

Call JavaScript Functions from Scenario Editor

Last reviewed: September 25, 2026

Use this article when a Scenario Editor test needs to call a custom JavaScript function from JS Edit & Play.

What changed in this article

- Replaced “Test Designer IDE” wording with Scenario Editor terminology.
- Corrected the old typo “Fist step” and clarified that Include loads the script before customJS calls the function.
- Separated examples for DPL-driven parameters, hard-coded parameters, and values captured with Store/getText so users can choose the right call pattern.

Validation workflow

1. Add the JavaScript file with Include before calling the function.
2. Call the function with customJS and pass parameters from DPL, constants, or captured variables.
3. Replay the step in JS Edit & Play and then run the scenario to confirm the function executes in context.

Review note: Kept the article as useful Scenario Editor guidance, but modernized the naming and parameter examples.

Last updated: September 25, 2026

If you have feedback on this topic, contact documentation@appvance.ai.

Revision #3

Created 2026-07-31 15:40:02 UTC by Admin

Updated 2026-09-25 22:04:19 UTC by mmora