

Settings

GUI Color Scheme

Primary Color:

R: 76

G: 114

B: 29

Secondary Color:

R: 255

G: 255

B: 225

Accept

Cancel

UVSim

SETTINGS

Script 1

Memory Address

Instruction

000:

+000000

001:

+000000

002:

+000000

003:

+000000

004:

+000000

005:

+000000

006:

+000000

007:

+000000

008:

+000000

009:

+000000

010:

+000000

011:

+000000

012:

+000000

013:

+000000

014:

+000000

015:

+000000

Console

Welcome to the UVSim.

Please import a text file with lines of BasicML instructions or double click an instruction in the memory table on the left to manually set an instruction.

When ready hit 'RUN' to execute the program.

IMPORT INSTRUCTIONS

SAVE INSTRUCTIONS TO FILE

RUN

Enter Your Input

SUBMIT

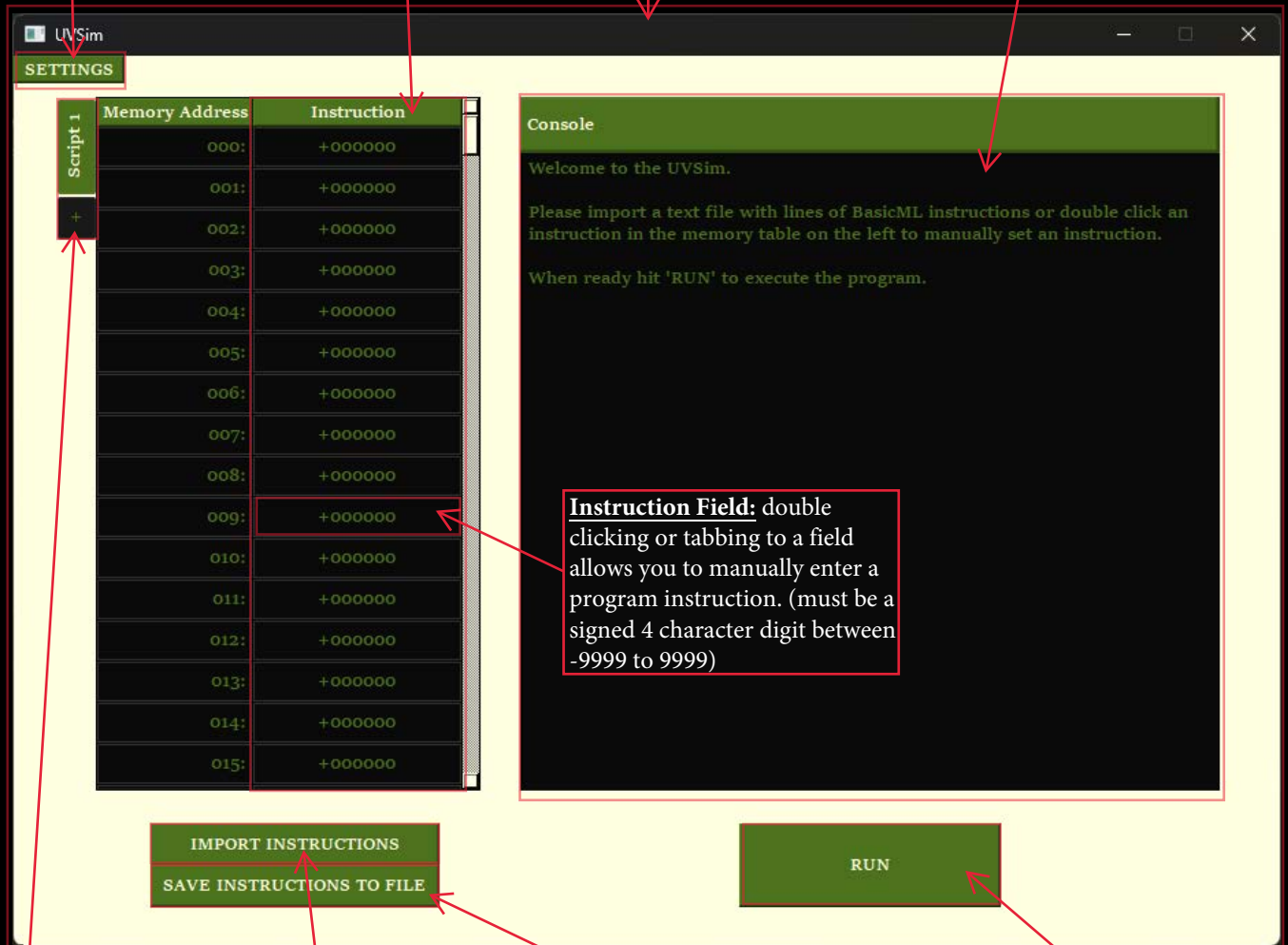
GUI Description

Settings Button: opens the settings window explained below.

Instruction Column: here you can view and edit your program.

Main GUI Window

Output Console: a text scroll field that will display any output (errors, BasicML WRITE outputs, etc.)



Instruction Field: double clicking or tabbing to a field allows you to manually enter a program instruction. (must be a signed 4 character digit between -9999 to 9999)

Script Tabs: allows for working on multiple instances of instructions. Whichever tab is open determines all other functions.

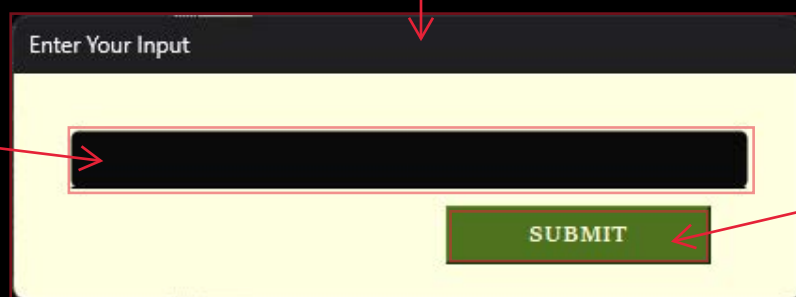
Import Button: opens a file explorer on press. Allowing for the user to find and import a *.txt file containing BasicML instructions.

Save Button: opens a file explorer on press. Allowing for the user to find and export the instructions to a user-named .txt file.

Run Button: executes the program on press.

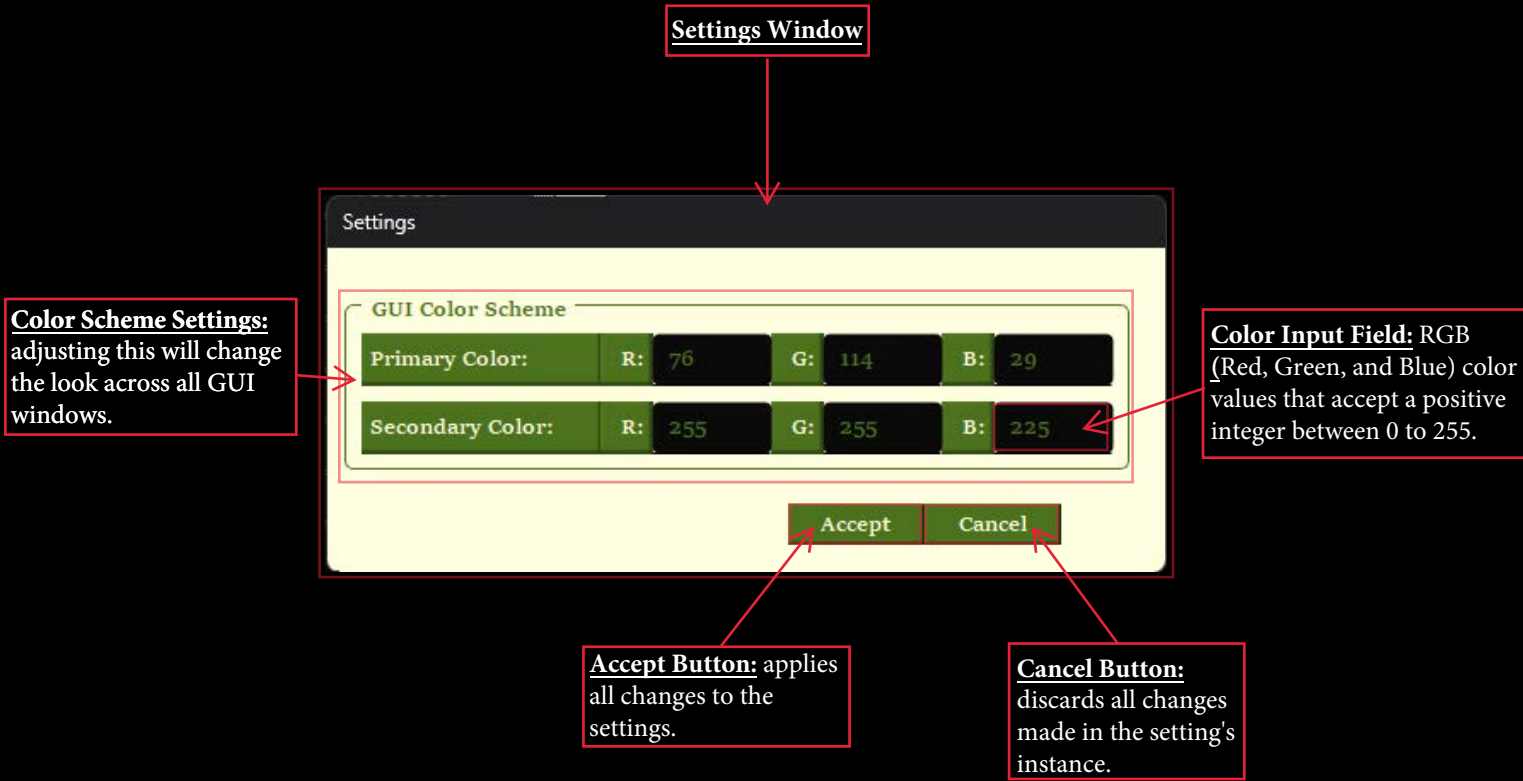
User Input Window: appears when the program performs the BasicML READ instruction during runtime.

Entry Text Field: input field that expects a signed 4-digit numerical value.



Submit Button: submits entered input to the program.

GUI Description Cont.



Flowchart

