Script editor for Tasmota scripts

Easy development of Tasmota scripts with syntax highlighting.
You may edit scripts with indents and any number of comments
and with a key press (CMD r) transfer the script to an ESP via WLAN.
Before transfering all unnecessary chars and comments are removed.
the script is immediately executed.

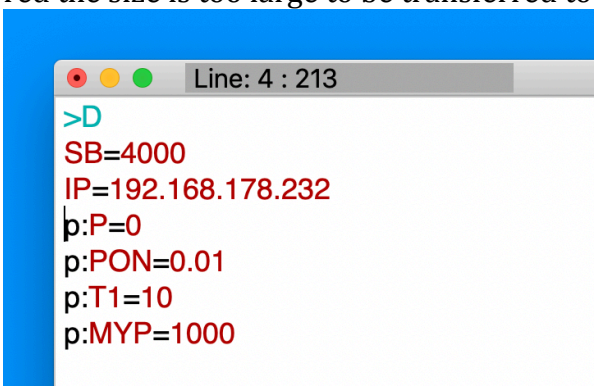
I developed this editor for other tasks many years ago. This project is based on a cross compiler that generates mac and windows programs in one action. While the mac version may be simply started by clicking, the pc version has the same structure as the mac version. It is an .app folder. While on a mac this is an executable on a pc this is a folder. The .exe file is in the subfolder contents/windows and you must apply a shortcut to this exe to start the editor. You must leave the folder structure in place however or the app may no longer work.

The editor recognizes Tasmota scripts when the file name has the suffix ".txt" and in the first line >D is found. (.txt must be visible in window header bar, suppress file suffix must be turned off)

The ESPs IP number has to be specified (in any line)
by IP=xxx.xxx.xxx.xxx

The esp script buffer size may be also specified
by SB=xxxx:cccc
being xxxx the uncompressed size of the script buffer, while cccc being the compressed space (usually 1535 bytes) (if compression used)

If specified the editor shows the resulting strip down size and (if specified unishox compressed size) in the line display as characters are entered, if the line display turns red the size is too large to be transferred to the ESP



on an **ESP8266** you have at least 2 options for script buffer
with standard 1M flash: 2560 bytes and compressed 1535 bytes (default configuration)
SB=2560:1535
or if you have 4M Flash:
SB=4096
and in user_config_override:
#define USE_UFILESYS

and select a different linker file in platform_override
board_build.ldscript =
; eagle.flash.1m.ld
eagle.flash.4m2m.ld

on an **ESP32** besides the default option you may use e.g.
SB=8192

and in user_config_override:
#define USE_UFILESYS
#define UFSYS_SIZE 8192

optionally you may transfer files to the ESPs file system
by UFILES=file1.txt,PICS/test.jpg
you may specify files seperated by colon. Files must be in the same folder as the source file itself or in a subfolder

CMD R or Window->Run in the Menu transfers the file to the ESP.
On every transfer also a stripped down copy and a colorized copy of the file are saved to the documents folder named „compressed_script.txt“ and „color_script.rtf“
With Window>Export you may also export these file without transfering

The syntax color items contain all scripting variables and all Tasmota cmds and most JSON strings.
The syntax definition files are simple text files that may be modified at any time.
In the syntax files any comment lines (starting with ;) are allowed.
optionally in the very first line a color may be defined which overwrites the default color. (#RRGGBB hex format)
there are currently 5 categories
tasmota_keywords.txt, scripter keywords
tasmota_numvars.txt, numeric vars
tasmota_strvars.txt, string vars
tasmota_json.txt, Tasmota json variables
tasmota_specvars.txt, Tasmota commands

In submenu „Various->Start“ you can find a utility called Fonteditor.

There you find 3 utility programs:

1. edit EPD and glcd .c font files
   this is a font editor with which you can edit c source code files of epd font defintion files directly to adapt the fonts to your needs. However you must recompile the Tasmota source to install the modified fonts.

2. convert a picture to RGB16 format
   this alows to convert e.g. a jpg picture to an RGB16 picture which is the only format supported on ESP8266 displays and also prefered on ESP32 because it can be displayed without any conversion. (no extra RAM needed)

3. convert GFX .h font files to binary files.
   this converts a GFX font header file to a binary file which can be loaded by displaytext RAMFONT directive.