

# Briefs Cheatsheet

## Keywords

These are the main keywords in the Briefs syntax. Some are only valid at the top level of the document, while others are specific to a Scene or Actor.

Keyword	Description	Example
start	The first entry in a Brief that names the starting scene. Defined at the top, only one per Brief.	Start:Home
blankImage	Set the starting Brief image with a blank image. One per Brief.	blankImage
defaultImage	Set the starting Brief image with a specific image. One per Brief. Has one required argument, the image file name.	defaultImage:Home.png
scene	Define a scene. Has one required argument, the unique scene name.	scene:Home
image	Define an image for a scene. Has one required argument, the image file name.	scene:Home image:Home.png
actor	Define an actor within a scene. Has one required argument, a unique name and several other arguments (see below)	actor:GoBack
x, left	Set the x-coordinate of an actor. Has one required argument, an integer value.	x:100 left:100
y, top	Set the y-coordinate of an actor. Has one required argument, an integer value	y:200 top:200
w, width	Set the width of an actor. Has one required argument, an integer value.	w:150 width:150
xy, offset, coord, position, pos	Set the position of an actor. Has one required argument, a comma-separated pair of integers defining x/y coordinates.	xy:150,200 offset:150,200 coord:150,200 position:150,200 pos:150,200
wh, size	Set the size of an actor. Has one required argument, a comma-separated pair of integers defining width,height.	wh:320,480 size:320,480
xywh, bounds, frame	Set position and size. Has one required argument, a comma-separated 4-tuple of integer values expressing x,y,width,height	xywh:0,0,320,480 bounds:0,0,320,480 frame:0,0,320,480
action	Defines the action to take when an actor is touched. See the "Actions" section below for options	action:goto(Home, slide left)

# Actions

Actions are specified within actors. Each actor can only have one action definition. The format is always **action:<value>**, where **<value>** is one of the actions described below.

Action	Description	Example
goto	Change to a new scene using a built-in transition, or a specific one. The first argument is the name of a scene (required). The second is an optional transition (see "Transitions" below for details).	goto:(Home) goto:(Home, slideleft)
toggle	Toggles the display of the given Actor.	toggle(SignIn)
move	Move the specified Actor to the given x/y coordinates. Has three required arguments: Actor, X, Y	move(SignIn, 140, 200)
resize	Resize the given Actor to the given width and height. Has three required arguments: Actor, width, height	resize(SignIn, 50, 50)
show	Fade-in (animation) the specified Actor.	show(SignIn)
hide	Fade-out (animation) the specified Actor.	hide(SignIn)

# Transitions

Transitions are specified within an action. Actions have default transitions, but can be overridden by placing the transition after the scene name, for example: goto: (Home, flip).

Each transition has a default direction which can be overridden by appending one of the suffixes listed below. The transition and suffix can be specified as a single term (flipleft) or two separate terms (flip left).

Transition	Description	Suffixes
push	Removes the current scene with a horizontal slide animation	left, right
flip	Removes the current scene with a flip animation	left, right
curl	Removes the current scene with a curl animation	up, down
cover	Slides the new scene over the current one	up, down, left, right
reveal	Slides the current scene away	up, down, left, right
zoom	Zooms current scene in/out with an alpha fade	in, out