

Script language for ersky9x

02-Jul-2017 15:07

All individual variables are 32-bit, signed integers.

Arrays are either 32-bit, signed integers, or 8-bit unsigned integers.

Arrays must be declared and therefore dimensioned before use.

Arrays may only be one-dimensional.

Numeric constants must be in decimal only.

Names (commands, variables, labels etc.) are case sensitive.

assignment operator:

One of =, +=, -=, *=, /=, %=

comparision operator:

One of: =, #, <, >, <=, >=, where '#' represents "not equal"

var:

A variable name is alpha-numeric and begins with an alphabetic character.

If the variable is an array, then the array index is enclosed in [] characters.

label:

A label is alpha-numeric, begins with an alphabetic character and is the first item on a line, and ends with a ':' character.

array:

syntax:

For a byte array:

array byte <identifier>[<numeric constant>]

For a 32-bit integer array:

array <identifier>[<numeric constant>]

or

array int <identifier>[<numeric constant>]

let

syntax: let <var> <assignment operator> <expression>

The "let" text is optional, a line beginning with <var> is assumed to be a let statement.

if

syntax:

if <expression> then goto|gosub <label>

or

if <expression> <comparison operator> <expression> then goto|gosub <label>

goto

syntax: goto <label>

gosub

syntax: gosub <label>

return

syntax: return

rem

remark, ignore the line

stop

syntax: stop

The "stop" instruction indicates this run of the script has ended, but the script should be run again.

end

syntax: end

finish

syntax: finish

The "finish" instruction indicated the script is complete and should not run again, indeed any RAM it is using is then available for another script.

Built in functions:

Coordinates (x,y) on the display are measured from the top left (0,0), x across the display and y down the display).

drawclear

syntax: drawclear()

drawtext

syntax: drawtext(<expression>, <expression>, "text" [,<expression>])

drawtext(x, y, text [,attribute])

drawnumber

syntax: drawnumber(<expression>, <expression>, <expression> [,<expression>])

drawnumber(x, y, number [,attribute])

drawline

syntax: drawline(<expression>, <expression>, <expression>, <expression>)

drawline(x1, y1, x2, y2)

playnumber

syntax: playnumber(<expression>, <expression>, <expression>)

playnumber(number, attribute, units)

getvalue

syntax: getvalue(<expression>|"text")

Telemetry names:

A1= ,A2= ,RSSI,TSSI,Tim1,Tim2,Alt ,Galt,Gspd,T1= ,T2= ,RPM ,FUEL,Mah1,Mah2,
Cvlt,Batt,Amps,Mah ,Ctot,FasV,AccX,AccY,AccZ,Vspd,Gvr1,Gvr2,Gvr3,Gvr4,Gvr5,Gvr6,
Gvr7,Fwat,RxV ,Hdg ,A3= ,A4= ,SC1 ,SC2 ,SC3 ,SC4 ,SC5 ,SC6 ,SC7 ,SC8 ,RTC ,
TmOK,Aspd,Cel1,Cel2,Cel3,Cel4,Cel5,Cel6,RBv1,RBa1,RBv2,RBa2,RBm1,RBm2,
RBSV,RBST,Cel7,Cel8,Cel9,C110,C111,C112,Cus1,Cus2,Cus3,Cus4,Cus5,Cus6

Control names: (Rud, Ele, Ail, Thr, P1,P2,P3, PPM1-PPM8, CH1-CH24)

drawpoint

syntax: drawpoint(<expression>, <expression>)

drawpoint(x, y)

drawrectangle

syntax: drawrectangle(<expression>, <expression>, <expression>, <expression>)
drawrectangle(x, y, width, height)

idletime

syntax: idletime()

returns the percentage of time for which the idle process is running.

gettime

syntax: gettime()

returns the elapsed time in ubits of 10mS

sportTelemetrySend

syntax: sportTelemetrySend(<expression>, <expression>, <expression>, <expression>)

sportTelemetrySend(PhyId, Command, AppId, data)

sportTelemetryReceive

syntax: sportTelemetryReceive(<variable>, <variable>, <variable>, <variable>)

sportTelemetryReceive(PhyId, Command, AppId, data)

Constants:

For display:

LEFT – Display numbers left justified (the default is right justified).

PREC1 – Display number with 1 decimal place.

PREC2 – Display number with 2 decimal places.

DBLSIZE – Display using double size text.

INVERS – Display highlighted.

BLINK – Display with highlight flashing.

LCD_W – Display width in pixels.

LCD_H – Display height in pixels.

For Event:

EVT_MENU_BREAK

EVT_MENU_LONG

EVT_EXIT_BREAK

EVT_UP_BREAK

EVT_DOWN_BREAK

EVT_UP_FIRST

EVT_DOWN_FIRST

EVT_UP_REPT

EVT_DOWN_REPT

EVT_LEFT_FIRST

EVT_RIGHT_FIRST

EVT_BTN_BREAK – Rotary encoder button.

EVT_BTN_LONG – Rotary encoder button.