Listing of engine instructions

These instructions are always available.
In case of a name conflict (an instruction set has an instruction of the same name),
you can select an instruction from this set by prefixing 'engine.' (so including the period).

Instruction set

use instruction set <class name>
use instruction set <class name> as <instruction set name>

> Makes the instructions available that are implemented in the named class.
> The class is a kind of instruction set and it has a name.
> That name is: 1) with 'use instruction set <> as <>', the given instruction set name,
> 2) otherwise, if the class provides it own instruction set name, that name,
> 3) otherwuse, the full class name (like 'com.mycompany.MyClass').

Symbols

> All symbols must be explicitly defined before they can be used in any way.

define constant <name> as <value>

> Defines a symbol with a single value that can not be 'set'.

define variable <name>

> Defines a symbol with a single value that can be 'set' and sets it to the empty string.

define variable <name> as <value>

> Defines a symbol with a single value that can be 'set' and sets it to the given value.

define structure <name>

> Defines an empty structured symbol (also known as a 'record').
> Fields can be added and set using 'set <> to <>'.
> Fields can be nested (like 'myStructure.someField.anotherField.aFinalField')

set <name> to <value>

> Sets one symbol (or structure field) to a single value.

clear structure <name>

> Clears a whole structure or a structure field (removing all nested fields).

copy structure <source> to <target>

> Copies (a part of) a structure to (part of) another structure.
> Both the source and the target can be a structure name or a structure field name.

Sequences

> A sequence is a special symbol, that returns a different value each time it is referenced.
> It is used in expressions exactly like any other symbol.

define number sequence \<name\>
define number sequence \<name\> from \<value\>
> Defines a symbol that will return numbers starting at the given value, or 1 (one) otherwise.

define string sequence \<name\>
> Defines a symbol that will return the strings it contains.
> Fill it using 'add \<\> to sequence \<\>' before it is used.

add \<value\> to sequence \<name\>
> Can only be used before the sequence has been used.

Waiting

> Waiting for a fixed period rather than for some event usually means waiting too long …

wait \<nr of milliseconds\> milliseconds
wait \<nr of seconds\> seconds
wait \<nr of minutes\> minutes
> Wait for the specified period before continuing with the next instructions.