


Script

Block Group:	Logic
Icon:	

Holds a custom script.

For information on using dataflow blocks, see [Dataflow](#).

Input/Output Properties

These properties can take input and give output.

- `invoke` (*trigger*)
- `autoRun` (*boolean*)
- `script` (*string or multi-line text*)
- `a-z`

invoke causes the script to run.

autoRun specifies whether the script runs automatically.

- **TRUE**: The script runs every time the script is changed, and every time any property is changed. This includes the first time that the script is initialized.
- **FALSE**: The script runs only when the **invoke** property is triggered.

script specifies the instance of DGScript held by this block. See [Scripting and Syntax](#) for more information about creating a script.

a-z set or return the values of properties that you can use in your script as needed.

Output Properties

These properties can give output. They cannot take input.

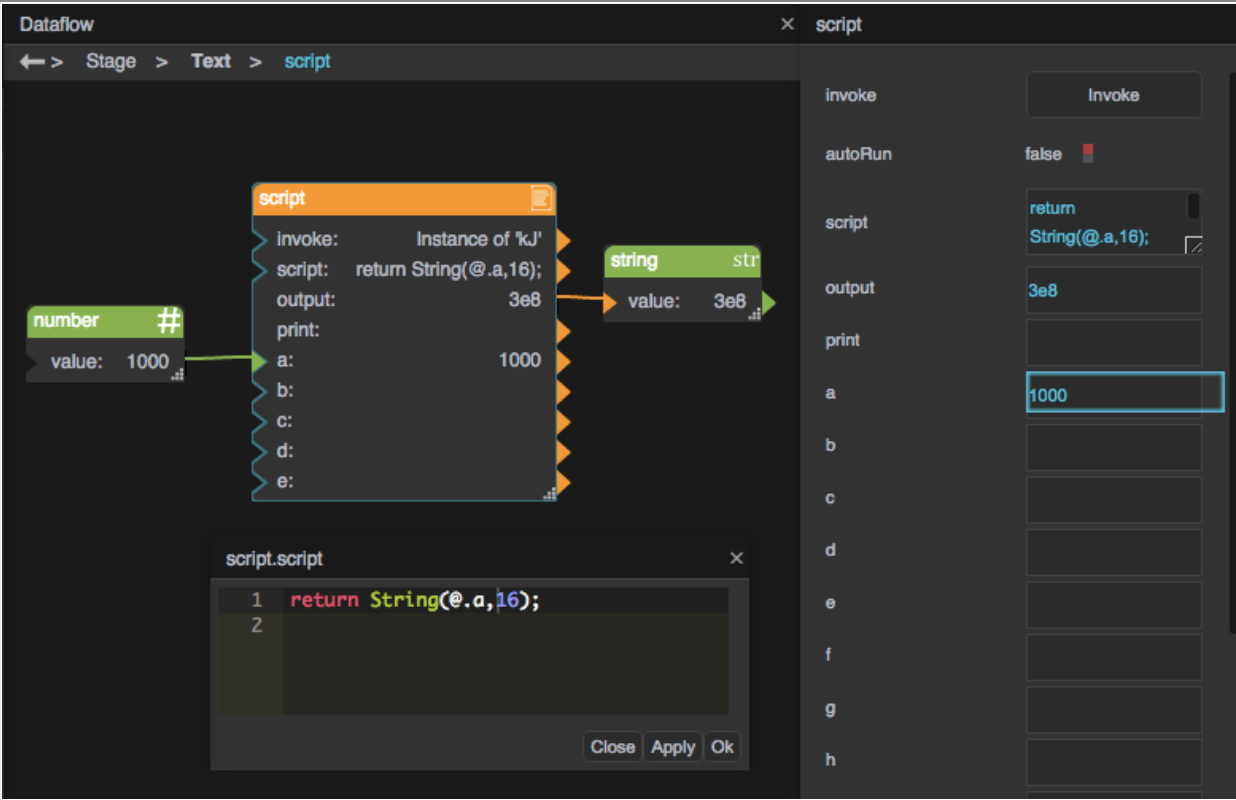
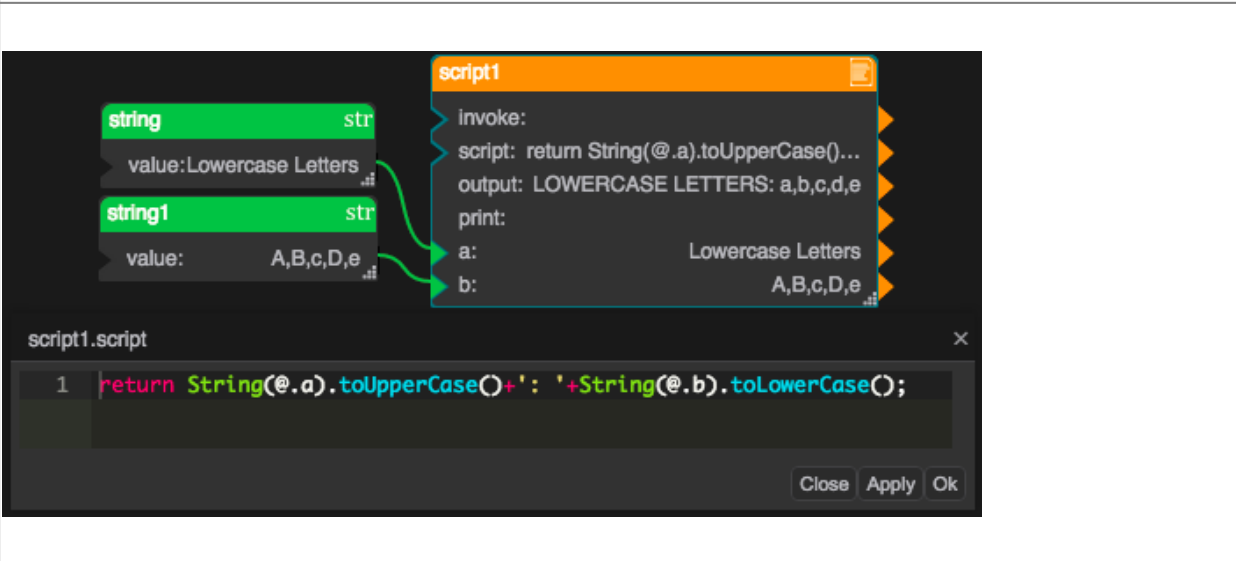
- `output` (*string*)
- `print` (*string*)

output returns the output of your script.

print returns a string that is used for errors, other notifications, and [debugging](#).

Model

These are basic uses of the block.

Dataflow Model	Description
	<p>This script uses a function from the DGLux5 script reference to convert a base 10 number to base 16.</p>
	<p>This script converts the first input string to all uppercase letters and the second input string to all lowercase letters. It concatenates them with a middle string that includes a space and some punctuation.</p>

Use Case

This [Keyboard Event use case](#) uses a Script block.

[Previous: Event Gate](#)

[Next: Trace](#)

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