
<a href="#">DoLButtonUp</a>	Performs left mouse button up.
<a href="#">DoLClick</a>	Performs a left click at the center of an object or at the specified location.
<a href="#">DoLDClick</a>	Performs a left double click at the center of an object or at the specified location.
<a href="#">DoMButtonDown</a>	Performs middle mouse button down.
<a href="#">DoMButtonUp</a>	Performs middle mouse button up.
<a href="#">DoMClick</a>	Performs a middle click at the center of an object or at the specified location.
<a href="#">DoMDClick</a>	Performs a middle double click at the center of an object or at the specified location.
<a href="#">DoMouseMove</a>	Moves mouse cursor to a location relative to this object position.
<a href="#">DoRButtonDown</a>	Performs right mouse button down.
<a href="#">DoRButtonUp</a>	Performs right mouse button up.
<a href="#">DoRClick</a>	Performs a right click at the center of an object or at the specified location.
<a href="#">DoRDClick</a>	Performs a right double click at the center of an object or at the specified location.
<a href="#">DoSendKeys</a>	Sends series of keystrokes to an object.

**Property Detail**

**Bitmap**

UI Image of the object.

Accessors: GetBitmap

**BWBitmap**

UI Image of the object in 1-bit format (black&white).

Accessors: GetBWBitmap

**Class**

Class of the object.

Accessors: GetClass

**Height**

Height of the object.

Accessors: GetHeight

**Name**

Name of the object.

Accessors: GetName

**ObjectType**

SeSMatcherRule type for this object.

Accessors: GetObjectType

**State**

State of the object.

Accessors: GetState

**Value**

Value of the object.

Accessors: GetValue, SetValue

**Width**

Width of the object.

Accessors: GetWidth

**WindowText**

Window text of the object.

Accessors: GetWindowText, SetWindowText

**X**

X-coordinate of the top left corner of the object.

Accessors: GetX

**Y**

Y-coordinate of the top left corner of the object.

Accessors: GetY

**Action Detail****DoAction()**

Performs default action for an object. If the object doesn't have default action then 'LClick' is performed.

**DoAnalogPlay(path, left, top)**

Plays analog recording using coordinates relative to this object.

**Parameters:**

Name	Type	Description
path	string	Path to analog recording (usually an .arf file).
left	number	X-coordinate of top-left corner of the analog area, relative to object top-left corner Optional.
top	number	Y-coordinate of the top-left corner of the analog area, relative to object top-left corner. Optional.

**DoClick(clickType, xOffset, yOffset)**

Performs left click at the center of an object. It is a customizable variant of LClick action.

**Parameters:**

Name	Type	Description
------	------	-------------

clickType	string	Type of click, can be one of "L" - left click, "LD" - double left click, "R" - right click, "RD" - double right click, "M" - middle click, "MD" - double middle click, "N" - don't click Optional, Default: L.
xOffset	number	X offset to click within object. Default is a center. Optional.
yOffset	number	X offset to click within object. Default is a center. Optional.

**Returns:**

'true' if operation is successful, 'false' otherwise

**DoEnsureVisible()**

Makes sure specified element is visible on the screen.

**DoLButtonDown()**

Performs left mouse button down. This method does not change cursor coordinates. Make sure that you use 'DoMouseMove' to position mouse cursor properly before calling this method. Note: This action must be followed by 'DoLButtonUp', otherwise it may lock mouse cursor.

**DoLButtonUp()**

Performs left mouse button up. This method does not change cursor coordinates. Make sure that you use 'DoMouseMove' to position mouse cursor properly before calling this method. Note: Use this action after 'DoLButtonDown', otherwise it will have no effect.

**DoLClick(x, y)**

Performs a left click at the center of an object or at the specified location.

**Parameters:**

Name	Type	Description
x	number	X-coordinate of location relative to object's left border
y	number	Y-coordinate of location relative to object's top border

**Returns:**

'true' if operation is successful, 'false' otherwise

**DoLDClick(x, y)**

Performs a left double click at the center of an object or at the specified location.

**Parameters:**

Name	Type	Description
x	number	X-coordinate of location relative to object's left border
y	number	Y-coordinate of location relative to object's top border

**Returns:**

'true' if operation is successful, 'false' otherwise

**DoMButtonDown()**

Performs middle mouse button down. This method does not change cursor coordinates. Make sure that you use 'DoMouseMove' to position mouse cursor properly before calling this method. Note: This action must be followed by 'DoMButtonUp', otherwise it may lock mouse cursor.

**DoMButtonUp()**

Performs middle mouse button up. This method does not change cursor coordinates. Make sure that you use 'DoMouseMove' to position mouse cursor properly before calling this method. Note: Use this action after 'DoMButtonDown', otherwise it will have no effect.

**DoMClick(x, y)**

Performs a middle click at the center of an object or at the specified location.

**Parameters:**

Name	Type	Description
x	number	X-coordinate of location relative to object's left border
y	number	Y-coordinate of location relative to object's top border

**Returns:**

'true' if operation is successful, 'false' otherwise

**DoMDClick(x, y)**

Performs a middle double click at the center of an object or at the specified location.

**Parameters:**

Name	Type	Description
x	number	X-coordinate of location relative to object's left border
y	number	Y-coordinate of location relative to object's top border

**Returns:**

'true' if operation is successful, 'false' otherwise

**DoMouseMove(x, y)**

Moves mouse cursor to a location relative to this object position.

**Parameters:**

Name	Type	Description
x	number	X-coordinate of location relative to object's left border
y	number	Y-coordinate of location relative to object's top border

**DoRButtonDown()**

Performs right mouse button down. This method does not change cursor coordinates. Make sure that you use 'DoMouseMove' to position mouse cursor properly before calling this method. Note: This action must be followed by 'DoRButtonUp', otherwise it may lock mouse cursor.

**DoRButtonUp()**

Performs right mouse button up. This method does not change cursor coordinates. Make sure that you use 'DoMouseMove' to position mouse cursor properly before calling this method. Note: Use this action after 'DoRButtonDown', otherwise it will have no effect.

**DoRClick(x, y)**

Performs a right click at the center of an object or at the specified location.

**Parameters:**

Name	Type	Description
x	number	X-coordinate of location relative to object's left border
y	number	Y-coordinate of location relative to object's top border

**Returns:**

'true' if operation is successful, 'false' otherwise

**DoRDClick(x, y)**

Performs a right double click at the center of an object or at the specified location.

**Parameters:**

Name	Type	Description
x	number	X-coordinate of location relative to object's left border
y	number	Y-coordinate of location relative to object's top border

**Returns:**

'true' if operation is successful, 'false' otherwise

**DoSendKeys(keys)**

Sends series of keystrokes to an object. For example: DoSendKeys("^F") - sends {CTRL} + {F}. See [MSDN Article for SendKeys](#)

**Parameters:**

Name	Type	Description
keys	string	A sequence of keystrokes.

## FlexTabNavigator

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FlexTabNavigator



## Behavior Pattern: FlexTabNavigatorBehavior

### Property Summary

Property	Description	Getter	Setter
<a href="#">Alpha</a>		GetAlpha	
<a href="#">AutomationClassName</a>		GetAutomationClassName	
<a href="#">AutomationIndex</a>		GetAutomationIndex	
<a href="#">AutomationName</a>		GetAutomationName	
<a href="#">BackgroundAlpha</a>		GetBackgroundAlpha	
<a href="#">BackgroundColor</a>		GetBackgroundColor	
<a href="#">BackgroundDisabledColor</a>		GetBackgroundDisabledColor	
<a href="#">BackgroundImage</a>		GetBackgroundImage	
<a href="#">BackgroundSize</a>		GetBackgroundSize	
<a href="#">ClassName</a>		GetClassName	
<a href="#">CreationIndex</a>		GetCreationIndex	
<a href="#">CreationPolicy</a>		GetCreationPolicy	
<a href="#">CurrentState</a>		GetCurrentState	
<a href="#">Enabled</a>		GetEnabled	
<a href="#">ErrorColor</a>		GetErrorColor	
<a href="#">ErrorString</a>		GetErrorString	
<a href="#">FillAlphas</a>		GetFillAlphas	
<a href="#">FillColors</a>		GetFillColors	
<a href="#">FlexX</a>		GetFlexX	
<a href="#">FlexY</a>		GetFlexY	
<a href="#">FocusEnabled</a>		GetFocusEnabled	
<a href="#">FontFamily</a>		GetFontFamily	
<a href="#">FontSize</a>		GetFontSize	
<a href="#">FontStyle</a>		GetFontStyle	
<a href="#">FontWeight</a>		GetFontWeight	
<a href="#">Height</a>		GetHeight	
<a href="#">HorizontalAlign</a>		GetHorizontalAlign	
<a href="#">HorizontalGap</a>		GetHorizontalGap	
<a href="#">Id</a>		GetId	
<a href="#">Label</a>		GetLabel	
<a href="#">MouseEnabled</a>		GetMouseEnabled	
<a href="#">NumAutomationChildren</a>		GetNumAutomationChildren	
<a href="#">NumChildren</a>		GetNumChildren	
<a href="#">PercentHeight</a>		GetPercentHeight	
<a href="#">PercentWidth</a>		GetPercentWidth	
<a href="#">ScaleX</a>		GetScaleX	
<a href="#">ScaleY</a>		GetScaleY	
<a href="#">SelectedChild</a>		GetSelectedChild	
<a href="#">SelectedIndex</a>		GetSelectedIndex	
<a href="#">TabChildren</a>		GetTabChildren	
<a href="#">TabEnabled</a>		GetTabEnabled	
<a href="#">TabHeight</a>		GetTabHeight	
<a href="#">TabIndex</a>		GetTabIndex	
<a href="#">TabWidth</a>		GetTabWidth	
<a href="#">ThemeColor</a>		GetThemeColor	
<a href="#">ToolTip</a>		GetToolTip	
<a href="#">UseHandCursor</a>		GetUseHandCursor	
<a href="#">Visible</a>		GetVisible	
<a href="#">Width</a>		GetWidth	
<a href="#">X</a>		GetX	
<a href="#">Y</a>		GetY	

### Action Summary

Action	Description
<a href="#">DoChange</a>	
<a href="#">DoChangeFocus</a>	
<a href="#">DoClick</a>	
<a href="#">DoDragCancel</a>	
<a href="#">DoDragDrop</a>	
<a href="#">DoDragStart</a>	
<a href="#">DoMouseMove</a>	
<a href="#">DoMouseScroll</a>	
<a href="#">DoScroll</a>	
<a href="#">DoType</a>	

## Property Detail

### Alpha

Accessors: GetAlpha

### AutomationClassName

Accessors: GetAutomationClassName

### AutomationIndex

Accessors: GetAutomationIndex

### AutomationName

Accessors: GetAutomationName

### BackgroundAlpha

Accessors: GetBackgroundAlpha

### BackgroundColor

Accessors: GetBackgroundColor

### BackgroundDisabledColor

Accessors: GetBackgroundDisabledColor

### BackgroundImage

Accessors: GetBackgroundImage

### BackgroundSize

Accessors: GetBackgroundSize

### ClassName

Accessors: GetClassName

### CreationIndex

Accessors: GetCreationIndex

### CreationPolicy

Accessors: GetCreationPolicy

### CurrentState

Accessors: GetCurrentState

### Enabled

Accessors: GetEnabled

**ErrorColor**

Accessors: GetErrorColor

**ErrorString**

Accessors: GetErrorString

**FillAlphas**

Accessors: GetFillAlphas

**FillColors**

Accessors: GetFillColors

**FlexX**

Accessors: GetFlexX

**FlexY**

Accessors: GetFlexY

**FocusEnabled**

Accessors: GetFocusEnabled

**FontFamily**

Accessors: GetFontFamily

**FontSize**

Accessors: GetFontSize

**FontStyle**

Accessors: GetFontStyle

**FontWeight**

Accessors: GetFontWeight

**Height**

Accessors: GetHeight

**HorizontalAlign**

Accessors: GetHorizontalAlign

**HorizontalGap**

Accessors: GetHorizontalGap

**Id**

Accessors: GetId

**Label**

Accessors: GetLabel

**MouseEnabled**

Accessors: GetMouseEnabled

**NumAutomationChildren**

Accessors: GetNumAutomationChildren

**NumChildren**

Accessors: GetNumChildren

**PercentHeight**

Accessors: GetPercentHeight

**PercentWidth**

Accessors: GetPercentWidth

**ScaleX**

Accessors: GetScaleX

**ScaleY**

Accessors: GetScaleY

**SelectedChild**

Accessors: GetSelectedChild

**SelectedIndex**

Accessors: GetSelectedIndex

**TabChildren**

Accessors: GetTabChildren

**TabEnabled**

Accessors: GetTabEnabled

**TabHeight**

Accessors: GetTabHeight

**TabIndex**

Accessors: GetTabIndex

**TabWidth**

Accessors: GetTabWidth

**ThemeColor**

Accessors: GetThemeColor

**ToolTip**

Accessors: GetToolTip

**UseHandCursor**

Accessors: GetUseHandCursor

**Visible**

Accessors: GetVisible

**Width**

Accessors: GetWidth

**X**

Accessors: GetX

Y

Accessors: GetY

## Action Detail

### DoChange(relatedObject)

Parameters:

Name	Type	Description
relatedObject	String	

### DoChangeFocus(shiftKey, keyCode)

Parameters:

Name	Type	Description
shiftKey	Boolean	Optional, Default: false.
keyCode	String	Optional, Default: TAB.

### DoClick(keyModifier)

Parameters:

Name	Type	Description
keyModifier	Number	<p>FlexKeyModifierValues</p> <ul style="list-style-type: none"><li>1 flexControl</li><li>2 flexShift</li><li>4 flexAlt</li><li>3 flexControlShift</li><li>5 flexControlAlt</li><li>6 flexShiftAlt</li><li>7 flexControlShiftAlt</li></ul> <p>Optional, Default: 0.</p>

### DoDragCancel(keyModifier)

Parameters:

Name	Type	Description
keyModifier	Number	<p>FlexKeyModifierValues</p> <ul style="list-style-type: none"><li>1 flexControl</li><li>2 flexShift</li><li>4 flexAlt</li><li>3 flexControlShift</li><li>5 flexControlAlt</li><li>6 flexShiftAlt</li><li>7 flexControlShiftAlt</li></ul> <p>Optional, Default: 0.</p>

### DoDragDrop(action, draggedItem, keyModifier)

Parameters:

Name	Type	Description
------	------	-------------

action	String	
draggedItem	String	Optional.
keyModifier	Number	FlexKeyModifierValues 1 flexControl 2 flexShift 4 flexAlt 3 flexControlShift 5 flexControlAlt 6 flexShiftAlt 7 flexControlShiftAlt  Optional, Default: 0.

### DoDragStart(draggedItem, keyModifier)

#### Parameters:

Name	Type	Description
draggedItem	String	
keyModifier	Number	FlexKeyModifierValues 1 flexControl 2 flexShift 4 flexAlt 3 flexControlShift 5 flexControlAlt 6 flexShiftAlt 7 flexControlShiftAlt  Optional, Default: 0.

### DoMouseMove(localX, localY, keyModifier)

#### Parameters:

Name	Type	Description
localX	Number	Optional, Default: 0.
localY	Number	Optional, Default: 0.
keyModifier	Number	FlexKeyModifierValues 1 flexControl 2 flexShift 4 flexAlt 3 flexControlShift 5 flexControlAlt 6 flexShiftAlt 7 flexControlShiftAlt  Optional, Default: 0.

### DoMouseScroll(delta)

#### Parameters:

Name	Type	Description
delta	Number	Optional, Default: 0.

### DoScroll(position, direction, detail)

**Parameters:**

Name	Type	Description
position	Number	
direction	Number	FlexScrollDirectionValues 1 flexScrollHorizontal 2 flexScrollVertical
detail	Number	FlexScrollDetailValues 1 flexAtBottom 2 flexAtLeft 3 flexAtRight 4 flexAtTop 5 flexLineDown 6 flexLineLeft 7 flexLineRight 8 flexLineUp 9 flexPageDown 10 flexPageLeft 11 flexPageRight 12 flexPageUp 13 flexThumbPosition 14 flexThumbTrack  Optional, Default: null.

**DoType(keyCode, keyModifier)**

**Parameters:**

Name	Type	Description
keyCode	String	
keyModifier	Number	FlexKeyModifierValues 1 flexControl 2 flexShift 4 flexAlt 3 flexControlShift 5 flexControlAlt 6 flexShiftAlt 7 flexControlShiftAlt  Optional, Default: 0.

**Behavior Pattern: Win32Generic**

**Property Summary**

Property	Description	Getter	Setter
<a href="#">Bitmap</a>	UI Image of the object.	GetBitmap	
<a href="#">BWBitmap</a>	UI Image of the object in 1-bit format (black&white).	GetBWBitmap	
<a href="#">Class</a>	Class of the object.	GetClass	
<a href="#">Height</a>	Height of the object.	GetHeight	
<a href="#">Name</a>	Name of the object.	GetName	
<a href="#">ObjectType</a>	SeSMatcherRule type for this object.	GetObjectType	
<a href="#">State</a>	State of the object.	GetState	
<a href="#">Value</a>	Value of the object.	GetValue	SetValue
<a href="#">Width</a>	Width of the object.	GetWidth	
<a href="#">WindowText</a>	Window text of the object.	GetWindowText	SetWindowText
<a href="#">X</a>	X-coordinate of the top left corner of the object.	GetX	

Y	Y-coordinate of the top left corner of the object.	GetY	
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## Action Summary

Action	Description
<a href="#">DoAction</a>	Performs default action for an object.
<a href="#">DoAnalogPlay</a>	Plays analog recording using coordinates relative to this object.
<a href="#">DoClick</a>	Performs left click at the center of an object.
<a href="#">DoEnsureVisible</a>	Makes sure specified element is visible on the screen.
<a href="#">DoLButtonDown</a>	Performs left mouse button down.
<a href="#">DoLButtonUp</a>	Performs left mouse button up.
<a href="#">DoLClick</a>	Performs a left click at the center of an object or at the specified location.
<a href="#">DoLDClick</a>	Performs a left double click at the center of an object or at the specified location.
<a href="#">DoMButtonDown</a>	Performs middle mouse button down.
<a href="#">DoMButtonUp</a>	Performs middle mouse button up.
<a href="#">DoMClick</a>	Performs a middle click at the center of an object or at the specified location.
<a href="#">DoMDClick</a>	Performs a middle double click at the center of an object or at the specified location.
<a href="#">DoMouseMove</a>	Moves mouse cursor to a location relative to this object position.
<a href="#">DoRButtonDown</a>	Performs right mouse button down.
<a href="#">DoRButtonUp</a>	Performs right mouse button up.
<a href="#">DoRClick</a>	Performs a right click at the center of an object or at the specified location.
<a href="#">DoRDClick</a>	Performs a right double click at the center of an object or at the specified location.
<a href="#">DoSendKeys</a>	Sends series of keystrokes to an object.

## Property Detail

### Bitmap

UI Image of the object.  
Accessors: GetBitmap

### BWBitmap

UI Image of the object in 1-bit format (black&white).  
Accessors: GetBWBitmap

### Class

Class of the object.  
Accessors: GetClass

### Height

Height of the object.  
Accessors: GetHeight

### Name

Name of the object.  
Accessors: GetName

### ObjectType

SeSMatcherRule type for this object.  
Accessors: GetObjectType

### State

State of the object.  
Accessors: GetState

### Value

Value of the object.  
Accessors: GetValue, SetValue

### Width

Width of the object.  
Accessors: GetWidth

### WindowText

Window text of the object.  
Accessors: GetWindowText, SetWindowText

### X



X-coordinate of the top left corner of the object.  
Accessors: GetX

**Y**  
Y-coordinate of the top left corner of the object.  
Accessors: GetY

## Action Detail

### DoAction()

Performs default action for an object. If the object doesn't have default action then 'LClick' is performed.

### DoAnalogPlay(path, left, top)

Plays analog recording using coordinates relative to this object.

#### Parameters:

Name	Type	Description
path	string	Path to analog recording (usually an .arf file).
left	number	X-coordinate of top-left corner of the analog area, relative to object top-left corner Optional.
top	number	Y-coordinate of the top-left corner of the analog area, relative to object top-left corner. Optional.

### DoClick(clickType, xOffset, yOffset)

Performs left click at the center of an object. It is a customizable variant of LClick action.

#### Parameters:

Name	Type	Description
clickType	string	Type of click, can be one of "L" - left click, "LD" - double left click, "R" - right click, "RD" - double right click, "M" - middle click, "MD" - double middle click, "N" - don't click Optional, Default: L.
xOffset	number	X offset to click within object. Default is a center. Optional.
yOffset	number	X offset to click within object. Default is a center. Optional.

#### Returns:

'true' if operation is successful, 'false' otherwise

### DoEnsureVisible()

Makes sure specified element is visible on the screen.

### DoLButtonDown()

Performs left mouse button down. This method does not change cursor coordinates. Make sure that you use 'DoMouseMove' to position mouse cursor properly before calling this method. Note: This action must be followed by 'DoLButtonUp', otherwise it may lock mouse cursor.

### DoLButtonUp()

Performs left mouse button up. This method does not change cursor coordinates. Make sure that you use 'DoMouseMove' to position mouse cursor properly before calling this method. Note: Use this action after 'DoLButtonDown', otherwise it will have no effect.

### DoLClick(x, y)

Performs a left click at the center of an object or at the specified location.

#### Parameters:

Name	Type	Description
x	number	X-coordinate of location relative to object's left border
y	number	Y-coordinate of location relative to object's top border

#### Returns:

'true' if operation is successful, 'false' otherwise

### DoLDClick(x, y)

Performs a left double click at the center of an object or at the specified location.

#### Parameters:

Name	Type	Description
x	number	X-coordinate of location relative to object's left border
y	number	Y-coordinate of location relative to object's top border

**Returns:**

'true' if operation is successful, 'false' otherwise

**DoMButtonDown()**

Performs middle mouse button down. This method does not change cursor coordinates. Make sure that you use 'DoMouseMove' to position mouse cursor properly before calling this method. Note: This action must be followed by 'DoMButtonUp', otherwise it may lock mouse cursor.

**DoMButtonUp()**

Performs middle mouse button up. This method does not change cursor coordinates. Make sure that you use 'DoMouseMove' to position mouse cursor properly before calling this method. Note: Use this action after 'DoMButtonDown', otherwise it will have no effect.

**DoMClick(x, y)**

Performs a middle click at the center of an object or at the specified location.

**Parameters:**

Name	Type	Description
x	number	X-coordinate of location relative to object's left border
y	number	Y-coordinate of location relative to object's top border

**Returns:**

'true' if operation is successful, 'false' otherwise

**DoMDClick(x, y)**

Performs a middle double click at the center of an object or at the specified location.

**Parameters:**

Name	Type	Description
x	number	X-coordinate of location relative to object's left border
y	number	Y-coordinate of location relative to object's top border

**Returns:**

'true' if operation is successful, 'false' otherwise

**DoMouseMove(x, y)**

Moves mouse cursor to a location relative to this object position.

**Parameters:**

Name	Type	Description
x	number	X-coordinate of location relative to object's left border
y	number	Y-coordinate of location relative to object's top border

**DoRButtonDown()**

Performs right mouse button down. This method does not change cursor coordinates. Make sure that you use 'DoMouseMove' to position mouse cursor properly before calling this method. Note: This action must be followed by 'DoRButtonUp', otherwise it may lock mouse cursor.

**DoRButtonUp()**

Performs right mouse button up. This method does not change cursor coordinates. Make sure that you use 'DoMouseMove' to position mouse cursor properly before calling this method. Note: Use this action after 'DoRButtonDown', otherwise it will have no effect.

**DoRClick(x, y)**

Performs a right click at the center of an object or at the specified location.

**Parameters:**

Name	Type	Description
x	number	X-coordinate of location relative to object's left border
y	number	Y-coordinate of location relative to object's top border

**Returns:**

'true' if operation is successful, 'false' otherwise

### DoRClick(x, y)

Performs a right double click at the center of an object or at the specified location.

#### Parameters:

Name	Type	Description
x	number	X-coordinate of location relative to object's left border
y	number	Y-coordinate of location relative to object's top border

#### Returns:

'true' if operation is successful, 'false' otherwise

### DoSendKeys(keys)

Sends series of keystrokes to an object. For example: DoSendKeys("{F}") - sends {CTRL} + {F}. See [MSDN Article for SendKeys](#)

#### Parameters:

Name	Type	Description
keys	string	A sequence of keystrokes.

## FlexTextArea

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FlexTextArea

### Behavior Pattern: FlexTextAreaBehavior

### Property Summary

Property	Description	Getter	Setter
<a href="#">Alpha</a>		GetAlpha	
<a href="#">AutomationClassName</a>		GetAutomationClassName	
<a href="#">AutomationIndex</a>		GetAutomationIndex	
<a href="#">AutomationName</a>		GetAutomationName	
<a href="#">ClassName</a>		GetClassName	
<a href="#">Color</a>		GetColor	
<a href="#">CurrentState</a>		GetCurrentState	
<a href="#">DisabledColor</a>		GetDisabledColor	
<a href="#">DisplayAsPassword</a>		GetDisplayAsPassword	
<a href="#">Editable</a>		GetEditable	
<a href="#">Enabled</a>		GetEnabled	
<a href="#">ErrorColor</a>		GetErrorColor	
<a href="#">ErrorString</a>		GetErrorString	
<a href="#">FlexX</a>		GetFlexX	
<a href="#">FlexY</a>		GetFlexY	
<a href="#">FocusEnabled</a>		GetFocusEnabled	
<a href="#">FontFamily</a>		GetFontFamily	
<a href="#">FontSize</a>		GetFontSize	
<a href="#">FontStyle</a>		GetFontStyle	
<a href="#">FontWeight</a>		GetFontWeight	
<a href="#">Height</a>		GetHeight	
<a href="#">HorizontalScrollPolicy</a>		GetHorizontalScrollPolicy	
<a href="#">HtmlText</a>		GetHtmlText	
<a href="#">Id</a>		GetId	
<a href="#">Length</a>		GetLength	
<a href="#">MaxChars</a>		GetMaxChars	
<a href="#">MouseEnabled</a>		GetMouseEnabled	
<a href="#">NumAutomationChildren</a>		GetNumAutomationChildren	
<a href="#">PercentHeight</a>		GetPercentHeight	

<a href="#">PercentWidth</a>		GetPercentWidth	
<a href="#">Restrict</a>		GetRestrict	
<a href="#">ScaleX</a>		GetScaleX	
<a href="#">ScaleY</a>		GetScaleY	
<a href="#">Selection</a>		GetSelection	
<a href="#">TabChildren</a>		GetTabChildren	
<a href="#">TabEnabled</a>		GetTabEnabled	
<a href="#">TabIndex</a>		GetTabIndex	
<a href="#">Text</a>		GetText	
<a href="#">ThemeColor</a>		GetThemeColor	
<a href="#">ToolTip</a>		GetToolTip	
<a href="#">UseHandCursor</a>		GetUseHandCursor	
<a href="#">Visible</a>		GetVisible	
<a href="#">Width</a>		GetWidth	
<a href="#">WordWrap</a>		GetWordWrap	
<a href="#">X</a>		GetX	
<a href="#">Y</a>		GetY	

## Action Summary

Action	Description
<a href="#">DoChangeFocus</a>	
<a href="#">DoClick</a>	
<a href="#">DoInput</a>	
<a href="#">DoMouseMove</a>	
<a href="#">DoMouseScroll</a>	
<a href="#">DoScroll</a>	
<a href="#">DoSelectText</a>	
<a href="#">DoType</a>	

## Property Detail

### Alpha

Accessors: GetAlpha

### AutomationClassName

Accessors: GetAutomationClassName

### AutomationIndex

Accessors: GetAutomationIndex

### AutomationName

Accessors: GetAutomationName

### ClassName

Accessors: GetClassName

### Color

Accessors: GetColor

### CurrentState

Accessors: GetCurrentState

### DisabledColor

Accessors: GetDisabledColor

### DisplayAsPassword

Accessors: GetDisplayAsPassword

### **Editable**

Accessors: GetEditable

### **Enabled**

Accessors: GetEnabled

### **ErrorColor**

Accessors: GetErrorColor

### **ErrorString**

Accessors: GetErrorString

### **FlexX**

Accessors: GetFlexX

### **FlexY**

Accessors: GetFlexY

### **FocusEnabled**

Accessors: GetFocusEnabled

### **FontFamily**

Accessors: GetFontFamily

### **FontSize**

Accessors: GetFontSize

### **FontStyle**

Accessors: GetFontStyle

### **FontWeight**

Accessors: GetFontWeight

### **Height**

Accessors: GetHeight

### **HorizontalScrollPolicy**

Accessors: GetHorizontalScrollPolicy

### **HtmlText**

Accessors: GetHtmlText

### **Id**

Accessors: GetId

### **Length**

Accessors: GetLength

### **MaxChars**

Accessors: GetMaxChars

### **MouseEnabled**

Accessors: GetMouseEnabled

**NumAutomationChildren**

Accessors: GetNumAutomationChildren

**PercentHeight**

Accessors: GetPercentHeight

**PercentWidth**

Accessors: GetPercentWidth

**Restrict**

Accessors: GetRestrict

**ScaleX**

Accessors: GetScaleX

**ScaleY**

Accessors: GetScaleY

**Selection**

Accessors: GetSelection

**TabChildren**

Accessors: GetTabChildren

**TabEnabled**

Accessors: GetTabEnabled

**TabIndex**

Accessors: GetTabIndex

**Text**

Accessors: GetText

**ThemeColor**

Accessors: GetThemeColor

**ToolTip**

Accessors: GetToolTip

**UseHandCursor**

Accessors: GetUseHandCursor

**Visible**

Accessors: GetVisible

**Width**

Accessors: GetWidth

**WordWrap**

Accessors: GetWordWrap

**X**

Accessors: GetX

Y

Accessors: GetY

## Action Detail

### DoChangeFocus(shiftKey, keyCode)

Parameters:

Name	Type	Description
shiftKey	Boolean	Optional, Default: false.
keyCode	String	Optional, Default: TAB.

### DoClick(keyModifier)

Parameters:

Name	Type	Description
keyModifier	Number	<p>FlexKeyModifierValues</p> <ol style="list-style-type: none"><li>1 flexControl</li><li>2 flexShift</li><li>4 flexAlt</li><li>3 flexControlShift</li><li>5 flexControlAlt</li><li>6 flexShiftAlt</li><li>7 flexControlShiftAlt</li></ol> <p>Optional, Default: 0.</p>

### DoInput(text)

Parameters:

Name	Type	Description
text	String	

### DoMouseMove(localX, localY, keyModifier)

Parameters:

Name	Type	Description
localX	Number	Optional, Default: 0.
localY	Number	Optional, Default: 0.
keyModifier	Number	<p>FlexKeyModifierValues</p> <ol style="list-style-type: none"><li>1 flexControl</li><li>2 flexShift</li><li>4 flexAlt</li><li>3 flexControlShift</li><li>5 flexControlAlt</li><li>6 flexShiftAlt</li><li>7 flexControlShiftAlt</li></ol> <p>Optional, Default: 0.</p>

### DoMouseScroll(delta)

**Parameters:**

Name	Type	Description
delta	Number	Optional, Default: 0.

**DoScroll(position, direction, detail)**

**Parameters:**

Name	Type	Description
position	Number	
direction	Number	FlexScrollDirectionValues 1 flexScrollHorizontal 2 flexScrollVertical
detail	Number	FlexScrollDetailValues 1 flexAtBottom 2 flexAtLeft 3 flexAtRight 4 flexAtTop 5 flexLineDown 6 flexLineLeft 7 flexLineRight 8 flexLineUp 9 flexPageDown 10 flexPageLeft 11 flexPageRight 12 flexPageUp 13 flexThumbPosition 14 flexThumbTrack  Optional, Default: null.

**DoSelectText(beginIndex, endIndex)**

**Parameters:**

Name	Type	Description
beginIndex	Number	
endIndex	Number	

**DoType(keyCode, keyModifier)**

**Parameters:**

Name	Type	Description
keyCode	String	
keyModifier	Number	FlexKeyModifierValues 1 flexControl 2 flexShift 4 flexAlt 3 flexControlShift 5 flexControlAlt 6 flexShiftAlt 7 flexControlShiftAlt  Optional, Default: 0.



## Property Summary

Property	Description	Getter	Setter
<a href="#">Bitmap</a>	UI Image of the object.	GetBitmap	
<a href="#">BWBitmap</a>	UI Image of the object in 1-bit format (black&white).	GetBWBitmap	
<a href="#">Class</a>	Class of the object.	GetClass	
<a href="#">Height</a>	Height of the object.	GetHeight	
<a href="#">Name</a>	Name of the object.	GetName	
<a href="#">ObjectType</a>	SeSMatcherRule type for this object.	GetObjectType	
<a href="#">State</a>	State of the object.	GetState	
<a href="#">Value</a>	Value of the object.	GetValue	SetValue
<a href="#">Width</a>	Width of the object.	GetWidth	
<a href="#">WindowText</a>	Window text of the object.	GetWindowText	SetWindowText
<a href="#">X</a>	X-coordinate of the top left corner of the object.	GetX	
<a href="#">Y</a>	Y-coordinate of the top left corner of the object.	GetY	

## Action Summary

Action	Description
<a href="#">DoAction</a>	Performs default action for an object.
<a href="#">DoAnalogPlay</a>	Plays analog recording using coordinates relative to this object.
<a href="#">DoClick</a>	Performs left click at the center of an object.
<a href="#">DoEnsureVisible</a>	Makes sure specified element is visible on the screen.
<a href="#">DoLButtonDown</a>	Performs left mouse button down.
<a href="#">DoLButtonUp</a>	Performs left mouse button up.
<a href="#">DoLClick</a>	Performs a left click at the center of an object or at the specified location.
<a href="#">DoLDClick</a>	Performs a left double click at the center of an object or at the specified location.
<a href="#">DoMButtonDown</a>	Performs middle mouse button down.
<a href="#">DoMButtonUp</a>	Performs middle mouse button up.
<a href="#">DoMClick</a>	Performs a middle click at the center of an object or at the specified location.
<a href="#">DoMDClick</a>	Performs a middle double click at the center of an object or at the specified location.
<a href="#">DoMouseMove</a>	Moves mouse cursor to a location relative to this object position.
<a href="#">DoRButtonDown</a>	Performs right mouse button down.
<a href="#">DoRButtonUp</a>	Performs right mouse button up.
<a href="#">DoRClick</a>	Performs a right click at the center of an object or at the specified location.
<a href="#">DoRDClick</a>	Performs a right double click at the center of an object or at the specified location.
<a href="#">DoSendKeys</a>	Sends series of keystrokes to an object.

## Property Detail

### Bitmap

UI Image of the object.  
Accessors: GetBitmap

### BWBitmap

UI Image of the object in 1-bit format (black&white).  
Accessors: GetBWBitmap

### Class

Class of the object.  
Accessors: GetClass

### Height

Height of the object.  
Accessors: GetHeight

### Name

Name of the object.  
Accessors: GetName

### ObjectType

SeSMatcherRule type for this object.  
Accessors: GetObjectType

**State**

State of the object.  
Accessors: GetState

**Value**

Value of the object.  
Accessors: GetValue, SetValue

**Width**

Width of the object.  
Accessors: GetWidth

**WindowText**

Window text of the object.  
Accessors: GetWindowText, SetWindowText

**X**

X-coordinate of the top left corner of the object.  
Accessors: GetX

**Y**

Y-coordinate of the top left corner of the object.  
Accessors: GetY

**Action Detail****DoAction()**

Performs default action for an object. If the object doesn't have default action then 'LClick' is performed.

**DoAnalogPlay(path, left, top)**

Plays analog recording using coordinates relative to this object.

**Parameters:**

Name	Type	Description
path	string	Path to analog recording (usually an .arf file).
left	number	X-coordinate of top-left corner of the analog area, relative to object top-left corner Optional.
top	number	Y-coordinate of the top-left corner of the analog area, relative to object top-left corner. Optional.

**DoClick(clickType, xOffset, yOffset)**

Performs left click at the center of an object. It is a customizable variant of LClick action.

**Parameters:**

Name	Type	Description
clickType	string	Type of click, can be one of "L" - left click, "LD" - double left click, "R" - right click, "RD" - double right click, "M" - middle click, "MD" - double middle click, "N" - don't click Optional, Default: L.
xOffset	number	X offset to click within object. Default is a center. Optional.
yOffset	number	X offset to click within object. Default is a center. Optional.

**Returns:**

'true' if operation is successful, 'false' otherwise

**DoEnsureVisible()**

Makes sure specified element is visible on the screen.

**DoLButtonDown()**

Performs left mouse button down. This method does not change cursor coordinates. Make sure that you use 'DoMouseMove' to position mouse cursor properly before calling this method. Note: This action must be followed by 'DoLButtonUp', otherwise it may lock mouse cursor.

**DoLButtonUp()**

Performs left mouse button up. This method does not change cursor coordinates. Make sure that you use 'DoMouseMove' to position mouse cursor properly before calling this method. Note: Use this action after 'DoLButtonDown', otherwise it will have no effect.

**DoLClick(x, y)**

Performs a left click at the center of an object or at the specified location.

**Parameters:**

Name	Type	Description
x	number	X-coordinate of location relative to object's left border
y	number	Y-coordinate of location relative to object's top border

**Returns:**

'true' if operation is successful, 'false' otherwise

**DoLDClick(x, y)**

Performs a left double click at the center of an object or at the specified location.

**Parameters:**

Name	Type	Description
x	number	X-coordinate of location relative to object's left border
y	number	Y-coordinate of location relative to object's top border

**Returns:**

'true' if operation is successful, 'false' otherwise

**DoMButtonDown()**

Performs middle mouse button down. This method does not change cursor coordinates. Make sure that you use 'DoMouseMove' to position mouse cursor properly before calling this method. Note: This action must be followed by 'DoMButtonUp', otherwise it may lock mouse cursor.

**DoMButtonUp()**

Performs middle mouse button up. This method does not change cursor coordinates. Make sure that you use 'DoMouseMove' to position mouse cursor properly before calling this method. Note: Use this action after 'DoMButtonDown', otherwise it will have no effect.

**DoMClick(x, y)**

Performs a middle click at the center of an object or at the specified location.

**Parameters:**

Name	Type	Description
x	number	X-coordinate of location relative to object's left border
y	number	Y-coordinate of location relative to object's top border

**Returns:**

'true' if operation is successful, 'false' otherwise

**DoMDClick(x, y)**

Performs a middle double click at the center of an object or at the specified location.

**Parameters:**

Name	Type	Description
x	number	X-coordinate of location relative to object's left border
y	number	Y-coordinate of location relative to object's top border

**Returns:**

'true' if operation is successful, 'false' otherwise

**DoMouseMove(x, y)**

Moves mouse cursor to a location relative to this object position.

**Parameters:**

Name	Type	Description
x	number	X-coordinate of location relative to object's left border
y	number	Y-coordinate of location relative to object's top border

**DoRButtonDown()**

Performs right mouse button down. This method does not change cursor coordinates. Make sure that you use 'DoMouseMove' to position mouse cursor properly before calling this method. Note: This action must be followed by 'DoRButtonUp', otherwise it may lock mouse cursor.

### DoRButtonUp()

Performs right mouse button up. This method does not change cursor coordinates. Make sure that you use 'DoMouseMove' to position mouse cursor properly before calling this method. Note: Use this action after 'DoRButtonDown', otherwise it will have no effect.

### DoRClick(x, y)

Performs a right click at the center of an object or at the specified location.

#### Parameters:

Name	Type	Description
x	number	X-coordinate of location relative to object's left border
y	number	Y-coordinate of location relative to object's top border

#### Returns:

'true' if operation is successful, 'false' otherwise

### DoRDClick(x, y)

Performs a right double click at the center of an object or at the specified location.

#### Parameters:

Name	Type	Description
x	number	X-coordinate of location relative to object's left border
y	number	Y-coordinate of location relative to object's top border

#### Returns:

'true' if operation is successful, 'false' otherwise

### DoSendKeys(keys)

Sends series of keystrokes to an object. For example: DoSendKeys("^F") - sends {CTRL} + {F}. See [MSDN Article for SendKeys](#)

#### Parameters:

Name	Type	Description
keys	string	A sequence of keystrokes.

## FlexTitleWindow

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FlexTitleWindow

### Behavior Pattern: FlexTitleWindowBehavior

### Property Summary

Property	Description	Getter	Setter
<a href="#">Alpha</a>		GetAlpha	
<a href="#">AutomationClassName</a>		GetAutomationClassName	
<a href="#">AutomationIndex</a>		GetAutomationIndex	
<a href="#">AutomationName</a>		GetAutomationName	
<a href="#">BackgroundAlpha</a>		GetBackgroundAlpha	
<a href="#">BackgroundColor</a>		GetBackgroundColor	
<a href="#">BackgroundDisabledColor</a>		GetBackgroundDisabledColor	
<a href="#">BackgroundImage</a>		GetBackgroundImage	
<a href="#">BackgroundSize</a>		GetBackgroundSize	
<a href="#">ClassName</a>		GetClassName	
<a href="#">CreationIndex</a>		GetCreationIndex	
<a href="#">CreationPolicy</a>		GetCreationPolicy	
<a href="#">CurrentState</a>		GetCurrentState	
<a href="#">DropShadowEnabled</a>		GetDropShadowEnabled	

<a href="#">Enabled</a>		GetEnabled	
<a href="#">ErrorColor</a>		GetErrorColor	
<a href="#">ErrorString</a>		GetErrorString	
<a href="#">FillAlphas</a>		GetFillAlphas	
<a href="#">FillColors</a>		GetFillColors	
<a href="#">FlexX</a>		GetFlexX	
<a href="#">FlexY</a>		GetFlexY	
<a href="#">FocusEnabled</a>		GetFocusEnabled	
<a href="#">FontFamily</a>		GetFontFamily	
<a href="#">FontSize</a>		GetFontSize	
<a href="#">FontStyle</a>		GetFontStyle	
<a href="#">FontWeight</a>		GetFontWeight	
<a href="#">FooterColors</a>		GetFooterColors	
<a href="#">HeaderColors</a>		GetHeaderColors	
<a href="#">HeaderHeight</a>		GetHeaderHeight	
<a href="#">Height</a>		GetHeight	
<a href="#">Id</a>		GetId	
<a href="#">Label</a>		GetLabel	
<a href="#">MouseEnabled</a>		GetMouseEnabled	
<a href="#">NumAutomationChildren</a>		GetNumAutomationChildren	
<a href="#">NumChildren</a>		GetNumChildren	
<a href="#">PercentHeight</a>		GetPercentHeight	
<a href="#">PercentWidth</a>		GetPercentWidth	
<a href="#">ScaleX</a>		GetScaleX	
<a href="#">ScaleY</a>		GetScaleY	
<a href="#">ShowCloseButton</a>		GetShowCloseButton	
<a href="#">Status</a>		GetStatus	
<a href="#">TabChildren</a>		GetTabChildren	
<a href="#">TabEnabled</a>		GetTabEnabled	
<a href="#">TabIndex</a>		GetTabIndex	
<a href="#">ThemeColor</a>		GetThemeColor	
<a href="#">Title</a>		GetTitle	
<a href="#">ToolTip</a>		GetToolTip	
<a href="#">UseHandCursor</a>		GetUseHandCursor	
<a href="#">Visible</a>		GetVisible	
<a href="#">Width</a>		GetWidth	
<a href="#">X</a>		GetX	
<a href="#">Y</a>		GetY	

## Action Summary

Action	Description
<a href="#">DoChangeFocus</a>	
<a href="#">DoClick</a>	
<a href="#">DoDragCancel</a>	
<a href="#">DoDragDrop</a>	
<a href="#">DoDragStart</a>	
<a href="#">DoMouseMove</a>	
<a href="#">DoMouseScroll</a>	
<a href="#">DoScroll</a>	

## Property Detail

### Alpha

Accessors: GetAlpha

### AutomationClassName

Accessors: GetAutomationClassName

**AutomationIndex**

Accessors: GetAutomationIndex

**AutomationName**

Accessors: GetAutomationName

**BackgroundAlpha**

Accessors: GetBackgroundAlpha

**BackgroundColor**

Accessors: GetBackgroundColor

**BackgroundDisabledColor**

Accessors: GetBackgroundDisabledColor

**BackgroundImage**

Accessors: GetBackgroundImage

**BackgroundSize**

Accessors: GetBackgroundSize

**ClassName**

Accessors: GetClassName

**CreationIndex**

Accessors: GetCreationIndex

**CreationPolicy**

Accessors: GetCreationPolicy

**CurrentState**

Accessors: GetCurrentState

**DropShadowEnabled**

Accessors: GetDropShadowEnabled

**Enabled**

Accessors: GetEnabled

**ErrorColor**

Accessors: GetErrorColor

**ErrorString**

Accessors: GetErrorString

**FillAlphas**

Accessors: GetFillAlphas

**FillColors**

Accessors: GetFillColors

**FlexX**

Accessors: GetFlexX

**FlexY**

Accessors: GetFlexY

**FocusEnabled**

Accessors: GetFocusEnabled

**FontFamily**

Accessors: GetFontFamily

**FontSize**

Accessors: GetFontSize

**FontStyle**

Accessors: GetFontStyle

**FontWeight**

Accessors: GetFontWeight

**FooterColors**

Accessors: GetFooterColors

**HeaderColors**

Accessors: GetHeaderColors

**HeaderHeight**

Accessors: GetHeaderHeight

**Height**

Accessors: GetHeight

**Id**

Accessors: GetId

**Label**

Accessors: GetLabel

**MouseEnabled**

Accessors: GetMouseEnabled

**NumAutomationChildren**

Accessors: GetNumAutomationChildren

**NumChildren**

Accessors: GetNumChildren

**PercentHeight**

Accessors: GetPercentHeight

**PercentWidth**

Accessors: GetPercentWidth

**ScaleX**

Accessors: GetScaleX

## ScaleY

Accessors: GetScaleY

## ShowCloseButton

Accessors: GetShowCloseButton

## Status

Accessors: GetStatus

## TabChildren

Accessors: GetTabChildren

## TabEnabled

Accessors: GetTabEnabled

## TabIndex

Accessors: GetTabIndex

## ThemeColor

Accessors: GetThemeColor

## Title

Accessors: GetTitle

## ToolTip

Accessors: GetToolTip

## UseHandCursor

Accessors: GetUseHandCursor

## Visible

Accessors: GetVisible

## Width

Accessors: GetWidth

## X

Accessors: GetX

## Y

Accessors: GetY

## Action Detail

### DoChangeFocus(shiftKey, keyCode)

#### Parameters:

Name	Type	Description
shiftKey	Boolean	Optional, Default: false.
keyCode	String	Optional, Default: TAB.

### DoClick(keyModifier)



**Parameters:**

Name	Type	Description
keyModifier	Number	FlexKeyModifierValues 1 flexControl 2 flexShift 4 flexAlt 3 flexControlShift 5 flexControlAlt 6 flexShiftAlt 7 flexControlShiftAlt  Optional, Default: 0.

**DoDragCancel(keyModifier)**

**Parameters:**

Name	Type	Description
keyModifier	Number	FlexKeyModifierValues 1 flexControl 2 flexShift 4 flexAlt 3 flexControlShift 5 flexControlAlt 6 flexShiftAlt 7 flexControlShiftAlt  Optional, Default: 0.

**DoDragDrop(action, draggedItem, keyModifier)**

**Parameters:**

Name	Type	Description
action	String	
draggedItem	String	Optional.
keyModifier	Number	FlexKeyModifierValues 1 flexControl 2 flexShift 4 flexAlt 3 flexControlShift 5 flexControlAlt 6 flexShiftAlt 7 flexControlShiftAlt  Optional, Default: 0.

**DoDragStart(draggedItem, keyModifier)**

**Parameters:**

Name	Type	Description
draggedItem	String	
keyModifier	Number	FlexKeyModifierValues 1 flexControl 2 flexShift 4 flexAlt

		3 flexControlShift 5 flexControlAlt 6 flexShiftAlt 7 flexControlShiftAlt  Optional, Default: 0.
--	--	--

### DoMouseMove(localX, localY, keyModifier)

Parameters:

Name	Type	Description
localX	Number	Optional, Default: 0.
localY	Number	Optional, Default: 0.
keyModifier	Number	FlexKeyModifierValues 1 flexControl 2 flexShift 4 flexAlt 3 flexControlShift 5 flexControlAlt 6 flexShiftAlt 7 flexControlShiftAlt  Optional, Default: 0.

### DoMouseScroll(delta)

Parameters:

Name	Type	Description
delta	Number	Optional, Default: 0.

### DoScroll(position, direction, detail)

Parameters:

Name	Type	Description
position	Number	
direction	Number	FlexScrollDirectionValues 1 flexScrollHorizontal 2 flexScrollVertical
detail	Number	FlexScrollDetailValues 1 flexAtBottom 2 flexAtLeft 3 flexAtRight 4 flexAtTop 5 flexLineDown 6 flexLineLeft 7 flexLineRight 8 flexLineUp 9 flexPageDown 10 flexPageLeft 11 flexPageRight 12 flexPageUp 13 flexThumbPosition 14 flexThumbTrack

Optional, Default: null.

## Behavior Pattern: Win32Generic

## Property Summary

Property	Description	Getter	Setter
<a href="#">Bitmap</a>	UI Image of the object.	GetBitmap	
<a href="#">BWBitmap</a>	UI Image of the object in 1-bit format (black&white).	GetBWBitmap	
<a href="#">Class</a>	Class of the object.	GetClass	
<a href="#">Height</a>	Height of the object.	GetHeight	
<a href="#">Name</a>	Name of the object.	GetName	
<a href="#">ObjectType</a>	SeSMatcherRule type for this object.	GetObjectType	
<a href="#">State</a>	State of the object.	GetState	
<a href="#">Value</a>	Value of the object.	GetValue	SetValue
<a href="#">Width</a>	Width of the object.	GetWidth	
<a href="#">WindowText</a>	Window text of the object.	GetWindowText	SetWindowText
<a href="#">X</a>	X-coordinate of the top left corner of the object.	GetX	
<a href="#">Y</a>	Y-coordinate of the top left corner of the object.	GetY	

## Action Summary

Action	Description
<a href="#">DoAction</a>	Performs default action for an object.
<a href="#">DoAnalogPlay</a>	Plays analog recording using coordinates relative to this object.
<a href="#">DoClick</a>	Performs left click at the center of an object.
<a href="#">DoEnsureVisible</a>	Makes sure specified element is visible on the screen.
<a href="#">DoLButtonDown</a>	Performs left mouse button down.
<a href="#">DoLButtonUp</a>	Performs left mouse button up.
<a href="#">DoLClick</a>	Performs a left click at the center of an object or at the specified location.
<a href="#">DoLDClick</a>	Performs a left double click at the center of an object or at the specified location.
<a href="#">DoMButtonDown</a>	Performs middle mouse button down.
<a href="#">DoMButtonUp</a>	Performs middle mouse button up.
<a href="#">DoMClick</a>	Performs a middle click at the center of an object or at the specified location.
<a href="#">DoMDClick</a>	Performs a middle double click at the center of an object or at the specified location.
<a href="#">DoMouseMove</a>	Moves mouse cursor to a location relative to this object position.
<a href="#">DoRButtonDown</a>	Performs right mouse button down.
<a href="#">DoRButtonUp</a>	Performs right mouse button up.
<a href="#">DoRClick</a>	Performs a right click at the center of an object or at the specified location.
<a href="#">DoRDClick</a>	Performs a right double click at the center of an object or at the specified location.
<a href="#">DoSendKeys</a>	Sends series of keystrokes to an object.

## Property Detail

### Bitmap

UI Image of the object.  
Accessors: GetBitmap

### BWBitmap

UI Image of the object in 1-bit format (black&white).  
Accessors: GetBWBitmap

### Class

Class of the object.  
Accessors: GetClass

### Height

Height of the object.  
Accessors: GetHeight

### Name

Name of the object.  
Accessors: GetName

## ObjectType

SeSMatcherRule type for this object.

Accessors: GetObjectType

## State

State of the object.

Accessors: GetState

## Value

Value of the object.

Accessors: GetValue, SetValue

## Width

Width of the object.

Accessors: GetWidth

## WindowText

Window text of the object.

Accessors: GetWindowText, SetWindowText

## X

X-coordinate of the top left corner of the object.

Accessors: GetX

## Y

Y-coordinate of the top left corner of the object.

Accessors: GetY

## Action Detail

### DoAction()

Performs default action for an object. If the object doesn't have default action then 'LClick' is performed.

### DoAnalogPlay(path, left, top)

Plays analog recording using coordinates relative to this object.

#### Parameters:

Name	Type	Description
path	string	Path to analog recording (usually an .arf file).
left	number	X-coordinate of top-left corner of the analog area, relative to object top-left corner Optional.
top	number	Y-coordinate of the top-left corner of the analog area, relative to object top-left corner. Optional.

### DoClick(clickType, xOffset, yOffset)

Performs left click at the center of an object. It is a customizable variant of LClick action.

#### Parameters:

Name	Type	Description
clickType	string	Type of click, can be one of "L" - left click, "LD" - double left click, "R" - right click, "RD" - double right click, "M" - middle click, "MD" - double middle click, "N" - don't click Optional, Default: L.
xOffset	number	X offset to click within object. Default is a center. Optional.
yOffset	number	X offset to click within object. Default is a center. Optional.

#### Returns:

'true' if operation is successful, 'false' otherwise

### DoEnsureVisible()

Makes sure specified element is visible on the screen.

### DoLButtonDown()

Performs left mouse button down. This method does not change cursor coordinates. Make sure that you use 'DoMouseMove' to position mouse cursor properly before calling this method. Note: This action must be followed by 'DoLButtonUp', otherwise it may lock mouse cursor.

### DoLButtonUp()

Performs left mouse button up. This method does not change cursor coordinates. Make sure that you use 'DoMouseMove' to position mouse cursor properly before calling this method. Note: Use this action after 'DoLButtonDown', otherwise it will have no effect.

### DoLClick(x, y)

Performs a left click at the center of an object or at the specified location.

#### Parameters:

Name	Type	Description
x	number	X-coordinate of location relative to object's left border
y	number	Y-coordinate of location relative to object's top border

#### Returns:

'true' if operation is successful, 'false' otherwise

### DoLDClick(x, y)

Performs a left double click at the center of an object or at the specified location.

#### Parameters:

Name	Type	Description
x	number	X-coordinate of location relative to object's left border
y	number	Y-coordinate of location relative to object's top border

#### Returns:

'true' if operation is successful, 'false' otherwise

### DoMButtonDown()

Performs middle mouse button down. This method does not change cursor coordinates. Make sure that you use 'DoMouseMove' to position mouse cursor properly before calling this method. Note: This action must be followed by 'DoMButtonUp', otherwise it may lock mouse cursor.

### DoMButtonUp()

Performs middle mouse button up. This method does not change cursor coordinates. Make sure that you use 'DoMouseMove' to position mouse cursor properly before calling this method. Note: Use this action after 'DoMButtonDown', otherwise it will have no effect.

### DoMClick(x, y)

Performs a middle click at the center of an object or at the specified location.

#### Parameters:

Name	Type	Description
x	number	X-coordinate of location relative to object's left border
y	number	Y-coordinate of location relative to object's top border

#### Returns:

'true' if operation is successful, 'false' otherwise

### DoMDClick(x, y)

Performs a middle double click at the center of an object or at the specified location.

#### Parameters:

Name	Type	Description
x	number	X-coordinate of location relative to object's left border
y	number	Y-coordinate of location relative to object's top border

#### Returns:

'true' if operation is successful, 'false' otherwise

### DoMouseMove(x, y)

Moves mouse cursor to a location relative to this object position.

#### Parameters:

Name	Type	Description
------	------	-------------

x	number	X-coordinate of location relative to object's left border
y	number	Y-coordinate of location relative to object's top border

### DoRButtonDown()

Performs right mouse button down. This method does not change cursor coordinates. Make sure that you use 'DoMouseMove' to position mouse cursor properly before calling this method. Note: This action must be followed by 'DoRButtonUp', otherwise it may lock mouse cursor.

### DoRButtonUp()

Performs right mouse button up. This method does not change cursor coordinates. Make sure that you use 'DoMouseMove' to position mouse cursor properly before calling this method. Note: Use this action after 'DoRButtonDown', otherwise it will have no effect.

### DoRClick(x, y)

Performs a right click at the center of an object or at the specified location.

#### Parameters:

Name	Type	Description
x	number	X-coordinate of location relative to object's left border
y	number	Y-coordinate of location relative to object's top border

#### Returns:

'true' if operation is successful, 'false' otherwise

### DoRDClick(x, y)

Performs a right double click at the center of an object or at the specified location.

#### Parameters:

Name	Type	Description
x	number	X-coordinate of location relative to object's left border
y	number	Y-coordinate of location relative to object's top border

#### Returns:

'true' if operation is successful, 'false' otherwise

### DoSendKeys(keys)

Sends series of keystrokes to an object. For example: DoSendKeys("^F") - sends {CTRL} + {F}. See [MSDN Article for SendKeys](#)

#### Parameters:

Name	Type	Description
keys	string	A sequence of keystrokes.

## FlexToggleButtonBar

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FlexToggleButtonBar

Behavior Pattern: FlexToggleButtonBarBehavior

### Property Summary

Property	Description	Getter	Setter
<a href="#">Alpha</a>		GetAlpha	
<a href="#">AutomationClassName</a>		GetAutomationClassName	
<a href="#">AutomationIndex</a>		GetAutomationIndex	
<a href="#">AutomationName</a>		GetAutomationName	
<a href="#">BackgroundAlpha</a>		GetBackgroundAlpha	
<a href="#">BackgroundColor</a>		GetBackgroundColor	
<a href="#">BackgroundDisabledColor</a>		GetBackgroundDisabledColor	
<a href="#">BackgroundImage</a>		GetBackgroundImage	
<a href="#">BackgroundSize</a>		GetBackgroundSize	
<a href="#">ClassName</a>		GetClassName	

<a href="#">CreationIndex</a>		GetCreationIndex	
<a href="#">CreationPolicy</a>		GetCreationPolicy	
<a href="#">CurrentState</a>		GetCurrentState	
<a href="#">Direction</a>		GetDirection	
<a href="#">Enabled</a>		GetEnabled	
<a href="#">ErrorColor</a>		GetErrorColor	
<a href="#">ErrorString</a>		GetErrorString	
<a href="#">FillAlphas</a>		GetFillAlphas	
<a href="#">FillColors</a>		GetFillColors	
<a href="#">FlexX</a>		GetFlexX	
<a href="#">FlexY</a>		GetFlexY	
<a href="#">FocusEnabled</a>		GetFocusEnabled	
<a href="#">FontFamily</a>		GetFontFamily	
<a href="#">FontSize</a>		GetFontSize	
<a href="#">FontStyle</a>		GetFontStyle	
<a href="#">FontWeight</a>		GetFontWeight	
<a href="#">Height</a>		GetHeight	
<a href="#">HorizontalAlign</a>		GetHorizontalAlign	
<a href="#">Id</a>		GetId	
<a href="#">Label</a>		GetLabel	
<a href="#">MouseEnabled</a>		GetMouseEnabled	
<a href="#">NumAutomationChildren</a>		GetNumAutomationChildren	
<a href="#">NumChildren</a>		GetNumChildren	
<a href="#">PercentHeight</a>		GetPercentHeight	
<a href="#">PercentWidth</a>		GetPercentWidth	
<a href="#">ScaleX</a>		GetScaleX	
<a href="#">ScaleY</a>		GetScaleY	
<a href="#">SelectedIndex</a>		GetSelectedIndex	
<a href="#">TabChildren</a>		GetTabChildren	
<a href="#">TabEnabled</a>		GetTabEnabled	
<a href="#">TabIndex</a>		GetTabIndex	
<a href="#">ThemeColor</a>		GetThemeColor	
<a href="#">ToolTip</a>		GetToolTip	
<a href="#">UseHandCursor</a>		GetUseHandCursor	
<a href="#">VerticalAlign</a>		GetVerticalAlign	
<a href="#">Visible</a>		GetVisible	
<a href="#">Width</a>		GetWidth	
<a href="#">X</a>		GetX	
<a href="#">Y</a>		GetY	

## Action Summary

Action	Description
<a href="#">DoChange</a>	
<a href="#">DoChangeFocus</a>	
<a href="#">DoClick</a>	
<a href="#">DoDragCancel</a>	
<a href="#">DoDragDrop</a>	
<a href="#">DoDragStart</a>	
<a href="#">DoMouseMove</a>	
<a href="#">DoMouseScroll</a>	
<a href="#">DoScroll</a>	
<a href="#">DoType</a>	

## Property Detail

### Alpha

Accessors: GetAlpha

**AutomationClassName**

Accessors: GetAutomationClassName

**AutomationIndex**

Accessors: GetAutomationIndex

**AutomationName**

Accessors: GetAutomationName

**BackgroundAlpha**

Accessors: GetBackgroundAlpha

**BackgroundColor**

Accessors: GetBackgroundColor

**BackgroundDisabledColor**

Accessors: GetBackgroundDisabledColor

**BackgroundImage**

Accessors: GetBackgroundImage

**BackgroundSize**

Accessors: GetBackgroundSize

**ClassName**

Accessors: GetClassName

**CreationIndex**

Accessors: GetCreationIndex

**CreationPolicy**

Accessors: GetCreationPolicy

**CurrentState**

Accessors: GetCurrentState

**Direction**

Accessors: GetDirection

**Enabled**

Accessors: GetEnabled

**ErrorColor**

Accessors: GetErrorColor

**ErrorString**

Accessors: GetErrorString

**FillAlphas**

Accessors: GetFillAlphas

**FillColors**

Accessors: GetFillColors



**FlexX**

Accessors: GetFlexX

**FlexY**

Accessors: GetFlexY

**FocusEnabled**

Accessors: GetFocusEnabled

**FontFamily**

Accessors: GetFontFamily

**FontSize**

Accessors: GetFontSize

**FontStyle**

Accessors: GetFontStyle

**FontWeight**

Accessors: GetFontWeight

**Height**

Accessors: GetHeight

**HorizontalAlign**

Accessors: GetHorizontalAlign

**Id**

Accessors: GetId

**Label**

Accessors: GetLabel

**MouseEnabled**

Accessors: GetMouseEnabled

**NumAutomationChildren**

Accessors: GetNumAutomationChildren

**NumChildren**

Accessors: GetNumChildren

**PercentHeight**

Accessors: GetPercentHeight

**PercentWidth**

Accessors: GetPercentWidth

**ScaleX**

Accessors: GetScaleX

**ScaleY**

Accessors: GetScaleY

## SelectedIndex

Accessors: GetSelectedIndex

## TabChildren

Accessors: GetTabChildren

## TabEnabled

Accessors: GetTabEnabled

## TabIndex

Accessors: GetTabIndex

## ThemeColor

Accessors: GetThemeColor

## ToolTip

Accessors: GetToolTip

## UseHandCursor

Accessors: GetUseHandCursor

## VerticalAlign

Accessors: GetVerticalAlign

## Visible

Accessors: GetVisible

## Width

Accessors: GetWidth

## X

Accessors: GetX

## Y

Accessors: GetY

## Action Detail

### DoChange(relatedObject)

#### Parameters:

Name	Type	Description
relatedObject	String	

### DoChangeFocus(shiftKey, keyCode)

#### Parameters:

Name	Type	Description
shiftKey	Boolean	Optional, Default: false.
keyCode	String	Optional, Default: TAB.

### DoClick(keyModifier)

**Parameters:**

Name	Type	Description
keyModifier	Number	FlexKeyModifierValues 1 flexControl 2 flexShift 4 flexAlt 3 flexControlShift 5 flexControlAlt 6 flexShiftAlt 7 flexControlShiftAlt  Optional, Default: 0.

**DoDragCancel(keyModifier)**

**Parameters:**

Name	Type	Description
keyModifier	Number	FlexKeyModifierValues 1 flexControl 2 flexShift 4 flexAlt 3 flexControlShift 5 flexControlAlt 6 flexShiftAlt 7 flexControlShiftAlt  Optional, Default: 0.

**DoDragDrop(action, draggedItem, keyModifier)**

**Parameters:**

Name	Type	Description
action	String	
draggedItem	String	Optional.
keyModifier	Number	FlexKeyModifierValues 1 flexControl 2 flexShift 4 flexAlt 3 flexControlShift 5 flexControlAlt 6 flexShiftAlt 7 flexControlShiftAlt  Optional, Default: 0.

**DoDragStart(draggedItem, keyModifier)**

**Parameters:**

Name	Type	Description
draggedItem	String	
keyModifier	Number	FlexKeyModifierValues 1 flexControl 2 flexShift

		4 flexAlt 3 flexControlShift 5 flexControlAlt 6 flexShiftAlt 7 flexControlShiftAlt  Optional, Default: 0.
--	--	---

### DoMouseMove(localX, localY, keyModifier)

**Parameters:**

Name	Type	Description
localX	Number	Optional, Default: 0.
localY	Number	Optional, Default: 0.
keyModifier	Number	FlexKeyModifierValues 1 flexControl 2 flexShift 4 flexAlt 3 flexControlShift 5 flexControlAlt 6 flexShiftAlt 7 flexControlShiftAlt  Optional, Default: 0.

### DoMouseScroll(delta)

**Parameters:**

Name	Type	Description
delta	Number	Optional, Default: 0.

### DoScroll(position, direction, detail)

**Parameters:**

Name	Type	Description
position	Number	
direction	Number	FlexScrollDirectionValues 1 flexScrollHorizontal 2 flexScrollVertical
detail	Number	FlexScrollDetailValues 1 flexAtBottom 2 flexAtLeft 3 flexAtRight 4 flexAtTop 5 flexLineDown 6 flexLineLeft 7 flexLineRight 8 flexLineUp 9 flexPageDown 10 flexPageLeft 11 flexPageRight 12 flexPageUp 13 flexThumbPosition 14 flexThumbTrack

Optional, Default: null.

## DoType(keyCode, keyModifier)

### Parameters:

Name	Type	Description
keyCode	String	
keyModifier	Number	FlexKeyModifierValues 1 flexControl 2 flexShift 4 flexAlt 3 flexControlShift 5 flexControlAlt 6 flexShiftAlt 7 flexControlShiftAlt  Optional, Default: 0.

## Behavior Pattern: Win32Generic

### Property Summary

Property	Description	Getter	Setter
<a href="#">Bitmap</a>	UI Image of the object.	GetBitmap	
<a href="#">BWBitmap</a>	UI Image of the object in 1-bit format (black&white).	GetBWBitmap	
<a href="#">Class</a>	Class of the object.	GetClass	
<a href="#">Height</a>	Height of the object.	GetHeight	
<a href="#">Name</a>	Name of the object.	GetName	
<a href="#">ObjectType</a>	SeSMatcherRule type for this object.	GetObjectType	
<a href="#">State</a>	State of the object.	GetState	
<a href="#">Value</a>	Value of the object.	GetValue	SetValue
<a href="#">Width</a>	Width of the object.	GetWidth	
<a href="#">WindowText</a>	Window text of the object.	GetWindowText	SetWindowText
<a href="#">X</a>	X-coordinate of the top left corner of the object.	GetX	
<a href="#">Y</a>	Y-coordinate of the top left corner of the object.	GetY	

### Action Summary

Action	Description
<a href="#">DoAction</a>	Performs default action for an object.
<a href="#">DoAnalogPlay</a>	Plays analog recording using coordinates relative to this object.
<a href="#">DoClick</a>	Performs left click at the center of an object.
<a href="#">DoEnsureVisible</a>	Makes sure specified element is visible on the screen.
<a href="#">DoLButtonDown</a>	Performs left mouse button down.
<a href="#">DoLButtonUp</a>	Performs left mouse button up.
<a href="#">DoLClick</a>	Performs a left click at the center of an object or at the specified location.
<a href="#">DoLDClick</a>	Performs a left double click at the center of an object or at the specified location.
<a href="#">DoMButtonDown</a>	Performs middle mouse button down.
<a href="#">DoMButtonUp</a>	Performs middle mouse button up.
<a href="#">DoMClick</a>	Performs a middle click at the center of an object or at the specified location.
<a href="#">DoMDClick</a>	Performs a middle double click at the center of an object or at the specified location.
<a href="#">DoMouseMove</a>	Moves mouse cursor to a location relative to this object position.
<a href="#">DoRButtonDown</a>	Performs right mouse button down.
<a href="#">DoRButtonUp</a>	Performs right mouse button up.
<a href="#">DoRClick</a>	Performs a right click at the center of an object or at the specified location.
<a href="#">DoRDClick</a>	Performs a right double click at the center of an object or at the specified location.
<a href="#">DoSendKeys</a>	Sends series of keystrokes to an object.

## Property Detail

### Bitmap

UI Image of the object.  
Accessors: GetBitmap

### BWBitmap

UI Image of the object in 1-bit format (black&white).  
Accessors: GetBWBitmap

### Class

Class of the object.  
Accessors: GetClass

### Height

Height of the object.  
Accessors: GetHeight

### Name

Name of the object.  
Accessors: GetName

### ObjectType

SeSMatcherRule type for this object.  
Accessors: GetObjectType

### State

State of the object.  
Accessors: GetState

### Value

Value of the object.  
Accessors: GetValue, SetValue

### Width

Width of the object.  
Accessors: GetWidth

### WindowText

Window text of the object.  
Accessors: GetWindowText, SetWindowText

### X

X-coordinate of the top left corner of the object.  
Accessors: GetX

### Y

Y-coordinate of the top left corner of the object.  
Accessors: GetY

## Action Detail

### DoAction()

Performs default action for an object. If the object doesn't have default action then 'LClick' is performed.

### DoAnalogPlay(path, left, top)

Plays analog recording using coordinates relative to this object.

#### Parameters:

Name	Type	Description
path	string	Path to analog recording (usually an .arf file).
left	number	X-coordinate of top-left corner of the analog area, relative to object top-left corner Optional.
top	number	Y-coordinate of the top-left corner of the analog area, relative to object top-left corner. Optional.

### DoClick(clickType, xOffset, yOffset)

Performs left click at the center of an object. It is a customizable variant of LClick action.

**Parameters:**

Name	Type	Description
clickType	string	Type of click, can be one of "L" - left click, "LD" - double left click, "R" - right click, "RD" - double right click, "M" - middle click, "MD" - double middle click, "N" - don't click Optional, Default: L.
xOffset	number	X offset to click within object. Default is a center. Optional.
yOffset	number	X offset to click within object. Default is a center. Optional.

**Returns:**

'true' if operation is successful, 'false' otherwise

**DoEnsureVisible()**

Makes sure specified element is visible on the screen.

**DoLButtonDown()**

Performs left mouse button down. This method does not change cursor coordinates. Make sure that you use 'DoMouseMove' to position mouse cursor properly before calling this method. Note: This action must be followed by 'DoLButtonUp', otherwise it may lock mouse cursor.

**DoLButtonUp()**

Performs left mouse button up. This method does not change cursor coordinates. Make sure that you use 'DoMouseMove' to position mouse cursor properly before calling this method. Note: Use this action after 'DoLButtonDown', otherwise it will have no effect.

**DoLClick(x, y)**

Performs a left click at the center of an object or at the specified location.

**Parameters:**

Name	Type	Description
x	number	X-coordinate of location relative to object's left border
y	number	Y-coordinate of location relative to object's top border

**Returns:**

'true' if operation is successful, 'false' otherwise

**DoLDClick(x, y)**

Performs a left double click at the center of an object or at the specified location.

**Parameters:**

Name	Type	Description
x	number	X-coordinate of location relative to object's left border
y	number	Y-coordinate of location relative to object's top border

**Returns:**

'true' if operation is successful, 'false' otherwise

**DoMButtonDown()**

Performs middle mouse button down. This method does not change cursor coordinates. Make sure that you use 'DoMouseMove' to position mouse cursor properly before calling this method. Note: This action must be followed by 'DoMButtonUp', otherwise it may lock mouse cursor.

**DoMButtonUp()**

Performs middle mouse button up. This method does not change cursor coordinates. Make sure that you use 'DoMouseMove' to position mouse cursor properly before calling this method. Note: Use this action after 'DoMButtonDown', otherwise it will have no effect.

**DoMClick(x, y)**

Performs a middle click at the center of an object or at the specified location.

**Parameters:**

Name	Type	Description
x	number	X-coordinate of location relative to object's left border
y	number	Y-coordinate of location relative to object's top border

**Returns:**

'true' if operation is successful, 'false' otherwise

### DoMDClick(x, y)

Performs a middle double click at the center of an object or at the specified location.

#### Parameters:

Name	Type	Description
x	number	X-coordinate of location relative to object's left border
y	number	Y-coordinate of location relative to object's top border

#### Returns:

'true' if operation is successful, 'false' otherwise

### DoMouseMove(x, y)

Moves mouse cursor to a location relative to this object position.

#### Parameters:

Name	Type	Description
x	number	X-coordinate of location relative to object's left border
y	number	Y-coordinate of location relative to object's top border

### DoRButtonDown()

Performs right mouse button down. This method does not change cursor coordinates. Make sure that you use 'DoMouseMove' to position mouse cursor properly before calling this method. Note: This action must be followed by 'DoRButtonUp', otherwise it may lock mouse cursor.

### DoRButtonUp()

Performs right mouse button up. This method does not change cursor coordinates. Make sure that you use 'DoMouseMove' to position mouse cursor properly before calling this method. Note: Use this action after 'DoRButtonDown', otherwise it will have no effect.

### DoRClick(x, y)

Performs a right click at the center of an object or at the specified location.

#### Parameters:

Name	Type	Description
x	number	X-coordinate of location relative to object's left border
y	number	Y-coordinate of location relative to object's top border

#### Returns:

'true' if operation is successful, 'false' otherwise

### DoRDClick(x, y)

Performs a right double click at the center of an object or at the specified location.

#### Parameters:

Name	Type	Description
x	number	X-coordinate of location relative to object's left border
y	number	Y-coordinate of location relative to object's top border

#### Returns:

'true' if operation is successful, 'false' otherwise

### DoSendKeys(keys)

Sends series of keystrokes to an object. For example: DoSendKeys("^F") - sends {CTRL} + {F}. See [MSDN Article for SendKeys](#)

#### Parameters:

Name	Type	Description
keys	string	A sequence of keystrokes.



## Behavior Pattern: FlexTreeBehavior

## Property Summary

Property	Description	Getter	Setter
<a href="#">AllowMultipleSelection</a>		GetAllowMultipleSelection	
<a href="#">Alpha</a>		GetAlpha	
<a href="#">AlternatingRowColors</a>		GetAlternatingRowColors	
<a href="#">AutomationClassName</a>		GetAutomationClassName	
<a href="#">AutomationIndex</a>		GetAutomationIndex	
<a href="#">AutomationName</a>		GetAutomationName	
<a href="#">BackgroundDisabledColor</a>		GetBackgroundDisabledColor	
<a href="#">ClassName</a>		GetClassName	
<a href="#">ColumnCount</a>		GetColumnCount	
<a href="#">ColumnWidth</a>		GetColumnWidth	
<a href="#">CurrentState</a>		GetCurrentState	
<a href="#">DataTipField</a>		GetDataTipField	
<a href="#">DepthColors</a>		GetDepthColors	
<a href="#">Editable</a>		GetEditable	
<a href="#">Enabled</a>		GetEnabled	
<a href="#">ErrorColor</a>		GetErrorColor	
<a href="#">ErrorString</a>		GetErrorString	
<a href="#">FlexX</a>		GetFlexX	
<a href="#">FlexY</a>		GetFlexY	
<a href="#">FocusAlpha</a>		GetFocusAlpha	
<a href="#">FocusEnabled</a>		GetFocusEnabled	
<a href="#">Height</a>		GetHeight	
<a href="#">IconField</a>		GetIconField	
<a href="#">Id</a>		GetId	
<a href="#">Indentation</a>		GetIndentation	
<a href="#">LabelField</a>		GetLabelField	
<a href="#">LockedColumnCount</a>		GetLockedColumnCount	
<a href="#">LockedRowCount</a>		GetLockedRowCount	
<a href="#">MouseEnabled</a>		GetMouseEnabled	
<a href="#">NumAutomationChildren</a>		GetNumAutomationChildren	
<a href="#">PercentHeight</a>		GetPercentHeight	
<a href="#">PercentWidth</a>		GetPercentWidth	
<a href="#">RollOverColor</a>		GetRollOverColor	
<a href="#">RowCount</a>		GetRowCount	
<a href="#">RowHeight</a>		GetRowHeight	
<a href="#">ScaleX</a>		GetScaleX	
<a href="#">ScaleY</a>		GetScaleY	
<a href="#">Selectable</a>		GetSelectable	
<a href="#">SelectedIndex</a>		GetSelectedIndex	
<a href="#">SelectedIndices</a>		GetSelectedIndices	
<a href="#">SelectedItem</a>		GetSelectedItem	
<a href="#">SelectedItems</a>		GetSelectedItems	
<a href="#">SelectionColor</a>		GetSelectionColor	
<a href="#">SelectionDisabledColor</a>		GetSelectionDisabledColor	
<a href="#">ShowDataTips</a>		GetShowDataTips	
<a href="#">TabChildren</a>		GetTabChildren	
<a href="#">TabEnabled</a>		GetTabEnabled	
<a href="#">TabIndex</a>		GetTabIndex	
<a href="#">TextDisabledColor</a>		GetTextDisabledColor	
<a href="#">TextRollOverColor</a>		GetTextRollOverColor	
<a href="#">TextSelectedColor</a>		GetTextSelectedColor	

<a href="#">ThemeColor</a>		GetThemeColor	
<a href="#">ToolTip</a>		GetToolTip	
<a href="#">UseHandCursor</a>		GetUseHandCursor	
<a href="#">UseRollOver</a>		GetUseRollOver	
<a href="#">VariableRowHeight</a>		GetVariableRowHeight	
<a href="#">VerticalAlign</a>		GetVerticalAlign	
<a href="#">Visible</a>		GetVisible	
<a href="#">Width</a>		GetWidth	
<a href="#">WordWrap</a>		GetWordWrap	
<a href="#">X</a>		GetX	
<a href="#">Y</a>		GetY	

## Action Summary

Action	Description
<a href="#">DoChangeFocus</a>	
<a href="#">DoClick</a>	
<a href="#">DoClose</a>	
<a href="#">DoDeselect</a>	
<a href="#">DoDoubleClick</a>	
<a href="#">DoDragCancel</a>	
<a href="#">DoDragDrop</a>	
<a href="#">DoDragStart</a>	
<a href="#">DoMouseMove</a>	
<a href="#">DoMouseScroll</a>	
<a href="#">DoMultiSelect</a>	
<a href="#">DoOpen</a>	
<a href="#">DoScroll</a>	
<a href="#">DoSelect</a>	
<a href="#">DoType</a>	

## Property Detail

### AllowMultipleSelection

Accessors: GetAllowMultipleSelection

### Alpha

Accessors: GetAlpha

### AlternatingRowColors

Accessors: GetAlternatingRowColors

### AutomationClassName

Accessors: GetAutomationClassName

### AutomationIndex

Accessors: GetAutomationIndex

### AutomationName

Accessors: GetAutomationName

### BackgroundDisabledColor

Accessors: GetBackgroundDisabledColor

### ClassName

Accessors: GetClassName

**ColumnCount**

Accessors: GetColumnCount

**ColumnWidth**

Accessors: GetColumnWidth

**CurrentState**

Accessors: GetCurrentState

**DataTipField**

Accessors: GetDataTipField

**DepthColors**

Accessors: GetDepthColors

**Editable**

Accessors: GetEditable

**Enabled**

Accessors: GetEnabled

**ErrorColor**

Accessors: GetErrorColor

**ErrorString**

Accessors: GetErrorString

**FlexX**

Accessors: GetFlexX

**FlexY**

Accessors: GetFlexY

**FocusAlpha**

Accessors: GetFocusAlpha

**FocusEnabled**

Accessors: GetFocusEnabled

**Height**

Accessors: GetHeight

**IconField**

Accessors: GetIconField

**Id**

Accessors: GetId

**Indentation**

Accessors: GetIndentation

**LabelField**

Accessors: GetLabelField

**LockedColumnCount**

Accessors: GetLockedColumnCount

**LockedRowCount**

Accessors: GetLockedRowCount

**MouseEnabled**

Accessors: GetMouseEnabled

**NumAutomationChildren**

Accessors: GetNumAutomationChildren

**PercentHeight**

Accessors: GetPercentHeight

**PercentWidth**

Accessors: GetPercentWidth

**RollOverColor**

Accessors: GetRollOverColor

**RowCount**

Accessors: GetRowCount

**RowHeight**

Accessors: GetRowHeight

**ScaleX**

Accessors: GetScaleX

**ScaleY**

Accessors: GetScaleY

**Selectable**

Accessors: GetSelectable

**SelectedIndex**

Accessors: GetSelectedIndex

**SelectedIndices**

Accessors: GetSelectedIndices

**SelectedItem**

Accessors: GetSelectedItem

**SelectedItems**

Accessors: GetSelectedItems

**SelectionColor**

Accessors: GetSelectionColor

**SelectionDisabledColor**

Accessors: GetSelectionDisabledColor

**ShowDataTips**

Accessors: GetShowDataTips

**TabChildren**

Accessors: GetTabChildren

**TabEnabled**

Accessors: GetTabEnabled

**TabIndex**

Accessors: GetTabIndex

**TextDisabledColor**

Accessors: GetTextDisabledColor

**TextRollOverColor**

Accessors: GetTextRollOverColor

**TextSelectedColor**

Accessors: GetTextSelectedColor

**ThemeColor**

Accessors: GetThemeColor

**ToolTip**

Accessors: GetToolTip

**UseHandCursor**

Accessors: GetUseHandCursor

**UseRollOver**

Accessors: GetUseRollOver

**VariableRowHeight**

Accessors: GetVariableRowHeight

**VerticalAlign**

Accessors: GetVerticalAlign

**Visible**

Accessors: GetVisible

**Width**

Accessors: GetWidth

**WordWrap**

Accessors: GetWordWrap

**X**

Accessors: GetX

**Y**

Accessors: GetY

## Action Detail

### DoChangeFocus(shiftKey, keyCode)

Parameters:

Name	Type	Description
shiftKey	Boolean	Optional, Default: false.
keyCode	String	Optional, Default: TAB.

### DoClick(keyModifier)

Parameters:

Name	Type	Description
keyModifier	Number	<p>FlexKeyModifierValues</p> <ol style="list-style-type: none"><li>1 flexControl</li><li>2 flexShift</li><li>4 flexAlt</li><li>3 flexControlShift</li><li>5 flexControlAlt</li><li>6 flexShiftAlt</li><li>7 flexControlShiftAlt</li></ol> <p>Optional, Default: 0.</p>

### DoClose(itemRenderer, triggerEvent)

Parameters:

Name	Type	Description
itemRenderer	String	
triggerEvent	Number	<p>FlexTriggerEventValues</p> <ol style="list-style-type: none"><li>1 flexMouse</li><li>2 flexKeyboard</li></ol> <p>Optional, Default: 1.</p>

### DoDeselect(itemRenderer, triggerEvent, keyModifier)

Parameters:

Name	Type	Description
itemRenderer	String	
triggerEvent	Number	<p>FlexTriggerEventValues</p> <ol style="list-style-type: none"><li>1 flexMouse</li><li>2 flexKeyboard</li></ol> <p>Optional, Default: 1.</p>
keyModifier	Number	<p>FlexKeyModifierValues</p> <ol style="list-style-type: none"><li>1 flexControl</li><li>2 flexShift</li><li>4 flexAlt</li><li>3 flexControlShift</li><li>5 flexControlAlt</li><li>6 flexShiftAlt</li></ol>

		7 flexControlShiftAlt
		Optional, Default: 0.

### DoDoubleClick(itemRenderer)

#### Parameters:

Name	Type	Description
itemRenderer	String	

### DoDragCancel(keyModifier)

#### Parameters:

Name	Type	Description
keyModifier	Number	<p>FlexKeyModifierValues</p> <ul style="list-style-type: none"> <li>1 flexControl</li> <li>2 flexShift</li> <li>4 flexAlt</li> <li>3 flexControlShift</li> <li>5 flexControlAlt</li> <li>6 flexShiftAlt</li> <li>7 flexControlShiftAlt</li> </ul> <p>Optional, Default: 0.</p>

### DoDragDrop(action, draggedItem, keyModifier)

#### Parameters:

Name	Type	Description
action	String	
draggedItem	String	Optional.
keyModifier	Number	<p>FlexKeyModifierValues</p> <ul style="list-style-type: none"> <li>1 flexControl</li> <li>2 flexShift</li> <li>4 flexAlt</li> <li>3 flexControlShift</li> <li>5 flexControlAlt</li> <li>6 flexShiftAlt</li> <li>7 flexControlShiftAlt</li> </ul> <p>Optional, Default: 0.</p>

### DoDragStart(draggedItem, keyModifier)

#### Parameters:

Name	Type	Description
draggedItem	String	
keyModifier	Number	<p>FlexKeyModifierValues</p> <ul style="list-style-type: none"> <li>1 flexControl</li> <li>2 flexShift</li> <li>4 flexAlt</li> <li>3 flexControlShift</li> <li>5 flexControlAlt</li> <li>6 flexShiftAlt</li> </ul>

		7 flexControlShiftAlt
		Optional, Default: 0.

### DoMouseMove(localX, localY, keyModifier)

#### Parameters:

Name	Type	Description
localX	Number	Optional, Default: 0.
localY	Number	Optional, Default: 0.
keyModifier	Number	FlexKeyModifierValues 1 flexControl 2 flexShift 4 flexAlt 3 flexControlShift 5 flexControlAlt 6 flexShiftAlt 7 flexControlShiftAlt  Optional, Default: 0.

### DoMouseScroll(delta)

#### Parameters:

Name	Type	Description
delta	Number	Optional, Default: 0.

### DoMultiSelect(itemRenderer, triggerEvent, keyModifier)

#### Parameters:

Name	Type	Description
itemRenderer	String	
triggerEvent	Number	FlexTriggerEventValues 1 flexMouse 2 flexKeyboard  Optional, Default: 1.
keyModifier	Number	FlexKeyModifierValues 1 flexControl 2 flexShift 4 flexAlt 3 flexControlShift 5 flexControlAlt 6 flexShiftAlt 7 flexControlShiftAlt  Optional, Default: 0.

### DoOpen(itemRenderer, triggerEvent)

#### Parameters:

Name	Type	Description



itemRenderer	String	
triggerEvent	Number	<p>FlexTriggerEventValues</p> <ol style="list-style-type: none"> <li>1 flexMouse</li> <li>2 flexKeyboard</li> </ol> <p>Optional, Default: 1.</p>

### DoScroll(position, direction, detail)

#### Parameters:

Name	Type	Description
position	Number	
direction	Number	<p>FlexScrollDirectionValues</p> <ol style="list-style-type: none"> <li>1 flexScrollHorizontal</li> <li>2 flexScrollVertical</li> </ol>
detail	Number	<p>FlexScrollDetailValues</p> <ol style="list-style-type: none"> <li>1 flexAtBottom</li> <li>2 flexAtLeft</li> <li>3 flexAtRight</li> <li>4 flexAtTop</li> <li>5 flexLineDown</li> <li>6 flexLineLeft</li> <li>7 flexLineRight</li> <li>8 flexLineUp</li> <li>9 flexPageDown</li> <li>10 flexPageLeft</li> <li>11 flexPageRight</li> <li>12 flexPageUp</li> <li>13 flexThumbPosition</li> <li>14 flexThumbTrack</li> </ol> <p>Optional, Default: null.</p>

### DoSelect(itemRenderer, triggerEvent, keyModifier)

#### Parameters:

Name	Type	Description
itemRenderer	String	
triggerEvent	Number	<p>FlexTriggerEventValues</p> <ol style="list-style-type: none"> <li>1 flexMouse</li> <li>2 flexKeyboard</li> </ol> <p>Optional, Default: 1.</p>
keyModifier	Number	<p>FlexKeyModifierValues</p> <ol style="list-style-type: none"> <li>1 flexControl</li> <li>2 flexShift</li> <li>4 flexAlt</li> <li>3 flexControlShift</li> <li>5 flexControlAlt</li> <li>6 flexShiftAlt</li> <li>7 flexControlShiftAlt</li> </ol> <p>Optional, Default: 0.</p>

### DoType(keyCode, keyModifier)

**Parameters:**

Name	Type	Description
keyCode	String	
keyModifier	Number	FlexKeyModifierValues 1 flexControl 2 flexShift 4 flexAlt 3 flexControlShift 5 flexControlAlt 6 flexShiftAlt 7 flexControlShiftAlt  Optional, Default: 0.

**Behavior Pattern: Win32Generic****Property Summary**

Property	Description	Getter	Setter
<a href="#">Bitmap</a>	UI Image of the object.	GetBitmap	
<a href="#">BWBitmap</a>	UI Image of the object in 1-bit format (black&white).	GetBWBitmap	
<a href="#">Class</a>	Class of the object.	GetClass	
<a href="#">Height</a>	Height of the object.	GetHeight	
<a href="#">Name</a>	Name of the object.	GetName	
<a href="#">ObjectType</a>	SeSMatcherRule type for this object.	GetObjectType	
<a href="#">State</a>	State of the object.	GetState	
<a href="#">Value</a>	Value of the object.	GetValue	SetValue
<a href="#">Width</a>	Width of the object.	GetWidth	
<a href="#">WindowText</a>	Window text of the object.	GetWindowText	SetWindowText
<a href="#">X</a>	X-coordinate of the top left corner of the object.	GetX	
<a href="#">Y</a>	Y-coordinate of the top left corner of the object.	GetY	

**Action Summary**

Action	Description
<a href="#">DoAction</a>	Performs default action for an object.
<a href="#">DoAnalogPlay</a>	Plays analog recording using coordinates relative to this object.
<a href="#">DoClick</a>	Performs left click at the center of an object.
<a href="#">DoEnsureVisible</a>	Makes sure specified element is visible on the screen.
<a href="#">DoLButtonDown</a>	Performs left mouse button down.
<a href="#">DoLButtonUp</a>	Performs left mouse button up.
<a href="#">DoLClick</a>	Performs a left click at the center of an object or at the specified location.
<a href="#">DoLDClick</a>	Performs a left double click at the center of an object or at the specified location.
<a href="#">DoMButtonDown</a>	Performs middle mouse button down.
<a href="#">DoMButtonUp</a>	Performs middle mouse button up.
<a href="#">DoMClick</a>	Performs a middle click at the center of an object or at the specified location.
<a href="#">DoMDClick</a>	Performs a middle double click at the center of an object or at the specified location.
<a href="#">DoMouseMove</a>	Moves mouse cursor to a location relative to this object position.
<a href="#">DoRButtonDown</a>	Performs right mouse button down.
<a href="#">DoRButtonUp</a>	Performs right mouse button up.
<a href="#">DoRClick</a>	Performs a right click at the center of an object or at the specified location.
<a href="#">DoRDClick</a>	Performs a right double click at the center of an object or at the specified location.
<a href="#">DoSendKeys</a>	Sends series of keystrokes to an object.

**Property Detail****Bitmap**

UI Image of the object.  
 Accessors: GetBitmap

## BWBitmap

UI Image of the object in 1-bit format (black&white).

Accessors: GetBWBitmap

## Class

Class of the object.

Accessors: GetClass

## Height

Height of the object.

Accessors: GetHeight

## Name

Name of the object.

Accessors: GetName

## ObjectType

SeSMatcherRule type for this object.

Accessors: GetObjectType

## State

State of the object.

Accessors: GetState

## Value

Value of the object.

Accessors: GetValue, SetValue

## Width

Width of the object.

Accessors: GetWidth

## WindowText

Window text of the object.

Accessors: GetWindowText, SetWindowText

## X

X-coordinate of the top left corner of the object.

Accessors: GetX

## Y

Y-coordinate of the top left corner of the object.

Accessors: GetY

## Action Detail

### DoAction()

Performs default action for an object. If the object doesn't have default action then 'LClick' is performed.

### DoAnalogPlay(path, left, top)

Plays analog recording using coordinates relative to this object.

#### Parameters:

Name	Type	Description
path	string	Path to analog recording (usually an .arf file).
left	number	X-coordinate of top-left corner of the analog area, relative to object top-left corner Optional.
top	number	Y-coordinate of the top-left corner of the analog area, relative to object top-left corner. Optional.

### DoClick(clickType, xOffset, yOffset)

Performs left click at the center of an object. It is a customizable variant of LClick action.

#### Parameters:

Name	Type	Description
clickType	string	Type of click, can be one of "L" - left click, "LD" - double left click, "R" - right click, "RD" - double right click, "M" - middle click, "MD" - double middle click, "N" - don't click Optional, Default: L.

xOffset	number	X offset to click within object. Default is a center. Optional.
yOffset	number	X offset to click within object. Default is a center. Optional.

**Returns:**

'true' if operation is successful, 'false' otherwise

**DoEnsureVisible()**

Makes sure specified element is visible on the screen.

**DoLButtonDown()**

Performs left mouse button down. This method does not change cursor coordinates. Make sure that you use 'DoMouseMove' to position mouse cursor properly before calling this method. Note: This action must be followed by 'DoLButtonUp', otherwise it may lock mouse cursor.

**DoLButtonUp()**

Performs left mouse button up. This method does not change cursor coordinates. Make sure that you use 'DoMouseMove' to position mouse cursor properly before calling this method. Note: Use this action after 'DoLButtonDown', otherwise it will have no effect.

**DoLClick(x, y)**

Performs a left click at the center of an object or at the specified location.

**Parameters:**

Name	Type	Description
x	number	X-coordinate of location relative to object's left border
y	number	Y-coordinate of location relative to object's top border

**Returns:**

'true' if operation is successful, 'false' otherwise

**DoLDClick(x, y)**

Performs a left double click at the center of an object or at the specified location.

**Parameters:**

Name	Type	Description
x	number	X-coordinate of location relative to object's left border
y	number	Y-coordinate of location relative to object's top border

**Returns:**

'true' if operation is successful, 'false' otherwise

**DoMButtonDown()**

Performs middle mouse button down. This method does not change cursor coordinates. Make sure that you use 'DoMouseMove' to position mouse cursor properly before calling this method. Note: This action must be followed by 'DoMButtonUp', otherwise it may lock mouse cursor.

**DoMButtonUp()**

Performs middle mouse button up. This method does not change cursor coordinates. Make sure that you use 'DoMouseMove' to position mouse cursor properly before calling this method. Note: Use this action after 'DoMButtonDown', otherwise it will have no effect.

**DoMClick(x, y)**

Performs a middle click at the center of an object or at the specified location.

**Parameters:**

Name	Type	Description
x	number	X-coordinate of location relative to object's left border
y	number	Y-coordinate of location relative to object's top border

**Returns:**

'true' if operation is successful, 'false' otherwise

**DoMDClick(x, y)**

Performs a middle double click at the center of an object or at the specified location.

**Parameters:**

Name	Type	Description
x	number	X-coordinate of location relative to object's left border
y	number	Y-coordinate of location relative to object's top border

**Returns:**

'true' if operation is successful, 'false' otherwise

**DoMouseMove(x, y)**

Moves mouse cursor to a location relative to this object position.

**Parameters:**

Name	Type	Description
x	number	X-coordinate of location relative to object's left border
y	number	Y-coordinate of location relative to object's top border

**DoRButtonDown()**

Performs right mouse button down. This method does not change cursor coordinates. Make sure that you use 'DoMouseMove' to position mouse cursor properly before calling this method. Note: This action must be followed by 'DoRButtonUp', otherwise it will lock mouse cursor.

**DoRButtonUp()**

Performs right mouse button up. This method does not change cursor coordinates. Make sure that you use 'DoMouseMove' to position mouse cursor properly before calling this method. Note: Use this action after 'DoRButtonDown', otherwise it will have no effect.

**DoRClick(x, y)**

Performs a right click at the center of an object or at the specified location.

**Parameters:**

Name	Type	Description
x	number	X-coordinate of location relative to object's left border
y	number	Y-coordinate of location relative to object's top border

**Returns:**

'true' if operation is successful, 'false' otherwise

**DoRDClick(x, y)**

Performs a right double click at the center of an object or at the specified location.

**Parameters:**

Name	Type	Description
x	number	X-coordinate of location relative to object's left border
y	number	Y-coordinate of location relative to object's top border

**Returns:**

'true' if operation is successful, 'false' otherwise

**DoSendKeys(keys)**

Sends series of keystrokes to an object. For example: DoSendKeys("^F") - sends {CTRL} + {F}. See [MSDN Article for SendKeys](#)

**Parameters:**

Name	Type	Description
keys	string	A sequence of keystrokes.

## FlexVideoDisplay

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FlexVideoDisplay

Behavior Pattern: FlexVideoDisplayBehavior

## Property Summary

Property	Description	Getter	Setter
<a href="#">Alpha</a>		GetAlpha	
<a href="#">AutomationClassName</a>		GetAutomationClassName	
<a href="#">AutomationIndex</a>		GetAutomationIndex	
<a href="#">AutomationName</a>		GetAutomationName	
<a href="#">ClassName</a>		GetClassName	
<a href="#">CurrentState</a>		GetCurrentState	
<a href="#">Enabled</a>		GetEnabled	
<a href="#">ErrorColor</a>		GetErrorColor	
<a href="#">ErrorString</a>		GetErrorString	
<a href="#">FlexX</a>		GetFlexX	
<a href="#">FlexY</a>		GetFlexY	
<a href="#">FocusEnabled</a>		GetFocusEnabled	
<a href="#">Height</a>		GetHeight	
<a href="#">Id</a>		GetId	
<a href="#">MouseEnabled</a>		GetMouseEnabled	
<a href="#">NumAutomationChildren</a>		GetNumAutomationChildren	
<a href="#">PercentHeight</a>		GetPercentHeight	
<a href="#">PercentWidth</a>		GetPercentWidth	
<a href="#">ScaleX</a>		GetScaleX	
<a href="#">ScaleY</a>		GetScaleY	
<a href="#">Source</a>		GetSource	
<a href="#">TabChildren</a>		GetTabChildren	
<a href="#">TabEnabled</a>		GetTabEnabled	
<a href="#">TabIndex</a>		GetTabIndex	
<a href="#">ThemeColor</a>		GetThemeColor	
<a href="#">ToolTip</a>		GetToolTip	
<a href="#">TotalTime</a>		GetTotalTime	
<a href="#">UseHandCursor</a>		GetUseHandCursor	
<a href="#">Visible</a>		GetVisible	
<a href="#">Volume</a>		GetVolume	
<a href="#">Width</a>		GetWidth	
<a href="#">X</a>		GetX	
<a href="#">Y</a>		GetY	

## Action Summary

Action	Description
<a href="#">DoChangeFocus</a>	
<a href="#">DoClick</a>	
<a href="#">DoMouseMove</a>	

## Property Detail

### Alpha

Accessors: GetAlpha

### AutomationClassName

Accessors: GetAutomationClassName

### AutomationIndex

Accessors: GetAutomationIndex

### AutomationName

Accessors: GetAutomationName

**ClassName**

Accessors: GetClassName

**CurrentState**

Accessors: GetCurrentState

**Enabled**

Accessors: GetEnabled

**ErrorColor**

Accessors: GetErrorColor

**ErrorString**

Accessors: GetErrorString

**FlexX**

Accessors: GetFlexX

**FlexY**

Accessors: GetFlexY

**FocusEnabled**

Accessors: GetFocusEnabled

**Height**

Accessors: GetHeight

**Id**

Accessors: GetId

**MouseEnabled**

Accessors: GetMouseEnabled

**NumAutomationChildren**

Accessors: GetNumAutomationChildren

**PercentHeight**

Accessors: GetPercentHeight

**PercentWidth**

Accessors: GetPercentWidth

**ScaleX**

Accessors: GetScaleX

**ScaleY**

Accessors: GetScaleY

**Source**

Accessors: GetSource

**TabChildren**

Accessors: GetTabChildren

## TabEnabled

Accessors: GetTabEnabled

## TabIndex

Accessors: GetTabIndex

## ThemeColor

Accessors: GetThemeColor

## ToolTip

Accessors: GetToolTip

## TotalTime

Accessors: GetTotalTime

## UseHandCursor

Accessors: GetUseHandCursor

## Visible

Accessors: GetVisible

## Volume

Accessors: GetVolume

## Width

Accessors: GetWidth

## X

Accessors: GetX

## Y

Accessors: GetY

## Action Detail

### DoChangeFocus(shiftKey, keyCode)

#### Parameters:

Name	Type	Description
shiftKey	Boolean	Optional, Default: false.
keyCode	String	Optional, Default: TAB.

### DoClick(keyModifier)

#### Parameters:

Name	Type	Description
keyModifier	Number	FlexKeyModifierValues 1 flexControl 2 flexShift 4 flexAlt 3 flexControlShift 5 flexControlAlt 6 flexShiftAlt



		7 flexControlShiftAlt
		Optional, Default: 0.

## DoMouseMove(localX, localY, keyModifier)

### Parameters:

Name	Type	Description
localX	Number	Optional, Default: 0.
localY	Number	Optional, Default: 0.
keyModifier	Number	FlexKeyModifierValues 1 flexControl 2 flexShift 4 flexAlt 3 flexControlShift 5 flexControlAlt 6 flexShiftAlt 7 flexControlShiftAlt  Optional, Default: 0.

## Behavior Pattern: Win32Generic

## Property Summary

Property	Description	Getter	Setter
<a href="#">Bitmap</a>	UI Image of the object.	GetBitmap	
<a href="#">BWBitmap</a>	UI Image of the object in 1-bit format (black&white).	GetBWBitmap	
<a href="#">Class</a>	Class of the object.	GetClass	
<a href="#">Height</a>	Height of the object.	GetHeight	
<a href="#">Name</a>	Name of the object.	GetName	
<a href="#">ObjectType</a>	SeSMatcherRule type for this object.	GetObjectType	
<a href="#">State</a>	State of the object.	GetState	
<a href="#">Value</a>	Value of the object.	GetValue	SetValue
<a href="#">Width</a>	Width of the object.	GetWidth	
<a href="#">WindowText</a>	Window text of the object.	GetWindowText	SetWindowText
<a href="#">X</a>	X-coordinate of the top left corner of the object.	GetX	
<a href="#">Y</a>	Y-coordinate of the top left corner of the object.	GetY	

## Action Summary

Action	Description
<a href="#">DoAction</a>	Performs default action for an object.
<a href="#">DoAnalogPlay</a>	Plays analog recording using coordinates relative to this object.
<a href="#">DoClick</a>	Performs left click at the center of an object.
<a href="#">DoEnsureVisible</a>	Makes sure specified element is visible on the screen.
<a href="#">DoLButtonDown</a>	Performs left mouse button down.
<a href="#">DoLButtonUp</a>	Performs left mouse button up.
<a href="#">DoLClick</a>	Performs a left click at the center of an object or at the specified location.
<a href="#">DoLDClick</a>	Performs a left double click at the center of an object or at the specified location.
<a href="#">DoMButtonDown</a>	Performs middle mouse button down.
<a href="#">DoMButtonUp</a>	Performs middle mouse button up.
<a href="#">DoMClick</a>	Performs a middle click at the center of an object or at the specified location.
<a href="#">DoMDClick</a>	Performs a middle double click at the center of an object or at the specified location.
<a href="#">DoMouseMove</a>	Moves mouse cursor to a location relative to this object position.
<a href="#">DoRButtonDown</a>	Performs right mouse button down.
<a href="#">DoRButtonUp</a>	Performs right mouse button up.

<a href="#">DoRClick</a>	Performs a right click at the center of an object or at the specified location.
<a href="#">DoRDClick</a>	Performs a right double click at the center of an object or at the specified location.
<a href="#">DoSendKeys</a>	Sends series of keystrokes to an object.

## Property Detail

### Bitmap

UI Image of the object.  
Accessors: GetBitmap

### BWBitmap

UI Image of the object in 1-bit format (black&white).  
Accessors: GetBWBitmap

### Class

Class of the object.  
Accessors: GetClass

### Height

Height of the object.  
Accessors: GetHeight

### Name

Name of the object.  
Accessors: GetName

### ObjectType

SeSMatcherRule type for this object.  
Accessors: GetObjectType

### State

State of the object.  
Accessors: GetState

### Value

Value of the object.  
Accessors: GetValue, SetValue

### Width

Width of the object.  
Accessors: GetWidth

### WindowText

Window text of the object.  
Accessors: GetWindowText, SetWindowText

### X

X-coordinate of the top left corner of the object.  
Accessors: GetX

### Y

Y-coordinate of the top left corner of the object.  
Accessors: GetY

## Action Detail

### DoAction()

Performs default action for an object. If the object doesn't have default action then 'LClick' is performed.

### DoAnalogPlay(path, left, top)

Plays analog recording using coordinates relative to this object.

#### Parameters:

Name	Type	Description
path	string	Path to analog recording (usually an .arf file).
left	number	X-coordinate of top-left corner of the analog area, relative to object top-left corner. Optional.
top	number	Y-coordinate of the top-left corner of the analog area, relative to object top-left corner. Optional.

### DoClick(clickType, xOffset, yOffset)

Performs left click at the center of an object. It is a customizable variant of LClick action.

#### Parameters:

Name	Type	Description
clickType	string	Type of click, can be one of "L" - left click, "LD" - double left click, "R" - right click, "RD" - double right click, "M" - middle click, "MD" - double middle click, "N" - don't click Optional, Default: L.
xOffset	number	X offset to click within object. Default is a center. Optional.
yOffset	number	X offset to click within object. Default is a center. Optional.

#### Returns:

'true' if operation is successful, 'false' otherwise

### DoEnsureVisible()

Makes sure specified element is visible on the screen.

### DoLButtonDown()

Performs left mouse button down. This method does not change cursor coordinates. Make sure that you use 'DoMouseMove' to position mouse cursor properly before calling this method. Note: This action must be followed by 'DoLButtonUp', otherwise it may lock mouse cursor.

### DoLButtonUp()

Performs left mouse button up. This method does not change cursor coordinates. Make sure that you use 'DoMouseMove' to position mouse cursor properly before calling this method. Note: Use this action after 'DoLButtonDown', otherwise it will have no effect.

### DoLClick(x, y)

Performs a left click at the center of an object or at the specified location.

#### Parameters:

Name	Type	Description
x	number	X-coordinate of location relative to object's left border
y	number	Y-coordinate of location relative to object's top border

#### Returns:

'true' if operation is successful, 'false' otherwise

### DoLDClick(x, y)

Performs a left double click at the center of an object or at the specified location.

#### Parameters:

Name	Type	Description
x	number	X-coordinate of location relative to object's left border
y	number	Y-coordinate of location relative to object's top border

#### Returns:

'true' if operation is successful, 'false' otherwise

### DoMButtonDown()

Performs middle mouse button down. This method does not change cursor coordinates. Make sure that you use 'DoMouseMove' to position mouse cursor properly before calling this method. Note: This action must be followed by 'DoMButtonUp', otherwise it may lock mouse cursor.

### DoMButtonUp()

Performs middle mouse button up. This method does not change cursor coordinates. Make sure that you use 'DoMouseMove' to position mouse cursor properly before calling this method. Note: Use this action after 'DoMButtonDown', otherwise it will have no effect.

### DoMClick(x, y)

Performs a middle click at the center of an object or at the specified location.

#### Parameters:

Name	Type	Description
x	number	X-coordinate of location relative to object's left border

y	number	Y-coordinate of location relative to object's top border
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**Returns:**

'true' if operation is successful, 'false' otherwise

**DoMDClick(x, y)**

Performs a middle double click at the center of an object or at the specified location.

**Parameters:**

Name	Type	Description
x	number	X-coordinate of location relative to object's left border
y	number	Y-coordinate of location relative to object's top border

**Returns:**

'true' if operation is successful, 'false' otherwise

**DoMouseMove(x, y)**

Moves mouse cursor to a location relative to this object position.

**Parameters:**

Name	Type	Description
x	number	X-coordinate of location relative to object's left border
y	number	Y-coordinate of location relative to object's top border

**DoRButtonDown()**

Performs right mouse button down. This method does not change cursor coordinates. Make sure that you use 'DoMouseMove' to position mouse cursor properly before calling this method. Note: This action must be followed by 'DoRButtonUp', otherwise it may lock mouse cursor.

**DoRButtonUp()**

Performs right mouse button up. This method does not change cursor coordinates. Make sure that you use 'DoMouseMove' to position mouse cursor properly before calling this method. Note: Use this action after 'DoRButtonDown', otherwise it will have no effect.

**DoRClick(x, y)**

Performs a right click at the center of an object or at the specified location.

**Parameters:**

Name	Type	Description
x	number	X-coordinate of location relative to object's left border
y	number	Y-coordinate of location relative to object's top border

**Returns:**

'true' if operation is successful, 'false' otherwise

**DoRDClick(x, y)**

Performs a right double click at the center of an object or at the specified location.

**Parameters:**

Name	Type	Description
x	number	X-coordinate of location relative to object's left border
y	number	Y-coordinate of location relative to object's top border

**Returns:**

'true' if operation is successful, 'false' otherwise

**DoSendKeys(keys)**

Sends series of keystrokes to an object. For example: DoSendKeys("^F") - sends {CTRL} + {F}. See [MSDN Article for SendKeys](#)

**Parameters:**

Name	Type	Description
keys	string	A sequence of keystrokes.

FlexViewStack

## Behavior Pattern: FlexViewStackBehavior

### Property Summary

Property	Description	Getter	Setter
<a href="#">Alpha</a>		GetAlpha	
<a href="#">AutomationClassName</a>		GetAutomationClassName	
<a href="#">AutomationIndex</a>		GetAutomationIndex	
<a href="#">AutomationName</a>		GetAutomationName	
<a href="#">BackgroundAlpha</a>		GetBackgroundAlpha	
<a href="#">BackgroundColor</a>		GetBackgroundColor	
<a href="#">BackgroundDisabledColor</a>		GetBackgroundDisabledColor	
<a href="#">BackgroundImage</a>		GetBackgroundImage	
<a href="#">BackgroundSize</a>		GetBackgroundSize	
<a href="#">ClassName</a>		GetClassName	
<a href="#">CreationIndex</a>		GetCreationIndex	
<a href="#">CreationPolicy</a>		GetCreationPolicy	
<a href="#">CurrentState</a>		GetCurrentState	
<a href="#">Enabled</a>		GetEnabled	
<a href="#">ErrorColor</a>		GetErrorColor	
<a href="#">ErrorString</a>		GetErrorString	
<a href="#">FillAlphas</a>		GetFillAlphas	
<a href="#">FillColors</a>		GetFillColors	
<a href="#">FlexX</a>		GetFlexX	
<a href="#">FlexY</a>		GetFlexY	
<a href="#">FocusEnabled</a>		GetFocusEnabled	
<a href="#">FontFamily</a>		GetFontFamily	
<a href="#">FontSize</a>		GetFontSize	
<a href="#">FontStyle</a>		GetFontStyle	
<a href="#">FontWeight</a>		GetFontWeight	
<a href="#">Height</a>		GetHeight	
<a href="#">Id</a>		GetId	
<a href="#">Label</a>		GetLabel	
<a href="#">MouseEnabled</a>		GetMouseEnabled	
<a href="#">NumAutomationChildren</a>		GetNumAutomationChildren	
<a href="#">NumChildren</a>		GetNumChildren	
<a href="#">PercentHeight</a>		GetPercentHeight	
<a href="#">PercentWidth</a>		GetPercentWidth	
<a href="#">ScaleX</a>		GetScaleX	
<a href="#">ScaleY</a>		GetScaleY	
<a href="#">SelectedChild</a>		GetSelectedChild	
<a href="#">SelectedIndex</a>		GetSelectedIndex	
<a href="#">TabChildren</a>		GetTabChildren	
<a href="#">TabEnabled</a>		GetTabEnabled	
<a href="#">TabIndex</a>		GetTabIndex	
<a href="#">ThemeColor</a>		GetThemeColor	
<a href="#">ToolTip</a>		GetToolTip	
<a href="#">UseHandCursor</a>		GetUseHandCursor	
<a href="#">Visible</a>		GetVisible	
<a href="#">Width</a>		GetWidth	
<a href="#">X</a>		GetX	
<a href="#">Y</a>		GetY	

## Action Summary

Action	Description
<a href="#">DoChangeFocus</a>	
<a href="#">DoClick</a>	
<a href="#">DoDragCancel</a>	
<a href="#">DoDragDrop</a>	
<a href="#">DoDragStart</a>	
<a href="#">DoMouseMove</a>	
<a href="#">DoMouseScroll</a>	
<a href="#">DoScroll</a>	
<a href="#">DoType</a>	

## Property Detail

### Alpha

Accessors: GetAlpha

### AutomationClassName

Accessors: GetAutomationClassName

### AutomationIndex

Accessors: GetAutomationIndex

### AutomationName

Accessors: GetAutomationName

### BackgroundAlpha

Accessors: GetBackgroundAlpha

### BackgroundColor

Accessors: GetBackgroundColor

### BackgroundDisabledColor

Accessors: GetBackgroundDisabledColor

### BackgroundImage

Accessors: GetBackgroundImage

### BackgroundSize

Accessors: GetBackgroundSize

### ClassName

Accessors: GetClassName

### CreationIndex

Accessors: GetCreationIndex

### CreationPolicy

Accessors: GetCreationPolicy

### CurrentState

Accessors: GetCurrentState

### Enabled

Accessors: GetEnabled

### **ErrorColor**

Accessors: GetErrorColor

### **ErrorString**

Accessors: GetErrorString

### **FillAlphas**

Accessors: GetFillAlphas

### **FillColors**

Accessors: GetFillColors

### **FlexX**

Accessors: GetFlexX

### **FlexY**

Accessors: GetFlexY

### **FocusEnabled**

Accessors: GetFocusEnabled

### **FontFamily**

Accessors: GetFontFamily

### **FontSize**

Accessors: GetFontSize

### **FontStyle**

Accessors: GetFontStyle

### **FontWeight**

Accessors: GetFontWeight

### **Height**

Accessors: GetHeight

### **Id**

Accessors: GetId

### **Label**

Accessors: GetLabel

### **MouseEnabled**

Accessors: GetMouseEnabled

### **NumAutomationChildren**

Accessors: GetNumAutomationChildren

### **NumChildren**

Accessors: GetNumChildren

### **PercentHeight**

Accessors: GetPercentHeight

## PercentWidth

Accessors: GetPercentWidth

## ScaleX

Accessors: GetScaleX

## ScaleY

Accessors: GetScaleY

## SelectedChild

Accessors: GetSelectedChild

## SelectedIndex

Accessors: GetSelectedIndex

## TabChildren

Accessors: GetTabChildren

## TabEnabled

Accessors: GetTabEnabled

## TabIndex

Accessors: GetTabIndex

## ThemeColor

Accessors: GetThemeColor

## ToolTip

Accessors: GetToolTip

## UseHandCursor

Accessors: GetUseHandCursor

## Visible

Accessors: GetVisible

## Width

Accessors: GetWidth

## X

Accessors: GetX

## Y

Accessors: GetY

## Action Detail

### DoChangeFocus(shiftKey, keyCode)

#### Parameters:

Name	Type	Description
shiftKey	Boolean	Optional, Default: false.
keyCode	String	



Optional, Default: TAB.

### DoClick(keyModifier)

#### Parameters:

Name	Type	Description
keyModifier	Number	<p>FlexKeyModifierValues</p> <ol style="list-style-type: none"><li>1 flexControl</li><li>2 flexShift</li><li>4 flexAlt</li><li>3 flexControlShift</li><li>5 flexControlAlt</li><li>6 flexShiftAlt</li><li>7 flexControlShiftAlt</li></ol> <p>Optional, Default: 0.</p>

### DoDragCancel(keyModifier)

#### Parameters:

Name	Type	Description
keyModifier	Number	<p>FlexKeyModifierValues</p> <ol style="list-style-type: none"><li>1 flexControl</li><li>2 flexShift</li><li>4 flexAlt</li><li>3 flexControlShift</li><li>5 flexControlAlt</li><li>6 flexShiftAlt</li><li>7 flexControlShiftAlt</li></ol> <p>Optional, Default: 0.</p>

### DoDragDrop(action, draggedItem, keyModifier)

#### Parameters:

Name	Type	Description
action	String	
draggedItem	String	Optional.
keyModifier	Number	<p>FlexKeyModifierValues</p> <ol style="list-style-type: none"><li>1 flexControl</li><li>2 flexShift</li><li>4 flexAlt</li><li>3 flexControlShift</li><li>5 flexControlAlt</li><li>6 flexShiftAlt</li><li>7 flexControlShiftAlt</li></ol> <p>Optional, Default: 0.</p>

### DoDragStart(draggedItem, keyModifier)

#### Parameters:

Name	Type	Description
draggedItem	String	

keyModifier	Number	FlexKeyModifierValues 1 flexControl 2 flexShift 4 flexAlt 3 flexControlShift 5 flexControlAlt 6 flexShiftAlt 7 flexControlShiftAlt  Optional, Default: 0.
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### DoMouseMove(localX, localY, keyModifier)

#### Parameters:

Name	Type	Description
localX	Number	Optional, Default: 0.
localY	Number	Optional, Default: 0.
keyModifier	Number	FlexKeyModifierValues 1 flexControl 2 flexShift 4 flexAlt 3 flexControlShift 5 flexControlAlt 6 flexShiftAlt 7 flexControlShiftAlt  Optional, Default: 0.

### DoMouseScroll(delta)

#### Parameters:

Name	Type	Description
delta	Number	Optional, Default: 0.

### DoScroll(position, direction, detail)

#### Parameters:

Name	Type	Description
position	Number	
direction	Number	FlexScrollDirectionValues 1 flexScrollHorizontal 2 flexScrollVertical
detail	Number	FlexScrollDetailValues 1 flexAtBottom 2 flexAtLeft 3 flexAtRight 4 flexAtTop 5 flexLineDown 6 flexLineLeft 7 flexLineRight 8 flexLineUp 9 flexPageDown 10 flexPageLeft

	11 flexPageRight 12 flexPageUp 13 flexThumbPosition 14 flexThumbTrack  Optional, Default: null.
--	--

## DoType(keyCode, keyModifier)

### Parameters:

Name	Type	Description
keyCode	String	
keyModifier	Number	FlexKeyModifierValues 1 flexControl 2 flexShift 4 flexAlt 3 flexControlShift 5 flexControlAlt 6 flexShiftAlt 7 flexControlShiftAlt  Optional, Default: 0.

## Behavior Pattern: Win32Generic

### Property Summary

Property	Description	Getter	Setter
<a href="#">Bitmap</a>	UI Image of the object.	GetBitmap	
<a href="#">BWBitmap</a>	UI Image of the object in 1-bit format (black&white).	GetBWBitmap	
<a href="#">Class</a>	Class of the object.	GetClass	
<a href="#">Height</a>	Height of the object.	GetHeight	
<a href="#">Name</a>	Name of the object.	GetName	
<a href="#">ObjectType</a>	SeSMatcherRule type for this object.	GetObjectType	
<a href="#">State</a>	State of the object.	GetState	
<a href="#">Value</a>	Value of the object.	GetValue	SetValue
<a href="#">Width</a>	Width of the object.	GetWidth	
<a href="#">WindowText</a>	Window text of the object.	GetWindowText	SetWindowText
<a href="#">X</a>	X-coordinate of the top left corner of the object.	GetX	
<a href="#">Y</a>	Y-coordinate of the top left corner of the object.	GetY	

### Action Summary

Action	Description
<a href="#">DoAction</a>	Performs default action for an object.
<a href="#">DoAnalogPlay</a>	Plays analog recording using coordinates relative to this object.
<a href="#">DoClick</a>	Performs left click at the center of an object.
<a href="#">DoEnsureVisible</a>	Makes sure specified element is visible on the screen.
<a href="#">DoLButtonDown</a>	Performs left mouse button down.
<a href="#">DoLButtonUp</a>	Performs left mouse button up.
<a href="#">DoLClick</a>	Performs a left click at the center of an object or at the specified location.
<a href="#">DoLDClick</a>	Performs a left double click at the center of an object or at the specified location.
<a href="#">DoMButtonDown</a>	Performs middle mouse button down.
<a href="#">DoMButtonUp</a>	Performs middle mouse button up.
<a href="#">DoMClick</a>	Performs a middle click at the center of an object or at the specified location.
<a href="#">DoMDClick</a>	Performs a middle double click at the center of an object or at the specified location.
<a href="#">DoMouseMove</a>	Moves mouse cursor to a location relative to this object position.
<a href="#">DoRButtonDown</a>	Performs right mouse button down.

<a href="#">DoRButtonUp</a>	Performs right mouse button up.
<a href="#">DoRClick</a>	Performs a right click at the center of an object or at the specified location.
<a href="#">DoRDClick</a>	Performs a right double click at the center of an object or at the specified location.
<a href="#">DoSendKeys</a>	Sends series of keystrokes to an object.

## Property Detail

### Bitmap

UI Image of the object.  
Accessors: GetBitmap

### BWBitmap

UI Image of the object in 1-bit format (black&white).  
Accessors: GetBWBitmap

### Class

Class of the object.  
Accessors: GetClass

### Height

Height of the object.  
Accessors: GetHeight

### Name

Name of the object.  
Accessors: GetName

### ObjectType

SeSMatcherRule type for this object.  
Accessors: GetObjectType

### State

State of the object.  
Accessors: GetState

### Value

Value of the object.  
Accessors: GetValue, SetValue

### Width

Width of the object.  
Accessors: GetWidth

### WindowText

Window text of the object.  
Accessors: GetWindowText, SetWindowText

### X

X-coordinate of the top left corner of the object.  
Accessors: GetX

### Y

Y-coordinate of the top left corner of the object.  
Accessors: GetY

## Action Detail

### DoAction()

Performs default action for an object. If the object doesn't have default action then 'LClick' is performed.

### DoAnalogPlay(path, left, top)

Plays analog recording using coordinates relative to this object.

#### Parameters:

Name	Type	Description
path	string	Path to analog recording (usually an .arf file).
left	number	X-coordinate of top-left corner of the analog area, relative to object top-left corner Optional.
top	number	Y-coordinate of the top-left corner of the analog area, relative to object top-left corner.

Optional.

### DoClick(clickType, xOffset, yOffset)

Performs left click at the center of an object. It is a customizable variant of LClick action.

#### Parameters:

Name	Type	Description
clickType	string	Type of click, can be one of "L" - left click, "LD" - double left click, "R" - right click, "RD" - double right click, "M" - middle click, "MD" - double middle click, "N" - don't click Optional, Default: L.
xOffset	number	X offset to click within object. Default is a center. Optional.
yOffset	number	X offset to click within object. Default is a center. Optional.

#### Returns:

'true' if operation is successful, 'false' otherwise

### DoEnsureVisible()

Makes sure specified element is visible on the screen.

### DoLButtonDown()

Performs left mouse button down. This method does not change cursor coordinates. Make sure that you use 'DoMouseMove' to position mouse cursor properly before calling this method. Note: This action must be followed by 'DoLButtonUp', otherwise it may lock mouse cursor.

### DoLButtonUp()

Performs left mouse button up. This method does not change cursor coordinates. Make sure that you use 'DoMouseMove' to position mouse cursor properly before calling this method. Note: Use this action after 'DoLButtonDown', otherwise it will have no effect.

### DoLClick(x, y)

Performs a left click at the center of an object or at the specified location.

#### Parameters:

Name	Type	Description
x	number	X-coordinate of location relative to object's left border
y	number	Y-coordinate of location relative to object's top border

#### Returns:

'true' if operation is successful, 'false' otherwise

### DoLDClick(x, y)

Performs a left double click at the center of an object or at the specified location.

#### Parameters:

Name	Type	Description
x	number	X-coordinate of location relative to object's left border
y	number	Y-coordinate of location relative to object's top border

#### Returns:

'true' if operation is successful, 'false' otherwise

### DoMButtonDown()

Performs middle mouse button down. This method does not change cursor coordinates. Make sure that you use 'DoMouseMove' to position mouse cursor properly before calling this method. Note: This action must be followed by 'DoMButtonUp', otherwise it may lock mouse cursor.

### DoMButtonUp()

Performs middle mouse button up. This method does not change cursor coordinates. Make sure that you use 'DoMouseMove' to position mouse cursor properly before calling this method. Note: Use this action after 'DoMButtonDown', otherwise it will have no effect.

### DoMClick(x, y)

Performs a middle click at the center of an object or at the specified location.

#### Parameters:

Name	Type	Description
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x	number	X-coordinate of location relative to object's left border
y	number	Y-coordinate of location relative to object's top border

**Returns:**

'true' if operation is successful, 'false' otherwise

**DoMDClick(x, y)**

Performs a middle double click at the center of an object or at the specified location.

**Parameters:**

Name	Type	Description
x	number	X-coordinate of location relative to object's left border
y	number	Y-coordinate of location relative to object's top border

**Returns:**

'true' if operation is successful, 'false' otherwise

**DoMouseMove(x, y)**

Moves mouse cursor to a location relative to this object position.

**Parameters:**

Name	Type	Description
x	number	X-coordinate of location relative to object's left border
y	number	Y-coordinate of location relative to object's top border

**DoRButtonDown()**

Performs right mouse button down. This method does not change cursor coordinates. Make sure that you use 'DoMouseMove' to position mouse cursor properly before calling this method. Note: This action must be followed by 'DoRButtonUp', otherwise it may lock mouse cursor.

**DoRButtonUp()**

Performs right mouse button up. This method does not change cursor coordinates. Make sure that you use 'DoMouseMove' to position mouse cursor properly before calling this method. Note: Use this action after 'DoRButtonDown', otherwise it will have no effect.

**DoRClick(x, y)**

Performs a right click at the center of an object or at the specified location.

**Parameters:**

Name	Type	Description
x	number	X-coordinate of location relative to object's left border
y	number	Y-coordinate of location relative to object's top border

**Returns:**

'true' if operation is successful, 'false' otherwise

**DoRDClick(x, y)**

Performs a right double click at the center of an object or at the specified location.

**Parameters:**

Name	Type	Description
x	number	X-coordinate of location relative to object's left border
y	number	Y-coordinate of location relative to object's top border

**Returns:**

'true' if operation is successful, 'false' otherwise

**DoSendKeys(keys)**

Sends series of keystrokes to an object. For example: DoSendKeys("^F") - sends {CTRL} + {F}. See [MSDN Article for SendKeys](#)

**Parameters:**

Name	Type	Description

keys	string	A sequence of keystrokes.
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## DXButtonEdit

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DevExpress ButtonEdit. Extends [ManagedObject](#).

### Behavior Pattern: ManagedObjectTextBehavior

#### Property Summary

Property	Description	Getter	Setter
<a href="#">Text</a>	Text of the object, 'false' if text can not be read.	GetText	SetText

#### Action Summary

Action	Description
<a href="#">DoSetText</a>	Sets text value of this object.

#### Property Detail

##### Text

Text of the object, 'false' if text can not be read.

Accessors: GetText, SetText

#### Action Detail

##### DoSetText(val)

Sets text value of this object.

##### Parameters:

Name	Type	Description
val	string	Text value.

##### Returns:

'true' if success, 'false' otherwise.

## DXCalcEdit

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DevExpress CalcEdit. Extends [ManagedObject](#).

### Behavior Pattern: ManagedObjectTextBehavior

#### Property Summary

Property	Description	Getter	Setter
<a href="#">Text</a>	Text of the object, 'false' if text can not be read.	GetText	SetText

#### Action Summary

Action	Description
<a href="#">DoSetText</a>	Sets text value of this object.

#### Property Detail

##### Text

Text of the object, 'false' if text can not be read.

Accessors: GetText, SetText

#### Action Detail

## DoSetText(val)

Sets text value of this object.

### Parameters:

Name	Type	Description
val	string	Text value.

### Returns:

'true' if success, 'false' otherwise.

## DXCheckBox

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DevExpress CheckBox. Extends [ManagedObject](#).

### Behavior Pattern: DXCheckBoxBehavior

### Property Summary

Property	Description	Getter	Setter
<a href="#">Checked</a>	Check state of the button.	GetChecked	SetChecked

### Action Summary

Action	Description
<a href="#">DoSetCheck</a>	Sets check state of the object.

### Property Detail

#### Checked

Check state of the button. 'true' if the button is checked, 'false' otherwise.

Accessors: GetChecked, SetChecked

### Action Detail

#### DoSetCheck(bcheck)

Sets check state of the object.

### Parameters:

Name	Type	Description
bcheck	boolean	Desired check state for the button.

### Returns:

'true' if success, 'false' otherwise.

## DXCheckedComboBoxEdit

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DevExpress CheckedComboBoxEdit. Extends [ManagedObject](#).

### Behavior Pattern: DXCheckedComboBoxEditBehavior

### Property Summary

Property	Description	Getter	Setter
<a href="#">Text</a>	Text of the object, 'false' if text can not be read.	GetText	

### Action Summary

Action	Description
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[DoSetText](#) Sets text value of this object.

## Property Detail

### Text

Text of the object, 'false' if text can not be read.

Accessors: GetText

## Action Detail

### DoSetText(val)

Sets text value of this object.

#### Parameters:

Name	Type	Description
val	string	Text value.

#### Returns:

'true' if success, 'false' otherwise.

## DXCheckEdit

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DevExpress CheckEdit. Extends [ManagedObject](#).

## Behavior Pattern: DXCheckButtonBehavior

## Property Summary

Property	Description	Getter	Setter
<a href="#">Checked</a>	Check state of the button.	GetChecked	SetChecked

## Action Summary

Action	Description
<a href="#">DoSetCheck</a>	Sets check state of the object.

## Property Detail

### Checked

Check state of the button. 'true' if the button is checked, 'false' otherwise.

Accessors: GetChecked, SetChecked

## Action Detail

### DoSetCheck(bcheck)

Sets check state of the object.

#### Parameters:

Name	Type	Description
bcheck	boolean	Desired check state for the button.

#### Returns:

'true' if success, 'false' otherwise.

## DXCheckedListBoxControl

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DevExpress CheckedListBoxControl. Extends [ManagedObject](#).

## Behavior Pattern: DXCheckedListBoxControlBehavior

## Property Summary

Property	Description	Getter	Setter
<a href="#">CheckedCount</a>	Returns number of checked items in ListView.	GetCheckedCount	
<a href="#">CheckedIndices</a>	Array of indices of checked elements.	GetCheckedIndices	
<a href="#">CheckedItems</a>	Array of item names of checked elements.	GetCheckedItems	
<a href="#">ItemCount</a>	Number of items.	GetItemCount	
<a href="#">ItemIndexByName</a>	Returns item index by its name.	GetItemIndexByName	
<a href="#">ItemNameByIndex</a>	Returns item name by its index.	GetItemNameByIndex	
<a href="#">SelectedIndex</a>	Index of the selected element of the object.	GetSelectedIndex	SetSelectedIndex
<a href="#">SelectedIndices</a>	Returns string of indexes delimited by separator or array of indexes of selected elements.	GetSelectedIndices	
<a href="#">SelectedItems</a>	Text of all the selected items in a single string.	GetSelectedItems	
<a href="#">SelectedText</a>	Text of the selected item in a single string.	GetSelectedText	
<a href="#">SelectionCount</a>	Number of selected items.	GetSelectionCount	

## Action Summary

Action	Description
<a href="#">DoAddSelection</a>	Extends selection.
<a href="#">DoCheckItem</a>	Checks items of this object.
<a href="#">DoClearSelection</a>	Clears selection.
<a href="#">DoRemoveSelection</a>	Removes selection from specified items.
<a href="#">DoSelectItem</a>	Selects items of this object.
<a href="#">DoSetCheck</a>	Sets 'checked' state of the specified node.

## Property Detail

### CheckedCount

Returns number of checked items in ListView.  
Accessors: GetCheckedCount

### CheckedIndices

Array of indices of checked elements.  
Accessors: GetCheckedIndices

### CheckedItems

Array of item names of checked elements.  
Accessors: GetCheckedItems

### ItemCount

Number of items.  
Accessors: GetItemCount

### ItemIndexByName

Returns item index by its name. 'false' if name is not found.  
Accessors: GetItemIndexByName

### ItemNameByIndex

Returns item name by its index. 'false' if name is not found.  
Accessors: GetItemNameByIndex

### SelectedIndex

Index of the selected element of the object.  
Accessors: GetSelectedIndex, SetSelectedIndex

### SelectedIndices

Returns string of indexes delimited by separator or array of indexes of selected elements.  
Accessors: GetSelectedIndices

### SelectedItems

Text of all the selected items in a single string. Items are divided by ';' separator.  
Accessors: GetSelectedItems

### SelectedText

Text of the selected item in a single string.

Accessors: GetSelectedText

### SelectionCount

Number of selected items.

Accessors: GetSelectionCount

## Action Detail

### DoAddSelection(items, separator, itemsType)

Extends selection.

#### Parameters:

Name	Type	Description
items	array   string	Can be one of the following: 1. Number, index of an item. 2. String, item names delimited with separator. 3. String, item indexes delimited with separator. 4. Array of item names. 5. Array of item indexes.
separator	string	Separator Optional, Default: ;
itemsType	string	If it is 'name' and 'items' parameter is of Stringtype then 'items' parameter is treated as separated item names. If it is 'index' and 'items' parameter is of String type then 'items' parameter is treated as separated item indexes. If any other value is passed as 'itemsType' the behavior is undefined. Optional.

#### Returns:

'true' if success, 'false' otherwise.

### DoCheckItem(items, separator, itemsType)

Checks items of this object.

#### Parameters:

Name	Type	Description
items	array   string	Can be one of the following: 1. Number, index of an item. 2. String, item names delimited with separator. 3. String, item indexes delimited with separator. 4. Array of item names. 5. Array of item indexes.
separator	string	Separator Optional, Default: ;
itemsType	string	If it is 'name' and 'items' parameter is of Stringtype then 'items' parameter is treated as separated item names. If it is 'index' and 'items' parameter is of String type then 'items' parameter is treated as separated item indexes. If any other value is passed as 'itemsType' the behavior is undefined. Optional.

#### Returns:

'true' if success, 'false' otherwise.

### DoClearSelection()

Clears selection.

#### Returns:

'true' if success, 'false' otherwise.

### DoRemoveSelection(items, separator, itemsType)

Removes selection from specified items.

#### Parameters:

Name	Type	Description
items	array   string	Can be one of the following: 1. Number, index of an item. 2. String, item names delimited with separator. 3. String, item indexes delimited with separator. 4. Array of item names. 5. Array of item indexes.

separator	string	Separator Optional, Default: ;.
itemsType	string	If it is 'name' and 'items' parameter is of Stringtype then 'items' parameter is treated as separated item names. If it is 'index' and 'items' parameter is of String type then 'items' parameter is treated as separated item indexes. If any other value is passed as 'itemsType' the behavior is undefined. Optional.

**Returns:**

'true' if success, 'false' otherwise.

**DoSelectItem(items, separator, itemsType)**

Selects items of this object. First it clears existing selection.

**Parameters:**

Name	Type	Description
items	array   string	Can be one of the following: 1. Number, index of an item. 2. String, item names delimited with separator. 3. String, item indexes delimited with separator. 4. Array of item names. 5. Array of item indexes.
separator	string	Separator Optional, Default: ;.
itemsType	string	If it is 'name' and 'items' parameter is of Stringtype then 'items' parameter is treated as separated item names. If it is 'index' and 'items' parameter is of String type then 'items' parameter is treated as separated item indexes. If any other value is passed as 'itemsType' the behavior is undefined. Optional.

**Returns:**

'true' if success, 'false' otherwise.

**DoSetCheck(bcheck, items, separator, itemsType)**

Sets 'checked' state of the specified node.

**Parameters:**

Name	Type	Description
bcheck	boolean	Desired check state for the button.
items	array   string	Can be one of the following: 1. Number, index of an item. 2. String, item names delimited with separator. 3. String, item indexes delimited with separator. 4. Array of item names. 5. Array of item indexes.
separator	string	Separator Optional, Default: ;.
itemsType	string	If it is 'name' and 'items' parameter is of Stringtype then 'items' parameter is treated as separated item names. If it is 'index' and 'items' parameter is of String type then 'items' parameter is treated as separated item indexes. If any other value is passed as 'itemsType' the behavior is undefined. Optional.

**Returns:**

'true' if success, 'false' otherwise.

## DXColorEdit

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DevXpress ColorEdit. Extends [ManagedObject](#).

### Behavior Pattern: DXColorEditBehavior

### Property Summary

Property	Description	Getter	Setter
<a href="#">SelectedColor</a>	Selected color of the object	GetSelectedColor	SetSelectedColor
<a href="#">SelectedText</a>	Text of the selected item in a single string.	GetSelectedText	SetSelectedText
<a href="#">Text</a>	Text of the object, 'false' if text can not be read.	GetText	SetText

## Action Summary

Action	Description
<a href="#">DoSelectColor</a>	Selects a color.
<a href="#">DoSetText</a>	Sets text value of this object.

## Property Detail

### SelectedColor

Selected color of the object

Accessors: GetSelectedColor, SetSelectedColor

### SelectedText

Text of the selected item in a single string.

Accessors: GetSelectedText, SetSelectedText

### Text

Text of the object, 'false' if text can not be read.

Accessors: GetText, SetText

## Action Detail

### DoSelectColor(val)

Selects a color.

#### Parameters:

Name	Type	Description
val	struct	structure with three fields '{R, G, B}'.

#### Returns:

'true' if successfule, 'false' otherwise

### DoSetText(val)

Sets text value of this object.

#### Parameters:

Name	Type	Description
val	string	Text value.

#### Returns:

'true' if success, 'false' otherwise.

## DXComboBoxEdit

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DevExpress ComboBoxEdit. Extends [ManagedObject](#).

## Behavior Pattern: DXComboBoxEditBehavior

## Property Summary

Property	Description	Getter	Setter
<a href="#">ItemNameByIndex</a>	Returns item name by its index.	GetItemNameByIndex	
<a href="#">SelectedIndex</a>	Index of the selected element of the object.	GetSelectedIndex	SetSelectedIndex
<a href="#">SelectedText</a>	Text of the selected item in a single string.	GetSelectedText	SetSelectedText
<a href="#">Text</a>	Text of the selected item in a single string.	GetText	SetText

## Action Summary

Action	Description
<a href="#">DoSelectItem</a>	Selects an item of this object.

[DoSetText](#) Sets text value of this object.

## Property Detail

### ItemNameByIndex

Returns item name by its index. 'false' if name is not found.

Accessors: GetItemNameByIndex

### SelectedIndex

Index of the selected element of the object.

Accessors: GetSelectedIndex, SetSelectedIndex

### SelectedText

Text of the selected item in a single string.

Accessors: GetSelectedText, SetSelectedText

### Text

Text of the selected item in a single string.

Accessors: GetText, SetText

## Action Detail

### DoSelectItem(item)

Selects an item of this object.

#### Parameters:

Name	Type	Description
item	string   number	Item index or text value to select.

#### Returns:

'true' if success, 'false' otherwise.

### DoSetText(val)

Sets text value of this object.

#### Parameters:

Name	Type	Description
val	string	Text value.

#### Returns:

'true' if success, 'false' otherwise.

## DXDateEdit

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DevXpress DateEdit. Extends [ManagedObject](#).

## Behavior Pattern: DXDateEditBehavior

## Property Summary

Property	Description	Getter	Setter
<a href="#">Month</a>	Current month displayed by the date picker.	GetMonth	

## Action Summary

Action	Description
<a href="#">DoNextMonth</a>	Clicks on 'Next Month' selector.
<a href="#">DoPrevMonth</a>	Clicks on 'Previous Month' selector.
<a href="#">DoSelectDate</a>	Selects specific date in the date picker.

## Property Detail

## Month

Current month displayed by the date picker.

Accessors: GetMonth

### Action Detail

#### DoNextMonth()

Clicks on 'Next Month' selector.

#### Returns:

'true' if success, 'false' otherwise

#### DoPrevMonth()

Clicks on 'Previous Month' selector.

#### Returns:

'true' if success, 'false' otherwise

#### DoSelectDate(day, month, year)

Selects specific date in the date picker.

#### Parameters:

Name	Type	Description
day	number	Day to set
month	number	Month to set
year	number	Year to set

#### Returns:

'true' if success, 'false' otherwise

## DXDockedBarControl

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DevExpress Docked Bar. Extends [ManagedObject](#).

### Behavior Pattern: DXBarControlBehavior

### Property Summary

Property	Description	Getter	Setter
<a href="#">Item</a>	Caption of the item specified by index	GetItem	
<a href="#">ItemCount</a>	Number of items.	GetItemCount	

### Action Summary

Action	Description
<a href="#">DoClickItem</a>	Performs Click on the navigation item

### Property Detail

#### Item

Caption of the item specified by index

Accessors: GetItem

#### ItemCount

Number of items.

Accessors: GetItemCount

### Action Detail

#### DoClickItem(nameCaptionIndex, xOffset, yOffset)

Performs Click on the navigation item

**Parameters:**

Name	Type	Description
nameCaptionIndex	string   number	index, name or caption of the item to be selected.
xOffset	number	X offset to click within object. Default is a center. Optional.
yOffset	number	X offset to click within object. Default is a center. Optional.

**Returns:**

'true' if successful, 'false' otherwise.

**DXDropDownButton**

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DevExpress DropDownButton. Extends [ManagedObject](#).

**Behavior Pattern: DXDropDownButtonBehavior****Action Summary**

Action	Description
<a href="#">DoShowPopup</a>	Show popup

**Action Detail****DoShowPopup()**

Show popup

**DXFontEdit**

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DevExpress FontEdit. Extends [ManagedObject](#).

**Behavior Pattern: DXFontEditBehavior****Property Summary**

Property	Description	Getter	Setter
<a href="#">SelectedText</a>	Text of the selected item in a single string.	GetSelectedText	SetSelectedText
<a href="#">Text</a>	Text of the selected item in a single string.	GetText	SetText

**Action Summary**

Action	Description
<a href="#">DoSelectItem</a>	Selects an item of this object.

**Property Detail****SelectedText**

Text of the selected item in a single string.

Accessors: GetSelectedText, SetSelectedText

**Text**

Text of the selected item in a single string.

Accessors: GetText, SetText

**Action Detail****DoSelectItem(item)**

Selects an item of this object.



**Parameters:**

Name	Type	Description
item	string   number	Item index or text value to select.

**Returns:**

'true' if success, 'false' otherwise.

**DXGridControl**

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DevExpress GridControl. Extends [ManagedObject](#).

**Behavior Pattern: DXGridControlBehavior****Property Summary**

Property	Description	Getter	Setter
<a href="#">Cell</a>	Text of the specified cell.	GetCell	
<a href="#">ColumnCount</a>	Number of columns in the table.	GetColumnCount	
<a href="#">ColumnName</a>	Caption of a column.	GetColumnName	
<a href="#">RowCount</a>	Number of rows in the table.	GetRowCount	
<a href="#">Text</a>	Text of the currently focused cell.	GetText	

**Action Summary**

Action	Description
<a href="#">DoClickCell</a>	Clicks the specified cell
<a href="#">DoFullText</a>	Full text of the table (may be very long!).

**Property Detail****Cell**

Text of the specified cell.

Accessors: GetCell

**ColumnCount**

Number of columns in the table.

Accessors: GetColumnCount

**ColumnName**

Caption of a column.

Accessors: GetColumnName

**RowCount**

Number of rows in the table.

Accessors: GetRowCount

**Text**

Text of the currently focused cell.

Accessors: GetText

**Action Detail****DoClickCell(row, col, clickType, xOffset, yOffset)**

Clicks the specified cell

**Parameters:**

Name	Type	Description
row	number	Zero-based index of the row.
col	number	Zero-based index of the column.
clickType	string	Type of click, can be one of "L" - left click, "LD" - double left click, "R" - right click, "RD" - double right click, "M" - middle click, "MD" - double middle click, "N" - don't click

		Optional, Default: L.
xOffset	number	X offset to click within node. Default is a center. Optional.
yOffset	number	Y offset to click within node. Default is a center. Optional.

**Returns:**

'true' if successful, 'false' otherwise

**DoFullText()**

Full text of the table (may be very long!).

**Returns:**

Table's full text

## DXHyperLinkEdit

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DevExpress HyperLinkEdit. Extends [ManagedObject](#).

### Behavior Pattern: ManagedObjectGenericBehavior

### Property Summary

Property	Description	Getter	Setter
<a href="#">ControlType</a>	Type of the object.	GetControlType	
<a href="#">Height</a>	Height of the object.	GetHeight	
<a href="#">Width</a>	Width of the object.	GetWidth	
<a href="#">X</a>	X-coordinate of the top left corner of the object.	GetX	
<a href="#">Y</a>	Y-coordinate of the top left corner of the object.	GetY	

### Action Summary

Action	Description
<a href="#">DoDumpWidget</a>	Dumps Spy data for the object.
<a href="#">DoGetWidgetProperty</a>	Returns the value of a property with a given name.

### Property Detail

**ControlType**

Type of the object.

Accessors: GetControlType

**Height**

Height of the object.

Accessors: GetHeight

**Width**

Width of the object.

Accessors: GetWidth

**X**

X-coordinate of the top left corner of the object.

Accessors: GetX

**Y**

Y-coordinate of the top left corner of the object.

Accessors: GetY

### Action Detail

**DoDumpWidget(dumpProperties, maxDepth, trimValue, indent, filePath, append, ignoreProps)**

Dumps Spy data for the object.

**Parameters:**

Name	Type	Description
dumpProperties	boolean	If 'true' then includes properties to the result. Optional, Default: false.
maxDepth	number	Determines max recursion depth. If '0' then dumps current object only, if '1' - dumps direct children as well, etc. If '-1' then dumps the whole subtree of objects. Optional, Default: 0.
trimValue	number	Determines maximum length of a property value. Excess characters are truncated. Optional, Default: 256.
indent	string	Indentation string for child objects and properties. Optional, Default: \.
filePath	string	If 'filePath' is set then outputs result to corresponding file. Optional.
append	boolean	If 'true' then file should be overwritten, if 'false' then data should be appended. Optional, Default: false.
ignoreProps	Array	Contains the names of the properties which must be ignored when writing into a file. Optional, Default: undefined.

**Returns:**

Object data if 'filePath' is not set, 'true' if file write succeeded, 'false' - otherwise.

**DoGetProperty(name)**

Returns the value of a property with a given name. Names of available properties can be seen in Spy.

**Parameters:**

Name	Type	Description
name	string	Property name.

**Returns:**

Property value if successful, an empty string if the property can not be found.

## DXImageComboBoxEdit

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DevExpress ImageComboBoxEdit. Extends [ManagedObject](#).

### Behavior Pattern: DXComboBoxEditBehavior

### Property Summary

Property	Description	Getter	Setter
<a href="#">ItemNameByIndex</a>	Returns item name by its index.	GetItemNameByIndex	
<a href="#">SelectedIndex</a>	Index of the selected element of the object.	GetSelectedIndex	SetSelectedIndex
<a href="#">SelectedText</a>	Text of the selected item in a single string.	GetSelectedText	SetSelectedText
<a href="#">Text</a>	Text of the selected item in a single string.	GetText	SetText

### Action Summary

Action	Description
<a href="#">DoSelectItem</a>	Selects an item of this object.
<a href="#">DoSetText</a>	Sets text value of this object.

### Property Detail

**ItemNameByIndex**

Returns item name by its index. 'false' if name is not found.

Accessors: GetItemNameByIndex

**SelectedIndex**

Index of the selected element of the object.

Accessors: GetSelectedIndex, SetSelectedIndex

**SelectedText**

Text of the selected item in a single string.

Accessors: GetSelectedText, SetSelectedText

### Text

Text of the selected item in a single string.

Accessors: GetText, SetText

### Action Detail

#### DoSelectItem(item)

Selects an item of this object.

#### Parameters:

Name	Type	Description
item	string   number	Item index or text value to select.

#### Returns:

'true' if success, 'false' otherwise.

#### DoSetText(val)

Sets text value of this object.

#### Parameters:

Name	Type	Description
val	string	Text value.

#### Returns:

'true' if success, 'false' otherwise.

## DXImageEdit

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DevXpress ImageEdit. Extends [ManagedObject](#).

### Behavior Pattern: DXImageEditBehavior

### Property Summary

Property	Description	Getter	Setter
<a href="#">Image</a>	'true' if there is image loaded into the editor, 'false' otherwise.	GetImage	

### Action Summary

Action	Description
<a href="#">DoSetText</a>	Sets text value of this object.

### Property Detail

#### Image

'true' if there is image loaded into the editor, 'false' otherwise.

Accessors: GetImage

### Action Detail

#### DoSetText(val)

Sets text value of this object.

#### Parameters:

Name	Type	Description
val	string	Text value.

#### Returns:

'true' if success, 'false' otherwise.

## DXImageListBoxControl

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DevExpress ImageListBoxControl. Extends [ManagedObject](#).

### Behavior Pattern: DXListBoxControlBehavior

### Property Summary

Property	Description	Getter	Setter
<a href="#">ItemCount</a>	Number of items.	GetItemCount	
<a href="#">ItemIndexByName</a>	Returns item index by its name.	GetItemIndexByName	
<a href="#">ItemNameByIndex</a>	Returns item name by its index.	GetItemNameByIndex	
<a href="#">SelectedIndex</a>	Index of the selected element of the object.	GetSelectedIndex	SetSelectedIndex
<a href="#">SelectedIndices</a>	Returns string of indexes delimited by separator or array of indexes of selected elements.	GetSelectedIndices	
<a href="#">SelectedItems</a>	Text of all the selected items in a single string.	GetSelectedItems	
<a href="#">SelectedText</a>	Text of the selected item in a single string.	GetSelectedText	
<a href="#">SelectionCount</a>	Number of selected items.	GetSelectionCount	

### Action Summary

Action	Description
<a href="#">DoAddSelection</a>	Extends selection.
<a href="#">DoClearSelection</a>	Clears selection.
<a href="#">DoRemoveSelection</a>	Removes selection from specified items.
<a href="#">DoSelectItem</a>	Selects items of this object.

### Property Detail

#### ItemCount

Number of items.

Accessors: GetItemCount

#### ItemIndexByName

Returns item index by its name. 'false' if name is not found.

Accessors: GetItemIndexByName

#### ItemNameByIndex

Returns item name by its index.'false' if name is not found.

Accessors: GetItemNameByIndex

#### SelectedIndex

Index of the selected element of the object.

Accessors: GetSelectedIndex, SetSelectedIndex

#### SelectedIndices

Returns string of indexes delimited by separator or array of indexes of selected elements.

Accessors: GetSelectedIndices

#### SelectedItems

Text of all the selected items in a single string. Items are divided by ';' separator.

Accessors: GetSelectedItems

#### SelectedText

Text of the selected item in a single string.

Accessors: GetSelectedText

#### SelectionCount

Number of selected items.

Accessors: GetSelectionCount

### Action Detail

### DoAddSelection(items, separator, itemsType)

Extends selection.

#### Parameters:

Name	Type	Description
items	array   string	Can be one of the following: 1. Number, index of an item. 2. String, item names delimited with separator. 3. String, item indexes delimited with separator. 4. Array of item names. 5. Array of item indexes.
separator	string	Separator Optional, Default: ;.
itemsType	string	If it is 'name' and 'items' parameter is of Stringtype then 'items' parameter is treated as separated item names. If it is 'index' and 'items' parameter is of String type then 'items' parameter is treated as separated item indexes. If any other value is passed as 'itemsType' the behavior is undefined. Optional.

#### Returns:

'true' if success, 'false' otherwise.

### DoClearSelection()

Clears selection.

#### Returns:

'true' if success, 'false' otherwise.

### DoRemoveSelection(items, separator, itemsType)

Removes selection from specified items.

#### Parameters:

Name	Type	Description
items	array   string	Can be one of the following: 1. Number, index of an item. 2. String, item names delimited with separator. 3. String, item indexes delimited with separator. 4. Array of item names. 5. Array of item indexes.
separator	string	Separator Optional, Default: ;.
itemsType	string	If it is 'name' and 'items' parameter is of Stringtype then 'items' parameter is treated as separated item names. If it is 'index' and 'items' parameter is of String type then 'items' parameter is treated as separated item indexes. If any other value is passed as 'itemsType' the behavior is undefined. Optional.

#### Returns:

'true' if success, 'false' otherwise.

### DoSelectItem(items, separator, itemsType)

Selects items of this object. First it clears existing selection.

#### Parameters:

Name	Type	Description
items	array   string	Can be one of the following: 1. Number, index of an item. 2. String, item names delimited with separator. 3. String, item indexes delimited with separator. 4. Array of item names. 5. Array of item indexes.
separator	string	Separator Optional, Default: ;.
itemsType	string	If it is 'name' and 'items' parameter is of Stringtype then 'items' parameter is treated as separated item names. If it is 'index' and 'items' parameter is of String type then 'items' parameter is treated as separated item indexes. If any other value is passed as 'itemsType' the behavior is undefined. Optional.

#### Returns:

'true' if success, 'false' otherwise.

## DXListBoxControl

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DevXpress ListBoxControl. Extends [ManagedObject](#).

### Behavior Pattern: DXListBoxControlBehavior

### Property Summary

Property	Description	Getter	Setter
<a href="#">ItemCount</a>	Number of items.	GetItemCount	
<a href="#">ItemIndexByName</a>	Returns item index by its name.	GetItemIndexByName	
<a href="#">ItemNameByIndex</a>	Returns item name by its index.	GetItemNameByIndex	
<a href="#">SelectedIndex</a>	Index of the selected element of the object.	GetSelectedIndex	SetSelectedIndex
<a href="#">SelectedIndices</a>	Returns string of indexes delimited by separator or array of indexes of selected elements.	GetSelectedIndices	
<a href="#">SelectedItems</a>	Text of all the selected items in a single string.	GetSelectedItems	
<a href="#">SelectedText</a>	Text of the selected item in a single string.	GetSelectedText	
<a href="#">SelectionCount</a>	Number of selected items.	GetSelectionCount	

### Action Summary

Action	Description
<a href="#">DoAddSelection</a>	Extends selection.
<a href="#">DoClearSelection</a>	Clears selection.
<a href="#">DoRemoveSelection</a>	Removes selection from specified items.
<a href="#">DoSelectItem</a>	Selects items of this object.

### Property Detail

#### ItemCount

Number of items.

Accessors: GetItemCount

#### ItemIndexByName

Returns item index by its name. 'false' if name is not found.

Accessors: GetItemIndexByName

#### ItemNameByIndex

Returns item name by its index.'false' if name is not found.

Accessors: GetItemNameByIndex

#### SelectedIndex

Index of the selected element of the object.

Accessors: GetSelectedIndex, SetSelectedIndex

#### SelectedIndices

Returns string of indexes delimited by separator or array of indexes of selected elements.

Accessors: GetSelectedIndices

#### SelectedItems

Text of all the selected items in a single string. Items are divided by ';' separator.

Accessors: GetSelectedItems

#### SelectedText

Text of the selected item in a single string.

Accessors: GetSelectedText

#### SelectionCount

Number of selected items.

Accessors: GetSelectionCount

### Action Detail

### DoAddSelection(items, separator, itemsType)

Extends selection.

#### Parameters:

Name	Type	Description
items	array   string	Can be one of the following: 1. Number, index of an item. 2. String, item names delimited with separator. 3. String, item indexes delimited with separator. 4. Array of item names. 5. Array of item indexes.
separator	string	Separator Optional, Default: ;.
itemsType	string	If it is 'name' and 'items' parameter is of Stringtype then 'items' parameter is treated as separated item names. If it is 'index' and 'items' parameter is of String type then 'items' parameter istreated as separated item indexes. If any other value is passed as 'itemsType'the behavior is undefined. Optional.

#### Returns:

'true' if success, 'false' otherwise.

### DoClearSelection()

Clears selection.

#### Returns:

'true' if success, 'false' otherwise.

### DoRemoveSelection(items, separator, itemsType)

Removes selection from specified items.

#### Parameters:

Name	Type	Description
items	array   string	Can be one of the following: 1. Number, index of an item. 2. String, item names delimited with separator. 3. String, item indexes delimited with separator. 4. Array of item names. 5. Array of item indexes.
separator	string	Separator Optional, Default: ;.
itemsType	string	If it is 'name' and 'items' parameter is of Stringtype then 'items' parameter is treated as separated item names. If it is 'index' and 'items' parameter is of String type then 'items' parameter istreated as separated item indexes. If any other value is passed as 'itemsType'the behavior is undefined. Optional.

#### Returns:

'true' if success, 'false' otherwise.

### DoSelectItem(items, separator, itemsType)

Selects items of this object. First it clears existing selection.

#### Parameters:

Name	Type	Description
items	array   string	Can be one of the following: 1. Number, index of an item. 2. String, item names delimited with separator. 3. String, item indexes delimited with separator. 4. Array of item names. 5. Array of item indexes.
separator	string	Separator Optional, Default: ;.
itemsType	string	If it is 'name' and 'items' parameter is of Stringtype then 'items' parameter is treated as separated item names. If it is 'index' and 'items' parameter is of String type then 'items' parameter istreated as separated item indexes. If any other value is passed as 'itemsType'the behavior is undefined. Optional.

#### Returns:



'true' if success, 'false' otherwise.

## DXLookUpEdit

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DevXpress LookUpEdit. Extends [ManagedObject](#).

### Behavior Pattern: DXLookUpEditBehavior

### Property Summary

Property	Description	Getter	Setter
<a href="#">ItemIndex</a>	Index of the selected element of the object.	GetItemIndex	SetItemIndex
<a href="#">ItemName</a>	Name of the selected element of the object.	GetItemName	
<a href="#">properties.SelectedText</a>		Getproperties.SelectedText	Setproperties.SelectedText
<a href="#">SelectedIndex</a>	Index of the selected element of the object.	GetSelectedIndex	SetSelectedIndex
<a href="#">Text</a>	Text of the object, 'false' if text can not be read.	GetText	SetText

### Action Summary

Action	Description
<a href="#">DoSelectItem</a>	Selects an item of this object.
<a href="#">DoSetText</a>	Sets text value of this object.

### Property Detail

#### ItemIndex

Index of the selected element of the object.  
Accessors: GetItemIndex, SetItemIndex

#### ItemName

Name of the selected element of the object.  
Accessors: GetItemName

#### properties.SelectedText

Accessors: Getproperties.SelectedText, Setproperties.SelectedText

#### SelectedIndex

Index of the selected element of the object.  
Accessors: GetSelectedIndex, SetSelectedIndex

#### Text

Text of the object, 'false' if text can not be read.  
Accessors: GetText, SetText

### Action Detail

#### DoSelectItem(val)

Selects an item of this object.

#### Parameters:

Name	Type	Description
val	number	index of value to select

#### Returns:

'true' if success, 'false' otherwise.

#### DoSetText(val)

Sets text value of this object.

#### Parameters:

Name	Type	Description
------	------	-------------

val	string	Text value.
-----	--------	-------------

**Returns:**

'true' if success, 'false' otherwise.

## DXMarqueeProgressBarControl

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DevExpress MarqueeProgressBarControl. Extends [ManagedObject](#).

### Behavior Pattern: DXMarqueeProgressBarControlBehavior

### Property Summary

Property	Description	Getter	Setter
<a href="#">Working</a>	Gets or sets a value indicating whether the control can respond to user interaction	GetWorking	

### Property Detail

**Working**

Gets or sets a value indicating whether the control can respond to user interaction

Accessors: GetWorking

## DXMaskBox

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DevExpress MaskBox. Extends [ManagedObject](#).

### Behavior Pattern: DXObjectTextBehavior

### Property Summary

Property	Description	Getter	Setter
<a href="#">Text</a>	Text of the object, 'false' if text can not be read.	GetText	SetText

### Action Summary

Action	Description
<a href="#">DoSetText</a>	Sets text value of this object.

### Property Detail

**Text**

Text of the object, 'false' if text can not be read.

Accessors: GetText, SetText

### Action Detail

**DoSetText(val)**

Sets text value of this object.

**Parameters:**

Name	Type	Description
val	string	Text value.

**Returns:**

'true' if success, 'false' otherwise.

## DXMemoEdit

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DevXpress MemoEdit. Extends [ManagedObject](#).

## Behavior Pattern: ManagedObjectTextBehavior

### Property Summary

Property	Description	Getter	Setter
<a href="#">Text</a>	Text of the object, 'false' if text can not be read.	GetText	SetText

### Action Summary

Action	Description
<a href="#">DoSetText</a>	Sets text value of this object.

### Property Detail

#### Text

Text of the object, 'false' if text can not be read.

Accessors: GetText, SetText

### Action Detail

#### DoSetText(val)

Sets text value of this object.

#### Parameters:

Name	Type	Description
val	string	Text value.

#### Returns:

'true' if success, 'false' otherwise.

## DXMemoExEdit

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DevXpress MemoExEdit. Extends [ManagedObject](#).

## Behavior Pattern: ManagedObjectTextBehavior

### Property Summary

Property	Description	Getter	Setter
<a href="#">Text</a>	Text of the object, 'false' if text can not be read.	GetText	SetText

### Action Summary

Action	Description
<a href="#">DoSetText</a>	Sets text value of this object.

### Property Detail

#### Text

Text of the object, 'false' if text can not be read.

Accessors: GetText, SetText

### Action Detail

#### DoSetText(val)

Sets text value of this object.

#### Parameters:

Name	Type	Description
------	------	-------------

Name	Type	Description
val	string	Text value.

**Returns:**

'true' if success, 'false' otherwise.

## DXMRUEdit

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DevXpress MRUEdit. Extends [ManagedObject](#).

### Behavior Pattern: DXComboBoxEditBehavior

### Property Summary

Property	Description	Getter	Setter
<a href="#">ItemNameByIndex</a>	Returns item name by its index.	GetItemNameByIndex	
<a href="#">SelectedIndex</a>	Index of the selected element of the object.	GetSelectedIndex	SetSelectedIndex
<a href="#">SelectedText</a>	Text of the selected item in a single string.	GetSelectedText	SetSelectedText
<a href="#">Text</a>	Text of the selected item in a single string.	GetText	SetText

### Action Summary

Action	Description
<a href="#">DoSelectItem</a>	Selects an item of this object.
<a href="#">DoSetText</a>	Sets text value of this object.

### Property Detail

#### ItemNameByIndex

Returns item name by its index.'false' if name is not found.

Accessors: GetItemNameByIndex

#### SelectedIndex

Index of the selected element of the object.

Accessors: GetSelectedIndex, SetSelectedIndex

#### SelectedText

Text of the selected item in a single string.

Accessors: GetSelectedText, SetSelectedText

#### Text

Text of the selected item in a single string.

Accessors: GetText, SetText

### Action Detail

#### DoSelectItem(item)

Selects an item of this object.

**Parameters:**

Name	Type	Description
item	string   number	Item index or text value to select.

**Returns:**

'true' if success, 'false' otherwise.

#### DoSetText(val)

Sets text value of this object.

**Parameters:**

Name	Type	Description
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val	string	Text value.
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**Returns:**

'true' if success, 'false' otherwise.

## DXNavBarControl

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DevExpress NavBar. Extends [ManagedObject](#).

### Behavior Pattern: DXNavBarControlBehavior

### Property Summary

Property	Description	Getter	Setter
<a href="#">Item</a>	Caption of the item specified by index	GetItem	
<a href="#">ItemCount</a>	Number of items.	GetItemCount	

### Action Summary

Action	Description
<a href="#">DoClickItem</a>	Performs Click on the navigation item
<a href="#">DoExpandGroup</a>	Expand (or make active) the navigation group

### Property Detail

**Item**

Caption of the item specified by index

Accessors: GetItem

**ItemCount**

Number of items.

Accessors: GetItemCount

### Action Detail

**DoClickItem(nameCaptionIndex)**

Performs Click on the navigation item

**Parameters:**

Name	Type	Description
nameCaptionIndex	string   number	index, name or caption of the item to be selected.

**Returns:**

'true' if successful, 'false' otherwise.

**DoExpandGroup(nameCaptionIndex)**

Expand (or make active) the navigation group

**Parameters:**

Name	Type	Description
nameCaptionIndex	string   number	index, name or caption of the item to be selected.

**Returns:**

'true' if successful, 'false' otherwise.

## DXPopupBarControl

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DevXpress DXPopupBarControl. Extends [ManagedObject](#).

## Behavior Pattern: DXPopupBarControlBehavior

### Property Summary

Property	Description	Getter	Setter
<a href="#">Item</a>	Caption of the item specified by index	GetItem	
<a href="#">ItemCount</a>	Number of items.	GetItemCount	

### Action Summary

Action	Description
<a href="#">DoClickItem</a>	Performs Click on the navigation item

### Property Detail

#### Item

Caption of the item specified by index

Accessors: GetItem

#### ItemCount

Number of items.

Accessors: GetItemCount

### Action Detail

#### DoClickItem(nameCaptionIndex, xOffset, yOffset)

Performs Click on the navigation item

#### Parameters:

Name	Type	Description
nameCaptionIndex	string   number	index, name or caption of the item to be selected.
xOffset	number	X offset to click within object. Default is a center. Optional.
yOffset	number	X offset to click within object. Default is a center. Optional.

#### Returns:

'true' if successful, 'false' otherwise.

## DXPopupContainerEdit

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DevXpress PopupContainerEdit. Extends [ManagedObject](#).

## Behavior Pattern: ManagedObjectTextBehavior

### Property Summary

Property	Description	Getter	Setter
<a href="#">Text</a>	Text of the object, 'false' if text can not be read.	GetText	SetText

### Action Summary

Action	Description
<a href="#">DoSetText</a>	Sets text value of this object.

### Property Detail

#### Text

Text of the object, 'false' if text can not be read.

Accessors: GetText, SetText

## Action Detail

### DoSetText(val)

Sets text value of this object.

#### Parameters:

Name	Type	Description
val	string	Text value.

#### Returns:

'true' if success, 'false' otherwise.

## DXPopupLookUpEditForm

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DevExpress PopupLookUpEditForm. Extends [ManagedObject](#).

Behavior Pattern: DXPopupLookUpEditFormBehavior

## DXProgressBarControl

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DevExpress ProgressBarControl. Extends [ManagedObject](#).

Behavior Pattern: DXProgressBarControlBehavior

### Property Summary

Property	Description	Getter	Setter
<a href="#">Value</a>	Value of the object.	GetValue	SetValue

### Property Detail

#### Value

Value of the object.

Accessors: GetValue, SetValue

## DXRadioGroup

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DevExpress RadioGroup. Extends [ManagedObject](#).

Behavior Pattern: DXRadioGroupBehavior

### Property Summary

Property	Description	Getter	Setter
<a href="#">SelectedIndex</a>	Index of the selected element of the object.	GetSelectedIndex	SetSelectedIndex
<a href="#">Text</a>	Text of the label of the object	GetText	

### Action Summary

Action	Description
<a href="#">DoSelectItem</a>	Selects Item

### Property Detail

#### SelectedIndex

Index of the selected element of the object.

Accessors: GetSelectedIndex, SetSelectedIndex

## Text

Text of the label of the object

Accessors: GetText

## Action Detail

### DoSelectItem(index)

Selects Item

#### Parameters:

Name	Type	Description
index	number	Index of the element to check

#### Returns:

'true' if successful, 'false' otherwise

## DXRangeTrackBarControl

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DevExpress RangeTrackBarControl. Extends [ManagedObject](#).

## Behavior Pattern: DXRangeTrackBarControlBehavior

## Property Summary

Property	Description	Getter	Setter
<a href="#">MaxValue</a>	Maximum value of the object or 'false' if value can't be read.	GetMaxValue	SetMaxValue
<a href="#">MinValue</a>	Minimum value of the object or 'false' if value can't be read.	GetMinValue	SetMinValue

## Property Detail

### MaxValue

Maximum value of the object or 'false' if value can't be read.

Accessors: GetMaxValue, SetMaxValue

### MinValue

Minimum value of the object or 'false' if value can't be read.

Accessors: GetMinValue, SetMinValue

## DXSimpleButton

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DevExpress SimpleButton. Extends [ManagedObject](#).

## Behavior Pattern: ManagedObjectButtonBehavior

## DXSpinEdit

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DevExpress SpinEdit. Extends [ManagedObject](#).

## Behavior Pattern: DXSpinEditBehavior

## Property Summary

Property	Description	Getter	Setter
<a href="#">Increment</a>	The value of increment for spin.	GetIncrement	SetIncrement
<a href="#">MaxValue</a>	Maximum value of the object or 'false' if value can't be read.	GetMaxValue	SetMaxValue
<a href="#">MinValue</a>	Minimum value of the object or 'false' if value can't be read.	GetMinValue	SetMinValue
<a href="#">Text</a>	Text of the object, 'false' if text can not be read.	GetText	SetText
<a href="#">Value</a>	Value of the object.	GetValue	SetValue



## Action Summary

Action	Description
<a href="#">DoDown</a>	Decrements the Value of an object.
<a href="#">DoSetText</a>	Sets text value of this object.
<a href="#">DoUp</a>	Increases the Value of an object.

## Property Detail

### Increment

The value of increment for spin.

Accessors: GetIncrement, SetIncrement

### MaxValue

Maximum value of the object or 'false' if value can't be read.

Accessors: GetMaxValue, SetMaxValue

### MinValue

Minimum value of the object or 'false' if value can't be read.

Accessors: GetMinValue, SetMinValue

### Text

Text of the object, 'false' if text can not be read.

Accessors: GetText, SetText

### Value

Value of the object.

Accessors: GetValue, SetValue

## Action Detail

### DoDown()

Decrements the Value of an object.

#### Returns:

'true' if success, 'false' otherwise.

### DoSetText(val)

Sets text value of this object.

#### Parameters:

Name	Type	Description
val	string	Text value.

#### Returns:

'true' if success, 'false' otherwise.

### DoUp()

Increases the Value of an object.

#### Returns:

'true' if success, 'false' otherwise.

## DXTextEdit

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DevXpress TextEdit. Extends [ManagedObject](#).

## Behavior Pattern: ManagedObjectTextBehavior

## Property Summary

Property	Description	Getter	Setter
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<a href="#">Text</a>	Text of the object, 'false' if text can not be read.	GetText	SetText
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## Action Summary

Action	Description
<a href="#">DoSetText</a>	Sets text value of this object.

## Property Detail

### Text

Text of the object, 'false' if text can not be read.

Accessors: GetText, SetText

## Action Detail

### DoSetText(val)

Sets text value of this object.

#### Parameters:

Name	Type	Description
val	string	Text value.

#### Returns:

'true' if success, 'false' otherwise.

## DXTextEditMasked

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DevXpress Masked TextEdit. Extends [ManagedObject](#).

## Behavior Pattern: ManagedObjectTextBehavior

## Property Summary

Property	Description	Getter	Setter
<a href="#">Text</a>	Text of the object, 'false' if text can not be read.	GetText	SetText

## Action Summary

Action	Description
<a href="#">DoSetText</a>	Sets text value of this object.

## Property Detail

### Text

Text of the object, 'false' if text can not be read.

Accessors: GetText, SetText

## Action Detail

### DoSetText(val)

Sets text value of this object.

#### Parameters:

Name	Type	Description
val	string	Text value.

#### Returns:

'true' if success, 'false' otherwise.

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## DXTimeEdit

DevXpress TimeEdit. Extends [ManagedObject](#).

### Behavior Pattern: ManagedObjectTextBehavior

#### Property Summary

Property	Description	Getter	Setter
<a href="#">Text</a>	Text of the object, 'false' if text can not be read.	GetText	SetText

#### Action Summary

Action	Description
<a href="#">DoSetText</a>	Sets text value of this object.

#### Property Detail

##### Text

Text of the object, 'false' if text can not be read.

Accessors: GetText, SetText

#### Action Detail

##### DoSetText(val)

Sets text value of this object.

##### Parameters:

Name	Type	Description
val	string	Text value.

##### Returns:

'true' if success, 'false' otherwise.

## DXTrackBarControl

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DevXpress TrackBarControl. Extends [ManagedObject](#).

### Behavior Pattern: DXTrackBarControlBehavior

#### Property Summary

Property	Description	Getter	Setter
<a href="#">Value</a>	Value of the object.	GetValue	SetValue

#### Property Detail

##### Value

Value of the object.

Accessors: GetValue, SetValue

## DXTreeList

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DevXpress TreeList. Extends [ManagedObject](#).

### Behavior Pattern: DXTreeListBehavior

#### Property Summary

Property	Description	Getter	Setter
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<a href="#">CellText</a>	Cell text for the cell specified by rowPath and col	GetCellText	
<a href="#">Checked</a>	Checked state of the selected node or a node specified by the input parameters.	GetChecked	
<a href="#">ChildrenCount</a>	Number of children of the selected node or a node specified by the input parameters.	GetChildrenCount	
<a href="#">ColumnCount</a>	Number of columns in current grid.	GetColumnCount	
<a href="#">ColumnName</a>	Caption of a column.	GetColumnName	
<a href="#">Expanded</a>	Expanded state of the selected node or a node specified by the input parameters.	GetExpanded	
<a href="#">IndexPath</a>	Index path of the specified or selected tree node i.e.	GetIndexPath	
<a href="#">NodeText</a>	Text of the selected node or a node specified by the input parameters.	GetNodeText	
<a href="#">RowCount</a>	Number of rows in current grid.	GetRowCount	
<a href="#">Selected</a>	Selected state of the selected node or a node specified by the input parameters	GetSelected	
<a href="#">Text</a>	;-combined text of all selected nodes.	GetText	

## Action Summary

Action	Description
<a href="#">DoClickCell</a>	Click the cell specified by row name or index and column name or index
<a href="#">DoClickNode</a>	Clicks specific node in the tree.
<a href="#">DoCollapse</a>	Collapses specific node in the tree.
<a href="#">DoExpand</a>	Expands specific node in the tree.
<a href="#">DoSetCheck</a>	Set 'checked' state of the specified node

## Property Detail

### CellText

Cell text for the cell specified by rowPath and col  
Accessors: GetCellText

### Checked

Checked state of the selected node or a node specified by the input parameters.  
Accessors: GetChecked

### ChildrenCount

Number of children of the selected node or a node specified by the input parameters.  
Accessors: GetChildrenCount

### ColumnCount

Number of columns in current grid.  
Accessors: GetColumnCount

### ColumnName

Caption of a column.  
Accessors: GetColumnName

### Expanded

Expanded state of the selected node or a node specified by the input parameters.  
Accessors: GetExpanded

### IndexPath

Index path of the specified or selected tree node i.e. string in form '0;5;2;1;6', 'false' if fails  
Accessors: GetIndexPath

### NodeText

Text of the selected node or a node specified by the input parameters.  
Accessors: GetNodeText

### RowCount

Number of rows in current grid.  
Accessors: GetRowCount

### Selected

Selected state of the selected node or a node specified by the input parameters  
Accessors: GetSelected

### Text

;-combined text of all selected nodes.  
Accessors: GetText

## Action Detail

### DoClickCell(rowPath, col, xOffset, yOffset)

Click the cell specified by row name or index and column name or index

#### Parameters:

Name	Type	Description
rowPath	string   number	Path of the top level node to select. If integer number is passed then the top level node is searched by index.
col	number   string	Column index or column name
xOffset	number	X offset to click within object. Default is a center. Optional.
yOffset	number	X offset to click within object. Default is a center. Optional.

#### Returns:

'true' if success, 'false' otherwise.

### DoClickNode(path, separator, pathType, column, xOffset, yOffset)

Clicks specific node in the tree.

#### Parameters:

Name	Type	Description
path	string	Path of the node
separator	string	Separator Optional, Default: ;.
pathType	string	Path type. Can be one of 'name', 'id' or 'index'. Optional, Default: name.
column	number   string	Column index or column name. Default is 0 Optional.
xOffset	number	X offset to click within node. Default is a center. Optional.
yOffset	number	Y offset to click within node. Default is a center. Optional.

#### Returns:

'true' if success, 'false' otherwise.

### DoCollapse(path, separator, pathType)

Collapses specific node in the tree.

#### Parameters:

Name	Type	Description
path	string	Path of the node
separator	string	Separator Optional, Default: ;.
pathType	string	Path type. Can be one of 'name', 'id' or 'index'. Optional, Default: name.

#### Returns:

'true' if success, 'false' otherwise.

### DoExpand(path, separator, pathType)

Expands specific node in the tree.

#### Parameters:

Name	Type	Description
path	string	Path of the node
separator	string	Separator

		Optional, Default: ;.
pathType	string	Path type. Can be one of 'name', 'id' or 'index'. Optional, Default: name.

**Returns:**

'true' if success, 'false' otherwise.

**DoSetCheck(bcheck, path, separator, pathType)**

Set 'checked' state of the specified node

**Parameters:**

Name	Type	Description
bcheck	boolean	Check state to set
path	string	Path of the node
separator	string	Separator Optional, Default: ;.
pathType	string	Path type. Can be one of 'name', 'id' or 'index'. Optional, Default: name.

**Returns:**

'true' if success, 'false' otherwise.

## DXZoomTrackBarControl

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DevExpress ZoomTrackBarControl. Extends [ManagedObject](#).

### Behavior Pattern: DXZoomTrackBarControlBehavior

### Property Summary

Property	Description	Getter	Setter
<a href="#">Value</a>	Value of the object.	GetValue	SetValue

### Property Detail

**Value**

Value of the object.

Accessors: GetValue, SetValue

## WpfComboBox

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WPF combobox with fixed choices.

### Behavior Pattern: Win32ItemSelectable

### Action Summary

Action	Description
<a href="#">DoSelectItem</a>	Selects item of this object.

### Action Detail

**DoSelectItem(itemName)**

Selects item of this object.

**Parameters:**

Name	Type	Description
itemName	string   array	This is a name of item to select. Or an array of item names in the case of multi-select.

**Returns:**

'true' if operation is successful, 'false' otherwise

**Behavior Pattern: Win32ItemCombo****Action Summary**

Action	Description
<a href="#">DoSelectItem</a>	Selects item of this object.

**Action Detail****DoSelectItem(itemName)**

Selects item of this object.

**Parameters:**

Name	Type	Description
itemName	string	This is a name of item to select.

**Returns:**

'true' if operation is successful, 'false' otherwise

**WpfComboBoxEditable**

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WPF combobox with editable value.

**Behavior Pattern: Win32TextEditable****Property Summary**

Property	Description	Getter	Setter
<a href="#">Text</a>	Text of the object, 'false' if text can not be read.	GetText	SetText

**Action Summary**

Action	Description
<a href="#">DoSetText</a>	Sets text value of this object.

**Property Detail****Text**

Text of the object, 'false' if text can not be read.

Accessors: GetText, SetText

**Action Detail****DoSetText(val)**

Sets text value of this object.

**Parameters:**

Name	Type	Description
val	string	Text value.

**Returns:**

'true' if success, 'false' otherwise.

**Behavior Pattern: Win32ItemSelectable****Action Summary**

Action	Description
<a href="#">DoSelectItem</a>	Selects item of this object.

## Action Detail

### DoSelectItem(itemName)

Selects item of this object.

#### Parameters:

Name	Type	Description
itemName	string   array	This is a name of item to select. Or an array of item names in the case of multi-select.

#### Returns:

'true' if operation is successful, 'false' otherwise

## Behavior Pattern: Win32ItemCombo

### Action Summary

Action	Description
<a href="#">DoSelectItem</a>	Selects item of this object.

## Action Detail

### DoSelectItem(itemName)

Selects item of this object.

#### Parameters:

Name	Type	Description
itemName	string	This is a name of item to select.

#### Returns:

'true' if operation is successful, 'false' otherwise

## WpfTree

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WPF tree control. Use DoSelectItem to select a node in the tree and DoExpand to expand/collapse a node.

## Behavior Pattern: WpfTreeSelectable

### Action Summary

Action	Description
<a href="#">DoSelectItem</a>	This function selects an item of this object.

## Action Detail

### DoSelectItem(path, sep)

This function selects an item of this object.

#### Parameters:

Name	Type	Description
path	string	This is the path of an item.
sep	string	Separator Optional, Default: ;.

#### Returns:

'true' if successful, 'false' otherwise'



## Behavior Pattern: WpfTreeExpandable

### Action Summary

Action	Description
<a href="#">DoExpand</a>	This function expands an item of this object.

### Action Detail

#### DoExpand(path, bexpand, sep)

This function expands an item of this object.

#### Parameters:

Name	Type	Description
path	string	This is the path of an item.
bexpand	string	This is the path of an item.
sep	string	Separator Optional, Default: ;.

#### Returns:

'true' if successful, 'false' otherwise'

## QWidget

[Top](#) [Previous](#) [Next](#)

Generic Qt Widget

### Behavior Pattern: [None]

## QPopup

[Top](#) [Previous](#) [Next](#)

Generic Qt Popup control

### Behavior Pattern: [None]

## QCheckBox

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Qt CheckBox. Extends [QWidget](#).

### Behavior Pattern: QtCheckableBehavior

### Property Summary

Property	Description	Getter	Setter
<a href="#">Checked</a>	Check state of the button.	GetChecked	SetChecked

### Action Summary

Action	Description
<a href="#">DoSetCheck</a>	Sets check state of the object.

### Property Detail

#### Checked

Check state of the button. 'true' if the button is checked, 'false' otherwise.

Accessors: GetChecked, SetChecked

### Action Detail

#### DoSetCheck(bcheck)

Sets check state of the object.

**Parameters:**

Name	Type	Description
bcheck	boolean	Desired check state for the button.

**Returns:**

'true' if success, 'false' otherwise.

## QRadioButton

[Top](#) [Previous](#) [Next](#)

Qt Radio Button. Extends [QWidget](#).

### Behavior Pattern: QtCheckableBehavior

### Property Summary

Property	Description	Getter	Setter
<a href="#">Checked</a>	Check state of the button.	GetChecked	SetChecked

### Action Summary

Action	Description
<a href="#">DoSetCheck</a>	Sets check state of the object.

### Property Detail

**Checked**

Check state of the button. 'true' if the button is checked, 'false' otherwise.

Accessors: GetChecked, SetChecked

### Action Detail

**DoSetCheck(bcheck)**

Sets check state of the object.

**Parameters:**

Name	Type	Description
bcheck	boolean	Desired check state for the button.

**Returns:**

'true' if success, 'false' otherwise.

## QPushButton

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This matches a Qt push button. Use DoAction to press it. Extends [QWidget](#).

### Behavior Pattern: Win32Pressable

### Action Summary

Action	Description
<a href="#">DoAction</a>	Presses the button.

### Action Detail

**DoAction()**

Presses the button.

## QToolButton

[Top](#) [Previous](#) [Next](#)

This matches a Qt push button. Use DoAction to press it. Extends [QWidget](#).

### Behavior Pattern: Win32Pressable

### Action Summary

Action	Description
<a href="#">DoAction</a>	Presses the button.

### Action Detail

#### DoAction()

Presses the button.

## QLabel

[Top](#) [Previous](#) [Next](#)

This is Qt read-only text label. Use GetText to read the current value of the label text. Extends [QWidget](#).

### Behavior Pattern: QtTextBehavior

### Property Summary

Property	Description	Getter	Setter
<a href="#">Text</a>	Text of the object, 'false' if text can not be read.	GetText	

### Property Detail

#### Text

Text of the object, 'false' if text can not be read.

Accessors: GetText

#### Returns:

'true' if success, 'false' otherwise.

## QLineEdit

[Top](#) [Previous](#) [Next](#)

This is Qt single-line text edit box. Use DoSetText to set the value of the edit box and GetText to read current value. Extends [QWidget](#).

### Behavior Pattern: QtTextEditableBehavior

### Property Summary

Property	Description	Getter	Setter
<a href="#">Text</a>	Text of the object, 'false' if text can not be read.	GetText	SetText

### Action Summary

Action	Description
<a href="#">DoSetText</a>	Sets text value of this object.

### Property Detail

#### Text

Text of the object, 'false' if text can not be read.

Accessors: GetText, SetText

### Action Detail

## DoSetText(val)

Sets text value of this object.

### Parameters:

Name	Type	Description
val	string	Text value.

### Returns:

'true' if success, 'false' otherwise.

## QTextEdit

[Top](#) [Previous](#) [Next](#)

This is Qt multi-line text edit box. Use DoSetText to set the value of the edit box and GetText to read current value. Extends [QWidget](#).

### Behavior Pattern: QtTextEditableBehavior

### Property Summary

Property	Description	Getter	Setter
<a href="#">Text</a>	Text of the object, 'false' if text can not be read.	GetText	SetText

### Action Summary

Action	Description
<a href="#">DoSetText</a>	Sets text value of this object.

### Property Detail

#### Text

Text of the object, 'false' if text can not be read.

Accessors: GetText, SetText

### Action Detail

## DoSetText(val)

Sets text value of this object.

### Parameters:

Name	Type	Description
val	string	Text value.

### Returns:

'true' if success, 'false' otherwise.

## QComboBox

[Top](#) [Previous](#) [Next](#)

This is the Qt combo box. Use DoSelectItem to select a particular item. Extends [QWidget](#).

### Behavior Pattern: QtItemComboBehavior

### Property Summary

Property	Description	Getter	Setter
<a href="#">Value</a>	Get the value of the currently selected item	GetValue	

### Action Summary

Action	Description
--------	-------------

[DoSelectItem](#) Selects item of this object.

## Property Detail

### Value

Gets the value of the selected item. This is usually equivalent to the name of the item being selected.

Accessors: GetValue

## Action Detail

### DoSelectItem(itemName)

Selects item of this object.

#### Parameters:

Name	Type	Description
itemName	string   array	This is a name of item to select. Or an array of item names in the case of multi-select.

#### Returns:

'true' if operation is successful, 'false' otherwise

## QFontComboBox

[Top](#) [Previous](#) [Next](#)

This is the Qt font combo box. Use DoSelectItem to select a particular font. Extends [QWidget](#).

## Behavior Pattern: QItemComboBehavior

## Property Summary

Property	Description	Getter	Setter
<a href="#">Value</a>	Get the value of the currently selected item	GetValue	

## Action Summary

Action	Description
<a href="#">DoSelectItem</a>	Selects item of this object.

## Property Detail

### Value

Gets the value of the selected item. This is usually equivalent to the name of the item being selected.

Accessors: GetValue

## Action Detail

### DoSelectItem(itemName)

Selects item of this object.

#### Parameters:

Name	Type	Description
itemName	string   array	This is a name of item to select. Or an array of item names in the case of multi-select.

#### Returns:

'true' if operation is successful, 'false' otherwise

## QListBox

[Top](#) [Previous](#) [Next](#)

This is the Qt list box. Use DoSelectItem to select a particular item. Extends [QWidget](#).

## Behavior Pattern: QtListBoxBehavior

### Property Summary

Property	Description	Getter	Setter
<a href="#">Value</a>	Get the value of the currently selected item	GetValue	

### Action Summary

Action	Description
<a href="#">DoSelectItem</a>	Selects item of this object.

### Property Detail

#### Value

Gets the value of the selected item. This is usually equivalent to the name of the item being selected.  
Accessors: GetValue

### Action Detail

#### DoSelectItem(itemName)

Selects item of this object.

#### Parameters:

Name	Type	Description
itemName	string   array	This is a name of item to select. Or an array of item names in the case of multi-select.

#### Returns:

'true' if operation is successful, 'false' otherwise

## QTimeEdit

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This is Qt masked date edit box. Use DoSetTime to set the time value of the edit box and GetText to read current value. Extends [QWidget](#).

## Behavior Pattern: QtDateTimeBehavior

### Property Summary

Property	Description	Getter	Setter
<a href="#">Text</a>	Text of the object, 'false' if text can not be read.	GetText	

### Action Summary

Action	Description
<a href="#">DoSetTime</a>	Sets the time value of this object.

### Property Detail

#### Text

Text of the object, 'false' if text can not be read.  
Accessors: GetText

### Action Detail

#### DoSetTime(val)

Sets the time value of this object.

#### Parameters:

Name	Type	Description
val	string	Time value.

**Returns:**

'true' if success, 'false' otherwise.

## QDateEdit

[Top](#) [Previous](#) [Next](#)

This is Qt masked date edit box. Use DoSetDate to set the date value of the edit box and GetText to read current value. Extends [QWidget](#).

### Behavior Pattern: QDateTimeBehavior

### Property Summary

Property	Description	Getter	Setter
<a href="#">Text</a>	Text of the object, 'false' if text can not be read.	GetText	

### Action Summary

Action	Description
<a href="#">DoSetDate</a>	Sets the date value of this object.

### Property Detail

**Text**

Text of the object, 'false' if text can not be read.

Accessors: GetText

### Action Detail

**DoSetDate(val)**

Sets the date value of this object.

**Parameters:**

Name	Type	Description
val	string	Date value.

**Returns:**

'true' if success, 'false' otherwise.

## QDateTimeEdit

[Top](#) [Previous](#) [Next](#)

This is Qt masked date edit box. Use DoSetDateTime to set the date value of the edit box and GetText to read current value. Extends [QWidget](#).

### Behavior Pattern: QDateTimeBehavior

### Property Summary

Property	Description	Getter	Setter
<a href="#">Text</a>	Text of the object, 'false' if text can not be read.	GetText	

### Action Summary

Action	Description
<a href="#">DoSetDateTime</a>	Sets the date/time value of this object.

### Property Detail

**Text**

Text of the object, 'false' if text can not be read.

Accessors: GetText

## Action Detail

### DoSetDateTime(val)

Sets the date/time value of this object.

#### Parameters:

Name	Type	Description
val	string	Date/time value.

#### Returns:

'true' if success, 'false' otherwise.

## QMenuBar

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This is for testing the main Qt menu bar (e.g. main menu of the application). Use DoClickItem to click a particular item from the menu. Extends [QWidget](#).

### Behavior Pattern: QtItemClickable

### Action Summary

Action	Description
<a href="#">DoClickItem</a>	Performs click on an item of this object.

## Action Detail

### DoClickItem(itemName)

Performs click on an item of this object.

#### Parameters:

Name	Type	Description
itemName	string	Name of the item to click

#### Returns:

'true' if operation was successful, 'false' otherwise

## QPopupMenu

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This is generic Qt popup menu. Use DoClickItem to click a particular item from the menu. Extends [QPopup](#).

### Behavior Pattern: QtItemClickable

### Action Summary

Action	Description
<a href="#">DoClickItem</a>	Performs click on an item of this object.

## Action Detail

### DoClickItem(itemName)

Performs click on an item of this object.

#### Parameters:

Name	Type	Description
itemName	string	Name of the item to click

#### Returns:

'true' if operation was successful, 'false' otherwise



This is a rule for Qt simulated objects.

## Behavior Pattern: Win32Simulated

### Property Summary

Property	Description	Getter	Setter
<a href="#">Bitmap</a>	UI Image of the object.	GetBitmap	
<a href="#">BWBitmap</a>	UI Image of the object in 1-bit format (black&white).	GetBWBitmap	
<a href="#">Class</a>	Class of the object.	GetClass	
<a href="#">Height</a>	Height of the object.	GetHeight	
<a href="#">Name</a>	Name of the object.	GetName	
<a href="#">ObjectType</a>	SeSMatcherRule type for this object.	GetObjectType	
<a href="#">State</a>	State of the object.	GetState	
<a href="#">Value</a>	Value of the object.	GetValue	SetValue
<a href="#">Width</a>	Width of the object.	GetWidth	
<a href="#">WindowText</a>	Window text of the object.	GetWindowText	SetWindowText
<a href="#">X</a>	X-coordinate of the top left corner of the object.	GetX	
<a href="#">Y</a>	Y-coordinate of the top left corner of the object.	GetY	

### Action Summary

Action	Description
<a href="#">DoAction</a>	Performs default action for an object.
<a href="#">DoAnalogPlay</a>	Plays analog recording using coordinates relative to this object.
<a href="#">DoClick</a>	Performs left click at the center of an object.
<a href="#">DoEnsureVisible</a>	Makes sure specified element is visible on the screen.
<a href="#">DoLButtonDown</a>	Performs left mouse button down.
<a href="#">DoLButtonUp</a>	Performs left mouse button up.
<a href="#">DoLClick</a>	Performs a left click at the center of an object or at the specified location.
<a href="#">DoLDClick</a>	Performs a left double click at the center of an object or at the specified location.
<a href="#">DoMButtonDown</a>	Performs middle mouse button down.
<a href="#">DoMButtonUp</a>	Performs middle mouse button up.
<a href="#">DoMClick</a>	Performs a middle click at the center of an object or at the specified location.
<a href="#">DoMDClick</a>	Performs a middle double click at the center of an object or at the specified location.
<a href="#">DoMouseMove</a>	Moves mouse cursor to a location relative to this object position.
<a href="#">DoRButtonDown</a>	Performs right mouse button down.
<a href="#">DoRButtonUp</a>	Performs right mouse button up.
<a href="#">DoRClick</a>	Performs a right click at the center of an object or at the specified location.
<a href="#">DoRDClick</a>	Performs a right double click at the center of an object or at the specified location.
<a href="#">DoSendKeys</a>	Sends series of keystrokes to an object.

### Property Detail

#### Bitmap

UI Image of the object.

Accessors: GetBitmap

#### BWBitmap

UI Image of the object in 1-bit format (black&white).

Accessors: GetBWBitmap

#### Class

Class of the object.

Accessors: GetClass

#### Height

Height of the object.

Accessors: GetHeight

### Name

Name of the object.  
Accessors: GetName

### ObjectType

SeSMatcherRule type for this object.  
Accessors: GetObjectType

### State

State of the object.  
Accessors: GetState

### Value

Value of the object.  
Accessors: GetValue, SetValue

### Width

Width of the object.  
Accessors: GetWidth

### WindowText

Window text of the object.  
Accessors: GetWindowText, SetWindowText

### X

X-coordinate of the top left corner of the object.  
Accessors: GetX

### Y

Y-coordinate of the top left corner of the object.  
Accessors: GetY

## Action Detail

### DoAction()

Performs default action for an object. If the object doesn't have default action then 'LClick' is performed.

### DoAnalogPlay(path, left, top)

Plays analog recording using coordinates relative to this object.

#### Parameters:

Name	Type	Description
path	string	Path to analog recording (usually an .arf file).
left	number	X-coordinate of top-left corner of the analog area, relative to object top-left corner Optional.
top	number	Y-coordinate of the top-left corner of the analog area, relative to object top-left corner. Optional.

### DoClick(clickType, xOffset, yOffset)

Performs left click at the center of an object. It is a customizable variant of LClick action.

#### Parameters:

Name	Type	Description
clickType	string	Type of click, can be one of "L" - left click, "LD" - double left click, "R" - right click, "RD" - double right click, "M" - middle click, "MD" - double middle click, "N" - don't click Optional, Default: L.
xOffset	number	X offset to click within object. Default is a center. Optional.
yOffset	number	X offset to click within object. Default is a center. Optional.

#### Returns:

'true' if operation is successful, 'false' otherwise

### DoEnsureVisible()

Makes sure specified element is visible on the screen.

### DoLButtonDown()

Performs left mouse button down. This method does not change cursor coordinates. Make sure that you use 'DoMouseMove' to position mouse cursor properly before calling this method. Note: This action must be followed by 'DoLButtonUp', otherwise it may lock mouse cursor.

### DoLButtonUp()

Performs left mouse button up. This method does not change cursor coordinates. Make sure that you use 'DoMouseMove' to position mouse cursor properly before calling this method. Note: Use this action after 'DoLButtonDown', otherwise it will have no effect.

### DoLClick(x, y)

Performs a left click at the center of an object or at the specified location.

#### Parameters:

Name	Type	Description
x	number	X-coordinate of location relative to object's left border
y	number	Y-coordinate of location relative to object's top border

#### Returns:

'true' if operation is successful, 'false' otherwise

### DoLDClick(x, y)

Performs a left double click at the center of an object or at the specified location.

#### Parameters:

Name	Type	Description
x	number	X-coordinate of location relative to object's left border
y	number	Y-coordinate of location relative to object's top border

#### Returns:

'true' if operation is successful, 'false' otherwise

### DoMButtonDown()

Performs middle mouse button down. This method does not change cursor coordinates. Make sure that you use 'DoMouseMove' to position mouse cursor properly before calling this method. Note: This action must be followed by 'DoMButtonUp', otherwise it may lock mouse cursor.

### DoMButtonUp()

Performs middle mouse button up. This method does not change cursor coordinates. Make sure that you use 'DoMouseMove' to position mouse cursor properly before calling this method. Note: Use this action after 'DoMButtonDown', otherwise it will have no effect.

### DoMClick(x, y)

Performs a middle click at the center of an object or at the specified location.

#### Parameters:

Name	Type	Description
x	number	X-coordinate of location relative to object's left border
y	number	Y-coordinate of location relative to object's top border

#### Returns:

'true' if operation is successful, 'false' otherwise

### DoMDClick(x, y)

Performs a middle double click at the center of an object or at the specified location.

#### Parameters:

Name	Type	Description
x	number	X-coordinate of location relative to object's left border
y	number	Y-coordinate of location relative to object's top border

#### Returns:

'true' if operation is successful, 'false' otherwise

### DoMouseMove(x, y)

Moves mouse cursor to a location relative to this object position.

**Parameters:**

Name	Type	Description
x	number	X-coordinate of location relative to object's left border
y	number	Y-coordinate of location relative to object's top border

**DoRButtonDown()**

Performs right mouse button down. This method does not change cursor coordinates. Make sure that you use 'DoMouseMove' to position mouse cursor properly before calling this method. Note: This action must be followed by 'DoRButtonUp', otherwise it may lock mouse cursor.

**DoRButtonUp()**

Performs right mouse button up. This method does not change cursor coordinates. Make sure that you use 'DoMouseMove' to position mouse cursor properly before calling this method. Note: Use this action after 'DoRButtonDown', otherwise it will have no effect.

**DoRClick(x, y)**

Performs a right click at the center of an object or at the specified location.

**Parameters:**

Name	Type	Description
x	number	X-coordinate of location relative to object's left border
y	number	Y-coordinate of location relative to object's top border

**Returns:**

'true' if operation is successful, 'false' otherwise

**DoRDClick(x, y)**

Performs a right double click at the center of an object or at the specified location.

**Parameters:**

Name	Type	Description
x	number	X-coordinate of location relative to object's left border
y	number	Y-coordinate of location relative to object's top border

**Returns:**

'true' if operation is successful, 'false' otherwise

**DoSendKeys(keys)**

Sends series of keystrokes to an object. For example: DoSendKeys("^F") - sends {CTRL} + {F}. See [MSDN Article for SendKeys](#)

**Parameters:**

Name	Type	Description
keys	string	A sequence of keystrokes.

## UIButton

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Extends [UIAObject](#). Extends [SeSSimulatedObject](#).

### Behavior Pattern: UIAutomationButtonBehavior

### Property Summary

Property	Description	Getter	Setter
<a href="#">ToggleState</a>	For toggle button this property contains its toggle state	GetToggleState	SetToggleState

### Action Summary

Action	Description
<a href="#">DoAction</a>	Performs default action on this button.

## Property Detail

### ToggleState

For toggle button this property contains its toggle state  
Accessors: GetToggleState, SetToggleState

## Action Detail

### DoAction()

Performs default action on this button.

#### Returns:

'true' if successful, 'false' otherwise

## UIACheckBox

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Extends [UIAObject](#). Extends SeSSimulatedObject.

## Behavior Pattern: UIAutomationCheckBoxBehavior

## Property Summary

Property	Description	Getter	Setter
<a href="#">Checked</a>	Check state of the button.	GetChecked	SetChecked

## Action Summary

Action	Description
<a href="#">DoSetCheck</a>	Sets check state of the object.

## Property Detail

### Checked

Check state of the button. 'true' if the button is checked, 'false' otherwise.  
Accessors: GetChecked, SetChecked

## Action Detail

### DoSetCheck(bcheck)

Sets check state of the object.

#### Parameters:

Name	Type	Description
bcheck	boolean	Desired check state for the button.

#### Returns:

'true' if success, 'false' otherwise.

## UIAComboBox

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Extends [UIAObject](#). Extends SeSSimulatedObject.

## Behavior Pattern: UIAutomationComboBoxBehavior

## Property Summary

Property	Description	Getter	Setter
<a href="#">Text</a>	Text of the object, 'false' if text can not be read.	GetText	SetText

## Action Summary

Action	Description
<a href="#">DoSelectItem</a>	Selects an item of this object.
<a href="#">DoSetText</a>	Set text into combobox with an edit box.

## Property Detail

### Text

Text of the object, 'false' if text can not be read.

Accessors: GetText, SetText

## Action Detail

### DoSelectItem(item)

Selects an item of this object.

#### Parameters:

Name	Type	Description
item	string   number	Item index or text value to select.

#### Returns:

'true' if success, 'false' otherwise.

### DoSetText(newText)

Set text into combobox with an edit box.

#### Parameters:

Name	Type	Description
newText	string	Text to set

#### Returns:

'true' if successful, 'false' otherwise

## UIAComboBoxEdit

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Extends [UIAObject](#). Extends [SeSSimulatedObject](#).

## Behavior Pattern: UIAutomationComboBoxBehavior

## Property Summary

Property	Description	Getter	Setter
<a href="#">Text</a>	Text of the object, 'false' if text can not be read.	GetText	SetText

## Action Summary

Action	Description
<a href="#">DoSelectItem</a>	Selects an item of this object.
<a href="#">DoSetText</a>	Set text into combobox with an edit box.

## Property Detail

### Text

Text of the object, 'false' if text can not be read.

Accessors: GetText, SetText

## Action Detail

## DoSelectItem(item)

Selects an item of this object.

### Parameters:

Name	Type	Description
item	string   number	Item index or text value to select.

### Returns:

'true' if success, 'false' otherwise.

## DoSetText(newText)

Set text into combobox with an edit box.

### Parameters:

Name	Type	Description
newText	string	Text to set

### Returns:

'true' if successful, 'false' otherwise

## Behavior Pattern: UIAutomationTextBoxBehavior

### Property Summary

Property	Description	Getter	Setter
<a href="#">Text</a>	Text of the object, 'false' if text can not be read.	GetText	SetText

### Action Summary

Action	Description
<a href="#">DoSetText</a>	Sets text value of this object.

### Property Detail

#### Text

Text of the object, 'false' if text can not be read.

Accessors: GetText, SetText

### Action Detail

#### DoSetText(val)

Sets text value of this object.

### Parameters:

Name	Type	Description
val	string	Text value.

### Returns:

'true' if success, 'false' otherwise.

## UIAHyperlink

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Extends [UIAObject](#). Extends [SeSSimulatedObject](#).

## Behavior Pattern: UIAutomationButtonBehavior

### Property Summary

Property	Description	Getter	Setter
<a href="#">ToggleState</a>	For toggle button this property contains its toggle state	GetToggleState	SetToggleState

## Action Summary

Action	Description
<a href="#">DoAction</a>	Performs default action on this button.

## Property Detail

### ToggleState

For toggle button this property contains its toggle state  
Accessors: GetToggleState, SetToggleState

## Action Detail

### DoAction()

Performs default action on this button.

#### Returns:

'true' if successful, 'false' otherwise

## UIALabel

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Extends [UIAObject](#). Extends SeSSimulatedObject.

## Behavior Pattern: UIAutomationLabelBehavior

## Property Summary

Property	Description	Getter	Setter
<a href="#">Text</a>	Text of the object, 'false' if text can not be read.	GetText	SetText

## Property Detail

### Text

Text of the object, 'false' if text can not be read.  
Accessors: GetText, SetText

## UIAList

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Extends [UIAObject](#). Extends SeSSimulatedObject.

## Behavior Pattern: UIAutomationListBehavior

## Property Summary

Property	Description	Getter	Setter
<a href="#">ItemCount</a>	Number of items.	GetItemCount	SetItemCount
<a href="#">ItemIndexByName</a>	Returns item index by its name.	GetItemIndexByName	
<a href="#">ItemNameByIndex</a>	Returns item name by its index.	GetItemNameByIndex	
<a href="#">SelectedIndex</a>	Index of the selected element of the object.	GetSelectedIndex	
<a href="#">SelectedIndices</a>	Returns string of indexes delimited by separator or array of indexes of selected elements.	GetSelectedIndices	
<a href="#">SelectedItems</a>	Text of all the selected items in a single string.	GetSelectedItems	SetSelectedItems
<a href="#">SelectedText</a>	Text of the selected item in a single string.	GetSelectedText	SetSelectedText
<a href="#">SelectionCount</a>	Number of selected items.	GetSelectionCount	SetSelectionCount

## Action Summary



Action	Description
<a href="#">DoAddSelection</a>	Extends selection.
<a href="#">DoClickItem</a>	Performs click on the item
<a href="#">DoRemoveSelection</a>	Removes selection from specified items.
<a href="#">DoSelectItem</a>	Selects items of this object.

## Property Detail

### ItemCount

Number of items.

Accessors: GetItemCount, SetItemCount

### ItemIndexByName

Returns item index by its name. 'false' if name is not found.

Accessors: GetItemIndexByName

### ItemNameByIndex

Returns item name by its index.'false' if name is not found.

Accessors: GetItemNameByIndex

### SelectedIndex

Index of the selected element of the object.

Accessors: GetSelectedIndex

### SelectedIndices

Returns string of indexes delimited by separator or array of indexes of selected elements.

Accessors: GetSelectedIndices

### SelectedItems

Text of all the selected items in a single string. Items are divided by ',' separator.

Accessors: GetSelectedItems, SetSelectedItems

### SelectedText

Text of the selected item in a single string.

Accessors: GetSelectedText, SetSelectedText

### SelectionCount

Number of selected items.

Accessors: GetSelectionCount, SetSelectionCount

## Action Detail

### DoAddSelection(items, separator, itemsType)

Extends selection.

#### Parameters:

Name	Type	Description
items	array   string	Can be one of the following: 1. Number, index of an item. 2. String, item names delimited with separator. 3. String, item indexes delimited with separator. 4. Array of item names. 5. Array of item indexes.
separator	string	Separator Optional, Default: ;
itemsType	string	If it is 'name' and 'items' parameter is of Stringtype then 'items' parameter is treated as separated item names. If it is 'index' and 'items' parameter is of String type then 'items' parameter istreated as separated item indexes. If any other value is passed as 'itemsType'the behavior is undefined. Optional.

#### Returns:

'true' if success, 'false' otherwise.

### DoClickItem(nameCaptionIndex, xOffset, yOffset, clickType)

Performs click on the item

#### Parameters:

Name	Type	Description
nameCaptionIndex	string   number	index or name of the item to be selected.
xOffset	number	X offset to click within object. Default is a center. Optional.
yOffset	number	X offset to click within object. Default is a center. Optional.
clickType	string	Type of click, can be one of "L" - left click, "LD" - double left click, "R" - right click, "RD" - double right click, "M" - middle click, "MD" - double middle click, "N" - don't click Optional, Default: L.

**Returns:**

'true' if successful, 'false' otherwise.

**DoRemoveSelection(items, separator, itemsType)**

Removes selection from specified items.

**Parameters:**

Name	Type	Description
items	array   string	Can be one of the following: 1. Number, index of an item. 2. String, item names delimited with separator. 3. String, item indexes delimited with separator. 4. Array of item names. 5. Array of item indexes.
separator	string	Separator Optional, Default: ;.
itemsType	string	If it is 'name' and 'items' parameter is of Stringtype then 'items' parameter is treated as separated item names. If it is 'index' and 'items' parameter is of String type then 'items' parameter is treated as separated item indexes. If any other value is passed as 'itemsType' the behavior is undefined. Optional.

**Returns:**

'true' if success, 'false' otherwise.

**DoSelectItem(items, separator, itemsType)**

Selects items of this object. First it clears existing selection.

**Parameters:**

Name	Type	Description
items	array   string	Can be one of the following: 1. Number, index of an item. 2. String, item names delimited with separator. 3. String, item indexes delimited with separator. 4. Array of item names. 5. Array of item indexes.
separator	string	Separator Optional, Default: ;.
itemsType	string	If it is 'name' and 'items' parameter is of Stringtype then 'items' parameter is treated as separated item names. If it is 'index' and 'items' parameter is of String type then 'items' parameter is treated as separated item indexes. If any other value is passed as 'itemsType' the behavior is undefined. Optional.

**Returns:**

'true' if success, 'false' otherwise.

**UIAObject**

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Extends SeSSimulatedObject.

**Behavior Pattern: UIAObjectGenericBehavior**

**Property Summary**

Property	Description	Getter	Setter
<a href="#">Height</a>	Height of the object.	GetHeight	
<a href="#">TypeName</a>	Type name of UI Automation object	GetTypeName	
<a href="#">Width</a>	Width of the object.	GetWidth	
<a href="#">X</a>	X-coordinate of the top left corner of the object.	GetX	
<a href="#">Y</a>	Y-coordinate of the top left corner of the object.	GetY	

## Action Summary

Action	Description
<a href="#">DoDumpWidget</a>	Dumps Spy data for the object.
<a href="#">DoGetWidgetProperty</a>	Returns the value of a property with a given name.

## Property Detail

### Height

Height of the object.  
Accessors: GetHeight

### TypeName

Type name of UI Automation object  
Accessors: GetTypeName

### Width

Width of the object.  
Accessors: GetWidth

### X

X-coordinate of the top left corner of the object.  
Accessors: GetX

### Y

Y-coordinate of the top left corner of the object.  
Accessors: GetY

## Action Detail

### DoDumpWidget(dumpProperties, maxDepth, trimValue, indent, filePath, append, ignoreProps)

Dumps Spy data for the object.

#### Parameters:

Name	Type	Description
dumpProperties	boolean	If 'true' then includes properties to the result. Optional, Default: false.
maxDepth	number	Determines max recursion depth. If '0' then dumps current object only, if '1' - dumps direct children as well, etc. If '-1' then dumps the whole subtree of objects. Optional, Default: 0.
trimValue	number	Determines maximum length of a property value. Excess characters are truncated. Optional, Default: 256.
indent	string	Indentation string for child objects and properties. Optional, Default: \.
filePath	string	If 'filePath' is set then outputs result to corresponding file. Optional.
append	boolean	If 'true' then file should be overwritten, if 'false' then data should be appended. Optional, Default: false.
ignoreProps	Array	Contains the names of the properties which must be ignored when writing into a file. Optional, Default: undefined.

#### Returns:

Object data if 'filePath' is not set, 'true' if file write succeeded, 'false' - otherwise.

### DoGetWidgetProperty(name)

Returns the value of a property with a given name. Names of available properties can be seen in Spy.

#### Parameters:

Name	Type	Description
name	string	Property name.

**Returns:**

Property value if successful, an empty string if the property can not be found.

## UIAProgressBar

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Extends [UIAObject](#). Extends SeSSimulatedObject.

### Behavior Pattern: UIAutomationProgressBarBehavior

#### Property Summary

Property	Description	Getter	Setter
<a href="#">MaxValue</a>	Maximum value of the object or 'false' if value can't be read.	GetMaxValue	SetMaxValue
<a href="#">MinValue</a>	Minimum value of the object or 'false' if value can't be read.	GetMinValue	SetMinValue
<a href="#">Value</a>	Value of the object.	GetValue	SetValue

#### Action Summary

Action	Description
<a href="#">DoSetValue</a>	Sets the value of current object.

#### Property Detail

**MaxValue**

Maximum value of the object or 'false' if value can't be read.  
Accessors: GetMaxValue, SetMaxValue

**MinValue**

Minimum value of the object or 'false' if value can't be read.  
Accessors: GetMinValue, SetMinValue

**Value**

Value of the object.  
Accessors: GetValue, SetValue

#### Action Detail

**DoSetValue(val)**

Sets the value of current object.

**Parameters:**

Name	Type	Description
val	number	Value to set

**Returns:**

'true' if successful, 'false' otherwise

## UIARadioButton

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Extends [UIAObject](#). Extends SeSSimulatedObject.

### Behavior Pattern: UIAutomationRadioButtonBehavior

#### Action Summary

Action	Description
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<a href="#">DoSetCheck</a>	Selects the radio by index.
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## Action Detail

### DoSetCheck(index)

Selects the radio by index.

#### Parameters:

Name	Type	Description
index	Integer	Index of radio button to select

#### Returns:

'true' if success, 'false' otherwise.

## UIASlider

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Extends [UIAObject](#). Extends SeSSimulatedObject.

## Behavior Pattern: UIAutomationProgressBarBehavior

## Property Summary

Property	Description	Getter	Setter
<a href="#">MaxValue</a>	Maximum value of the object or 'false' if value can't be read.	GetMaxValue	SetMaxValue
<a href="#">MinValue</a>	Minimum value of the object or 'false' if value can't be read.	GetMinValue	SetMinValue
<a href="#">Value</a>	Value of the object.	GetValue	SetValue

## Action Summary

Action	Description
<a href="#">DoSetValue</a>	Sets the value of current object.

## Property Detail

### MaxValue

Maximum value of the object or 'false' if value can't be read.  
Accessors: GetMaxValue, SetMaxValue

### MinValue

Minimum value of the object or 'false' if value can't be read.  
Accessors: GetMinValue, SetMinValue

### Value

Value of the object.  
Accessors: GetValue, SetValue

## Action Detail

### DoSetValue(val)

Sets the value of current object.

#### Parameters:

Name	Type	Description
val	number	Value to set

#### Returns:

'true' if successful, 'false' otherwise

## UITabControl

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Extends [UIAObject](#). Extends [SeSSimulatedObject](#).

## Behavior Pattern: UIAutomationTabControlBehavior

### Property Summary

Property	Description	Getter	Setter
<a href="#">ItemsCount</a>	Number of items.	GetItemsCount	SetItemsCount
<a href="#">SelectedIndex</a>	Index of the selected element of the object.	GetSelectedIndex	SetSelectedIndex
<a href="#">SelectedTab</a>	Text of the selected tab	GetSelectedTab	SetSelectedTab

### Action Summary

Action	Description
<a href="#">DoSelectTab</a>	Selects the tab by name.

### Property Detail

#### ItemsCount

Number of items.

Accessors: [GetItemsCount](#), [SetItemsCount](#)

#### SelectedIndex

Index of the selected element of the object.

Accessors: [GetSelectedIndex](#), [SetSelectedIndex](#)

#### SelectedTab

Text of the selected tab

Accessors: [GetSelectedTab](#), [SetSelectedTab](#)

### Action Detail

#### DoSelectTab(tabName)

Selects the tab by name.

#### Parameters:

Name	Type	Description
tabName	string	Tab name to select

#### Returns:

'true' if success, 'false' otherwise.

## UIATextBlock

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Extends [UIAObject](#). Extends [SeSSimulatedObject](#).

## Behavior Pattern: UIAutomationTextBoxBehavior

### Property Summary

Property	Description	Getter	Setter
<a href="#">Text</a>	Text of the object, 'false' if text can not be read.	GetText	SetText

### Action Summary

Action	Description
<a href="#">DoSetText</a>	Sets text value of this object.

### Property Detail

#### Text

Text of the object, 'false' if text can not be read.  
Accessors: GetText, SetText

## Action Detail

### DoSetText(val)

Sets text value of this object.

#### Parameters:

Name	Type	Description
val	string	Text value.

#### Returns:

'true' if success, 'false' otherwise.

## UITextBox

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Extends [UIAObject](#). Extends SeSSimulatedObject.

## Behavior Pattern: UIAutomationTextBoxBehavior

## Property Summary

Property	Description	Getter	Setter
<a href="#">Text</a>	Text of the object, 'false' if text can not be read.	GetText	SetText

## Action Summary

Action	Description
<a href="#">DoSetText</a>	Sets text value of this object.

## Property Detail

### Text

Text of the object, 'false' if text can not be read.  
Accessors: GetText, SetText

## Action Detail

### DoSetText(val)

Sets text value of this object.

#### Parameters:

Name	Type	Description
val	string	Text value.

#### Returns:

'true' if success, 'false' otherwise.

## UITree

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Extends [UIAObject](#). Extends SeSSimulatedObject.

## Behavior Pattern: UIAutomationTreeBehavior

## Property Summary

Property	Description	Getter	Setter
<a href="#">Checked</a>	Checked state of the selected node or a node specified by the input	GetChecked	SetChecked

	parameters.		
<a href="#">ChildrenCount</a>	Number of children of the selected node or a node specified by the input parameters.	GetChildrenCount	SetChildrenCount
<a href="#">Expanded</a>	Expanded state of the selected node or a node specified by the input parameters.	GetExpanded	SetExpanded
<a href="#">NodeText</a>	Text of the selected node or a node specified by the input parameters.	GetNodeText	SetNodeText
<a href="#">Selected</a>	Selected state of the selected node or a node specified by the input parameters	GetSelected	SetSelected

## Action Summary

Action	Description
<a href="#">DoClickNode</a>	Clicks specific node in the tree.
<a href="#">DoCollapse</a>	Clicks specific node in the tree.
<a href="#">DoExpand</a>	Clicks specific node in the tree.
<a href="#">DoSelectItem</a>	Selects specified item in the tree

## Property Detail

### Checked

Checked state of the selected node or a node specified by the input parameters.  
Accessors: GetChecked, SetChecked

### ChildrenCount

Number of children of the selected node or a node specified by the input parameters.  
Accessors: GetChildrenCount, SetChildrenCount

### Expanded

Expanded state of the selected node or a node specified by the input parameters.  
Accessors: GetExpanded, SetExpanded

### NodeText

Text of the selected node or a node specified by the input parameters.  
Accessors: GetNodeText, SetNodeText

### Selected

Selected state of the selected node or a node specified by the input parameters  
Accessors: GetSelected, SetSelected

## Action Detail

### DoClickNode(path, separator, pathType)

Clicks specific node in the tree.

#### Parameters:

Name	Type	Description
path	string	Path of the node
separator	string	Separator Optional, Default: ;.
pathType	string	Path type. Can be one of 'name', 'id' or 'index'. Optional, Default: name.

#### Returns:

'true' if success, 'false' otherwise.

### DoCollapse(path, separator, pathType)

Clicks specific node in the tree.

#### Parameters:

Name	Type	Description
path	string	Path of the node
separator	string	Separator Optional, Default: ;.
pathType	string	Path type. Can be one of 'name', 'id' or 'index'. Optional, Default: name.



**Returns:**

'true' if success, 'false' otherwise.

**DoExpand(path, separator, pathType)**

Clicks specific node in the tree.

**Parameters:**

Name	Type	Description
path	string	Path of the node
separator	string	Separator Optional, Default: ;
pathType	string	Path type. Can be one of 'name', 'id' or 'index'. Optional, Default: name.

**Returns:**

'true' if success, 'false' otherwise.

**DoSelectItem(value)**

Selects specified item in the tree

**Parameters:**

Name	Type	Description
value	string	Item to select

**Returns:**

'true' if successful, 'false' otherwise.

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