

# Parameter Code Editor

Use Parameter Code Editor to define parameters if you know how to use the Visual Basic (VB) programming language.

## Descriptions

### Compile

Click this to test whether the code in the window compiles successfully.


**Important:** Compile the code *before* you save it. If the code does not compile, you cannot save the rule set.

### Imports

Click this to import a code library into the rule set, so that you can use the functionality in the library in the code that you are writing. For example, you may want to use a string-manipulation function that is only available in a specific VB library.

### Toolbar

Cut  , Copy  , Paste  , Undo  , Redo 

**RBA Reference**  opens the RBA Reference documentation, which describes every object in the Prinerger data model, including all events, event properties, actions, action parameters, and objects.

### workspace (unlabeled)

Type, paste, or drag code to this area. It displays code that sets all of the parameters available for the event-action pair that you are working on.

### Rule Properties

Use this tab to view and insert objects that are related to the event and action that you are working on.

Either drag items to the workspace, or double-click items to make them appear next to the cursor in the workspace. The complete object name appears in the workspace.

### Object Browser

Use this tab to view and use all of the objects available in the Prinerger data model. It is similar to the **Rule Properties** tab but is not limited to the specific event that you are working on.

Either drag items to the workspace, or double-click items to make them appear next to the cursor in the workspace. The complete object name appears in the workspace.

### **Code Helper**

Use this tab to easily insert code statements, such as a `FOR` loop or a `DIM` statement. It saves some typing and identifies the correct syntax.

Either drag items to the workspace, or double-click items to make them appear next to the cursor in the workspace. The complete syntax appears in the workspace.