

Script language for ersky9x

30-Mar-2018 12:00

Directory structure:

Script filenames are limited to 6 characters and need an extension of “.bas”.

/SCRIPTS – put standalone scripts here

/SCRIPTS/TELEMETRY – put scripts that display on the custom telemetry screens here.

/SCRIPTS/MODEL – put “background” scripts here

Script Types:

A model background script is selected in the Model Setup|General menu. It is loaded when the model loads and always runs unless a standalone script is run.

A telemetry script is selected in the custom telemetry configuration. It is loaded when the model loads and always runs unless a standalone script is run. Use the sysflags() function to detect if the custom telemetry screen is currently visible.

A standalone script is run from the main popup, or the “Scripts” menu (STATISTICS menus). When it runs, it “takes over” the display and stops all other scripts from running. EXIT LONG will terminate the script, when any model specific scripts are re-loaded.

Each script is run every 10mS.

Script Language:

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 may be in decimal, octal (0123), hex (0xAB) or binary (0b1010).

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

assignment operator:

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

comparison 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.

Strings:

Strings are delimited by “ characters and may include:

\0 – the zero character

\123 – an octal character

\x3F – a hexadecimal character

\” - the “ character

any of \r \n \t \f \b for <cr> <newline> <tab> <formfeed> <backspace>

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>]

Language Elements:

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>

or

if <expression> <comparison operator> <expression> then statement

or

if <expression>
<statement>

...

<statement>

end

or

if <expression>
<statement>

...

else

<statement>

...

end

or

if <expression>
<statement>

...

elseif <expression>
<statement>

...

end

You may have many elseif statements, and an else as well,so:

if <expression>
<statement>

...

elseif <expression>
<statement>

...

elseif <expression>

<statement>

...

else

<statement>

...

end

is possible.

goto

syntax: goto <label>

gosub

syntax: gosub <label>

return

syntax: return

while

syntax: while <expression>

.....

end

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).

abs

syntax: abs(<expression>)

returns the absolute value of the expression

not

syntax: not(<expression>)

returns the ones complement of the expression

drawclear

syntax: drawclear()

Clears the display.

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)

Returns the value requested.

drawpoint

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

drawrectangle

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

drawtimer

syntax: drawtimer(<expression>, <expression>, <expression>[, <expression>])
drawtimer(x, y, seconds[, attribute])

idletime

syntax: idletime()
returns the percentage of time for which the idle process is running.

gettime

syntax: gettime()
returns the elapsed time in units of 10mS

sysflags

syntax: sysflags()
returns the execution state:
Bit 0 set if display is available
Bit 1 set if running as a standalone script

Bit 2 set if running as a telemetry script

Bit 3 is set to indicate the script is resuming:

To prevent a script from taking over the processor from normal operation, the number of script statements that are executed each time it runs is limited (to 150 currently). If a script reaches a "stop" statement, then it stops executing, the display will be updated if in use, and the script will run from the beginning next time it runs. If a script runs for over 150 statements, then it is paused, the display is NOT updated, and it will continue from that point next time it runs. This is when the bit 3 will be set.

settelitem

syntax: sysflags("text", <expression>)

Sets the specified telemetry item (text is a telemetry name). Note that only actual telemetry items may be set, SC1-8, Gvr1-7, and radio specific items like battery voltage and timers may not be set.

strtoarray

strtoarray(<arrayReference>,"text")

initialises a byte array from a string

getswitch

getswitch("name")

gets the current state (on or off) of a switch, physical or logical

getswitch("AIL") returns the state of the AIL switch as 0 or 1 (9X radios)

getswitch("SCv") returns the state of the SCv as 0 or 1 (FrSky radios)

setswitch

setswitch("name",<expression>)

sets a (unused) logical switch to off (expression = 0) or on (expression != 0), as long as the switch function is defined as "----"

playfile

syntax: playfile("fname")

plays the file "fname.wav" from the /voice/user directory

sportTelemetrySend

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

sportTelemetrySend(PhyId, Command, AppId, data)

sportTelemetryReceive

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

sportTelemetryReceive(PhyId, Command, AppId, data)

getrawvalue

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

Does the same as getvalue, but, where appropriate, instead of returning a percentage value it returns the actual value. For example, for a stick input, a value between -1024 and +1024 is returned instead of -100 to +100.

killevents

syntax: killevents(event)

Prevents any further events for the value "event" from occurring.

bitfield

syntax: bitfield(value, start, width)

returns part of value starting at bit "start" and "width" bits. Bits are counted from the least significant bit.

power

syntax: power(value, exponent)

Returns “value” raised to the power of “exponent”. The exponent is limited to a maximum value of 20.

crossfirereceive

syntax: crossfirereceive(length, command, data)

“data” must be a byte array of sufficient size to hold the complete crossfire packet

If a packet is available, then “length”, “command” and “data” are filled with the packet and the function returns 1. If no packet is available, or the “data” array is too small, the function returns 0.

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.

Error Numbers:

1 – Duplicate label

2 – Syntax (line index)

3 – Syntax

4 – Too many variables

5 – Missing ')'

6 – Divide by 0

7 – Missing THEN

8 – return without gosub

9 – invalid function name

10 – Too large

11 – Exceed dimension size

Error numbers are returned with 100 added if detected at run time.

getvalue() numeric parameters:

120 P4 or SR

121 P5

122 P6