

Send Hello, World to a Result

The following line of code placed into a Test Clip (and subsequently a Test Composition) provides a quick sense of the power of SOASTA CloudTest Extensions, as well as of the special status of the Result object within the object model:

```
$context.result.postMessage($context.result.LEVEL_INFO, "hello, world");
```

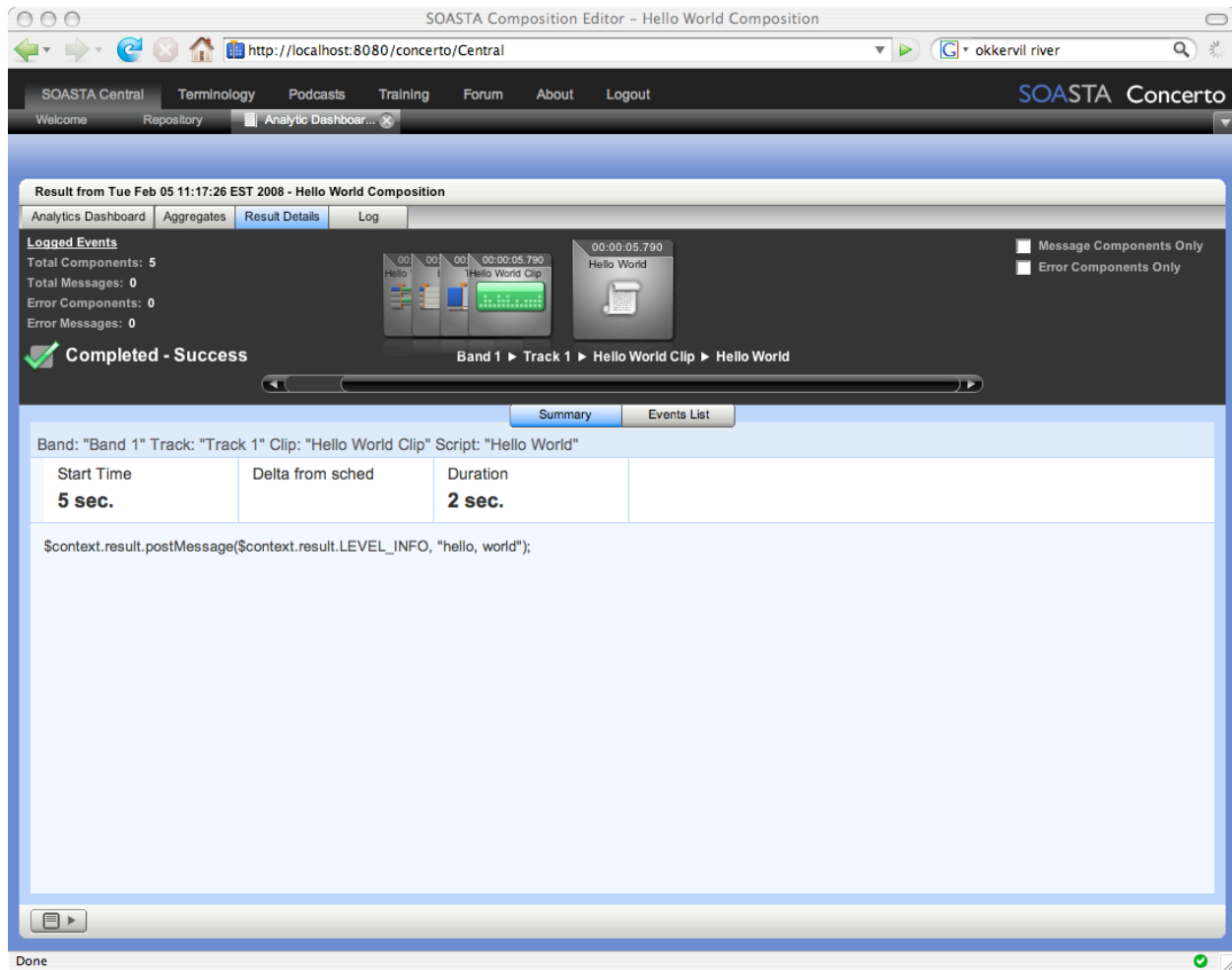
—Or—

```
$context.result.postMessage($context.result.LEVEL_INFO, "hello", "world");
```

The first line of code posts a text string to the result object for the current composition. The second line posts the same string as well as a detail message about the execution of that line as shown below.

8	6493	Info	Transition: scmsg	hello, world Band: "Band 1" Track: "Track 1" Clip: "Hello World Clip" Script: "HelloWorldScript"
9	6494	Info	Transition: scmsg	hello Band: "Band 1" Track: "Track 1" Clip: "Hello World Clip" Script: "HelloWorldScript" ▼Details: world

Results are accessed via Repository > Recently Played and include a variety of informational postings about played Test Compositions).



Note: Use the following links to download and import the XML for the entire [Hello World Composition](#) or just the [Hello World Script Code](#). XML can be imported using the SOASTA CloudTest > Repository toolbar > Import icon. Refer to **Error! Reference source not found.** to learn how to add a script to a test clip and test composition.

SOASTA CloudTest also includes the constants LEVEL_VERBOSE, LEVEL_STATISTICS, and LEVEL_ERROR. For example,

```
$context.result.postMessage($context.result.LEVEL_VERBOSE, "hello, world [as 'verbose']");
```

```
$context.result.postMessage($context.result.LEVEL_STATISTICS, "hello, world [as 'statistics']");
```

```
$context.result.postMessage($context.result.LEVEL_ERROR, "hello, world [as 'error']");
```