|  |  |  |
| --- | --- | --- |
| Page Name | Page Number | Page ID |
| Boot | 0 | 0 |
| GPS | 1 | 0 |
| Time page | 2 | 0 |
| Alignment | 3 | 0 |
| Sync | 4 | 0 |
| Manual\_Align | 5 | 0 |
| Main | 6 | 0 |
| Menu | 7 | 0 |
| Load | 8 | 0 |
| Options | 9 | 0 |
| Coordinates | 10 | 0 |
| Stat | 11 | 0 |
| Map | 12 | 0 |
| AstroTools | 13 | 0 |
| Keypad | 14 | 0 |
| Info | 15 | 0 |

|  |  |
| --- | --- |
| **EEProm Address** | **Role** |
| wepo steppers.val,10 | Stores Steppers State |
| wepo bt24.val,20 | Store 24 hours State. |
| wepo btdst.val,30 | Store Summer Time State. |
| wepo sound.val,40 | Store Sound State |
| wepo mer\_flip.val,50 | Store Meridian Flip State |
| wepo fan1.val,60 | Store Fan1 Power State |
| wepo fan2.val,70 | Store Fan2 Power State |
| wepo celestial.val,80 | Store Celestial Tracking Mode State |
| wepo lunar.val,90 | Store Lunar Tracking Mode State |
| wepo solar.val,100 | Store Solar Tracking Mode State |
| wepo mer\_auto.val,110 | Store Auto Meridian Flip State |
| wepo mer\_off.val,120 | Store Meridian Off State |
| wepo opt\_F\_motor.val,130 | Store Focus Motor Power State |
| wepo night.val,140 | Night Mode Of page >>> Options |
| wepo night2.val,150 | night mode page Time set |
| wepo night1.val,160 | night mode page GPS |
| wepo night3.val,170 | night mode page alignment |
| wepo night4.val,180 | night mode page Main |
| wepo night5.val,190 | night mode page Coordinates |
| wepo night6.val,200 | night mode page STATs |
| wepo night7.val,210 | night mode page Manual\_Align |
| wepo night8.val,220 | night mode Maps |
| wepo night9.val,230 | night mode page Menu |
| wepo night10.val,240 | night Mode page Load |
| wepo night11.val,250 | night Mode page Sync |
| wepo alignType.val,260 | Align Type page Alignment to be used by sync screen |
| wepo field.val,270 | Store filed value of Page AstroTools |
| wepo focalLength.val,280 | Store focal Length value |
| wepo aperture.val,290 | Store aperture value |
| wepo epFOV.val,300 | Store Eypiece Field of View |
| wepo epFocalL.val,310 | Store Eypiece Focal Length |
| wepo barlow.val,320 | Store the value of Barlow Lens |
| wepo tftTout.val,330 | Store TFT TimeOut in Options Screen |
| wepo Load\_pager.val,340 | Store Load Pager Value , Messier, Treasures, Solar sys, Custom |
| wepo Messier\_page.val,350 | Store Messier Page Number 1,2,3,4 |
| wepo Treasures\_page.val,360 | Store Treasures Page Number 1,2,3,4 |
| wepo Load\_button.val,370 | Store the Value of pressed Button |
| wepo va\_batt.val,380 | Stores the value of battery power |

|  |  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- | --- |
| Page Name | Page Number | Page ID | objname | Type | Obj ID | Content |
| Boot | 0 | 0 | t1 | text 116 | 1 | rDUINOScope |
| t2 | text 116 | 2 | Coded By |
| t3 | text 116 | 3 | Dessislav Gouzgounov |
| Firmware | Scrolling Text 55 | 5 | Boiana |
| ver\_data | text 116 | 29 | V2.3.1 Boiana-EQ Nextion |
| t5 | text 116 | 30 | Version |
| T\_initialize | text 116 | 7 | Initializing Touch Screen |
| DHT\_initialize | text 116 | 8 | Initializing DHT Sensor |
| RTC\_initialize | text 116 | 9 | Initializing DHT Sensor |
| SD\_initialize | text 116 | 10 | Initializing RTC |
| Mes\_initialize | text 116 | 13 | Initializing Messier Catalog |
| tre\_initialize | text 116 | 14 | Initializing Treasures Catalog |
| cus\_CSV\_load | text 116 | 15 | Initializing Custom CSV Catalog |
| Cus\_opt\_load | text 116 | 33 | Initializing Custom Options |
| BL\_initialize | text 116 | 11 | Initializing Bluetooth |
| GPS\_initialize | text 116 | 12 | Initializing GPS Module |
| Joy\_cal | text 116 | 16 | Calibrating Joystick |
| Joy\_warn | text 116 | 16 | Don’t touch the Joystick |
| Joy\_cal\_3 | text 116 | 27 | …3 |
| Joy\_cal\_2 | text 116 | 31 | …2 |
| Joy\_cal\_1 | text 116 | 32 | …1 |
| Touch\_OK | text 116 | 18 | OK/Fail |
| DHT\_OK | text 116 | 19 | OK/Fail |
| RTC\_OK | text 116 | 20 | OK/Fail |
| SD\_OK | text 116 | 21 | OK/Fail |
| Messier\_OK | text 116 | 24 | OK/Fail |
| Treasures\_OK | text 116 | 25 | OK/Fail |
| CSV\_OK | text 116 | 26 | OK/Fail |
| Cust\_opt\_OK | text 116 | 34 | OK/Fail |
| Blue\_OK | text 116 | 22 | OK/Fail |
| GPS\_OK | text 116 | 23 | OK/Fail |
| Joy\_cal\_Done | text 116 | 28 | Done |
| t0 | text 116 | 6 | Supporters |
| p0 | Picture | 4 | Hackaday Prize Logo |

|  |  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- | --- |
| Page Name | Page Number | Page ID | objname | Type | Obj ID | Content |
| GPS | 1 | 0 | g1 | Scrolling Text | 15 | GPS |
| dayText | text | 26 | Displays the name of day |
| day | number | 20 | Displays the day in number |
| t14 | text | 24 | / |
| month | number | 21 | Displays the month in number |
| t16 | text | 29 | / |
| year | number | 22 | Displays the year in number |
| hour | number | 17 | Displays the hour in number |
| t10 | text | 23 | : |
| minute | number | 18 | Displays the minute in number |
| t15 | text | 28 | : |
| second | number | 19 | Displays the second in number |
| pmam | text | 30 | PM/AM |
| t9 | text | 16 | Waiting for GPS Satellites... |
| t0 | text | 2 | LAT: |
| LAT\_val | text | 10 | 0.000 |
| t1 | text | 3 | LON: |
| LON\_val | text | 11 | 0.000 |
| t2 | text | 4 | ALT: |
| ALT\_val | text | 12 | 0.00 |
| t3 | text | 5 | Satellites: |
| SAT\_val | text | 13 | 0 |
| t4 | text | 6 | GMT: |
| GMT\_val | text | 14 | 00.00 |
| skip | Button | 1 | SKIP |
| coord\_ass\_text | text | 7 | Will Assign Coordinates for… |
| t11 | text | 9 | Night Mode All Pages |
| day\_night | Checkbox | 8 | Day/Night Mode Switch |

|  |  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- | --- |
| Page Name | Page Number | Page ID | objname | Type | Obj ID | Content |
| Time  \_Page | 2 | 0 | day\_name | text | 22 | Displays day name |
| day\_set | number | 4 | Displays day in number |
| month\_set | number | 5 | Displays month in number |
| year\_set | number | 6 | Displays year in number |
| day\_up | button | 10 | Increases day by 1 |
| day\_down | button | 16 | decreases day by 1 |
| month\_up | button | 11 | Increases month by 1 |
| month\_down | button | 17 | decreases day by 1 |
| year\_up | button | 12 | Increases year by 1 |
| year\_down | button | 18 | decreases day by 1 |
| hour\_set | number | 1 | Displays hours in number |
| minute\_set | number | 2 | Displays minutes in number |
| second\_set | number | 3 | Displays seconds in number |
| hour\_up | button | 13 | Increases hours by 1 |
| hour\_down | button | 19 | decreases hours by 1 |
| minute\_up | button | 14 | Increases minutes by 1 |
| minute\_down | button | 20 | decreases minutes by 1 |
| second\_up | button | 15 | Increases seconds by 1 |
| second\_down | button | 21 | decreases seconds by 1 |
| pmam | text | 26 | Shows AM/PM |
| bt24H | Dual state button | 27 | Turns on/off the 24 hour mode |
| btdst | Dual state button | 28 | Turns on/off the day save time mode |
| save\_button | button | 23 | Saves the time |
| t2 | text | 8 | / |
| t3 | text | 25 | / |
| t0 | text | 7 | : |
| t1 | text | 24 | : |
| night2\_box | checkbox | 35 | Day/night check box |

|  |  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- | --- |
| Page Name | Page Number | Page ID | objname | Type | Obj ID | Content |
| Alignment | 3 | 0 | align1Star | button | 1 | One star alignment |
| iterativeAlign | button | 2 | Iterative Alignment |
| skip\_align | button | 3 | Skip Alignment |
| Night3\_box | checkbox | 4 | Day/night check box |

|  |  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- | --- |
| Page Name | Page Number | Page ID | objname | Type | Obj ID | Content |
| Sync | 4 | 0 | sync\_prev | button | 28 | < Prev |
| sync\_next | button | 29 | Next > |
| sync\_done | button | 1 | Done |
| sync\_obj\_1 | text | 2 | Sync Object 1 |
| sync\_obj\_2 | text | 3 | Sync Object 2 |
| sync\_obj\_3 | text | 4 | Sync Object 3 |
| sync\_obj\_4 | text | 5 | Sync Object 4 |
| sync\_obj\_5 | text | 6 | Sync Object 5 |
| sync\_obj\_6 | text | 7 | Sync Object 6 |
| sync\_obj\_7 | text | 8 | Sync Object 7 |
| sync\_obj\_8 | text | 9 | Sync Object 8 |
| sync\_obj\_9 | text | 10 | Sync Object 9 |
| sync\_obj\_10 | text | 11 | Sync Object 10 |
| sync\_obj\_11 | text | 12 | Sync Object 11 |
| sync\_obj\_12 | text | 13 | Sync Object 12 |
| sync\_obj\_13 | text | 14 | Sync Object 13 |
| sync\_obj\_14 | text | 15 | Sync Object 14 |
| sync\_obj\_15 | text | 16 | Sync Object 15 |
| sync\_obj\_16 | text | 17 | Sync Object 16 |
| sync\_obj\_17 | text | 18 | Sync Object 17 |
| sync\_obj\_18 | text | 19 | Sync Object 18 |
| sync\_obj\_19 | text | 20 | Sync Object 19 |
| sync\_obj\_20 | text | 21 | Sync Object 20 |
| sync\_obj\_21 | text | 22 | Sync Object 21 |
| sync\_obj\_22 | text | 23 | Sync Object 22 |
| sync\_obj\_23 | text | 24 | Sync Object 23 |
| sync\_obj\_24 | text | 25 | Sync Object 24 |
| Night4\_box | checkbox | 26 | Day/night check box |

|  |  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- | --- |
| Page Name | Page Number | Page ID | objname | Type | Obj ID | Content |
| Manual\_Align | 5 | 0 | Del\_Ra\_val | text | 5 | Delta\_RA Value |
| Del\_Dec\_val | text | 6 | Delta\_DEC Value |
| repeat\_align | button | 1 | Repeat Alignment |
| sync\_align | button | 2 | Sync Alignment |
| Night5\_box | checkbox | 3 | Day/night check box |
|  |  |  | T0 | text | 7 | Selected Object |
|  |  |  | Selected\_obj | text | 8 | Name of Selected Object |

|  |  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- | --- |
| Page Name | Page Number | Page ID | objname | Type | Obj ID | Content |
| Main | 6 | 0 | Status\_b\_head | text | 4 | Status bar header |
| main\_bright | number | 5 | Main screen Brightness level |
| t1 | text | 3 | % |
| main\_tft\_time | text | 15 | Shows TFT timeout |
| main\_track\_m | text | 14 | Shows tracking mode |
| main\_mer\_flip | text | 13 | Shows Meridian Flip State |
| main\_fan1 | text | 12 | Shows Fan 1 State |
| main\_fan2 | text | 11 | Shows Fan 2 State |
| main\_heater | text | 16 | Shows Heater State |
| main\_sound | text | 10 | Shows Sound State |
| main\_steppers | text | 9 | Shows Steppers State |
| main\_day | number | 19 | Displays the Day number |
| t14 | text | 23 | / |
| main\_month | number | 20 | Displays the Month number |
| t16 | text | 24 | / |
| main\_year | number | 21 | Displays the Year number |
| main\_hour | number | 17 | Displays the Hour number |
| t10 | text | 22 | : |
| main\_minute | number | 18 | Displays the Minute number |
| main\_AmPm | text | 34 | Displays the AM/PM State |
| main\_LST1 | number | 46 | Displays the LST first digits |
| t8 | text | 48 | : |
| main\_LST2 | number | 47 | Displays the LST Second digits |
| temp\_image | crop | 63 | Image of Temperature Level |
| main\_temp | number | 42 | Main Screen Temp Value |
| main\_celsius | text | 43 | °C |
| main\_humidity | number | 44 | Main Screen Humidity Value |
| main\_percent | text | 45 | % |
| main\_obs\_tra | crop | 2 | Main Screen Obeserving/Tracking header |
| main\_obj\_name | text | 37 | Main Object Name Title |
| t5 | text | 40 | Object Details Header |
| main\_obj\_info | text | 39 | Object full details |
| main\_obj\_image | picture | 36 | Object Image |
| obj\_full\_name | text | 62 | Displays Object Full Name |
| main\_RA | text | 58 | Displays Object RA |
| main\_DEC | text | 59 | Displays Object DEC |
| main\_HA | text | 60 | Displays Object HA |
| main\_ALT\_AZ | text | 61 | Displays Object ALT/AZ |
| main\_LAT | text | 49 | Displays GPS Latitude |
| main\_LONG | text | 50 | Displays GPS Longitude |
| main\_ALT | text | 51 | Displays GPS Altitude |
| main\_Load | button | 41 | Open Load Page |
| main\_home | button | 35 | Sets Object to Polaris |
| main\_track | button | 31 | Start Tracking |
| main\_menu | button | 6 | Start Bluetooth Connection |
| Night6\_box | checkbox | 52 | Day/night check box |
|  |  |  | t0 | text | 65 | ° symbol for Main\_DEC |

|  |  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- | --- |
| Page Name | Page Number | Page ID | objname | Type | Obj ID | Content |
| Menu | 7 | 0 | men\_Options | button | 2 | Opens Options Page |
| men\_Load | button | 3 | Opens Load Page |
| men\_Coord | button | 4 | Opens Coordinates Page |
| men\_Log | button | 5 | Opens Log Page |
| men\_AstroTool | button | 6 | Opens Astronomy Tools Page |
| men\_Map | button | 7 | Opens Star Maps Page |
| men\_about | button | 10 | Opens Info Page |
| men\_back | button | 1 | Back to Main Screen |
| Night7\_box | checkbox | 8 | Day/night check box |

|  |  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- | --- |
| Page Name | Page Number | Page ID | objname | Type | Obj ID | Content |
| Load | 8 | 0 | load\_messier | dual | 4 |  |
| load\_treasures | dual | 5 |  |
| load\_solar\_sys | dual | 6 |  |
| load\_cust\_csv | dual | 7 |  |
| load\_prev | button | 1 |  |
| load\_next | button | 2 |  |
| load\_back | button | 3 |  |
| load\_obj\_1 | text | 8 | Load Object 1 |
| load\_obj\_2 | text | 9 | Load Object 2 |
| load\_obj\_3 | text | 10 | Load Object 3 |
| load\_obj\_4 | text | 11 | Load Object 4 |
| load\_obj\_5 | text | 12 | Load Object 5 |
| load\_obj\_6 | text | 13 | Load Object 6 |
| load\_obj\_7 | text | 14 | Load Object 7 |
| load\_obj\_8 | text | 15 | Load Object 8 |
| load\_obj\_9 | text | 16 | Load Object 9 |
| load\_obj\_10 | text | 17 | Load Object 10 |
| load\_obj\_11 | text | 18 | Load Object 11 |
| load\_obj\_12 | text | 19 | Load Object 12 |
| load\_obj\_13 | text | 20 | Load Object 13 |
| load\_obj\_14 | text | 21 | Load Object 14 |
| load\_obj\_15 | text | 22 | Load Object 15 |
| load\_obj\_16 | text | 23 | Load Object 16 |
| load\_obj\_17 | text | 24 | Load Object 17 |
| load\_obj\_18 | text | 25 | Load Object 18 |
| load\_obj\_19 | text | 26 | Load Object 19 |
| load\_obj\_20 | text | 27 | Load Object 20 |
| load\_obj\_21 | text | 28 | Load Object 21 |
| load\_obj\_22 | text | 29 | Load Object 22 |
| load\_obj\_23 | text | 30 | Load Object 23 |
| load\_obj\_24 | text | 31 | Load Object 24 |
| load\_obj\_25 | text | 32 | Load Object 25 |
| load\_obj\_26 | text | 33 | Load Object 26 |
| load\_obj\_27 | text | 34 | Load Object 27 |
| load\_obj\_28 | text | 35 | Load Object 28 |
| load\_obj\_29 | text | 36 | Load Object 29 |
| load\_obj\_30 | text | 37 | Load Object 30 |
| load\_obj\_31 | text | 38 | Load Object 31 |
| load\_obj\_32 | text | 39 | Load Object 32 |
| load\_obj\_33 | text | 40 | Load Object 33 |
| load\_obj\_34 | text | 41 | Load Object 34 |
| load\_obj\_35 | text | 42 | Load Object 35 |
| Night8\_box | checkbox | 34 | Day/night check box |

|  |  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- | --- |
| Page Name | Page Number | Page ID | objname | Type | Obj ID | Content |
| Options | 9 | 0 | bright\_lev\_img | picture | 1 |  |
| bright\_num | number | 4 |  |
| bright\_slider | slider | 3 |  |
| opt\_max | dual | 7 |  |
| opt\_tft\_never | dual | 8 |  |
| opt\_tft\_s30 | dual | 9 |  |
| opt\_ftf\_s60 | dual | 10 |  |
| opt\_tft\_m2 | dual | 11 |  |
| opt\_tft\_m5 | dual | 12 |  |
| opt\_tft\_m10 | dual | 13 |  |
| t0 | text | 6 | Screen Time-Out buttons Header |
| t1 | text | 24 | % |
| t3 | text | 25 | Steppers Button Header |
| t5 | text | 27 | Sound Button Header |
| t4 | text | 26 | Fan 1 Button Header |
| t6 | text | 28 | Fan 2 Button Header |
| t7 | text | 29 | Heater Button Header |
| t8 | text | 32 | Mer-Flip Button Header |
| t2 | text | 23 | Tracking Mode Button Header |
| t10 | text | 31 | Touch Calibrate Button Header |
| t9 | text | 30 | Clock Align Button Header |
| opt\_steppers | dual | 14 |  |
| opt\_sound | dual | 16 |  |
| opt\_fan1 | dual | 15 |  |
| opt\_fan2 | dual | 17 |  |
| opt\_heater | dual | 18 |  |
| opt\_mer\_auto | dual | 33 |  |
| opt\_mer\_off | dual | 34 |  |
| opt\_celestial | dual | 20 |  |
| opt\_solar | dual | 22 |  |
| opt\_lunar | dual | 21 |  |
| opt\_touch\_cal | button | 2 |  |
| optClock\_align | button | 19 |  |
| Night9\_box | checkbox | 35 | Day/night check box |

|  |  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- | --- |
| Page Name | Page Number | Page ID | objname | Type | Obj ID | Content |
| Coordinates  Done  But Text Boxes are Swapped | 10 | 0 | coord\_HA | text | 3 | Displays Telescope HA |
| coord\_RA | text | 4 | Displays Telescope RA |
| coord\_DEC | text | 5 | Displays Telescope DEC |
| coord\_back | button | 1 |  |
| Night10\_box | checkbox | 2 | Day/night check box |

|  |  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- | --- |
| Page Name | Page Number | Page ID | objname | Type | Obj ID | Content |
| Stat | 11 | 0 | stat\_date | text | 29 | Date observation started |
| stat\_st\_time | text | 30 | Time Observation Started |
| stat\_rep\_time | text | 31 | Time Report Generated at |
| stat\_LAT | text | 6 |  |
| stat\_LONG | text | 7 |  |
| stat\_ALT | text | 8 |  |
| stat\_obs\_per | text | 4 |  |
| stat\_obs\_start | text | 5 |  |
| stat\_temp | text | 32 |  |
| stat\_humidity | text | 33 |  |
| stat\_obj\_count | number | 9 |  |
| stat\_obj\_1 |  | 10 | Observed Object 1 |
| stat\_obj\_2 |  | 11 | Observed Object 2 |
| stat\_obj\_3 |  | 12 | Observed Object 3 |
| stat\_obj\_4 |  | 13 | Observed Object 4 |
| stat\_obj\_5 |  | 14 | Observed Object 5 |
| stat\_obj\_6 |  | 15 | Observed Object 6 |
| stat\_obj\_7 |  | 16 | Observed Object 7 |
| stat\_obj\_8 |  | 17 | Observed Object 8 |
| stat\_obj\_9 |  | 18 | Observed Object 9 |
| stat\_obj\_10 |  | 19 | Observed Object 10 |
| stat\_obj\_11 |  | 20 | Observed Object 11 |
| stat\_obj\_12 |  | 21 | Observed Object 12 |
| stat\_obj\_13 |  | 22 | Observed Object 13 |
| stat\_obj\_14 |  | 23 | Observed Object 14 |
| stat\_obj\_15 |  | 24 | Observed Object 15 |
| stat\_obj\_16 |  | 25 | Observed Object 16 |
| stat\_obj\_17 |  | 26 | Observed Object 17 |
| stat\_obj\_18 |  | 27 | Observed Object 18 |
| stat\_obj\_19 |  | 28 | Observed Object 19 |
| Night11\_box | checkbox | 2 | Day/night check box |

|  |  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- | --- |
| Page Name | Page Number | Page ID | objname | Type | Obj ID | Content |
| Map | 12 | 0 | map\_back | button | 3 |  |
| map\_StarMap | picture | 1 |  |
| Night12\_box | checkbox | 2 | Day/night check box |

|  |  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- | --- |
| Page Name | Page Number | Page ID | objname | Type | Obj ID | Content |
| AstroTools | 13 | 0 | Astronomy Tools Page  Runs Locally on Nextion | | | |

|  |  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- | --- |
| Page Name | Page Number | Page ID | objname | Type | Obj ID | Content |
| KeyPad | 14 | 0 | Runs Locally on Nextion | | | |

|  |  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- | --- |
| Page Name | Page Number | Page ID | objname | Type | Obj ID | Content |
| Info | 15 | 0 | info\_back | button | 1 |  |
| info\_hw\_ver | text | 2 |  |
| info\_fw\_date | text | 4 |  |
| info\_fw\_ver | text | 3 |  |
| Done But waiting For Coding  Runs Locally on Nextion | | | | | | |

// Boot Page Components

833

NexText ver\_data = NexText(0, 29, "ver\_data");

NexText T\_initialize = NexText(0, 7, "T\_initialize");

NexText DHT\_initialize = NexText(0, 8, "DHT\_initialize");

NexText RTC\_initialize = NexText(0, 9, "RTC\_initialize");

NexText SD\_initialize = NexText(0, 10, "SD\_initialize");

NexText Mes\_initialize = NexText(0, 13, "Mes\_initialize");

NexText tre\_initialize = NexText(0, 14, "tre\_initialize");

NexText cus\_CSV\_load = NexText(0, 15, "cus\_CSV\_load");

NexText cus\_opt\_load= NexText(0, 33, " cus\_opt\_load ");

NexText BL\_initialize = NexText(0, 11, "BL\_initialize");

NexText GPS\_initialize = NexText(0, 12, "GPS\_initialize");

NexText Joy\_cal = NexText(0, 16, "Joy\_cal");

NexText Joy\_warn = NexText(0, 17, "Joy\_warn");

NexText Joy\_cal\_3 = NexText(0, 27, "Joy\_cal\_3");

NexText Joy\_cal\_2 = NexText(0, 31, "Joy\_cal\_2");

NexText Joy\_cal\_1 = NexText(0, 32, "Joy\_cal\_1");

NexText Touch\_OK = NexText(0, 18, "Touch\_OK");

NexText DHT\_OK = NexText(0, 19, "DHT\_OK");

NexText RTC\_OK = NexText(0, 20, "RTC\_OK");

NexText SD\_OK = NexText(0, 21, "SD\_OK");

NexText Messier\_OK = NexText(0, 24, "Messier\_OK");

NexText Treasures\_OK = NexText(0, 25, "Treasures\_OK");

NexText CSV\_OK = NexText(0, 26, "CSV\_OK");

NexText Blue\_OK = NexText(0, 22, "Blue\_OK");

NexText GPS\_OK = NexText(0, 23, "GPS\_OK");

NexText Joy\_cal\_Done = NexText(0, 28, "Joy\_cal\_Done");

NexText cus\_opt\_OK= NexText(0, 34, " cus\_opt\_OK ");

Serial1.print("ver\_data.txt=");

Serial1.print("\"");

Serial1.print(FirmwareNumber);

Serial1.print("\"");

Serial1.write(0xff);

Serial1.write(0xff);

Serial1.write(0xff);

int LST\_Val =((LST - (int)LST) \* 60, 0);

String mainLST=String(LST\_Val);

char nexMAIN\_LST[20];

mainLST.toCharArray(nexMAIN\_LST,20);

main\_LST.setText (nexMAIN\_LST);

main\_obj\_name = OBJECT\_NAME

main\_obj\_info= OBJECT\_DETAILS

obj\_full\_name= OBJECT\_DESCR

//////////////////////// Nextion /////////////////////////////

// Write the number boxes with the value of the RTC:

// rtc0 is year 2000 to 2099,

// rtc1 is month 1 to 12,

// rtc2 is day 1 to 31,

// rtc3 is hour 0 to 23,

// rtc4 is minute 0 to 59,

// rtc5 is second 0 to 59,

// rtc6 is day of week 0 to 6 (Sunday=0, Saturday=6).

Serial1.print("rtc0=");

Serial1.print(1999);

Serial1.write(0xff);

Serial1.write(0xff);

Serial1.write(0xff);

M1 @21:14 for 1min | Alt: 2deg \r M1 @21:14 for 1min | Alt: 2deg \r M1 @21:14 for 1min | Alt: 2deg \r M1 @21:14 for 1min | Alt: 2deg \r M1 @21:14 for 1min | Alt: 2deg \r M1 @21:14 for 1min | Alt: 2deg \r M1 @21:14 for 1min | Alt: 2deg \r M1 @21:14 for 1min | Alt: 2deg \n M1 @21:14 for 1min | Alt: 2deg \n M1 @21:14 for 1min | Alt: 2deg \n M1 @21:14 for 1min | Alt: 2deg \n

**repo** Load\_pager.val,340

**repo** Messier\_page.val,350

**repo** Treasures\_page.val,360

**if**(Load\_pager.val==1) // If we're in Messier Catalog

{

**if**(Messier\_page.val==1) // If We're in Messier Catalog Page 1

{

Load\_button.val=1

**wepo** Load\_button.val,370

**prints** Load\_button.val,0

}**else if**(Messier\_page.val==2) // If We're in Messier Catalog Page 2

{

Load\_button.val=36

**wepo** Load\_button.val,370

**prints** Load\_button.val,0

}**else if**(Messier\_page.val==3) // If We're in Messier Catalog Page 3

{

Load\_button.val=71

**wepo** Load\_button.val,370

**prints** Load\_button.val,0

}**else if**(Messier\_page.val==4) // If We're in Messier Catalog Page 4

{

Load\_button.val=106

**wepo** Load\_button.val,370

**prints** Load\_button.val,0

}

}**else if**(Load\_pager.val==2) // If we're in Treasures Catalog

{

**if**(Treasures\_page.val==1) // If We're in Treasures Catalog Page 1

{

Load\_button.val=1

**wepo** Load\_button.val,370

**prints** Load\_button.val,0

}**else if**(Treasures\_page.val==2) // If We're in Treasures Catalog Page 2

{

Load\_button.val=36

**wepo** Load\_button.val,370

**prints** Load\_button.val,0

}**else if**(Treasures\_page.val==3) // If We're in Treasures Catalog Page 3

{

Load\_button.val=71

**wepo** Load\_button.val,370

**prints** Load\_button.val,0

}**else if**(Treasures\_page.val==4) // If We're in Treasures Catalog Page 4

{

Load\_button.val=106

**wepo** Load\_button.val,370

**prints** Load\_button.val,0

}

}**else if**(Load\_pager.val==3) // If We're in Solar System Page

{

Load\_button.val=1

**wepo** Load\_button.val,370

**prints** Load\_button.val,0

}**else if**(Load\_pager.val==4) // If We're in Custom Objects Page

{

Load\_button.val=1

**wepo** Load\_button.val,370

**prints** Load\_button.val,0

}

**repo** Load\_pager.val,340

**repo** Messier\_page.val,350

**repo** Treasures\_page.val,360

**if**(Load\_pager.val==1) // If we're in Messier Catalog

{

**if**(Messier\_page.val==1) // If We're in Messier Catalog Page 1

{

Load\_button.val=2

**wepo** Load\_button.val,370

**prints** Load\_button.val,0

}**else if**(Messier\_page.val==2) // If We're in Messier Catalog Page 2

{

Load\_button.val=37

**wepo** Load\_button.val,370

**prints** Load\_button.val,0

}**else if**(Messier\_page.val==3) // If We're in Messier Catalog Page 3

{

Load\_button.val=72

**wepo** Load\_button.val,370

**prints** Load\_button.val,0

}**else if**(Messier\_page.val==4) // If We're in Messier Catalog Page 4

{

Load\_button.val=107

**wepo** Load\_button.val,370

**prints** Load\_button.val,0

}

}**else if**(Load\_pager.val==2) // If we're in Treasures Catalog

{

**if**(Treasures\_page.val==1) // If We're in Treasures Catalog Page 1

{

Load\_button.val=2

**wepo** Load\_button.val,370

**prints** Load\_button.val,0

}**else if**(Treasures\_page.val==2) // If We're in Treasures Catalog Page 2

{

Load\_button.val=37

**wepo** Load\_button.val,370

**prints** Load\_button.val,0

}**else if**(Treasures\_page.val==3) // If We're in Treasures Catalog Page 3

{

Load\_button.val=72

**wepo** Load\_button.val,370

**prints** Load\_button.val,0

}**else if**(Treasures\_page.val==4) // If We're in Treasures Catalog Page 4

{

Load\_button.val=107

**wepo** Load\_button.val,370

**prints** Load\_button.val,0

}

}**else if**(Load\_pager.val==3) // If We're in Solar System Page

{

Load\_button.val=2

**wepo** Load\_button.val,370

**prints** Load\_button.val,0

}**else if**(Load\_pager.val==4) // If We're in Custom Objects Page

{

Load\_button.val=2

**wepo** Load\_button.val,370

**prints** Load\_button.val,0

}

**repo** Load\_pager.val,340

**repo** Messier\_page.val,350

**repo** Treasures\_page.val,360

**if**(Load\_pager.val==1) // If we're in Messier Catalog

{

**if**(Messier\_page.val==1) // If We're in Messier Catalog Page 1

{

Load\_button.val=3

**wepo** Load\_button.val,370

**prints** Load\_button.val,0

}**else if**(Messier\_page.val==2) // If We're in Messier Catalog Page 2

{

Load\_button.val=38

**wepo** Load\_button.val,370

**prints** Load\_button.val,0

}**else if**(Messier\_page.val==3) // If We're in Messier Catalog Page 3

{

Load\_button.val=73

**wepo** Load\_button.val,370

**prints** Load\_button.val,0

}**else if**(Messier\_page.val==4) // If We're in Messier Catalog Page 4

{

Load\_button.val=108

**wepo** Load\_button.val,370

**prints** Load\_button.val,0

}

}**else if**(Load\_pager.val==2) // If we're in Treasures Catalog

{

**if**(Treasures\_page.val==1) // If We're in Treasures Catalog Page 1

{

Load\_button.val=3

**wepo** Load\_button.val,370

**prints** Load\_button.val,0

}**else if**(Treasures\_page.val==2) // If We're in Treasures Catalog Page 2

{

Load\_button.val=38

**wepo** Load\_button.val,370

**prints** Load\_button.val,0

}**else if**(Treasures\_page.val==3) // If We're in Treasures Catalog Page 3

{

Load\_button.val=73

**wepo** Load\_button.val,370

**prints** Load\_button.val,0

}**else if**(Treasures\_page.val==4) // If We're in Treasures Catalog Page 4

{

Load\_button.val=108

**wepo** Load\_button.val,370

**prints** Load\_button.val,0

}

}**else if**(Load\_pager.val==3) // If We're in Solar System Page

{

Load\_button.val=3

**wepo** Load\_button.val,370

**prints** Load\_button.val,0

}**else if**(Load\_pager.val==4) // If We're in Custom Objects Page

{

Load\_button.val=3

**wepo** Load\_button.val,370

**prints** Load\_button.val,0

}

**repo** Load\_pager.val,340

**repo** Messier\_page.val,350

**repo** Treasures\_page.val,360

**if**(Load\_pager.val==1) // If we're in Messier Catalog

{

**if**(Messier\_page.val==1) // If We're in Messier Catalog Page 1

{

Load\_button.val=4

**wepo** Load\_button.val,370

**prints** Load\_button.val,0

}**else if**(Messier\_page.val==2) // If We're in Messier Catalog Page 2

{

Load\_button.val=39

**wepo** Load\_button.val,370

**prints** Load\_button.val,0

}**else if**(Messier\_page.val==3) // If We're in Messier Catalog Page 3

{

Load\_button.val=74

**wepo** Load\_button.val,370

**prints** Load\_button.val,0

}**else if**(Messier\_page.val==4) // If We're in Messier Catalog Page 4

{

Load\_button.val=109

**wepo** Load\_button.val,370

**prints** Load\_button.val,0

}

}**else if**(Load\_pager.val==2) // If we're in Treasures Catalog

{

**if**(Treasures\_page.val==1) // If We're in Treasures Catalog Page 1

{

Load\_button.val=4

**wepo** Load\_button.val,370

**prints** Load\_button.val,0

}**else if**(Treasures\_page.val==2) // If We're in Treasures Catalog Page 2

{

Load\_button.val=39

**wepo** Load\_button.val,370

**prints** Load\_button.val,0

}**else if**(Treasures\_page.val==3) // If We're in Treasures Catalog Page 3

{

Load\_button.val=74

**wepo** Load\_button.val,370

**prints** Load\_button.val,0

}**else if**(Treasures\_page.val==4) // If We're in Treasures Catalog Page 4

{

Load\_button.val=109

**wepo** Load\_button.val,370

**prints** Load\_button.val,0

}

}**else if**(Load\_pager.val==3) // If We're in Solar System Page

{

Load\_button.val=4

**wepo** Load\_button.val,370

**prints** Load\_button.val,0

}**else if**(Load\_pager.val==4) // If We're in Custom Objects Page

{

Load\_button.val=4

**wepo** Load\_button.val,370

**prints** Load\_button.val,0

}

**repo** Load\_pager.val,340

**repo** Messier\_page.val,350

**repo** Treasures\_page.val,360

**if**(Load\_pager.val==1) // If we're in Messier Catalog

{

**if**(Messier\_page.val==1) // If We're in Messier Catalog Page 1

{

Load\_button.val=5

**wepo** Load\_button.val,370

**prints** Load\_button.val,0

}**else if**(Messier\_page.val==2) // If We're in Messier Catalog Page 2

{

Load\_button.val=40

**wepo** Load\_button.val,370

**prints** Load\_button.val,0

}**else if**(Messier\_page.val==3) // If We're in Messier Catalog Page 3

{

Load\_button.val=75

**wepo** Load\_button.val,370

**prints** Load\_button.val,0

}**else if**(Messier\_page.val==4) // If We're in Messier Catalog Page 4

{

Load\_button.val=110

**wepo** Load\_button.val,370

**prints** Load\_button.val,0

}

}**else if**(Load\_pager.val==2) // If we're in Treasures Catalog

{

**if**(Treasures\_page.val==1) // If We're in Treasures Catalog Page 1

{

Load\_button.val=5

**wepo** Load\_button.val,370

**prints** Load\_button.val,0

}**else if**(Treasures\_page.val==2) // If We're in Treasures Catalog Page 2

{

Load\_button.val=40

**wepo** Load\_button.val,370

**prints** Load\_button.val,0

}**else if**(Treasures\_page.val==3) // If We're in Treasures Catalog Page 3

{

Load\_button.val=75

**wepo** Load\_button.val,370

**prints** Load\_button.val,0

}**else if**(Treasures\_page.val==4) // If We're in Treasures Catalog Page 4

{

Load\_button.val=110

**wepo** Load\_button.val,370

**prints** Load\_button.val,0

}

}**else if**(Load\_pager.val==3) // If We're in Solar System Page

{

Load\_button.val=5

**wepo** Load\_button.val,370

**prints** Load\_button.val,0

}**else if**(Load\_pager.val==4) // If We're in Custom Objects Page

{

Load\_button.val=5

**wepo** Load\_button.val,370

**prints** Load\_button.val,0

}

LOAD NEXT Button Code

**repo** night10.val,240

**repo** Messier\_page.val,350

**repo** Treasures\_page.val,360

**if**(night10.val==0)

{

Load.**pic**=48 // Day mode Image with Squares

}**else if**(night10.val==1)

{

Load.**pic**=50 // Night Mode Image With Squares

}

**if**(load\_messier.val==1)

{

sys1=1 // Show All Text Boxes in page

**vis** load\_obj\_1,sys1

**vis** load\_obj\_2,sys1

**vis** load\_obj\_3,sys1

**vis** load\_obj\_4,sys1

**vis** load\_obj\_5,sys1

**vis** load\_obj\_6,sys1

**vis** load\_obj\_7,sys1

**vis** load\_obj\_8,sys1

**vis** load\_obj\_9,sys1

**vis** load\_obj\_10,sys1

**vis** load\_obj\_11,sys1

**vis** load\_obj\_12,sys1

**vis** load\_obj\_13,sys1

**vis** load\_obj\_14,sys1

**vis** load\_obj\_15,sys1

**vis** load\_obj\_16,sys1

**vis** load\_obj\_17,sys1

**vis** load\_obj\_18,sys1

**vis** load\_obj\_19,sys1

**vis** load\_obj\_20,sys1

**vis** load\_obj\_21,sys1

**vis** load\_obj\_22,sys1

**vis** load\_obj\_23,sys1

**vis** load\_obj\_24,sys1

**vis** load\_obj\_25,sys1

**vis** load\_obj\_26,sys1

**vis** load\_obj\_27,sys1

**vis** load\_obj\_28,sys1

**vis** load\_obj\_29,sys1

**vis** load\_obj\_30,sys1

**vis** load\_obj\_31,sys1

**vis** load\_obj\_32,sys1

**vis** load\_obj\_33,sys1

**vis** load\_obj\_34,sys1

**vis** load\_obj\_35,sys1

///////////////////////// Set Font Size to (1)

load\_obj\_1.font=sys1

load\_obj\_2.font=sys1

load\_obj\_3.font=sys1

load\_obj\_4.font=sys1

load\_obj\_5.font=sys1

load\_obj\_6.font=sys1

load\_obj\_7.font=sys1

load\_obj\_8.font=sys1

load\_obj\_9.font=sys1

load\_obj\_10.font=sys1

load\_obj\_11.font=sys1

load\_obj\_12.font=sys1

load\_obj\_13.font=sys1

load\_obj\_14.font=sys1

load\_obj\_15.font=sys1

load\_obj\_16.font=sys1

load\_obj\_17.font=sys1

load\_obj\_18.font=sys1

load\_obj\_19.font=sys1

load\_obj\_20.font=sys1

load\_obj\_21.font=sys1

load\_obj\_22.font=sys1

load\_obj\_23.font=sys1

load\_obj\_24.font=sys1

load\_obj\_25.font=sys1

load\_obj\_26.font=sys1

load\_obj\_27.font=sys1

load\_obj\_28.font=sys1

load\_obj\_29.font=sys1

load\_obj\_30.font=sys1

load\_obj\_31.font=sys1

load\_obj\_32.font=sys1

load\_obj\_33.font=sys1

load\_obj\_34.font=sys1

load\_obj\_35.font=sys1

///////////////////////// Change Text Fields with names of Messier Objects

**if**(Messier\_page.val==1)

{

load\_obj\_1.txt="M36"

load\_obj\_2.txt="M37"

load\_obj\_3.txt="M38"

load\_obj\_4.txt="M39"

load\_obj\_5.txt="M40"

load\_obj\_6.txt="M41"

load\_obj\_7.txt="M42"

load\_obj\_8.txt="M43"

load\_obj\_9.txt="M44"

load\_obj\_10.txt="M45"

load\_obj\_11.txt="M46"

load\_obj\_12.txt="M47"

load\_obj\_13.txt="M48"

load\_obj\_14.txt="M49"

load\_obj\_15.txt="M50"

load\_obj\_16.txt="M51"

load\_obj\_17.txt="M52"

load\_obj\_18.txt="M53"

load\_obj\_19.txt="M54"

load\_obj\_20.txt="M55"

load\_obj\_21.txt="M56"

load\_obj\_22.txt="M57"

load\_obj\_23.txt="M58"

load\_obj\_24.txt="M59"

load\_obj\_25.txt="M60"

load\_obj\_26.txt="M61"

load\_obj\_27.txt="M62"

load\_obj\_28.txt="M63"

load\_obj\_29.txt="M64"

load\_obj\_30.txt="M65"

load\_obj\_31.txt="M66"

load\_obj\_32.txt="M67"

load\_obj\_33.txt="M68"

load\_obj\_34.txt="M69"

load\_obj\_35.txt="M70"

Messier\_page.val=2

**wepo** Messier\_page.val,350

}**else if**(Messier\_page.val==2)

{

///////////////////////// Change Text Fields with names of Messier Objects

load\_obj\_1.txt="M71"

load\_obj\_2.txt="M72"

load\_obj\_3.txt="M73"

load\_obj\_4.txt="M74"

load\_obj\_5.txt="M75"

load\_obj\_6.txt="M76"

load\_obj\_7.txt="M77"

load\_obj\_8.txt="M78"

load\_obj\_9.txt="M79"

load\_obj\_10.txt="M80"

load\_obj\_11.txt="M81"

load\_obj\_12.txt="M82"

load\_obj\_13.txt="M83"

load\_obj\_14.txt="M84"

load\_obj\_15.txt="M85"

load\_obj\_16.txt="M86"

load\_obj\_17.txt="M87"

load\_obj\_18.txt="M88"

load\_obj\_19.txt="M89"

load\_obj\_20.txt="M90"

load\_obj\_21.txt="M91"

load\_obj\_22.txt="M92"

load\_obj\_23.txt="M93"

load\_obj\_24.txt="M94"

load\_obj\_25.txt="M95"

load\_obj\_26.txt="M96"

load\_obj\_27.txt="M97"

load\_obj\_28.txt="M98"

load\_obj\_29.txt="M99"

load\_obj\_30.txt="M100"

load\_obj\_31.txt="M101"

load\_obj\_32.txt="M102"

load\_obj\_33.txt="M103"

load\_obj\_34.txt="M104"

load\_obj\_35.txt="M105"

Messier\_page.val=3

**wepo** Messier\_page.val,350

}**else if**(Messier\_page.val==3)

{

load\_obj\_1.txt="M106"

load\_obj\_2.txt="M107"

load\_obj\_3.txt="M108"

load\_obj\_4.txt="M109"

load\_obj\_5.txt="M110"

load\_obj\_6.txt="M111"

load\_obj\_7.txt="M112"

/////////////////////// Hide othe Textboxes

load\_obj\_8.txt=""

load\_obj\_9.txt=""

load\_obj\_10.txt=""

load\_obj\_11.txt=""

load\_obj\_12.txt=""

load\_obj\_13.txt=""

load\_obj\_14.txt=""

load\_obj\_15.txt=""

load\_obj\_16.txt=""

load\_obj\_17.txt=""

load\_obj\_18.txt=""

load\_obj\_19.txt=""

load\_obj\_20.txt=""

load\_obj\_21.txt=""

load\_obj\_22.txt=""

load\_obj\_23.txt=""

load\_obj\_24.txt=""

load\_obj\_25.txt=""

load\_obj\_26.txt=""

load\_obj\_27.txt=""

load\_obj\_28.txt=""

load\_obj\_29.txt=""

load\_obj\_30.txt=""

load\_obj\_31.txt=""

load\_obj\_32.txt=""

load\_obj\_33.txt=""

load\_obj\_34.txt=""

load\_obj\_35.txt=""

Messier\_page.val=4

**wepo** Messier\_page.val,350

}

}

/////////////////////////////////////////////

**if**(load\_treasures.val==1)

{

sys1=1 // Show All Text Boxes in page

**vis** load\_obj\_1,sys1

**vis** load\_obj\_2,sys1

**vis** load\_obj\_3,sys1

**vis** load\_obj\_4,sys1

**vis** load\_obj\_5,sys1

**vis** load\_obj\_6,sys1

**vis** load\_obj\_7,sys1

**vis** load\_obj\_8,sys1

**vis** load\_obj\_9,sys1

**vis** load\_obj\_10,sys1

**vis** load\_obj\_11,sys1

**vis** load\_obj\_12,sys1

**vis** load\_obj\_13,sys1

**vis** load\_obj\_14,sys1

**vis** load\_obj\_15,sys1

**vis** load\_obj\_16,sys1

**vis** load\_obj\_17,sys1

**vis** load\_obj\_18,sys1

**vis** load\_obj\_19,sys1

**vis** load\_obj\_20,sys1

**vis** load\_obj\_21,sys1

**vis** load\_obj\_22,sys1

**vis** load\_obj\_23,sys1

**vis** load\_obj\_24,sys1

**vis** load\_obj\_25,sys1

**vis** load\_obj\_26,sys1

**vis** load\_obj\_27,sys1

**vis** load\_obj\_28,sys1

**vis** load\_obj\_29,sys1

**vis** load\_obj\_30,sys1

**vis** load\_obj\_31,sys1

**vis** load\_obj\_32,sys1

**vis** load\_obj\_33,sys1

**vis** load\_obj\_34,sys1

**vis** load\_obj\_35,sys1

///////////////////////// Set Font Size to (0)

sys2=0

load\_obj\_1.font=sys2

load\_obj\_2.font=sys2

load\_obj\_3.font=sys2

load\_obj\_4.font=sys2

load\_obj\_5.font=sys2

load\_obj\_6.font=sys2

load\_obj\_7.font=sys2

load\_obj\_8.font=sys2

load\_obj\_9.font=sys2

load\_obj\_10.font=sys2

load\_obj\_11.font=sys2

load\_obj\_12.font=sys2

load\_obj\_13.font=sys2

load\_obj\_14.font=sys2

load\_obj\_15.font=sys2

load\_obj\_16.font=sys2

load\_obj\_17.font=sys2

load\_obj\_18.font=sys2

load\_obj\_19.font=sys2

load\_obj\_20.font=sys2

load\_obj\_21.font=sys2

load\_obj\_22.font=sys2

load\_obj\_23.font=sys2

load\_obj\_24.font=sys2

load\_obj\_25.font=sys2

load\_obj\_26.font=sys2

load\_obj\_27.font=sys2

load\_obj\_28.font=sys2

load\_obj\_29.font=sys2

load\_obj\_30.font=sys2

load\_obj\_31.font=sys2

load\_obj\_32.font=sys2

load\_obj\_33.font=sys2

load\_obj\_34.font=sys2

load\_obj\_35.font=sys2

///////////////////////// Change Text Fields with names of Treasures Objects

**if**(Treasures\_page.val==1)

{

load\_obj\_1.txt="NGC2169"

load\_obj\_2.txt="NGC2175"

load\_obj\_3.txt="NGC2244"

load\_obj\_4.txt="NGC2264"

load\_obj\_5.txt="NGC2301"

load\_obj\_6.txt="NGC2353"

load\_obj\_7.txt="NGC2440"

load\_obj\_8.txt="NGC2451"

load\_obj\_9.txt="NGC2467"

load\_obj\_10.txt="NGC2547"

load\_obj\_11.txt="NGC2539"

load\_obj\_12.txt="NGC2546"

load\_obj\_13.txt="NGC2683"

load\_obj\_14.txt="NGC2655"

load\_obj\_15.txt="NGC2841"

load\_obj\_16.txt="IC2488"

load\_obj\_17.txt="NGC2903"

load\_obj\_18.txt="NGC3184"

load\_obj\_19.txt="NGC3228"

load\_obj\_20.txt="NGC3293"

load\_obj\_21.txt="NGC3344"

load\_obj\_22.txt="NGC3521"

load\_obj\_23.txt="NGC3621"

load\_obj\_24.txt="NGC3628"

load\_obj\_25.txt="NGC4214"

load\_obj\_26.txt="NGC4216"

load\_obj\_27.txt="NGC4361"

load\_obj\_28.txt="Mel111"

load\_obj\_29.txt="NGC4490"

load\_obj\_30.txt="IC3568"

load\_obj\_31.txt="NGC4526"

load\_obj\_32.txt="NGC4605"

load\_obj\_33.txt="NGC4656"

load\_obj\_34.txt="NGC4699"

load\_obj\_35.txt="NGC4725"

Treasures\_page.val=2

**wepo** Treasures\_page.val,360

}**else if**(Treasures\_page.val==2)///Change Text Fields with names of Treasures Objects

{

load\_obj\_1.txt="NGC5102"

load\_obj\_2.txt="NGC5281"

load\_obj\_3.txt="NGC5363"

load\_obj\_4.txt="NGC5662"

load\_obj\_5.txt="NGC5746"

load\_obj\_6.txt="NGC5866"

load\_obj\_7.txt="NGC5897"

load\_obj\_8.txt="NGC5986"

load\_obj\_9.txt="NGC6210"

load\_obj\_10.txt="NGC6242"

load\_obj\_11.txt="NGC6281"

load\_obj\_12.txt="NGC6369"

load\_obj\_13.txt="NGC6400"

load\_obj\_14.txt="IC4665"

load\_obj\_15.txt="NGC6445"

load\_obj\_16.txt="NGC6503"

load\_obj\_17.txt="NGC6441"

load\_obj\_18.txt="XXXX"

load\_obj\_19.txt="NGC6520"

load\_obj\_20.txt="NGC6544"

load\_obj\_21.txt="NGC6572"

load\_obj\_22.txt="NGC6624"

load\_obj\_23.txt="NGC6633"

load\_obj\_24.txt="IC4756"

load\_obj\_25.txt="NGC6709"

load\_obj\_26.txt="NGC6712"

load\_obj\_27.txt="NGC6723"

load\_obj\_28.txt="Cr399"

load\_obj\_29.txt="NGC6819"

load\_obj\_30.txt="NGC6818"

load\_obj\_31.txt="NGC6866"

load\_obj\_32.txt="NGC6940"

load\_obj\_33.txt="XXXX"

load\_obj\_34.txt="NGC7008"

load\_obj\_35.txt="NGC7027"

Treasures\_page.val=3

**wepo** Treasures\_page.val,360

}**else if**(Treasures\_page.val==3)

{

load\_obj\_1.txt="Tr37"

load\_obj\_2.txt="NGC7380"

load\_obj\_3.txt="OMe"

load\_obj\_4.txt="NGC7789"

load\_obj\_5.txt="NGC7793"

load\_obj\_6.txt="NGC134"

load\_obj\_7.txt="NGC1245"

load\_obj\_8.txt="NGC1300"

load\_obj\_9.txt="NGC1491"

load\_obj\_10.txt="NGC1514"

load\_obj\_11.txt="NGC2022"

load\_obj\_12.txt="NGC3114"

load\_obj\_13.txt="NGC3918"

load\_obj\_14.txt="IC4406"

load\_obj\_15.txt="NGC5617"

load\_obj\_16.txt="NGC5846"

load\_obj\_17.txt="NGC5907"

load\_obj\_18.txt="NGC5927"

load\_obj\_19.txt="IC4603"

load\_obj\_20.txt="NGC6356"

load\_obj\_21.txt="NGC6388"

load\_obj\_22.txt="NGC6664"

load\_obj\_23.txt="NGC6781"

load\_obj\_24.txt="NGC6905"

load\_obj\_25.txt="NGC6939"

/// Hide Other Text Boxes

load\_obj\_26.txt=""

load\_obj\_27.txt=""

load\_obj\_28.txt=""

load\_obj\_29.txt=""

load\_obj\_30.txt=""

load\_obj\_31.txt=""

load\_obj\_32.txt=""

load\_obj\_33.txt=""

load\_obj\_34.txt=""

load\_obj\_35.txt=""

Treasures\_page.val=4

**wepo** Treasures\_page.val,360

}

}

LOAD PREV Button Code

**repo** night10.val,240

**repo** Messier\_page.val,350

**repo** Treasures\_page.val,360

**if**(night10.val==0)

{

Load.**pic**=48 // Day mode Image with Squares

}**else if**(night10.val==1)

{

Load.**pic**=50 // Night Mode Image With Squares

}

**if**(load\_messier.val==1)

{

**if**(Messier\_page.val==4)

{

sys1=1 // Show All Text Boxes in page

**vis** load\_obj\_1,sys1

**vis** load\_obj\_2,sys1

**vis** load\_obj\_3,sys1

**vis** load\_obj\_4,sys1

**vis** load\_obj\_5,sys1

**vis** load\_obj\_6,sys1

**vis** load\_obj\_7,sys1

**vis** load\_obj\_8,sys1

**vis** load\_obj\_9,sys1

**vis** load\_obj\_10,sys1

**vis** load\_obj\_11,sys1

**vis** load\_obj\_12,sys1

**vis** load\_obj\_13,sys1

**vis** load\_obj\_14,sys1

**vis** load\_obj\_15,sys1

**vis** load\_obj\_16,sys1

**vis** load\_obj\_17,sys1

**vis** load\_obj\_18,sys1

**vis** load\_obj\_19,sys1

**vis** load\_obj\_20,sys1

**vis** load\_obj\_21,sys1

**vis** load\_obj\_22,sys1

**vis** load\_obj\_23,sys1

**vis** load\_obj\_24,sys1

**vis** load\_obj\_25,sys1

**vis** load\_obj\_26,sys1

**vis** load\_obj\_27,sys1

**vis** load\_obj\_28,sys1

**vis** load\_obj\_29,sys1

**vis** load\_obj\_30,sys1

**vis** load\_obj\_31,sys1

**vis** load\_obj\_32,sys1

**vis** load\_obj\_33,sys1

**vis** load\_obj\_34,sys1

**vis** load\_obj\_35,sys1

///////////////////////// Change Text Fields with names of Messier Objects

load\_obj\_1.txt="M71"

load\_obj\_2.txt="M72"

load\_obj\_3.txt="M73"

load\_obj\_4.txt="M74"

load\_obj\_5.txt="M75"

load\_obj\_6.txt="M76"

load\_obj\_7.txt="M77"

load\_obj\_8.txt="M78"

load\_obj\_9.txt="M79"

load\_obj\_10.txt="M80"

load\_obj\_11.txt="M81"

load\_obj\_12.txt="M82"

load\_obj\_13.txt="M83"

load\_obj\_14.txt="M84"

load\_obj\_15.txt="M85"

load\_obj\_16.txt="M86"

load\_obj\_17.txt="M87"

load\_obj\_18.txt="M88"

load\_obj\_19.txt="M89"

load\_obj\_20.txt="M90"

load\_obj\_21.txt="M91"

load\_obj\_22.txt="M92"

load\_obj\_23.txt="M93"

load\_obj\_24.txt="M94"

load\_obj\_25.txt="M95"

load\_obj\_26.txt="M96"

load\_obj\_27.txt="M97"

load\_obj\_28.txt="M98"

load\_obj\_29.txt="M99"

load\_obj\_30.txt="M100"

load\_obj\_31.txt="M101"

load\_obj\_32.txt="M102"

load\_obj\_33.txt="M103"

load\_obj\_34.txt="M104"

load\_obj\_35.txt="M105"

Messier\_page.val=3

**wepo** Messier\_page.val,350

}**else if**(Messier\_page.val==3)

{

load\_obj\_1.txt="M36"

load\_obj\_2.txt="M37"

load\_obj\_3.txt="M38"

load\_obj\_4.txt="M39"

load\_obj\_5.txt="M40"

load\_obj\_6.txt="M41"

load\_obj\_7.txt="M42"

load\_obj\_8.txt="M43"

load\_obj\_9.txt="M44"

load\_obj\_10.txt="M45"

load\_obj\_11.txt="M46"

load\_obj\_12.txt="M47"

load\_obj\_13.txt="M48"

load\_obj\_14.txt="M49"

load\_obj\_15.txt="M50"

load\_obj\_16.txt="M51"

load\_obj\_17.txt="M52"

load\_obj\_18.txt="M53"

load\_obj\_19.txt="M54"

load\_obj\_20.txt="M55"

load\_obj\_21.txt="M56"

load\_obj\_22.txt="M57"

load\_obj\_23.txt="M58"

load\_obj\_24.txt="M59"

load\_obj\_25.txt="M60"

load\_obj\_26.txt="M61"

load\_obj\_27.txt="M62"

load\_obj\_28.txt="M63"

load\_obj\_29.txt="M64"

load\_obj\_30.txt="M65"

load\_obj\_31.txt="M66"

load\_obj\_32.txt="M67"

load\_obj\_33.txt="M68"

load\_obj\_34.txt="M69"

load\_obj\_35.txt="M70"

Messier\_page.val=2

**wepo** Messier\_page.val,350

}**else if**(Messier\_page.val==2)

{

load\_obj\_1.txt="M1"

load\_obj\_2.txt="M2"

load\_obj\_3.txt="M3"

load\_obj\_4.txt="M4"

load\_obj\_5.txt="M5"

load\_obj\_6.txt="M6"

load\_obj\_7.txt="M7"

load\_obj\_8.txt="M8"

load\_obj\_9.txt="M9"

load\_obj\_10.txt="M10"

load\_obj\_11.txt="M11"

load\_obj\_12.txt="M12"

load\_obj\_13.txt="M13"

load\_obj\_14.txt="M14"

load\_obj\_15.txt="M15"

load\_obj\_16.txt="M16"

load\_obj\_17.txt="M17"

load\_obj\_18.txt="M18"

load\_obj\_19.txt="M19"

load\_obj\_20.txt="M20"

load\_obj\_21.txt="M21"

load\_obj\_22.txt="M22"

load\_obj\_23.txt="M23"

load\_obj\_24.txt="M24"

load\_obj\_25.txt="M25"

load\_obj\_26.txt="M26"

load\_obj\_27.txt="M27"

load\_obj\_28.txt="M28"

load\_obj\_29.txt="M29"

load\_obj\_30.txt="M30"

load\_obj\_31.txt="M31"

load\_obj\_32.txt="M32"

load\_obj\_33.txt="M33"

load\_obj\_34.txt="M34"

load\_obj\_35.txt="M35"

Messier\_page.val=1

**wepo** Messier\_page.val,350

}

}

/////////////////////////////////////////////////

**if**(load\_treasures.val==1)

{

sys1=1 // Show All Text Boxes in page

**vis** load\_obj\_1,sys1

**vis** load\_obj\_2,sys1

**vis** load\_obj\_3,sys1

**vis** load\_obj\_4,sys1

**vis** load\_obj\_5,sys1

**vis** load\_obj\_6,sys1

**vis** load\_obj\_7,sys1

**vis** load\_obj\_8,sys1

**vis** load\_obj\_9,sys1

**vis** load\_obj\_10,sys1

**vis** load\_obj\_11,sys1

**vis** load\_obj\_12,sys1

**vis** load\_obj\_13,sys1

**vis** load\_obj\_14,sys1

**vis** load\_obj\_15,sys1

**vis** load\_obj\_16,sys1

**vis** load\_obj\_17,sys1

**vis** load\_obj\_18,sys1

**vis** load\_obj\_19,sys1

**vis** load\_obj\_20,sys1

**vis** load\_obj\_21,sys1

**vis** load\_obj\_22,sys1

**vis** load\_obj\_23,sys1

**vis** load\_obj\_24,sys1

**vis** load\_obj\_25,sys1

**vis** load\_obj\_26,sys1

**vis** load\_obj\_27,sys1

**vis** load\_obj\_28,sys1

**vis** load\_obj\_29,sys1

**vis** load\_obj\_30,sys1

**vis** load\_obj\_31,sys1

**vis** load\_obj\_32,sys1

**vis** load\_obj\_33,sys1

**vis** load\_obj\_34,sys1

**vis** load\_obj\_35,sys1

///////////////////////// Set Font Size to (0)

sys2=0

load\_obj\_1.font=sys2

load\_obj\_2.font=sys2

load\_obj\_3.font=sys2

load\_obj\_4.font=sys2

load\_obj\_5.font=sys2

load\_obj\_6.font=sys2

load\_obj\_7.font=sys2

load\_obj\_8.font=sys2

load\_obj\_9.font=sys2

load\_obj\_10.font=sys2

load\_obj\_11.font=sys2

load\_obj\_12.font=sys2

load\_obj\_13.font=sys2

load\_obj\_14.font=sys2

load\_obj\_15.font=sys2

load\_obj\_16.font=sys2

load\_obj\_17.font=sys2

load\_obj\_18.font=sys2

load\_obj\_19.font=sys2

load\_obj\_20.font=sys2

load\_obj\_21.font=sys2

load\_obj\_22.font=sys2

load\_obj\_23.font=sys2

load\_obj\_24.font=sys2

load\_obj\_25.font=sys2

load\_obj\_26.font=sys2

load\_obj\_27.font=sys2

load\_obj\_28.font=sys2

load\_obj\_29.font=sys2

load\_obj\_30.font=sys2

load\_obj\_31.font=sys2

load\_obj\_32.font=sys2

load\_obj\_33.font=sys2

load\_obj\_34.font=sys2

load\_obj\_35.font=sys2

///////////////////////// Change Text Fields with names of Treasures Objects

**if**(Treasures\_page.val==4)

{

load\_obj\_1.txt="NGC5102"

load\_obj\_2.txt="NGC5281"

load\_obj\_3.txt="NGC5363"

load\_obj\_4.txt="NGC5662"

load\_obj\_5.txt="NGC5746"

load\_obj\_6.txt="NGC5866"

load\_obj\_7.txt="NGC5897"

load\_obj\_8.txt="NGC5986"

load\_obj\_9.txt="NGC6210"

load\_obj\_10.txt="NGC6242"

load\_obj\_11.txt="NGC6281"

load\_obj\_12.txt="NGC6369"

load\_obj\_13.txt="NGC6400"

load\_obj\_14.txt="IC4665"

load\_obj\_15.txt="NGC6445"

load\_obj\_16.txt="NGC6503"

load\_obj\_17.txt="NGC6441"

load\_obj\_18.txt="XXXX"

load\_obj\_19.txt="NGC6520"

load\_obj\_20.txt="NGC6544"

load\_obj\_21.txt="NGC6572"

load\_obj\_22.txt="NGC6624"

load\_obj\_23.txt="NGC6633"

load\_obj\_24.txt="IC4756"

load\_obj\_25.txt="NGC6709"

load\_obj\_26.txt="NGC6712"

load\_obj\_27.txt="NGC6723"

load\_obj\_28.txt="Cr399"

load\_obj\_29.txt="NGC6819"

load\_obj\_30.txt="NGC6818"

load\_obj\_31.txt="NGC6866"

load\_obj\_32.txt="NGC6940"

load\_obj\_33.txt="XXXX"

load\_obj\_34.txt="NGC7008"

load\_obj\_35.txt="NGC7027"

Treasures\_page.val=3

**wepo** Treasures\_page.val,360

}**else if**(Treasures\_page.val==3)///Change Text Fields with names of Treasures Objects

{

load\_obj\_1.txt="NGC2169"

load\_obj\_2.txt="NGC2175"

load\_obj\_3.txt="NGC2244"

load\_obj\_4.txt="NGC2264"

load\_obj\_5.txt="NGC2301"

load\_obj\_6.txt="NGC2353"

load\_obj\_7.txt="NGC2440"

load\_obj\_8.txt="NGC2451"

load\_obj\_9.txt="NGC2467"

load\_obj\_10.txt="NGC2547"

load\_obj\_11.txt="NGC2539"

load\_obj\_12.txt="NGC2546"

load\_obj\_13.txt="NGC2683"

load\_obj\_14.txt="NGC2655"

load\_obj\_15.txt="NGC2841"

load\_obj\_16.txt="IC2488"

load\_obj\_17.txt="NGC2903"

load\_obj\_18.txt="NGC3184"

load\_obj\_19.txt="NGC3228"

load\_obj\_20.txt="NGC3293"

load\_obj\_21.txt="NGC3344"

load\_obj\_22.txt="NGC3521"

load\_obj\_23.txt="NGC3621"

load\_obj\_24.txt="NGC3628"

load\_obj\_25.txt="NGC4214"

load\_obj\_26.txt="NGC4216"

load\_obj\_27.txt="NGC4361"

load\_obj\_28.txt="Mel111"

load\_obj\_29.txt="NGC4490"

load\_obj\_30.txt="IC3568"

load\_obj\_31.txt="NGC4526"

load\_obj\_32.txt="NGC4605"

load\_obj\_33.txt="NGC4656"

load\_obj\_34.txt="NGC4699"

load\_obj\_35.txt="NGC4725"

Treasures\_page.val=2

**wepo** Treasures\_page.val,360

}**else if**(Treasures\_page.val==2)

{

load\_obj\_1.txt="NGC189"

load\_obj\_2.txt="NGC225"

load\_obj\_3.txt="NGC281"

load\_obj\_4.txt="NGC288"

load\_obj\_5.txt="NGC404"

load\_obj\_6.txt="NGC584"

load\_obj\_7.txt="NGC659"

load\_obj\_8.txt="NGC772"

load\_obj\_9.txt="NGC908"

load\_obj\_10.txt="NGC1023"

load\_obj\_11.txt="NGC1232"

load\_obj\_12.txt="NGC1291"

load\_obj\_13.txt="NGC1316"

load\_obj\_14.txt="Mel20"

load\_obj\_15.txt="NGC1333"

load\_obj\_16.txt="NGC1360"

load\_obj\_17.txt="NGC1365"

load\_obj\_18.txt="NGC1399"

load\_obj\_19.txt="NGC1398"

load\_obj\_20.txt="NGC1404"

load\_obj\_21.txt="Kem1"

load\_obj\_22.txt="NGC1501"

load\_obj\_23.txt="NGC1502"

load\_obj\_24.txt="NGC1535"

load\_obj\_25.txt="NGC1528"

load\_obj\_26.txt="NGC1545"

load\_obj\_27.txt="NGC1647"

load\_obj\_28.txt="IC418"

load\_obj\_29.txt="Cr69"

load\_obj\_30.txt="NGC1981"

load\_obj\_31.txt="Cr72"

load\_obj\_32.txt="NGC1977"

load\_obj\_33.txt="NGC1999"

load\_obj\_34.txt="NGC2024"

load\_obj\_35.txt="NGC2163"

Treasures\_page.val=1

**wepo** Treasures\_page.val,360

}

}

LOAD MESSIER Button Code

load\_treasures.val=0

load\_solar\_sys.val=0

load\_cust\_csv.val=0

Load\_pager.val=1

Load\_button.val=0

**wepo** Load\_button.val,370

**wepo** Load\_pager.val,340

**repo** night10.val,240

**repo** Messier\_page.val,350

**if**(night10.val==0)

{

Load.**pic**=48 // Day mode Image with Squares

}**else if**(night10.val==1)

{

Load.**pic**=50 // Night Mode Image With Squares

}

**if**(load\_messier.val==1)

{

sys1=1 // Show All Text Boxes in page

**vis** load\_obj\_1,sys1

**vis** load\_obj\_2,sys1

**vis** load\_obj\_3,sys1

**vis** load\_obj\_4,sys1

**vis** load\_obj\_5,sys1

**vis** load\_obj\_6,sys1

**vis** load\_obj\_7,sys1

**vis** load\_obj\_8,sys1

**vis** load\_obj\_9,sys1

**vis** load\_obj\_10,sys1

**vis** load\_obj\_11,sys1

**vis** load\_obj\_12,sys1

**vis** load\_obj\_13,sys1

**vis** load\_obj\_14,sys1

**vis** load\_obj\_15,sys1

**vis** load\_obj\_16,sys1

**vis** load\_obj\_17,sys1

**vis** load\_obj\_18,sys1

**vis** load\_obj\_19,sys1

**vis** load\_obj\_20,sys1

**vis** load\_obj\_21,sys1

**vis** load\_obj\_22,sys1

**vis** load\_obj\_23,sys1

**vis** load\_obj\_24,sys1

**vis** load\_obj\_25,sys1

**vis** load\_obj\_26,sys1

**vis** load\_obj\_27,sys1

**vis** load\_obj\_28,sys1

**vis** load\_obj\_29,sys1

**vis** load\_obj\_30,sys1

**vis** load\_obj\_31,sys1

**vis** load\_obj\_32,sys1

**vis** load\_obj\_33,sys1

**vis** load\_obj\_34,sys1

**vis** load\_obj\_35,sys1

///////////////////////// Set Font Size to (1)

load\_obj\_1.font=sys1

load\_obj\_2.font=sys1

load\_obj\_3.font=sys1

load\_obj\_4.font=sys1

load\_obj\_5.font=sys1

load\_obj\_6.font=sys1

load\_obj\_7.font=sys1

load\_obj\_8.font=sys1

load\_obj\_9.font=sys1

load\_obj\_10.font=sys1

load\_obj\_11.font=sys1

load\_obj\_12.font=sys1

load\_obj\_13.font=sys1

load\_obj\_14.font=sys1

load\_obj\_15.font=sys1

load\_obj\_16.font=sys1

load\_obj\_17.font=sys1

load\_obj\_18.font=sys1

load\_obj\_19.font=sys1

load\_obj\_20.font=sys1

load\_obj\_21.font=sys1

load\_obj\_22.font=sys1

load\_obj\_23.font=sys1

load\_obj\_24.font=sys1

load\_obj\_25.font=sys1

load\_obj\_26.font=sys1

load\_obj\_27.font=sys1

load\_obj\_28.font=sys1

load\_obj\_29.font=sys1

load\_obj\_30.font=sys1

load\_obj\_31.font=sys1

load\_obj\_32.font=sys1

load\_obj\_33.font=sys1

load\_obj\_34.font=sys1

load\_obj\_35.font=sys1

///////////////////////// Change Text Fields with names of Messier Objects

**if**(Messier\_page.val==1)

{

load\_obj\_1.txt="M1"

load\_obj\_2.txt="M2"

load\_obj\_3.txt="M3"

load\_obj\_4.txt="M4"

load\_obj\_5.txt="M5"

load\_obj\_6.txt="M6"

load\_obj\_7.txt="M7"

load\_obj\_8.txt="M8"

load\_obj\_9.txt="M9"

load\_obj\_10.txt="M10"

load\_obj\_11.txt="M11"

load\_obj\_12.txt="M12"

load\_obj\_13.txt="M13"

load\_obj\_14.txt="M14"

load\_obj\_15.txt="M15"

load\_obj\_16.txt="M16"

load\_obj\_17.txt="M17"

load\_obj\_18.txt="M18"

load\_obj\_19.txt="M19"

load\_obj\_20.txt="M20"

load\_obj\_21.txt="M21"

load\_obj\_22.txt="M22"

load\_obj\_23.txt="M23"

load\_obj\_24.txt="M24"

load\_obj\_25.txt="M25"

load\_obj\_26.txt="M26"

load\_obj\_27.txt="M27"

load\_obj\_28.txt="M28"

load\_obj\_29.txt="M29"

load\_obj\_30.txt="M30"

load\_obj\_31.txt="M31"

load\_obj\_32.txt="M32"

load\_obj\_33.txt="M33"

load\_obj\_34.txt="M34"

load\_obj\_35.txt="M35"

}**else if**(Messier\_page.val==2)

{

load\_obj\_1.txt="M36"

load\_obj\_2.txt="M37"

load\_obj\_3.txt="M38"

load\_obj\_4.txt="M39"

load\_obj\_5.txt="M40"

load\_obj\_6.txt="M41"

load\_obj\_7.txt="M42"

load\_obj\_8.txt="M43"

load\_obj\_9.txt="M44"

load\_obj\_10.txt="M45"

load\_obj\_11.txt="M46"

load\_obj\_12.txt="M47"

load\_obj\_13.txt="M48"

load\_obj\_14.txt="M49"

load\_obj\_15.txt="M50"

load\_obj\_16.txt="M51"

load\_obj\_17.txt="M52"

load\_obj\_18.txt="M53"

load\_obj\_19.txt="M54"

load\_obj\_20.txt="M55"

load\_obj\_21.txt="M56"

load\_obj\_22.txt="M57"

load\_obj\_23.txt="M58"

load\_obj\_24.txt="M59"

load\_obj\_25.txt="M60"

load\_obj\_26.txt="M61"

load\_obj\_27.txt="M62"

load\_obj\_28.txt="M63"

load\_obj\_29.txt="M64"

load\_obj\_30.txt="M65"

load\_obj\_31.txt="M66"

load\_obj\_32.txt="M67"

load\_obj\_33.txt="M68"

load\_obj\_34.txt="M69"

load\_obj\_35.txt="M70"

}**else if**(Messier\_page.val==3)

{

load\_obj\_1.txt="M71"

load\_obj\_2.txt="M72"

load\_obj\_3.txt="M73"

load\_obj\_4.txt="M74"

load\_obj\_5.txt="M75"

load\_obj\_6.txt="M76"

load\_obj\_7.txt="M77"

load\_obj\_8.txt="M78"

load\_obj\_9.txt="M79"

load\_obj\_10.txt="M80"

load\_obj\_11.txt="M81"

load\_obj\_12.txt="M82"

load\_obj\_13.txt="M83"

load\_obj\_14.txt="M84"

load\_obj\_15.txt="M85"

load\_obj\_16.txt="M86"

load\_obj\_17.txt="M87"

load\_obj\_18.txt="M88"

load\_obj\_19.txt="M89"

load\_obj\_20.txt="M90"

load\_obj\_21.txt="M91"

load\_obj\_22.txt="M92"

load\_obj\_23.txt="M93"

load\_obj\_24.txt="M94"

load\_obj\_25.txt="M95"

load\_obj\_26.txt="M96"

load\_obj\_27.txt="M97"

load\_obj\_28.txt="M98"

load\_obj\_29.txt="M99"

load\_obj\_30.txt="M100"

load\_obj\_31.txt="M101"

load\_obj\_32.txt="M102"

load\_obj\_33.txt="M103"

load\_obj\_34.txt="M104"

load\_obj\_35.txt="M105"

}**else if**(Messier\_page.val==4)

{

load\_obj\_1.txt="M106"

load\_obj\_2.txt="M107"

load\_obj\_3.txt="M108"

load\_obj\_4.txt="M109"

load\_obj\_5.txt="M110"

load\_obj\_6.txt="M111"

load\_obj\_7.txt="M112"

/////////////////////// Hide othe Textboxes

load\_obj\_8.txt=""

load\_obj\_9.txt=""

load\_obj\_10.txt=""

load\_obj\_11.txt=""

load\_obj\_12.txt=""

load\_obj\_13.txt=""

load\_obj\_14.txt=""

load\_obj\_15.txt=""

load\_obj\_16.txt=""

load\_obj\_17.txt=""

load\_obj\_18.txt=""

load\_obj\_19.txt=""

load\_obj\_20.txt=""

load\_obj\_21.txt=""

load\_obj\_22.txt=""

load\_obj\_23.txt=""

load\_obj\_24.txt=""

load\_obj\_25.txt=""

load\_obj\_26.txt=""

load\_obj\_27.txt=""

load\_obj\_28.txt=""

load\_obj\_29.txt=""

load\_obj\_30.txt=""

load\_obj\_31.txt=""

load\_obj\_32.txt=""

load\_obj\_33.txt=""

load\_obj\_34.txt=""

load\_obj\_35.txt=""

}**else**

{

Messier\_page.val=1

**wepo** Messier\_page.val,350

}

}

LOAD TREASURES Button Code

load\_messier.val=0

load\_solar\_sys.val=0

load\_cust\_csv.val=0

Load\_pager.val=2

**wepo** Load\_pager.val,340

**repo** night10.val,240

**repo** Treasures\_page.val,360

**if**(night10.val==0)

{

Load.**pic**=48 // Day mode Image with Squares

}**else if**(night10.val==1)

{

Load.**pic**=50 // Night Mode Image With Squares

}

**if**(load\_treasures.val==1)

{

sys1=1

**vis** load\_obj\_1,sys1

**vis** load\_obj\_2,sys1

**vis** load\_obj\_3,sys1

**vis** load\_obj\_4,sys1

**vis** load\_obj\_5,sys1

**vis** load\_obj\_6,sys1

**vis** load\_obj\_7,sys1

**vis** load\_obj\_8,sys1

**vis** load\_obj\_9,sys1

**vis** load\_obj\_10,sys1

**vis** load\_obj\_11,sys1

**vis** load\_obj\_12,sys1

**vis** load\_obj\_13,sys1

**vis** load\_obj\_14,sys1

**vis** load\_obj\_15,sys1

**vis** load\_obj\_16,sys1

**vis** load\_obj\_17,sys1

**vis** load\_obj\_18,sys1

**vis** load\_obj\_19,sys1

**vis** load\_obj\_20,sys1

**vis** load\_obj\_21,sys1

**vis** load\_obj\_22,sys1

**vis** load\_obj\_23,sys1

**vis** load\_obj\_24,sys1

**vis** load\_obj\_25,sys1

**vis** load\_obj\_26,sys1

**vis** load\_obj\_27,sys1

**vis** load\_obj\_28,sys1

**vis** load\_obj\_29,sys1

**vis** load\_obj\_30,sys1

**vis** load\_obj\_31,sys1

**vis** load\_obj\_32,sys1

**vis** load\_obj\_33,sys1

**vis** load\_obj\_34,sys1

**vis** load\_obj\_35,sys1

///////////////////////// Set Font Size to (0)

sys0=0

load\_obj\_1.font=sys0

load\_obj\_2.font=sys0

load\_obj\_3.font=sys0

load\_obj\_4.font=sys0

load\_obj\_5.font=sys0

load\_obj\_6.font=sys0

load\_obj\_7.font=sys0

load\_obj\_8.font=sys0

load\_obj\_9.font=sys0

load\_obj\_10.font=sys0

load\_obj\_11.font=sys0

load\_obj\_12.font=sys0

load\_obj\_13.font=sys0

load\_obj\_14.font=sys0

load\_obj\_15.font=sys0

load\_obj\_16.font=sys0

load\_obj\_17.font=sys0

load\_obj\_18.font=sys0

load\_obj\_19.font=sys0

load\_obj\_20.font=sys0

load\_obj\_21.font=sys0

load\_obj\_22.font=sys0

load\_obj\_23.font=sys0

load\_obj\_24.font=sys0

load\_obj\_25.font=sys0

load\_obj\_26.font=sys0

load\_obj\_27.font=sys0

load\_obj\_28.font=sys0

load\_obj\_29.font=sys0

load\_obj\_30.font=sys0

load\_obj\_31.font=sys0

load\_obj\_32.font=sys0

load\_obj\_33.font=sys0

load\_obj\_34.font=sys0

load\_obj\_35.font=sys0

///////////////////////// Change Text Fields with names of Treasures Objects

**if**(Treasures\_page.val==1)

{

load\_obj\_1.txt="NGC189"

load\_obj\_2.txt="NGC225"

load\_obj\_3.txt="NGC281"

load\_obj\_4.txt="NGC288"

load\_obj\_5.txt="NGC404"

load\_obj\_6.txt="NGC584"

load\_obj\_7.txt="NGC659"

load\_obj\_8.txt="NGC772"

load\_obj\_9.txt="NGC908"

load\_obj\_10.txt="NGC1023"

load\_obj\_11.txt="NGC1232"

load\_obj\_12.txt="NGC1291"

load\_obj\_13.txt="NGC1316"

load\_obj\_14.txt="Mel20"

load\_obj\_15.txt="NGC1333"

load\_obj\_16.txt="NGC1360"

load\_obj\_17.txt="NGC1365"

load\_obj\_18.txt="NGC1399"

load\_obj\_19.txt="NGC1398"

load\_obj\_20.txt="NGC1404"

load\_obj\_21.txt="Kem1"

load\_obj\_22.txt="NGC1501"

load\_obj\_23.txt="NGC1502"

load\_obj\_24.txt="NGC1535"

load\_obj\_25.txt="NGC1528"

load\_obj\_26.txt="NGC1545"

load\_obj\_27.txt="NGC1647"

load\_obj\_28.txt="IC418"

load\_obj\_29.txt="Cr69"

load\_obj\_30.txt="NGC1981"

load\_obj\_31.txt="Cr72"

load\_obj\_32.txt="NGC1977"

load\_obj\_33.txt="NGC1999"

load\_obj\_34.txt="NGC2024"

load\_obj\_35.txt="NGC2163"

}**else if**(Treasures\_page.val==2)

{

load\_obj\_1.txt="NGC2169"

load\_obj\_2.txt="NGC2175"

load\_obj\_3.txt="NGC2244"

load\_obj\_4.txt="NGC2264"

load\_obj\_5.txt="NGC2301"

load\_obj\_6.txt="NGC2353"

load\_obj\_7.txt="NGC2440"

load\_obj\_8.txt="NGC2451"

load\_obj\_9.txt="NGC2467"

load\_obj\_10.txt="NGC2547"

load\_obj\_11.txt="NGC2539"

load\_obj\_12.txt="NGC2546"

load\_obj\_13.txt="NGC2683"

load\_obj\_14.txt="NGC2655"

load\_obj\_15.txt="NGC2841"

load\_obj\_16.txt="IC2488"

load\_obj\_17.txt="NGC2903"

load\_obj\_18.txt="NGC3184"

load\_obj\_19.txt="NGC3228"

load\_obj\_20.txt="NGC3293"

load\_obj\_21.txt="NGC3344"

load\_obj\_22.txt="NGC3521"

load\_obj\_23.txt="NGC3621"

load\_obj\_24.txt="NGC3628"

load\_obj\_25.txt="NGC4214"

load\_obj\_26.txt="NGC4216"

load\_obj\_27.txt="NGC4361"

load\_obj\_28.txt="Mel111"

load\_obj\_29.txt="NGC4490"

load\_obj\_30.txt="IC3568"

load\_obj\_31.txt="NGC4526"

load\_obj\_32.txt="NGC4605"

load\_obj\_33.txt="NGC4656"

load\_obj\_34.txt="NGC4699"

}**else if**(Treasures\_page.val==3)

{

load\_obj\_1.txt="NGC5102"

load\_obj\_2.txt="NGC5281"

load\_obj\_3.txt="NGC5363"

load\_obj\_4.txt="NGC5662"

load\_obj\_5.txt="NGC5746"

load\_obj\_6.txt="NGC5866"

load\_obj\_7.txt="NGC5897"

load\_obj\_8.txt="NGC5986"

load\_obj\_9.txt="NGC6210"

load\_obj\_10.txt="NGC6242"

load\_obj\_11.txt="NGC6281"

load\_obj\_12.txt="NGC6369"

load\_obj\_13.txt="NGC6400"

load\_obj\_14.txt="IC4665"

load\_obj\_15.txt="NGC6445"

load\_obj\_16.txt="NGC6503"

load\_obj\_17.txt="NGC6441"

load\_obj\_18.txt="XXXX"

load\_obj\_19.txt="NGC6520"

load\_obj\_20.txt="NGC6544"

load\_obj\_21.txt="NGC6572"

load\_obj\_22.txt="NGC6624"

load\_obj\_23.txt="NGC6633"

load\_obj\_24.txt="IC4756"

load\_obj\_25.txt="NGC6709"

load\_obj\_26.txt="NGC6712"

load\_obj\_27.txt="NGC6723"

load\_obj\_28.txt="Cr399"

load\_obj\_29.txt="NGC6819"

load\_obj\_30.txt="NGC6818"

load\_obj\_31.txt="NGC6866"

load\_obj\_32.txt="NGC6940"

load\_obj\_33.txt="XXXX"

load\_obj\_34.txt="NGC7008"

load\_obj\_35.txt="NGC7027"

}**else if**(Treasures\_page.val==4)

{

load\_obj\_1.txt="Tr37"

load\_obj\_2.txt="NGC7380"

load\_obj\_3.txt="OMe"

load\_obj\_4.txt="NGC7789"

load\_obj\_5.txt="NGC7793"

load\_obj\_6.txt="NGC134"

load\_obj\_7.txt="NGC1245"

load\_obj\_8.txt="NGC1300"

load\_obj\_9.txt="NGC1491"

load\_obj\_10.txt="NGC1514"

load\_obj\_11.txt="NGC2022"

load\_obj\_12.txt="NGC3114"

load\_obj\_13.txt="NGC3918"

load\_obj\_14.txt="IC4406"

load\_obj\_15.txt="NGC5617"

load\_obj\_16.txt="NGC5846"

load\_obj\_17.txt="NGC5907"

load\_obj\_18.txt="NGC5927"

load\_obj\_19.txt="IC4603"

load\_obj\_20.txt="NGC6356"

load\_obj\_21.txt="NGC6388"

load\_obj\_22.txt="NGC6664"

load\_obj\_23.txt="NGC6781"

load\_obj\_24.txt="NGC6905"

load\_obj\_25.txt="NGC6939"

/// Hide Other Text Boxes

load\_obj\_26.txt=""

load\_obj\_27.txt=""

load\_obj\_28.txt=""

load\_obj\_29.txt=""

load\_obj\_30.txt=""

load\_obj\_31.txt=""

load\_obj\_32.txt=""

load\_obj\_33.txt=""

load\_obj\_34.txt=""

load\_obj\_35.txt=""

}**else**

{

Treasures\_page.val=1

**wepo** Treasures\_page.val,360

}

}