

SCRIPT REFERENCE

UBot Studio Version 4

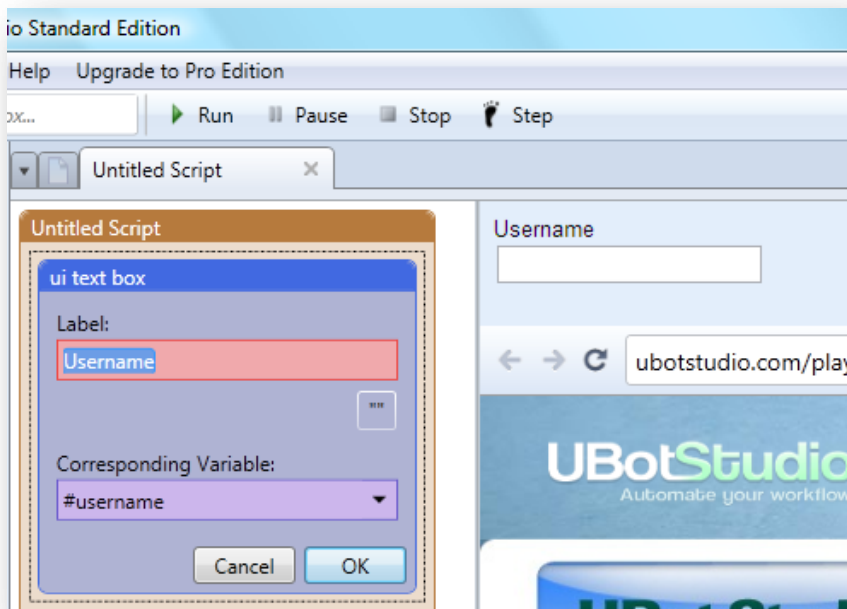
The UI Commands

UI Text Box

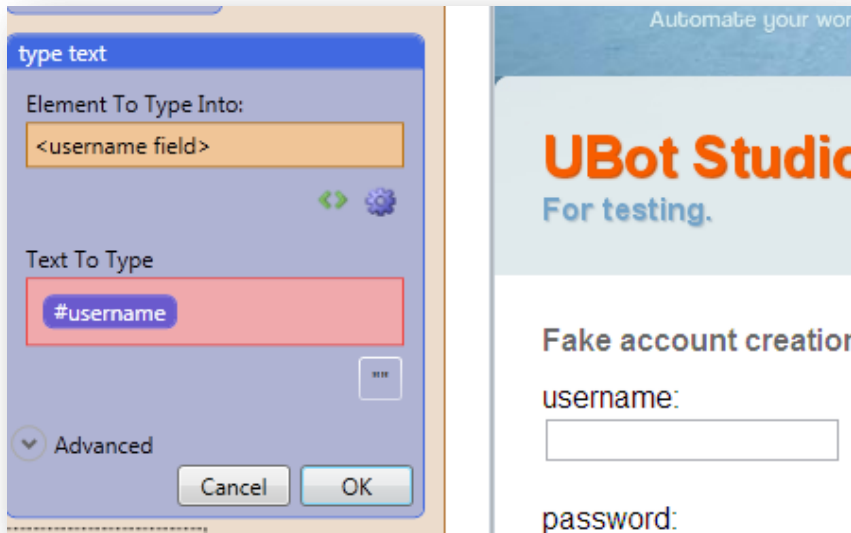
This command creates a field in the UI area at the top of the browser.

Drag the command from the toolbox into the scripting area. In the scripting area, you will be asked to name a corresponding variable for the ui field.

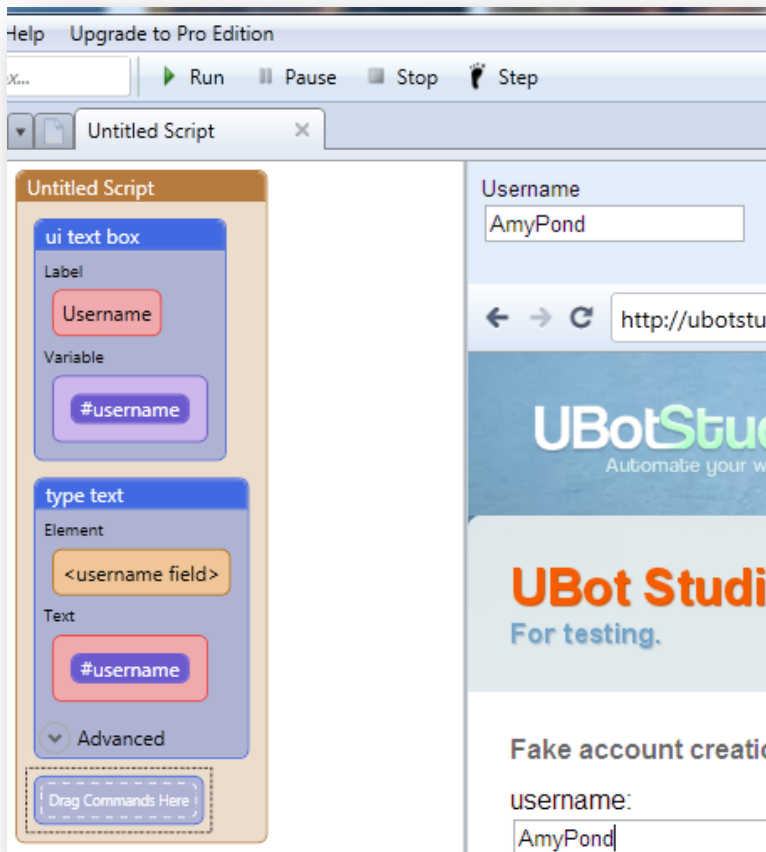
Give your field a label, and click ok when you're finished editing the command



To fill a field with whatever is written in the UI text box, simply drag the variable for the command into the type text field for whatever field you're trying to fill.

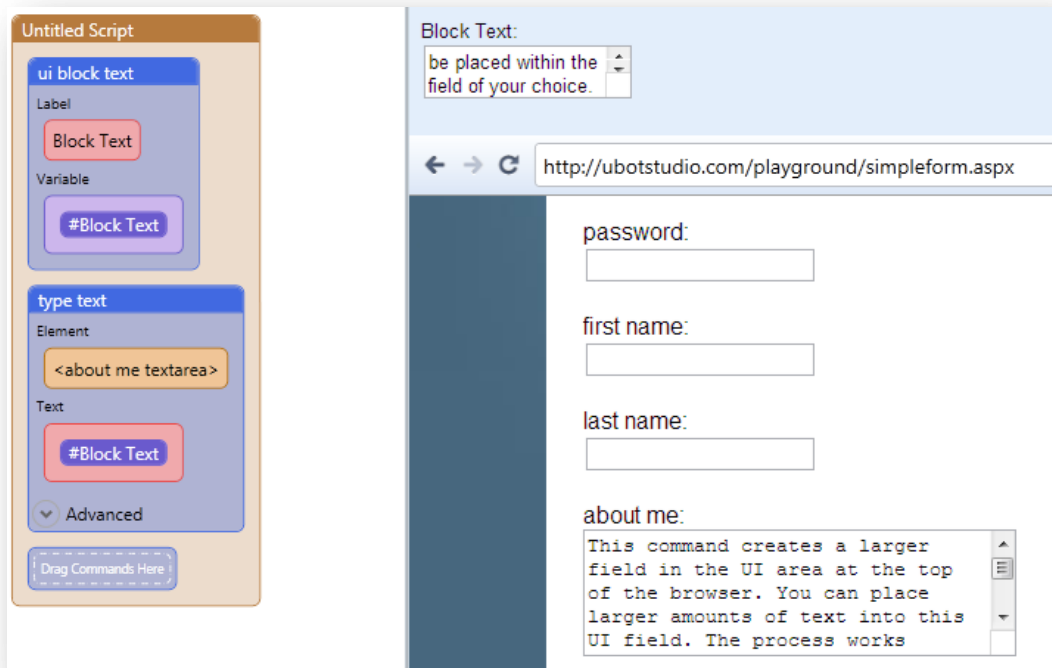


Click ok to finish editing the type text command. When you run the script, whatever is in the ui text box field will be used to fill the field you chose to fill.



UI Block Text

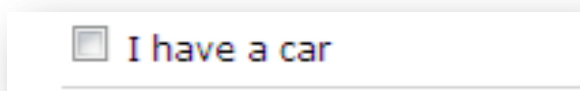
This command creates a larger field in the UI area at the top of the browser. You can place larger amounts of text into this UI field. The process works exactly like the UI text box. Insert the corresponding variable into the content field for the type text command for the field you are trying to fill. When you run the script, whatever text is in the UI block text field will be placed within the field of your choice.



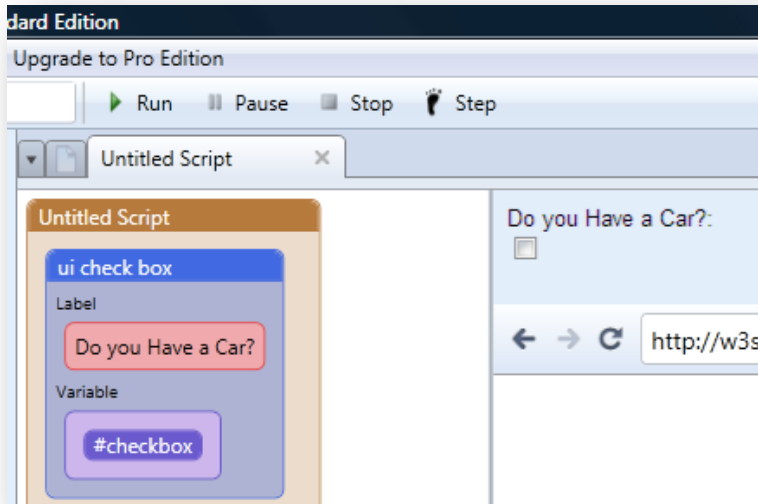
UI Check Box

This command creates a small check box in the UI area above your browser. One way to use the UI browser is to use it within an if then else statement. In this example, we are going to check a checkbox on a page depending on whether or not the checkbox in the UI is checked.

Here is our checkbox:



We will first drag in our UI check box command from the tool box. We will then give it a label, and name a corresponding variable for the variable. Click ok to finish editing and to see your UI check box on the UI.



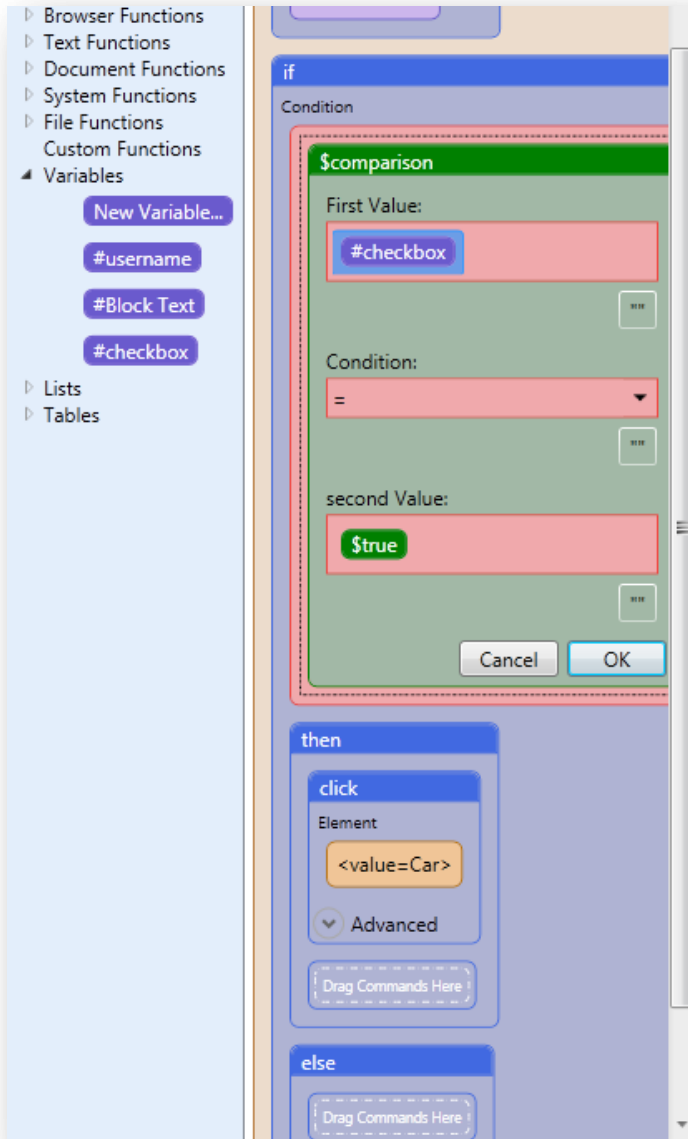
Afterwards, we will drag an If then else statement from the Flow commands in our toolbox. In the area within the command labeled "Condition", go under the Qualifier functions and drag in the comparison function. For the area labeled "First value" within the comparison function, drag in the variable for the check box. For the drop down menu within the comparison function labeled "Condition", select the equal sign (=). For the area labeled "Second value", go under the qualifiers function and drag in the "true" qualifier.

When the check box in the UI is checked, its value is true.

When it is unchecked, the value is false.

We want the checkbox on the website checked when the value for the checkbox on the UI is true only.

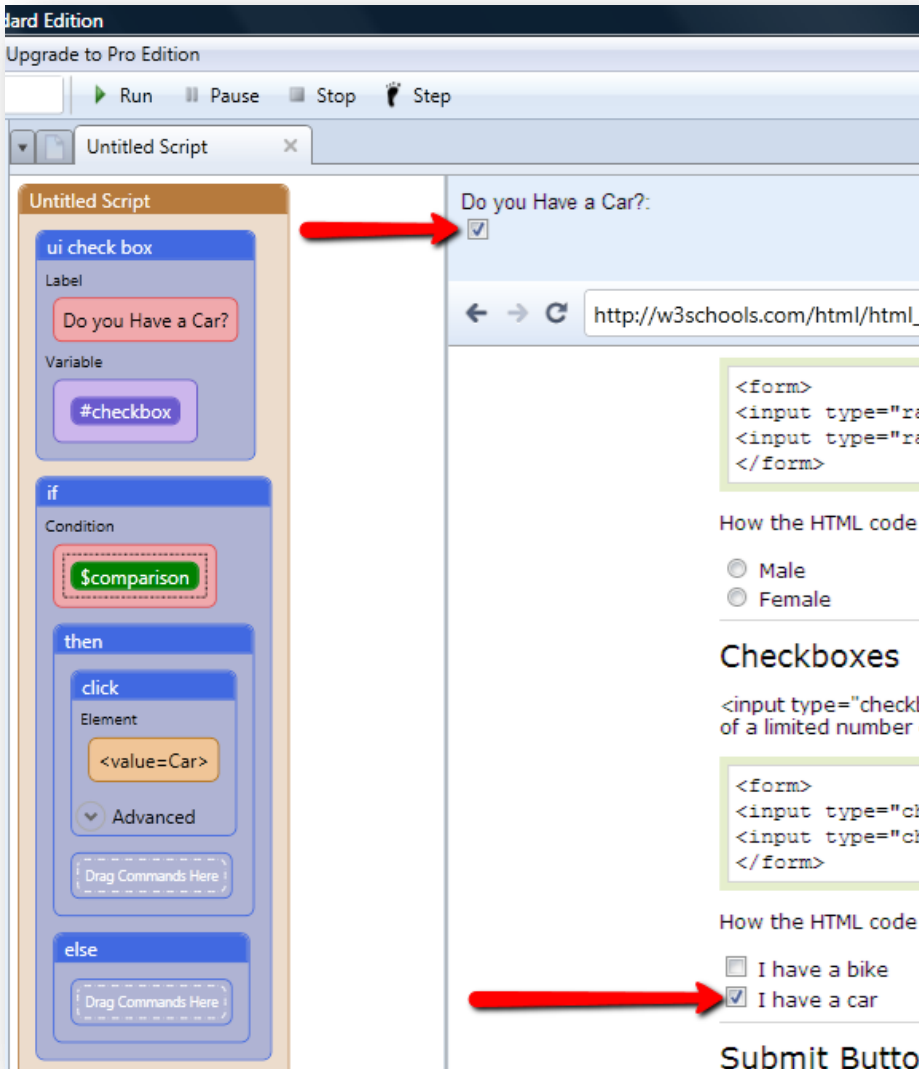
Click ok to finish editing the function.



Now in the then portion of the If Then Else command, drag in the check box you are trying to check. It is a click command because you are clicking the check box in order to check it.

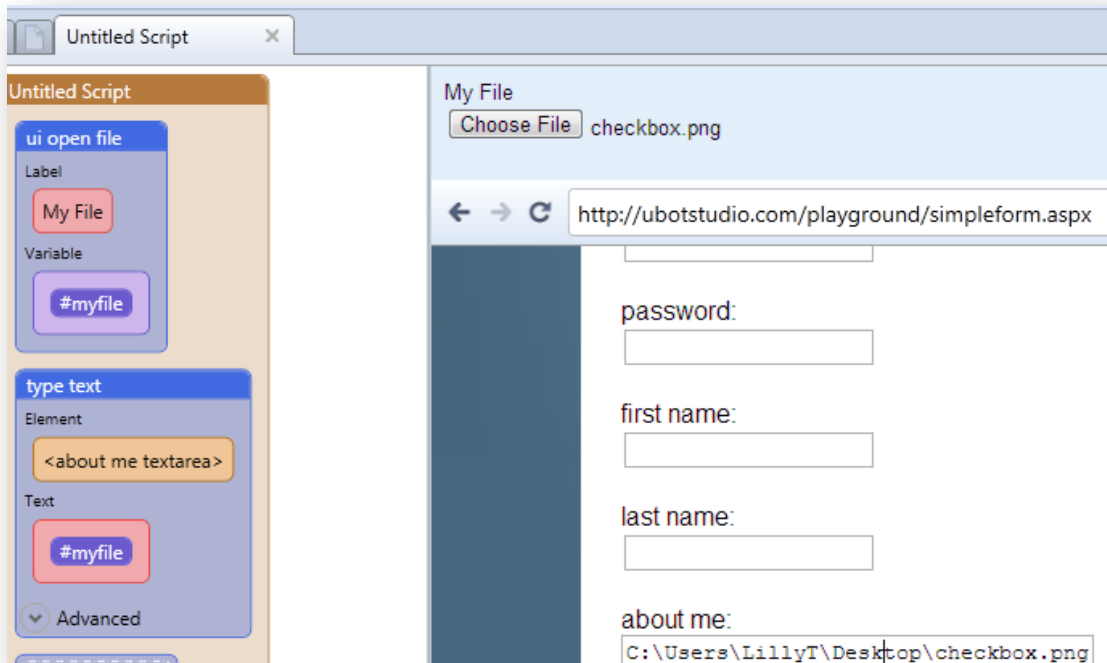
You can leave the else command blank or add another action. In this example, we will leave it blank.

When you check the check box on the UI and run the script, the check box on the webpage will be checked.



UI Open File

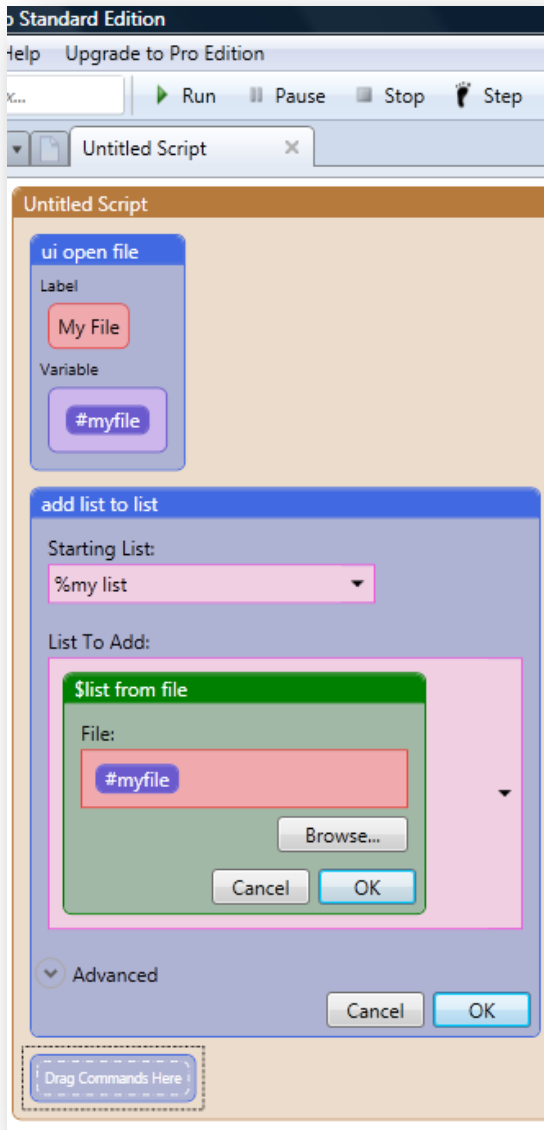
This command will create a file browsing button on the UI of your bot. There will also be a browser button where the user can browse for files with. Whatever file is retrieved with the browse button will be placed wherever the corresponding variable goes. So if you insert the variable into a type text command for a file, your file path will go into that field.



You can insert the variable into an add list to list command that is building a list from a file for instance.

After dragging the UI open file command into the scripting area, naming your variable, and naming your label, drag in your add list to list command.

Name your list, and then in the second field within the add list to list command; drag in the variable for the UI open file command.



Click ok to finish editing the list from file function and the add list to list command. When you run the script, whatever file you browsed for within the UI open file command will be used to create the list. Don't forget to add a clear list command to clear the list after each use.

UI Save File

This command works similar to the UI Open file command. However, instead of filling a file field with the file path, the file you browse for on the UI will be the place your content is saved to. Let's work on an example.

So we have an add item to list command that has just scraped a piece of information from a webpage. We want to save that piece of information to a file, but we do not want a fixed file path. We want to be able to browse for the file we want the information saved to.

To do so, drag in the save to file command, and in the area labeled “Save As:”, drag the variable you named for you UI Save to file command.

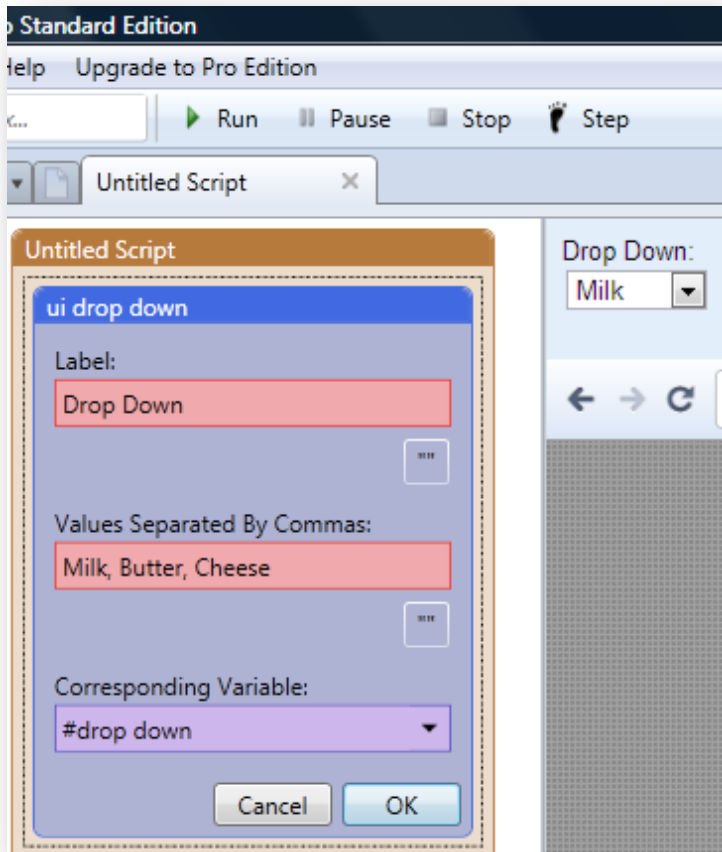
Drag in the list you want to save, and click ok to finish editing the script.



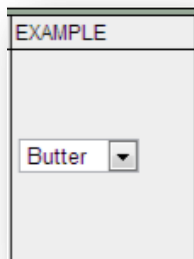
When you browse for your file and then run the script, whatever file you chose in the UI Save File command will be where the content will be saved to.

UI Drop Down

This command will create a drop down menu on the UI of your bot. Simply drag in the UI drop down command into the scripting area. Type in a label for your UI drop down, enter the values you'd like to populate it with, and name a corresponding variable for the command.



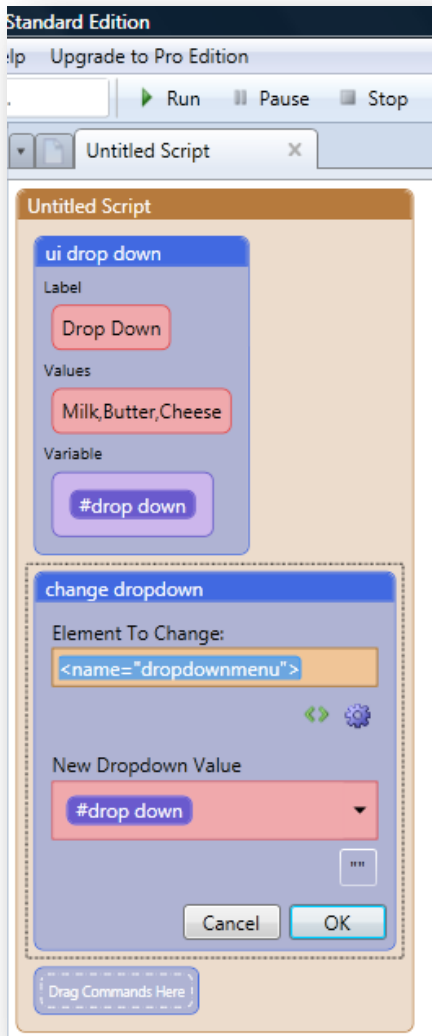
You can insert the variable in a type text file to fill a field. You can so use the UI drop down command to select an item from a drop down menu. In this example, we are going to select an option from the drop down menu using our UI drop down command. We have a drop down menu filled with three values: Milk, Butter, and Cheese



We are going to place those values within our UI drop down menu. Click ok to finish editing.

Afterwards, go to the drop down menu, and drag it into your scripting area. The command that will appear after dragging in the drop down menu will be called the "change dropdown" command.

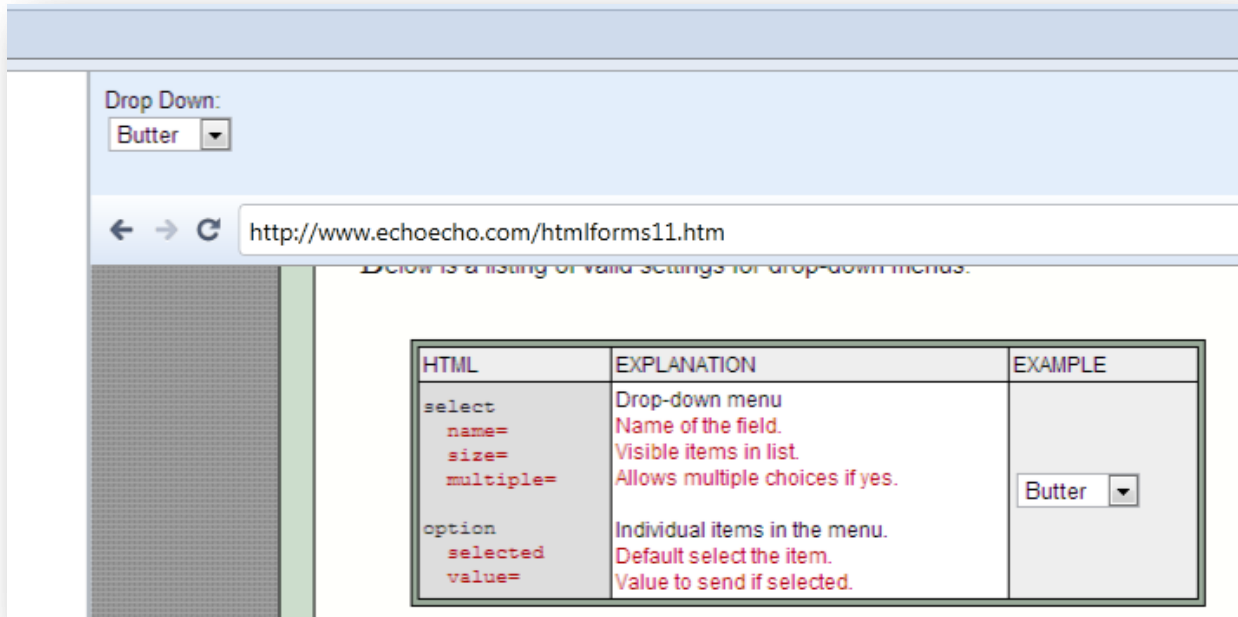
In the field labeled “New Dropdown Value”, delete the value “Random” and drag in your variable for the UI drop down command.



Notice that there are no spaces in between each of the value. It is just the value, followed by a comma. A space might make it hard to select the items.

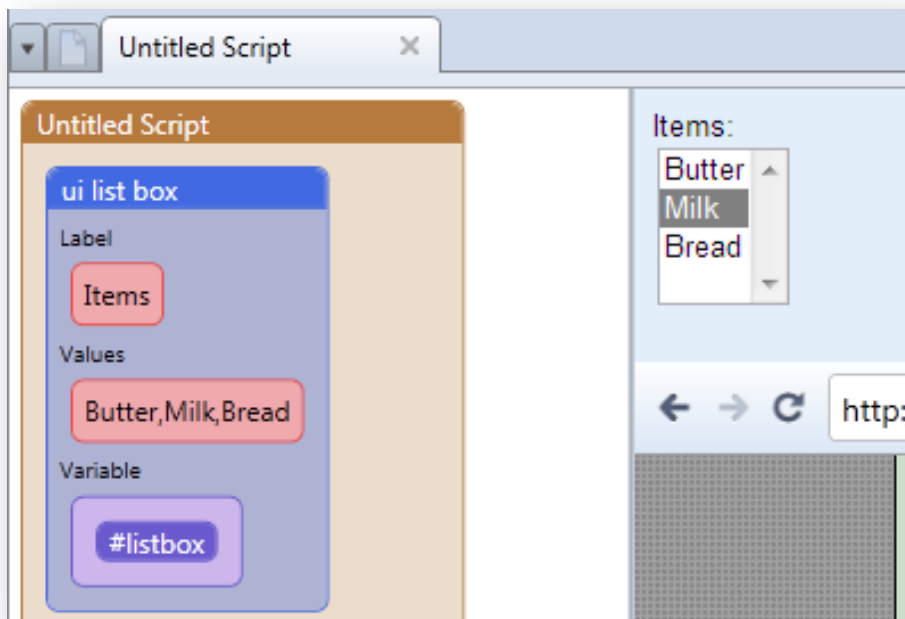
After dragging in the variable, click ok to finish editing.

When you choose a value in the UI drop down menu, and run the script, the value you select within the drop down menu on your UI will be selected in the drop down menu on the webpage.



UI List Box

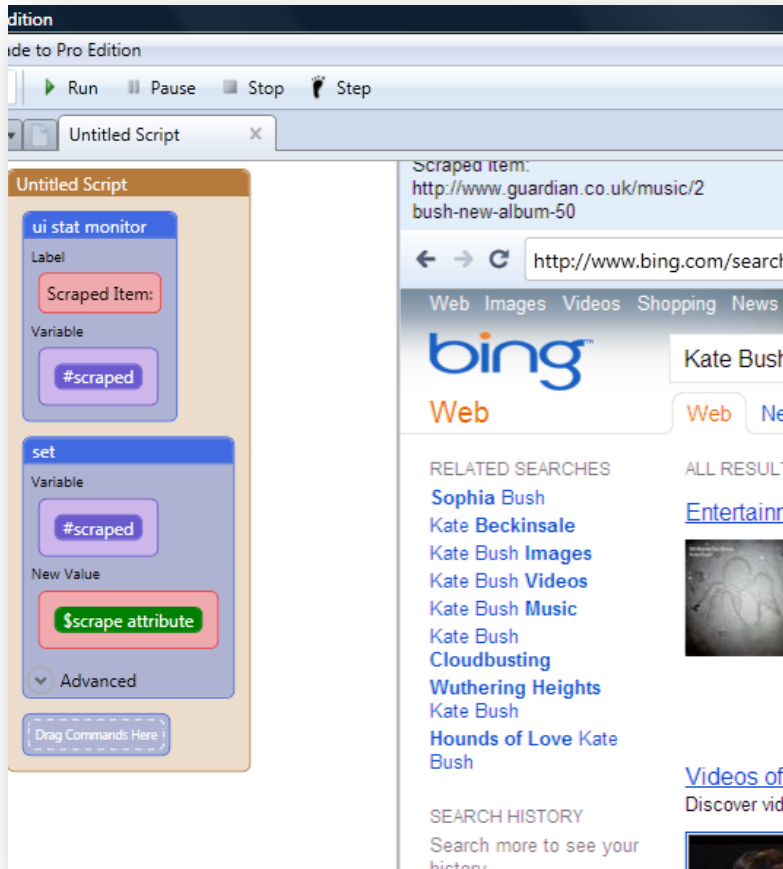
The UI List Box, is just like the UI drop down, except instead of a drop down menu, we have a list box that looks like this:



Just like the UI drop down box, you can use the UI list box to change the value of a drop down menu, or simply fill a field with the selected value in the list.

UI stat monitor

This command will display the value of any variable you insert into it on the UI area above the browser. For example, you can set a variable to a scrape attribute command, and then insert the variable into the UI stat monitor command. Whatever gets scraped will be displayed in the UI area above the browser. Simply drag the command into the scripting area, give the display a label, and insert the variable for the item you are trying to display.

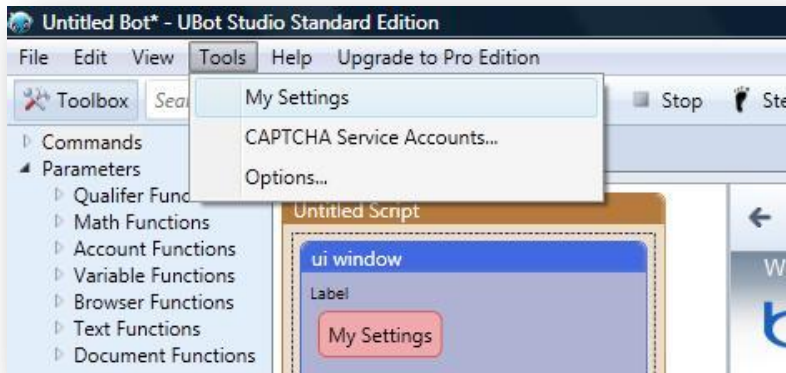


It is always best to set items to a variable before displaying it on the UI with the UI stat monitor. The UI Stat monitor only accepts variables.

UI Window

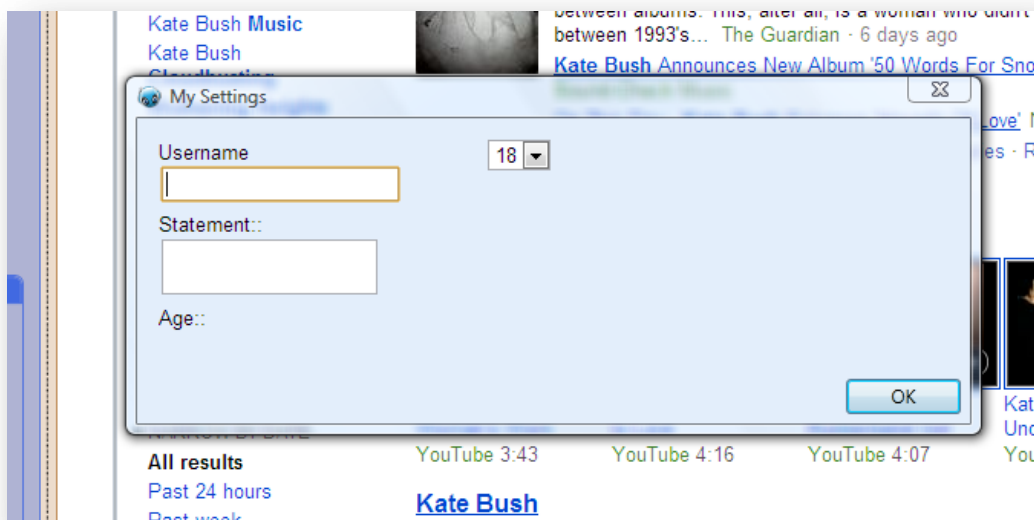
This command will allow you to create a settings window that you can find under the settings window. You can place other UI commands within the UI windows commands that the end user can use to manage settings.

Simply drag the command into the scripting area. Give your UI window a Label. Whatever label you give your UI window will be the name of the menu item in the tools menu the end user of your bot will click. In this example, we labeled our UI window “My Settings”.



Also, we dragged in a UI text box command for usernames, a UI block text command for statements, And a UI Drop Down command for selecting from a list of names. After we have labeled and named each command, clicked on all the commands inside the UI Window command, we will then click on for the UI Window command and go to the menu.

In this case, we are looking for “My Settings” on the list of menu items. When we click “My Settings”, a window will pop up. We can then fill in the fields we need to fill and select the items we want to select.



We can then use the variables for the UI commands to fill the fields we want to fill.

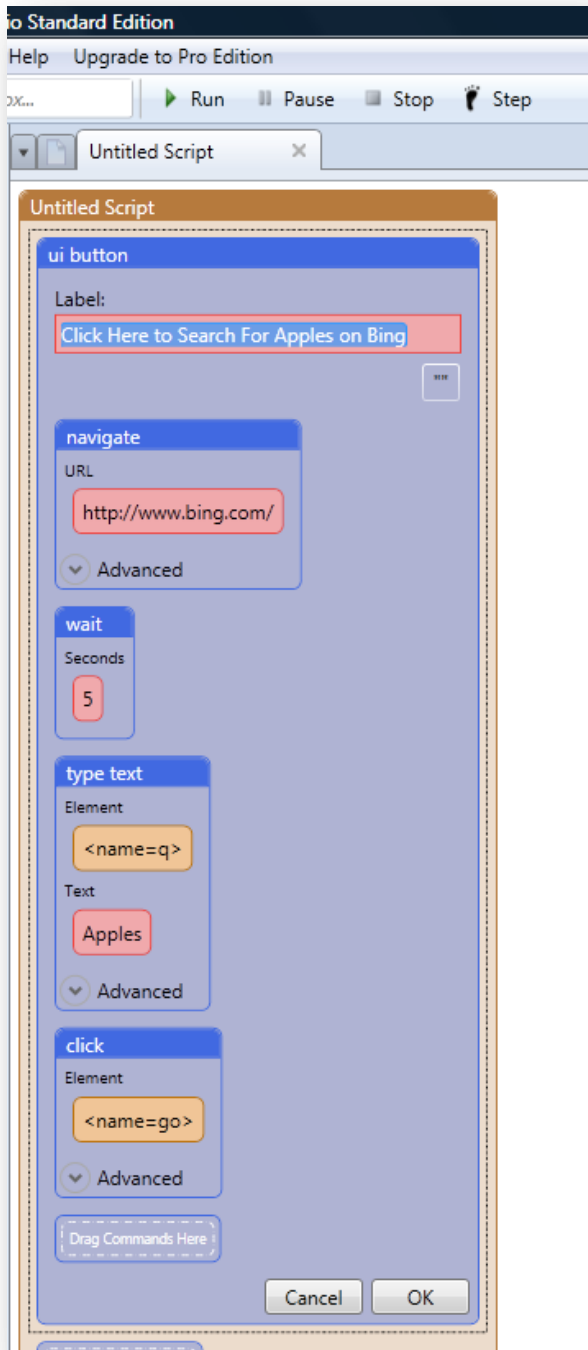
UI Button

This command creates a button on the UI area within your bot. After dragging the command into the scripting area, you can fill the command with others commands, and the end user will only have to click that button to run the task within the command.

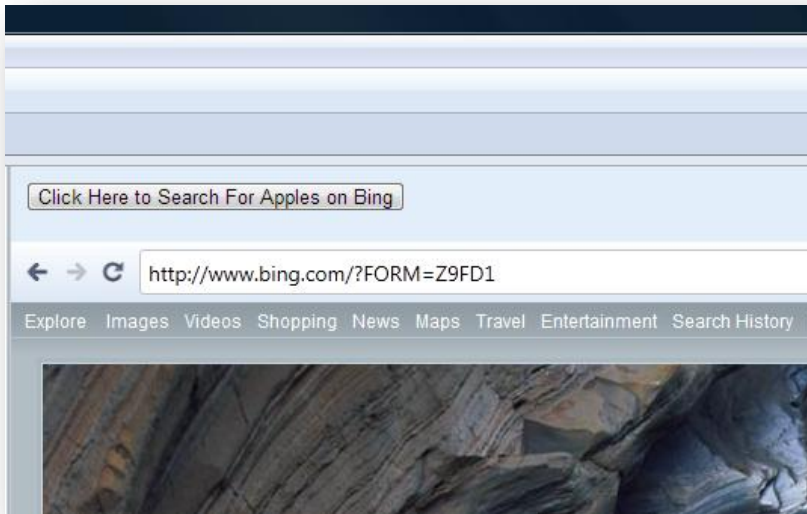
For this example, let's create a command that navigates to bing.com and searches for the query "Apples".

We'll label our UI Button "Click Here to Search for Apples on Bing"

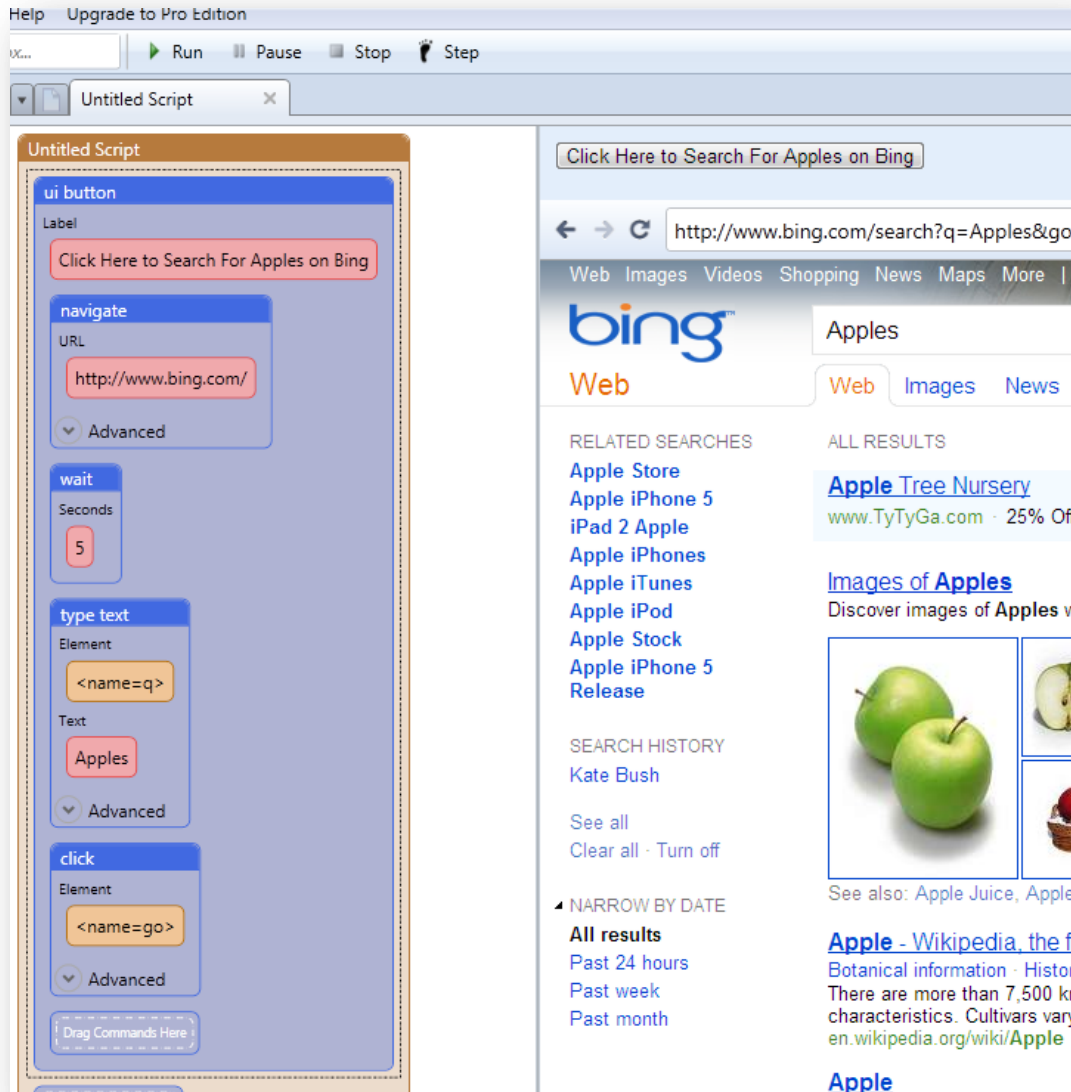
We will then drag the navigate command, navigating to bing.com, the wait command to wait for the page to load, the type text command that appears when you drag the field you are trying to fill into the scripting area, and a click text command which emerges when you drag the "Search" button into the scripting area. Click on OK for all commands to finish editing, and click ok on the UI button command to finish editing.



A button will appear in the UI area labeled “Click Here to Search for Apples on Bing”.



When the button is clicked, the script will navigate to bing.com and search for the word “apples”.



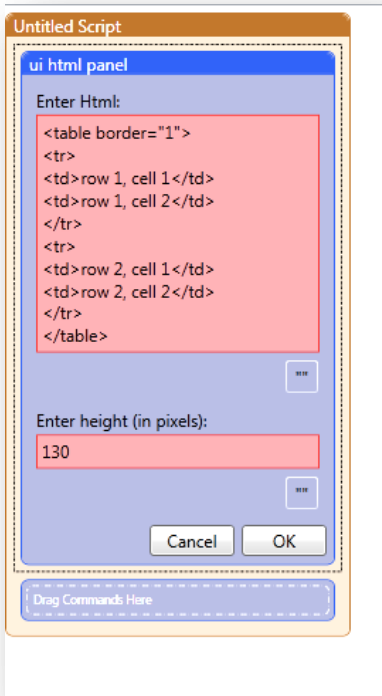
UI html Panel (Dev Edition Only)

This command creates a blank panel in the ui area in which you can use html, css, and javascript to design your own ui.

Simply drag the command into the scripting area and paste your html into the blank space labeled "Html".

Determine the size you want the panel to be by writing a height in the area labeled "Height".

Click ok when you're finished.



The results of the code in the parameter window will appear in the area above the browser in UBot Studio.



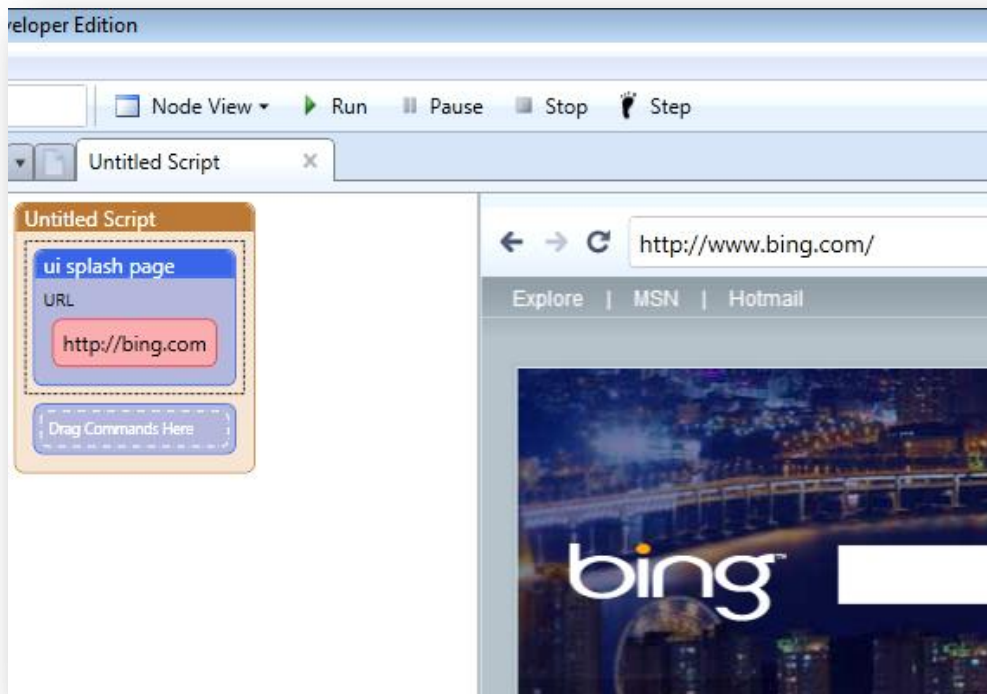
UI Splash Page (Dev Edition Only)

This command allows you to display a webpage within the compiled bot before the bot even starts to run.

To use the UI splash page command, simply drag the command into the scripting area, type in the full url of your desired splash page in this format:

www.ubotstudio.com

Refresh the script to see the splash page displayed within your browser.



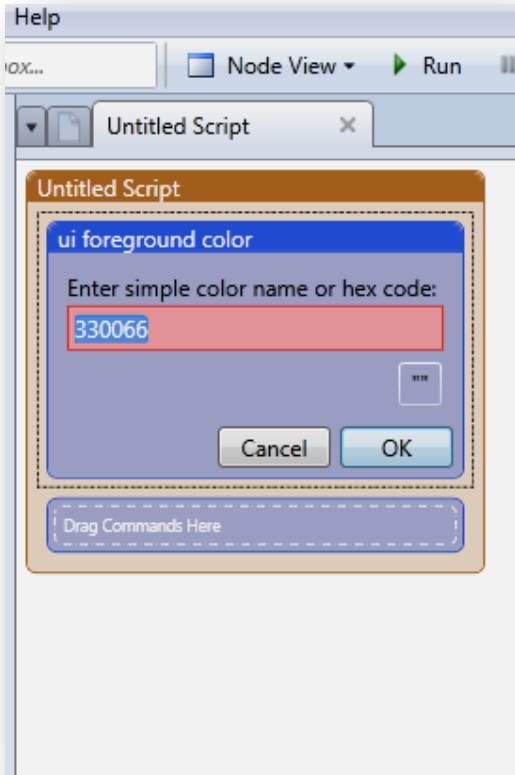
UI Remove Branding(Dev Edition Only)

This command will remove the "powered by" link in UBot Compiled Bots. Simply drag the command into the script area. The branding will be removed once the script is compiled.

UI Foreground Color(Dev Edition Only)

This command will change the foreground color in UBot Studio, UBot Compiled Bots, and UBot Reader.

Simply drag the command into the scripting area. You will be given can either write the name of a color (i.e. blue) or use a hex code.

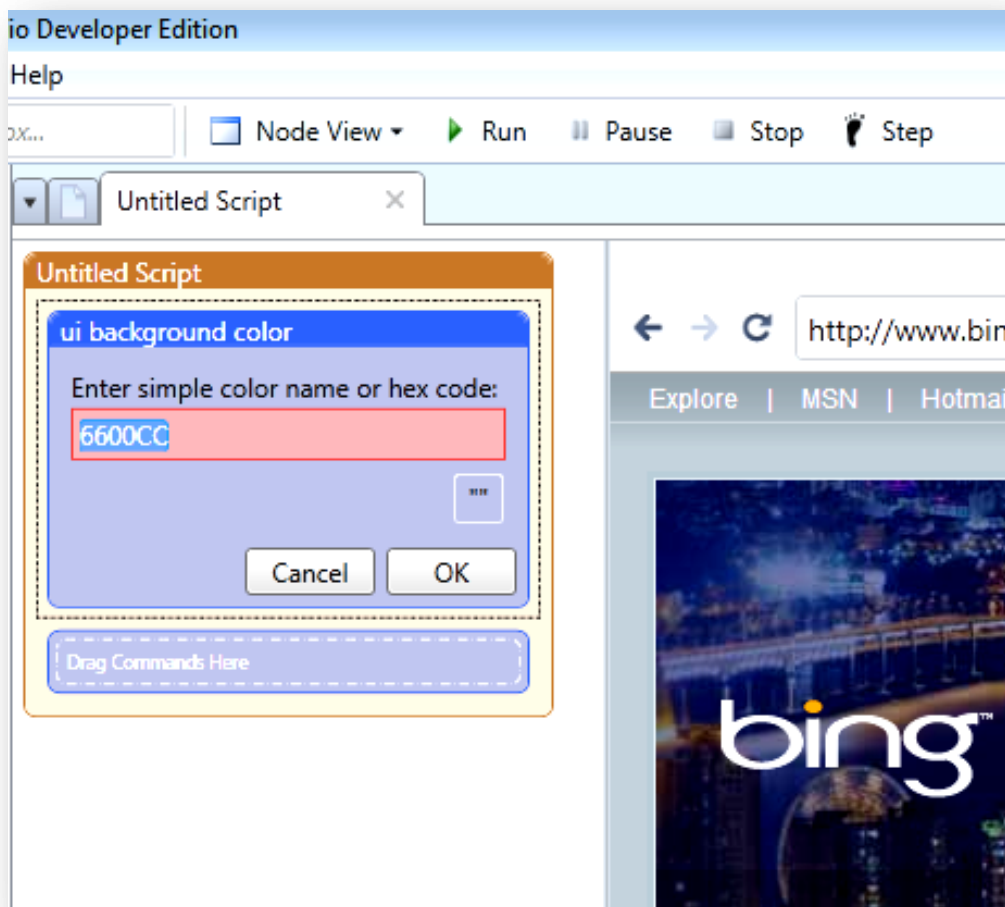


Click ok and the foreground of your bot will be set to the color you designated.

UI Background Color(Dev Edition Only)

This command will change the background color in UBot Studio, UBot Compiled Bots, and UBot Reader.

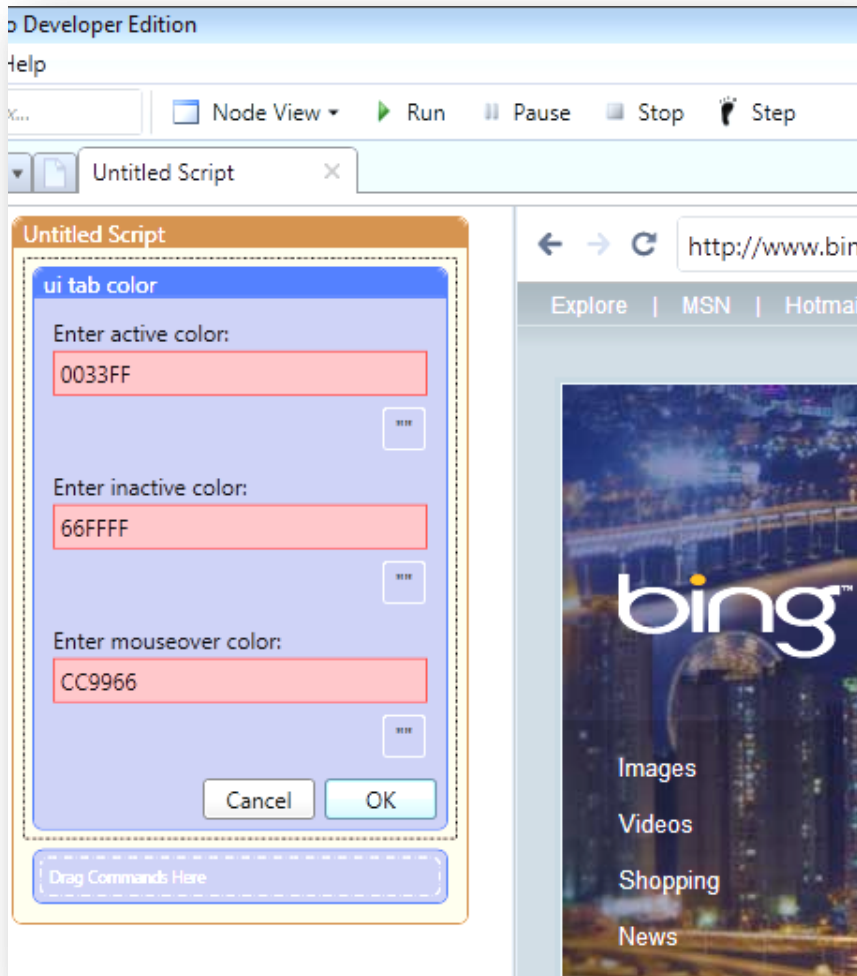
Simply drag the command into the scripting area, type your hex code or color name into the designated area for hex codes and color names, and your bot's background color will be changed to the preferred color.



UI Tab Color(Dev Edition Only)

This command will change the tab color in UBot Studio, UBot Compiled Bots, and UBot Reader.

Simply drag the command into the scripting area. You will have the option of changing the color for the inactive, the active and the mouse over color in the designated areas.



Click ok, after typing in the colors you prefer.

The standard tab colors will change to the colors your designated within the parameter window.