

Documentation

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Getting Started

1. Installation
2. Introduction
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Language Reference

Variables

Basics , Standard , Namespace , Persistent , System , Scope

Expressions	Expressions , Statements
Operators	Arithmetic , Comparison , Logical , Concatenation , Precedence , Associativity-for-Dummies
Control Structures	Goto , Sub

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Command Reference

Flow Control

- Flow control commands allow scripts to make decisions based on the evaluation of boolean expressions.

break	Jumps to first statement outside of loop
call	Transfers execution to another script file
continue	Jumps execution of a loop to next iteration
exit	Exits a called script
for	Creates a counting loop
gosub	Transfers execution to the matching sub
goto	Jumps to another part of the script given by a label
halt	Stops the script
if	Executes code based on the evaluation of an expression
pause	Temporarily stops the execution of the current script
repeat..until	Creates a loop that checks condition after execution
return	Returns from a sub
stop	Ends the script
while	Creates a loop that checks condition before execution

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Client

- Client commands are used to send information to the Ultima Online client in order to perform an action or effect some change.

chooseSkill	Reads the current skill value/lock status for a specific skill
click	Clicks at a specific position in the UO client
cmpPix	Compares a current pixel to a previously saved pixel
contPos	Moves the active topmost gump to a new position
deleteJournal	Forgets the contents of the journal buffer
findItem	Finds items, monsters, players, NPCs based on object ID or object type
getShopInfo	Retrieves information from the client about the currently shown top entry on a shopping gump
getUOTitle	Gets the text on the title bar of the client
hideItem	Removes an items graphic from the client
ignoreItem	Removes items from the list searched by findItem

key	Sends a key-stroke to the client
move	Moves the character to a specified location
msg	Sends a string to the client as keystrokes
nextCPos	Denotes where the next opened container/gump will open
onHotKey	Performs a line of code if a specific key is pressed
savePix	Saves the color of a pixel in a specified location
setShopItem	Sets the number of items to purchase given by ID
setUOTitle	Sets the text on the title bar of the client
scanJournal	Scans the users journal and stores the string for examination
sleep	Waits a specified amount of time
target	Waits for a target cursor to appear
terminate	Terminates the current client
uoXL	Start/manage clients
wait	Waits a specified amount of time

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Event

- Event commands cause the Ultima Online client to use one of its available internal macros.

event Drag	Drags an object
event ExMsg	Shows a message over the object given by the ID
event Macro	Performs a UO internal macro
event PathFind	Moves you to a specified position if it is possible
event Property	Reads the property description of an item
event SkillLock	Changes the skill locks on the different skills
event Sleep	Suspends the client for a specified time
event SysMessage	Outputs text to the client as a system message

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ExEvent

- ExEvent commands send packet information directly to the Ultima Online server in order to perform actions.

exevent Drag	Drags an object using packets
exevent Dropc	Drops an object in a given container using packets
exevent Droppd	Drops wearable items into the paperdoll
exevent Dropg	Drops an object on the ground using packets
exevent Popup	Opens the context menu of an item/npc
exevent RenamePet	Renames a pet
exevent SkillLock	Changes the skill locks on the different skills
exevent StatLock	Changes the stat locks on the different stats

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Menu

■ Commands to interact with menu elements.

menu Activate	Activates a window element in the EasyUO menu window
menu Button	Creates a button at position x/y with specified size on the EasyUO menu window
menu Check	Creates a checkbox at position x/y with specified size on the EasyUO menu window
menu Clear	Clears all window elements from the EasyUO menu window
menu Combo	Creates a combobox at position x/y with specified size on the EasyUO menu window or adds entries to the combobox
menu Delete	Deletes a window element from the EasyUO menu window
menu Edit	Creates a edit field at position x/y with specified width in the EasyUO menu window
menu Font Align	Changes the font alignment in the EasyUO menu window
menu Font BGColor	Changes the font background color in the EasyUO menu window
menu Font Color	Changes the font color in the EasyUO menu window
menu Font Name	Changes the font in the EasyUO menu window
menu Font Size	Changes the font size in the EasyUO menu window
menu Font Style	Changes the font style in the EasyUO menu window
menu Font Transparent	Sets the transparency of the background color of the font
menu Get	Returns the value associated with a control in the EasyUO menu window
menu GetNum	Returns the number in an edit field in the EasyUO menu window
menu Hide	Hides the EasyUO menu window
menu HideEUO	Hides the main EasyUO window
menu Image Create	Creates a new image control in the menu
menu Image Ellipse	Draws an ellipse/circle within a specified image
menu Image File	Loads an external image file
menu Image FloodFill	Applies the FloodFill effect in the area around a specified pixel within a specified image
menu Image Line	Draws a line within a specified image
menu Image Pix	Paints a single pixel within a specified image
menu Image PixLine	Prints a horizontal line of pixels within a specified image
menu Image Pos	Moves an already existing image control to a different position
menu Image Rectangle	Draws a rectangle within a specified image
menu List	Creates a listbox at position x/y with specified size on the EasyUO menu window or adds entires to the listbox
menu Set	Sets the text of a control
menu Shape	Creates a shape in the EasyUO menu window
menu Show	Shows the EasyUO menu window
menu Text	Creates a label at the specified position in the EasyUO menu window
menu Window Color	Changes the color of the EasyUO menu window
menu Window Size	Changes the size of the EasyUO menu window
menu Window Title	Changes the title of the EasyUO menu window

menu Window Transparent	Sets the transparency of the window
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Namespace

- Commands to interact with namespaces and their related variables.

nameSpace local	Defines the current namespace and its scope
nameSpace global	Defines the current namespace and its scope
nameSpace clear	Clears every variables within the current namespace
nameSpace push	Stores the current namespace name and scope
nameSpace pop	Restores the current namespace name and scope
nameSpace copy	Copy variables from one namespace to another

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Miscellaneous

- Miscellaneous commands

display	Shows a message
execute	Executes an external program
linesPerCycle	Sets the execution speed
set	sets a variable to a value (variable assignment)
send	Sends a HTTP request to a server and runs the code that is returned
shutDown	Shuts your computer down
sound	Plays a wave file or the SystemDefault beep
str	performs a operation on a string
tile	retrieves information about tiles

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Obsolete

- Obsolete commands that are only used for backward compatibility.

deleteVar	Sets a variable to an empty string
initEvents	Initializes all event commands

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System Variable Reference

Character Variables

- The character category of system variables contains information specific to the character in the current

instance of Ultima Online that EasyUO is attached to.

#charPosX	⇒	Returns the characters world X-coordinate
#charPosY	⇒	Returns the characters world Y-coordinate
#charPosZ	⇒	Returns the characters world Z-coordinate
#charDir	⇒	Returns the direction the character is facing
#charStatus	⇒	Returns different states that the character can be in
#charID	⇒	Returns the id of the character
#charGhost	⇒	Returns if your character is dead
#backpackID	⇒	Displays the ID of your player's backPack (Inventory)

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Status Variables

- Status variables come from the UO Status Bar in game. They provide information about the current character.

The character's status bar MUST be opened for these values to work!

#charName	⇒	Returns the name of the character
#sex	⇒	Returns the sex of the character
#str	⇒	Returns the strength of the character
#hits	⇒	Returns the current number of hitpoints of the character
#maxHits	⇒	Returns the maximum number of hitpoints of the character
#dex	⇒	Returns the dexterity of the character
#stamina	⇒	Returns the current stamina level of the character
#maxStam	⇒	Returns the maximum stamina level of the character
#int	⇒	Returns the intelligence of the character
#mana	⇒	Returns the current mana pool for the character
#maxMana	⇒	Returns the maximum mana pool for the character
#maxStats	⇒	Returns the current maximum stats of the character
#luck	⇒	Returns the current luck of the character
#weight	⇒	Returns the current weight of the character
#maxWeight	⇒	Returns the maximum weight of the character
#minDmg	⇒	Returns the minimum damage done with the currently yielded weapon
#maxDmg	⇒	Returns the maximum damage done with the currently yielded weapon
#gold	⇒	Returns the amount of gold on the character
#followers	⇒	Returns the current number of followers of the character
#maxFol	⇒	Returns the maximum number of followers of the character
#AR	⇒	Returns the Armor Rating of the character

#FR	⇒	Returns the Fire Resist of the character
#CR	⇒	Returns the Cold Resist of the character
#PR	⇒	Returns the Poison Resist of the character
#ER	⇒	Returns the Energy Resist of the character
#TP	⇒	Returns the Tithing Points of the character

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Container

- Container system variables represent information available about the top most (or most recent) gump that was opened, moved, or clicked in the Ultima Online Client.

#nextCPosX	⇒	Returns the x-coordinate of where the next container/gump will open
#nextCPosY	⇒	Returns the y-coordinate of where the next container/gump will open
#contSize	⇒	Returns the size of the currently selected container/gump
#contPosX	⇒	Returns the x-coordinate of the currently selected container/gump
#contPosY	⇒	Returns the y-coordinate of the currently selected container/gump
#contKind	⇒	Returns the kind of the currently selected container/gump
#contID	⇒	Returns the id of the currently selected container/gump
#contType	⇒	Returns the object type of the currently selected container/gump
#contName	⇒	Returns the name of currently selected container/gump

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Last Action

- The last action system variables are adjusted when certain activities are performed in the Ultima Online Client.

#lObjectID	⇒	Returns the id of the last used object
#lObjectType	⇒	Returns the type of the last used object
#lTargetID	⇒	Returns the id of the last target used
#lTargetX	⇒	Returns the world x-coordinate of the last target used
#lTargetY	⇒	Returns the world y-coordinate of the last target used
#lTargetZ	⇒	Returns the world z-coordinate of the last target used
#lTargetKind	⇒	Returns the kind of what was last targeted
#lTargetTile	⇒	Returns the tile last targeted
#lLiftedID	⇒	Returns the id of the object last dragged/lifted
#lLiftedType	⇒	Returns the type of the object last dragged/lifted
#lLiftedKind	⇒	Returns if an object is being dragged/lifted
#lSkill	⇒	Returns the skill last used

#!Spell ⇔ Returns the last spell cast

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FindItem

- These system variables are set when the FindItem command is used.

#findID	⇒	Returns the id of the object returned by findItem
#findType	⇒	Returns the type of the object returned by findItem
#findX	⇒	Returns the x-coordinate of the object returned by findItem
#findY	⇒	Returns the y-coordinate of the object returned by findItem
#findZ	⇒	Returns the z-coordinate of the object returned by findItem
#findDist	⇒	Returns the distance from the character to the object returned by findItem
#findKind	⇒	Returns the kind of the object returned by findItem
#findStack	⇒	Returns the number of stacked items in the object returned by findItem
#findBagID	⇒	Returns the bag the object returned by findItem is contained in
#findMod	⇔	Returns displacement for #findX and #findY
#findRep	⇒	Returns the reputation of the object returned by findItem
#findCol	⇒	Returns the color of the object returned by findItem
#findIndex	⇔	Gets the values of all other findItem results without restarting the time-consuming FindItem command.
#findCnt	⇒	Returns the number of objects that matches what was searched for with the findItem command

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Shop

- The shop system variables allow you to work with NPC vendor gumps through the use of the getShopInfo command.

#shopCurPos	⇒	Returns the current position on the shop menu
#shopCnt	⇒	Returns the total number of lines on the shop menu
#shopItemType	⇒	Returns the item type of the current line on the shop menu
#shopItemID	⇒	Returns the item ID of the current line on the shop menu
#shopItemName	⇒	Returns the name of the item the current line on the shop menu
#shopItemPrice	⇒	Returns the price of the current line in the shop menu
#shopItemMax	⇒	Returns the number of items in the stack of the current line in the shop menu

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Extended

- Extended system variables show information about various systems in the Ultima Online client that can be gained by using certain commands.

#skill	⇒	Returns the current skill level for a skill chosen with chooseSkill command
#skillCap	⇒	Returns the current skill cap for a skill chosen with chooseSkill command
#skillLock	⇒	Returns the current lock status of the skill chosen with chooseSkill command
#journal	⇒	Returns the journal line selected using the scanJournal command
#jIndex	⇒	Returns the index of the current journal entry
#jColor	⇔	Returns the color of the text in the journal
#sysMsg	⇒	Returns the current system message
#sysMsgCol	⇔	Returns the current system message color
#targCurs	⇔	Returns if cursor is a target cursor
#cursKind	⇒	Returns the facet where the character is

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Client Variables

- The client variables hold information about the Ultima Online client that EasyUO is attached to.

#cliVer	⇒	Returns the version of the client
#cliCnt	⇒	Returns the number of clients currently running
#cliNr	⇒	Returns which client is currently active for EasyUO
#cliXRes	⇔	Returns the width of the gameplay window
#cliYRes	⇔	Returns the height of the gameplay window
#cliLeft	⇔	Returns the X coordinate of the left edge of the gameplay window
#cliTop	⇔	Returns the Y coordinate of the top edge of the gameplay window
#cliLogged	⇒	Returns if a character is logged into the game

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Combat

- The combat system variables allow you to see and control information that deals with combat.

#lHandID	⇔	Returns the ID of the item to be armed in the left hand
#rHandID	⇔	Returns the ID of the item to be armed in the right hand
#enemyHits	⇒	Returns the percentage of hit points left on the current enemy
#enemyID	⇒	Returns the ID of the current enemy

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Namespace Variables

#nsName	⇒	Returns the name of the currently active namespace
#nsType	⇒	Returns the type of the currently active namespace

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Miscellaneous Variables

- These system variables are not easily categorized in any other category, and therefore are placed here.

#shard	⇒	Returns which shard you are logged into
#date	⇒	Returns the local date on your computer
#time	⇒	Returns the local time on your computer
#sysTime	⇒	Counts the number of milliseconds since 01/Jan/1980 UTC
#sCnt	⇔	Timer in seconds since Windows boot
#sCnt2	⇔	Timer in tenths of seconds since Windows boot
#pixCol	⇒	Returns the color of the pixel last saved with savePix
#cursorX	⇒	Returns the x-coordinate of the cursor
#cursorY	⇒	Returns the y-coordinate of the cursor
#random	⇒	Holds a random number
#dispRes	⇒	Returns button clicked in last call to display
#lShard	⇔	Set the last shard of your choice
#osVer	⇒	Returns the OS version
#euoVer	⇒	Returns the current EasyUO version

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Result

- Result variables hold values that are the direct by-product of actions taken by commands in a script. The exact details of what they contain is determined by the command and variable.

#menuButton	⇔	Returns the name of the last clicked menu Button
#menuRes	⇒	Returns the result of the last menu Get or menu GetNum command
#sendHeader	⇔	Holds HTTP header information for the send command
#strRes	⇔	Returns the result of the last str command
#property	⇒	Returns the result of the last event Property command
#result	⇔	Returns the result of the last return command
#opts	⇒	Determines which EasyUO configuration options are active
#lpc	⇔	Determines the number of lines that are executed per cycle

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Tile

- These system variables contain data gathered using the tile command.

#tileType	⇒	Returns the type of the last read tile
#tileZ	⇒	Returns the z-coordinate of the last read tile
#tileCnt	⇒	Returns the number of tile layers of the last read position
#tileName	⇒	Returns the name of the last read tile
#tileFlags	⇒	Returns the flags of the last read tile

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Constant

- Constant system variables represent characters that are used as tokens within the EasyUO language itself, or characters that would not normally be parsed properly by EasyUO.

#dot	⇒	A constant that represents the dot character
#false	⇒	A constant that represents boolean false
#smc	⇒	A constant that represents the semicolon character
#spc	⇒	A constant that represents the space character
#true	⇒	A constant that represents boolean true

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Other

Note: Old documentation can be found at <http://www.easyuo.com/docs/>

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