Verbs which control a unit or group :

turnoff or turn off: Command a named unit or group off
 turnoff string -- unit or group name
 turn off string -- unit or group name

[in integer] -- turns the unit off after the specified number of seconds
    [for integer] -- turn unit on after the specified number of seconds

[with no script] -- defeats execution of any script for the unit.
    [with no transmit] -- just don't send the command to the X-10 bus

 example : turn off "All Outside Lights"

This verb provides the basic method of turning a specific unit or group of units 'OFF'.
Note that this verb does not defeat the 'Block' functions. If you issue a turnoff command
to a 'blocked' unit, the unit will not change state.

Note that you can use the 'in' option here. This option takes a number of seconds as an
argument. Thus you can delay the turnoff by a period of seconds (any number).

The 'for' option allows you to specify the amount of time that the unit is to be left off. If used, XTension will automatically turn the unit on after the specified period.

Also, you can use the 'with no script' option which will defeat the execution of a script
which might be attached to the OFF transition of the unit.

The 'with no transmit' option tells XTension that you do not wish to actually send the command to the X-10 interface/bus. This might be useful when you know that a unit is already ON, the database says that it's OFF, and you don't need to send a X-10 command to the device.

turnon or turn on: Command a named unit or group on
 turnon string -- unit or group name
 turn on string -- unit or group name

[in   integer]   -- turns the unit on after the   specified number of seconds
   [for   integer]   -- turn unit off after the specified number of seconds

[with no script] -- defeats execution of any script   for the unit.
   [with no transmit]   -- just don't send the command to the X-10 bus
 example :   turn on "All Outside Lights" in 5 * minutes with no script for 5

This verb provides the basic method of turning a specific unit or group of
units 'ON'.
Note that this verb does not defeat the 'Block' functions.   If you issue a
turnon command to a 'blocked' unit, the unit will not change state.

Note that you can use the 'in' option here.   This option takes a number of
seconds as an argument. Thus you can delay the turnon by a period of
seconds (any number).

The 'for' option allows you to specify the amount of time that the unit is to
be left on.   If used, XTension will automatically turn the unit off after the
specified period.

Also, you can use the 'with no script' option which will defeat the execution
of a script which might be attached to the ON transition of the unit.

The 'with no transmit' option tells XTension that you do not wish to actually
send the command to the X-10 interface/bus.

toggle: Toggle the state of a unit
 toggle   string   -- unit name

   [in   integer]
    [for   integer]   -- toggle unit again after the specified number of seconds

[with no script] -- defeats execution of any script   for the unit.
 example   :   toggle "Electric Door Latch" in 5 with no script

This verb provides the basic method of changing the current state of a
specific unit or group of units.

Note that this verb does not defeat the 'Block' functions.   If you issue this
command
to a 'blocked' unit, the unit will not change state.

Note that you can use the 'in' option here.   This option takes a number of

seconds as an
argument. Thus you can delay the action by a period of seconds (any number).

Also, you can use the 'with no script' option which will defeat the execution of a script
which might be attached to the ON or OFF transition of the unit.

The 'for' option allows you to specify the number of seconds until the unit will be toggled again.

dim or brighten: Set an analog device to a level between 0 and 100
 dim   string   -- unit name
 brighten   string   -- unit name
     [to   small integer]   integer value between 0 and 100

     [in   integer]

[with no script] -- defeats execution of any script   for the unit.
     [with no transmit]   -- just don't send the command to the X-10 bus
 example :   dim "Foyer Light" to 45

This verb provides the basic method of dimming a database unit or group of units.
Note that this verb is affected by the 'Block' functions.   If you issue a dim command
to a 'blocked' unit, the unit will not change state.

Note that you can use the 'in' option here.   This option takes a number of seconds as an
argument. Thus you can delay the dim by a period of seconds (any number).

Also, you can use the 'with no script' option which will defeat the execution of a script which might be attached to the transitions of the unit.

turnoff address: Send an "off" command directly to an X-10   address
 turnoff address   string   -- unit, housecode or "all   units"

example :   turnoff address "A7"

This verb provides the basic method of turning a specific X-10 address 'OFF'.
Note that this verb is not affected by the 'Block' functions.   If you issue a

turnoff unit command to a 'blocked' unit, the unit will change state.

turnon address: Send an "on" command directly to an X-10   address
 turnon address   string   -- unit, housecode or all
 example :   turnon address "J4"

This verb provides the basic method of turning a specific X-10 address 'ON'.
Note that this verb is not affected by the 'Block' functions.   If you issue a
turnon unit command to a 'blocked' unit, the unit will change state.

force on: Force a units state to on, regardless of   "blocking" status

force on   string   -- unit name

  [in   integer]   -- delay in seconds
        [for   integer]   -- force unit off after the specified number of seconds

   [with no script] -- defeats execution of any script   for the unit.

example :   force on "Foyer Chime" for 5

This verb provides   method of turning a device 'ON' regardless of whether
the device has been 'Blocked'.
This verb is included for logical completeness and failsafe.   This verb does
not affect the 'blocked' state of the unit.

See turnon and turnoff for other options.

 force off: Force a unit's state to off, regardless of   "blocking" status

force off   string   -- unit name

  [in   integer]   -- delay in seconds
        [for   integer]   -- force unit on after the specified number of seconds

   [with no script] -- defeats execution of any script   for the unit.

example :   force off "Foyer Chime"

This verb provides   method of turning a device 'OFF' regardless of whether the device has been 'Blocked'.
This verb is included for logical completeness and failsafe.   This verb does not affect the 'blocked' state of the unit.

See turnon and turnoff for other options.

all lights on: Turn on all lights in a housecode

all lights on   string   -- housecode

example :   all lights on "A"

This verb provides the common X-10 function for turning on all lamp modules on a single housecode.

all lights off: Turn off all lights on a house code

all lights off   string   -- housecode

example :   all lights off "A"

This verb provides the common X-10 function for turning off all lamp modules on a single housecode.

all units off: Turn off all units on a house code

all lights off   string   -- housecode

example :   all units off "A"

This verb provides the common X-10 function for turning off all modules on a single housecode.   Note that some devices do not respond this command.

Using units as counters or values   :

set value of : set the value of a unit as a counter

set name of   string   (Name of database unit)

to   value   Any value between -32000 and +32000.   (16 bit real)

   [with no script] -- defeats execution of any script   for the unit.

This verb allows you to modify counters and values which are not limited by
the 0-100 range of lamp modules (which have an X-10 address).

NOTE : if you use this verb with one of your units that has an assigned
'address', then it is assumed that the value can only be 0-100.
(This will change in the future, when it is more common to pass such data
over the common home automation 'bus'.)

So What ?

Using this verb, you can create counters for such things as rainfall, total
light hours, etc.   Obviously, using other AppleScript operators is legal, so
you can do things like :

   set value of "Daily Rainfall" to ((value of "Daily Rainfall")
      + (value of "Hourly Rainfall"))